

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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IN THIS ISSUE

DOUBLE 1 2013 - all the *ASL* action and results from Chelmsford

CRUSADER LADDER - updated

INTO THE FRAY - scenario replay

THE MAKING OF THE DELUXE PACK - preview of a new scenario pack

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
DOUBLE ONE 2013	4
THE CRUSADERS OPEN	
ASL TOURNAMENT LADDER	7
INTO THE FRAY	9
THE MAKING OF THE	
SCENARIO ARCHIVE'S DELUXE PACK	16
"THIS IS THE CALL TO ARMS!"	18
ON THE CONVENTION TRAIL	19

COVER: Too much alcohol and *ASL* takes its toll on Gerard Burton at DOUBLE 1!

PREP FIRE

Hello and welcome to the latest issue of VFTT, on time for a change! I've a major article by Craig Benn on the *Kampfgruppe Scherer* CG lined up for the next issue so hopefully the next issue shouldn't be too late after Christmas :-)

15 years ago the wargaming world was stunned by the news that Hasbro has purchased Avalon Hill. In those initial months after the news broke, there was much doom and gloom about the future of *ASL*, but MMP and Curt Schilling were able to make a licensing deal with Hasbro, and as a result the game has remained available, unlike most of the games in the Avalon Hill range. While there have been problems along the way (MMP seem to have inherited Avalon Hill's ability to keep to release dates, as well as *ASL* :-)), I think we all owe MMP, both the well-known faces such as Curt Schilling, Brian Youse, Perry Cocke, Keith Dalton, and Chas Argent, and also all the staff behind the scenes and the volunteers who help out, a round of applause for their work over the past 15 years. Here's to more where they came from!

'Til next issue, roll Low and Prosper.

Pete Phillipps

VIEW FROM THE TRENCHES is the quad-monthly British *ASL* journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your *ASL* experiences with others. *VFTT* allows you to communicate with other *ASL*ers. Don't be a silent voice.

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<http://www.vftt.co.uk/vfttpdfs.asp>

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THE ASL MAILING LIST

The *ASL* Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>

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BATTLEQUEST GAMES, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to www.battlequestgames.com.

If you know of other shops stocking third party *ASL* products let me know so I can include them here in future issues.

INCOMING

MMP SHIP RISING SUN

Rising Sun, the long-awaited PTO reprint has begun shipping to those who pre-ordered it. As well as including the contents of both *Code of Bushido* and *Gung Ho!* (complete with updated scenarios, and Chapters G and H incorporating all current errata), it includes 16 additional PTO scenarios from *The General*, the *ASL Annual*, and the *ASL Journal*, and the Gavutu-Tanamabogo campaign game, 'Sand and Blood', from the *ASL Annual '93b*, complete with new 17"x22" map and Chapter Z pages. Also included are a number of overlays, such as X25-X29 from *Action Pack 2*, which were not in *CoB* and *GH!*, due to their use in some of the included scenarios), an assortment of counters not originally found in either *Code of Bushido* or *Gung Ho!*, such as USMC Raider and Paramarines from *Operation Watchtower*, and the Gavutu-Tanamabogo CG, and a selection of American "7", SMC, MMC, SW, and vehicles and Burnt-Out-Wreck counters to aid in the play of the scenarios for those who do not possess *Yanks!*. Some new LCV are also included, in particular the un-armoured and unarmed version of the LCV used in the Gavutu-Tanamabogo CG.

Rising Sun will retail for \$164.00 plus shipping.

Also out now is *Special Ops 4*, MMP's general gaming magazine. In addition to the game *Price Glory - France 1914-1918* from the International Game Series, it includes two *ASL* and two *ASLSK* scenarios and a brief discussion and some of the thinking behind *Rising Sun*. The two *ASL* scenarios are both Pete Shelling designs, with '07 Broken Wings' featuring a combined-arms Russian force attacking a relatively weak Luftwaffe "Field Division" in an effort to Control two buildings on board s. '08 Crucifix Hill' is set in Germany in October 1944 and sees a large American force with engineer, Ranger, and tank support attacking a hill fortified with pillboxes and trenches while German troops hiding in the nearby town begin to appear behind the Americans, forcing them to fight a two-front

battle to Control the town and the hill.

In playtesting at the moment is a Normandy *HASL* containing 3 mapsheets covering St Mere Eglise/Neuville/Hill 20, 2 covering La Fiere/Amfreville, and a single mapsheet for Hill 30/Chef-du-Pont. There will be about 20 standalone scenarios and a CG for each of the map sets, as well as a strategic CG, which will be played out on a strategic map that connects the three areas together.

LSSAH IN 44

Lone Canuck Publishing has released *Leibstandarte Pack 5*, which contains eight scenarios featuring the division in action in Russia in the first three months of 1944. It is available for \$12.00 (\$14.50 for non US/Canadian orders). For more details, including how to order, visit their website at <http://www.lonecanuckpublishing.ca/>

In the works is *Grossdeutschland 3*, a scenario pack which focuses on actions scenarios involving the division in Russia in the summer of 1943, and two new campaign games. *Bloody Buron* sees the Canadians battling the Hitler Jugend in Normandy in 1944, and is expected to be released in November, while *Crossing the Moro* covers the efforts of the Princess Patricia's Canadian Light Infantry to cross the Moro river in Italy in early December 1943.

SCHWERPUNKT 19

Schwerpunkt 19 will be released at ASLOK 2013 along with *Rally Point 8: Sons of the Rising Sun*. As the name suggests, the latter will feature all Japanese/PTO tournament level scenarios. No price has been announced but *Schwerpunkt 18* was \$27.00/£22.95 and *Rally Point 7* was \$21.00/£18.95.

FRIENDLY FIRE

Friendly Fire Pack 8 contains eight ETO

scenarios featured in the Friendly Fire 2013 *ASL* tournament, and is due to be released at ASLOK. It will retail for \$15.00/£10.95.

E- BUNKER RISING

Work continues on *Dispatches from the Bunker 37*, which will be the first to be produced in the new digital format. As usual it will contain four new scenarios. 'Stossgruppe Schlichter' is a tournament-sized scenario set in Norway in 1940 and sees a German force trying to remove a roadblock, cause casualties and exit. 'Anchoring the Line' see the Germans on the defence on New Years Eve 1942 in the east-central part of the Red Barricades., while 'LZ S' sees a company of glider troops landing in Germany in March 1945 to take out a gun position. Finally, 'Mawchi Road' is a meaty PTO scenario sees the Royal Berkshire Regiment clash with the Japanese at Toungoo, Burma. Both sides have three company-sized infantry units supported by divisional assets, including SW and Ordnance for the IJA and assorted carriers for the British.

Also inside will be an article on *Festung Budapest* and the usual Tactical Tips.

A four issue subscription starting with issue 37 is \$15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription starting with issue 36) is \$60.00. Individual PDF back issues are available for \$3.00 each, except for issues 2-8, 10, 13, and 16-19 which have had their material which was reprinted in *Out of the Bunker* replaced and are only £2.00 each. Issue 1 is available for free upon request, by emailing them at aslunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com or by cheques made payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 2024, Hinsdale MA 01235.

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DOUBLE ONE 2013

Derek Cox

This year's tournament, moved back a week to the last weekend in June, saw just over 30 *ASL* players descend on Writtle Agricultural College for a weekend of *ASL* gaming, free beer and pizza and general dice rolling anarchy.

The weekend actually started on the Thursday, when a group of early arrivals hit the Horse & Groom pub for a pre-tournament meal. Friday morning dawned, and the two round, one day minis kicked off, with a choice of 3 on offer:

Back to back toin black – more SS related scenarios

Flame On! – as it says on the tin, anything with flamethrowers!

Bush Tucker Trials – PTO only

Flame On! proved very popular, with three minis being run. By contrast, *Bush Tucker* had just one mini running, but hopefully with the imminent release of

Rising Sun, PTO may get a popularity boost in the UK *ASL* community.

As imitation is the sincerest form of flattery, rather than run through all the scenarios, I will hand over the review to Dave Ramsey, who posted the following on the Gamesquad forum:

Derek always puts on a good tournament and even surpassed himself this year with a great weekend of ASL for this year's Double One tournament. It's the London tournament and happens to only be an hour away from me which makes a nice change from the 4 hour drive to Blackpool, and 3 hours to Bournemouth.

On Friday I arrived 10 minutes before the start of the minis, so was happy with any place I could get. I was put into the SS bracket and awaited my opponent who

was due in an hour. The extra time gave me a chance to catch up with some good friends, Indy Lagu - who had travelled from Canada and Hakan Isaksson (Sweden), (and probably missing some dots above some vowels) who are both frequently mentioned by me when I explain the international draw of these tournaments to befuddled work colleagues.

Friday Morning

Mick Essex arrived in good spirits and because we didn't have as long as everyone else went for the innocuous looking 'DB84 Pot of Stew' a four turn east front clash. Sure, there were quite a few squads, but how tough can four turns be.....?

We set up the maps, pulled the counters (about 15 AFVs and 15 squads each). Then we read the SSRs.

Simultaneous blind set-up.



The situation at some point on Saturday night in the Flame On! mini final between Gerard Burton and Hakan Isakson.

Reinforcements at will (spending CVP that you've incurred, awarding more to your opponent), and a fight for buildings with boards 2 and 3's hills overlooking. The random starting player could have a huge impact and I crossed my fingers it would be my Russians.

Heavy armour, flamethrowers, assault engineers, Tigers, SU-152s and 10-2 armour leaders abound, and the scenario was a swirling mass of destruction. At one point we had a chain of eight destroyed tanks, adjacent, some burning and flamethrowers jumping around, passing hands across the enemy only to rout on the next fire attack.

More than one person commented our game looked like the "comprehensive rout example" from the rule book! The Germans are trying to grab the buildings, killing more than the Russians at the same time.

The key to this scenario is how the attacking German sets up with respect to risking having to go second. With the troops set-up almost on top of each other (they both have the freedom to setup across the full map, with the exception of the Germans not allowed to start in the buildings) if the Russians go first there could be a devastating Prep Fire Phase.

This is mitigated slightly by the defending player allowed to use a form of Defensive Fire in the first Prep Fire Phase but with the dice giving me the first turn (read: shots) the German attack was whacked with losses of over 40CVP in one brutal Prep Fire. The most eyebrow raising attack was the 152 and Tiger, with both ALs set up in the same hex. The 152 won the duel and remained king of the hill.

The scenario was always going to swing to the Russians after the first phase but Mick made a game of it and brought on another Tiger with much fanfare to take on the 152. The Tiger rolled up, Russians looked nervous, the 152 swung the turret and, of course, gacked its gun with all the excitement. The Tiger took aim. Boxcars! Oops. That's awkward... With both tank commanders desperately reaching for their spanners it became a race as to who wouldn't break their gun first. The 152 won the race, recalling itself just a turn after the Tiger's sheepish exit with its gun hanging limply from the turret.

In the end the Russians amassed over 200VP, a combination of reinforcement costs, building VP and CVP. The Germans about half of that. All in four turns and about six hours of destruction! Mick had great banter throughout and it was nice to play someone new to me, too. 1-0

Friday Afternoon

The second round, or 'the final', was a playing of 'AP4 L'Abbaye Blanche' vs Gordon Jupp, another opponent I hadn't played yet. The weather helped out as it wiped out the

cricket that Gordon was going to head out and watch so that gave us the evening to play this classic David vs Goliath puzzle. For those that don't know, the Germans have 10 squads and two HTs (75* MA) against just a squad, a pair of HS and two AT guns. The catch is the Germans must exit eight squads off the board. I misread the VC and thought that the HT counted against me for a point in the US favour if I lost them, so I was overly cautious with them.

The first German turn met no US resistance and the US didn't take a turn one, just remaining hidden, so we pushed on, on both map edges and found the minefields which did little damage. The SS enjoy breaking in the minefields as it gives them an easier time routing out of them with their higher morale. With no squads defending the minefield I was able to jump through them without very much resistance.

Meanwhile the HTs found the guns and rolled over onto their backs like over eager puppies. I thought this forced me to add an extra squad to the exit conditions, and then I lost a HS to a hidden MG. With the game in the balance suddenly the US resistance collapsed in a fit of bad morale checks and quickly there appeared to be no Good Order squads on the board. With two turns remaining I was able to get the squads off the board and snuck the win. 2-0 and a mini-tournament win!

Gordon was a good sport throughout and a solid opponent.

Saturday

On Saturday I was paired up against three good players, Dominic McGrath, Gerard Burton and Andy Smith as part of the second (of eight) division line-up. Dom had been dropped down from the First division as he'd played Craig Benn (who was also in the First Division) the day before. Personally I can think of many excuses not to play Craig again, and "playing him already" is high on the list, so I couldn't complain!

With Andy up first we opted to go off-piste and plumped for a PTO game rather than the others as I hadn't brought my French counters and the other scenarios ('FrF23 Elephants Unleashed' and 'J104 Flanking Flamethrowers') looked a little larger than we both fancied.

'SP166 Blue Jacket Attack' from Schwerpunkt 14 was our choice and features the evil board 39 ahead of some poor green US troops who have enough to contend with in the climbing and the CXing and the Minimum

Moving to have to worry about concealed Japanese squads and MGs falling back to defend board 40.

If you think that sounds hard, you haven't seen how tough it was to set up the boards (only 2 of them, one overlay) – I was defending a stream, then I was defending the back of a hill, then I finally worked out my compass points, only to be told I'd still got something wrong. The game definitely didn't get off to a good organisational point for me!

The game was tough for Andy in just getting over the tricky hexes with some low grade troops. A couple of times squads turned back around after realising the way ahead was just too difficult. My Japanese missed a couple of key Ambush/CC attempts and that made the game much harder than I'd hoped. The tenacious marines enjoyed cutting down the Japanese and Andy figured out my concealment counters before I'd even remembered where I'd put my dummies.

He only guessed wrong once (with expected results) but in the end I had enough to make his last turn dash nearly impossible for the poor marines who had to charge into CC with every disadvantage going. Andy was a fun, laid back opponent and it was a good fun game.

Saturday Afternoon

The second game on Saturday was the blind round, playing a scenario that no one knew about. I love this idea (I won't take the credit for asking Derek to include this last year!) not for the no-preparation aspect but more because everyone's playing the same scenario. It was great to have the same scenario to talk about and see how



PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Michael Allen	5	3	2
Martin Barker	3	1	2
Craig Benn	5	3	2
William Binns	2	1	1
David Blackwood	6	4	2
Nigel Blair	6	3	3
Stuart Brant	5	1	4
Gerard Burton	5	2	3
Simon Church	1	0	1
Derek Cox	2	1	1
Richard Dagnall	2	0	2
Michael Essex	5	0	5
Malcolm Hatfield	3	3	0
Steve Hunt	5	3	2
Hakan Isaksson	5	2	3
Gordon Jupp	5	3	2
Indy Lagu	3	2	1
Paul Legg	4	1	3
Martin Mayers	5	3	2
Dominic McGrath	5	2	3
Ian Morris	6	4	2
Darren Orwin	2	0	2
Pete Phillipps	5	4	1
Ian Pollard	3	1	2
Sam Prior	5	4	1
David Ramsey	5	5	0
Nick Ranson	4	0	4
Andy Smith	5	3	2
Simon Staniforth	5	3	2
Simon Taylor	3	1	2
Paul Treslove	3	0	3
Miles Wichahn	4	2	2

different players approached the tricky Russian defence.

Of course, I can't remember the scenario title ('OB9 Oriola Force' – Derek), but it featured eight Russian squads holding off 14 second line German squads totting HMGs, MMGs and some PSKs. The battle is to get into the city across a road, where a couple of turns from the end four T34/85s rush on to attempt to support the last turn snatch-back of the buildings. The Germans have fighter bomber and Stuka air support and the Russians have a very handy M16/M17 (depending on who you ask) half-track, the one with the 24 IFE.

Air support rules can be summarised in this game as, "have one (tricky) attempt at knocking out the HT with the point attack from the Stuka, or risk using the 37LL cannon and potentially get taken out before a shot gets off." The HT kills on 8's and has ROF of 2.

As it happens my defence stood up well to Dom's attack, despite a horrible run of cowering at exactly the wrong times. It was a tough ask, and with the HT taking down the Stuka and keeping rate, Dom lost heart. It was tough from the first turn, when my infantry gun opened up on his front line troops in the woods, and he couldn't really get into position. 2-0 for the tourney and 4-0 for the weekend.

Sunday Morning

The night before Derek had laid on pizzas and a free bar. Perfect. However, I'd had a reasonable amount to drink the night before so settled for a bottle of beer and an early night – ready for the big clash with

TOURNAMENT WINNERS

Friday Minis

Bush Tucker Trials – Dominic McGrath
Back to Back 1 – Nigel Blair
Back to Black 2 – Dave Ramsey
Flame On 1 – Martin Mayers
Flame On 2 – Hakan Isaksson
Flame On 3 – Pete Phillipps

Weekend 3 round Tourneys

A - Sam Prior
B - Dave Ramsey
C - Gordon Jupp
D – David Blackwood
E – Malcolm Hatfield
F – Mike Allen
G – Ian Morris

Long Distance Award – Indy Lagu

Sportsmanship Award – Nick Ranson

Bingo Card winner – Ian Morris

Gerard, who'd beaten Dominic but lost to Andy. Various mathematical calculations would be required to figure out a winner if Gerard were to win, especially if Andy also had won, because there'd be 3 of us on 2 wins each.

Gerard had been playing Hakan the night before on a game that had its roots in the flamethrower mini the night before that. Much wine had been drunk and clearly both players were enjoying the drinks as much as the game. The resulting alcohol infused game was revisited the next morning, only to see squads in the road on level 1 markers, and stacks of units off board that were apparently still in play. It wasn't a pretty sight – and that's not including the two opponents who were clearly not enjoying the early start!

To give Gerard a fighting chance of getting himself together we picked the smallest scenario and I suggested I'd take the defence. We played 'SP210 Tea at Three', another Schwerpunkt offering, featuring defending Germans surrounded by British paratroopers and a US half-squad thrown in for good measure (someone will make a film of that one day, and that half-squad will turn the tide of battle, I'm sure...)

Gerard's attack started meanly, picking on the conscript speed bump with ruthless efficiency, but the leap into the main stone building was met with stiffer resistance. Losing the 9-1 leader crossing the road, the 648 and DC jumped into the building only to be locked into melee with the defending squad. A tricky choice for me was to decide whether to throw two more squads and my 9-1 leader into CC in an attempt to wipe out the invader, or risk losing the lot. With a 2-1 advantage, and the leader, I needed 8's to CR the paratrooper, whilst Gerard needed 3's if he went up against everything. I took the gamble, and eliminated him, whilst his 3:2

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
AP4 L'Abbaye Blanche	1	2
BFP-56 White Beach 1	0	1
CH28 Children of the Kunai	1	0
DB084 Pot of Stew	1	0
FrF23 Elephants Unleashed	4	2
FrF40 Sporek's Eleven	0	1
FrF47 Cutting Off A Hydra's Head	0	1
FrF52 Dying For Danzig	1	1
FT169 Daring Parafroggers	3	2
FT174 Green Berets	1	5
J101 The Coconut Plantation	0	2
J104 Flanking Flamethrowers	3	3
J116 Brigade Hill	1	0
J148 Last Minute War	1	0
O1 Go Big or Go Home	1	0
OA26 Vogt's Ritterkreuz	1	2
OB9 Oriola Force	5	8
SP108 Searing Soltau	1	3
SP166 Blue Jacket Attack	0	1
SP202 Fiery Finale	1	1
SP210 Tea at Three	1	2
SP74 The Last Tiger	0	1
SP95 Burn Gurkha Burn!	0	1
TOTALS	66	27 39

attack missed. Grabbing the demo charge, and a concealment counter I felt a bit safer.

My MMG broke but I had better ideas on how to defend the building. I had played Toby Piling a few years back and he'd shown me a devilish strategy of defending multi-hex stone buildings. By deploying, rotating concealed units and taking up positions, one unit per location an attacker is almost powerless to take on the building without turns in abundance. As it started to become clear that Gerard needed to get into the building, and take on 12 concealed locations with four squads over two turns, he threw in the towel.

He wasn't at his best, and I got lucky with his hangover. Still, I'll take the win.

I'd gone 5-0 for the weekend, and picked up two trophies, but more importantly, had a great time in a really well run tournament.

Derek was still offering lifts to the station, and even suggested a Sunday morning newspaper run for next year's attendees - something that might just convince me to make sure he runs my ASL commune, when I finally win the lottery!

Thanks to all my opponents, and to Derek, plus all the guys I got to hang out with. Great weekend!

So there you have it. I'd like to thank everyone for attending and making the weekend a very enjoyable one. I think I had to make two or three rule calls over the whole weekend, which underlined the great spirit that all the games were played in. The dates for 2014 are already set (June 27th to 29th), and I hope to see as many of you as possible there next year.

The Crusaders

Open ASL Tournament Ladder

DOUBLE 1 Update

Craig Benn Fails To Grab Top Spot

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	75	68-2-5	4085	94=	Miles Wichahn	51	27-0-24	3095	192	Josh Kalman	10	5-0-5	2900
2	Derek Tocher	124	94-2-28	3935	94=	Nigel Brown	26	11-0-15	3095	193=	Martin Kristensen	6	2-0-4	2895
3=	Craig Benn	87	66-0-21	3755	94=	Mikael Siemsen	6	3-0-3	3095	193=	Mark Tomlinson	1	0-0-1	2895
3=	Steve Thomas	42	32-1-9	3755	94=	Marc Hanna	6	4-0-2	3095	195=	Ian Pollard	147	60-1-86	2885
5	Simon Strevens	86	60-1-25	3720	98=	Iain Mckay	43	22-0-21	3090	195=	Bernard Savage	21	9-1-11	2885
6	Mike Rudd	38	32-1-5	3660	98=	Kevin Beard	13	9-1-3	3090	195=	Jakob Norgaard	6	1-1-4	2885
7	Fermin Retamero	13	11-0-2	3650	98=	Jas Bal	5	3-0-2	3090	198=	Mat Haas	19	9-0-10	2880
8	Sam Prior	89	54-1-34	3645	98=	Peter Michels	3	2-0-1	3090	198=	Sam Belcher	8	3-0-5	2880
9	Georges Tournemire	8	7-1-0	3640	98=	Gary Lock	2	2-0-0	3090	200	Patrick Dale	38	15-1-22	2875
10	Michael Hastrup-Leth	45	31-1-13	3615	103=	Bill Sherliker	47	22-2-23	3085	201=	Michael Allen	15	8-0-7	2870
11	Dave Schofield	153	111-0-42	3580	103=	Paulo Alessi	6	4-0-2	3085	201=	David Kalman	5	2-0-3	2870
12	Aaron Cleavin	6	6-0-0	3565	105	Dirk Beijard	5	3-0-2	3080	201=	John Johnson	1	0-0-1	2870
13=	Bjarne Marell	36	26-0-10	3560	106=	Billy Carslaw	11	4-0-7	3075	204=	Russell Gough	89	46-4-39	2860
13=	Pete Bennett	14	12-1-1	3560	106=	Robin Langston	9	4-2-3	3075	204=	Peter Ladwein	21	9-0-12	2860
15	Steve Linton	17	14-0-3	3545	106=	Chris Milne	5	3-0-2	3075	204=	Neil Piggot	4	1-0-3	2860
16	David Ramsey	78	44-0-34	3540	109=	Robert Schaaf	3	2-0-1	3070	204=	Lutz Pietschker	4	1-0-3	2860
17	Paul Hasesler	17	10-2-5	3530	109=	Serge Bettencourt	3	2-0-1	3070	204=	Darren Orwin	2	0-0-2	2860
18	Mark Blackmore	85	62-0-23	3485	109=	Jean-Luc Baas	3	2-0-1	3070	209	Nick Angelopoulos	5	1-0-4	2850
19	Jes Toudal	24	16-0-8	3475	112=	Tony Gibson	36	19-0-17	3065	210=	Keith Bristow	69	39-1-29	2845
20	Martin Mayers	79	37-0-42	3470	112=	Alexander Rousse-Lacordaire	4	2-1-1	3065	210=	John Martin	6	2-0-4	2845
21	Tim Bunce	82	55-0-27	3440	112=	Bob Runiccises	3	2-0-1	3065	212	Bill Eaton	21	8-3-10	2840
22	Alan Smea	9	8-0-1	3435	115=	Ruarigh Dale	38	17-0-21	3060	213=	Mark Furnell	13	5-1-7	2835
23	Eric Gerstenberg	24	15-0-9	3405	115=	Patrik Manlig	16	9-0-7	3060	213=	David Otway	5	1-0-4	2835
24	Lars Klysnar	11	8-0-3	3400	115=	Scott Byrne	12	7-0-5	3060	215	Daniel King	3	1-0-2	2830
25	Dominic McGrath	174	106-3-65	3390	118=	Stefan Jacobi	11	5-0-6	3050	216	Mike Daniel	5	2-0-3	2825
26	Paul Jones	52	28-0-24	3385	118=	Bo Siemsen	4	2-0-2	3050	217=	Wayne Baumber	86	39-0-47	2820
27=	Ran Shiloah	11	7-0-4	3370	120	Scott Greenman	8	3-1-4	3045	217=	Mark Chapman	6	2-0-4	2820
27=	Peter Struijf	10	8-0-2	3370	121	Steve Hunt	5	3-0-2	3040	219=	Nigel Blair	182	67-1-114	2810
29=	Andrew Dando	48	27-2-19	3365	122	Steve Pleva	6	3-0-3	3035	219=	Michael Robertson	4	1-0-3	2810
29=	Carl Sizmur	21	13-0-8	3365	123	Mark Warren	20	11-0-9	3030	221=	Ivor Gardiner	17	8-0-9	2800
31	Bernt Ribom	5	5-0-0	3350	124=	Daniele Dal Bello	4	1-0-3	3025	221=	Clive Haden	5	2-0-3	2800
32	Trevor Edwards	150	87-1-62	3340	124=	Peter Hofland	4	2-0-2	3025	223=	Kevin Croskery	16	6-0-10	2790
33	Phil Draper	78	49-2-27	3330	126	Ian Daglish	150	70-2-78	3020	223=	Nick Sionsky	8	3-0-5	2790
34	Andy Smith	26	19-1-6	3320	127	Vincent Kamer	4	2-0-2	3015	223=	Alistair Fairbairn	3	0-0-3	2790
35	Tom Jackson	39	21-0-18	3315	128=	Andrew Saunders	33	15-1-17	3010	226	Chris Littlejohn	14	3-2-9	2780
36	Joe Arthur	21	13-0-8	3305	128=	Colin Graham	5	3-0-2	3010	227	Graham Worsfold	3	0-0-3	2775
37=	Martin Vicca	43	29-1-13	3295	130=	Pete Phillips	178	70-0-108	3005	228	Richard Kirby	7	2-0-5	2770
37=	Frank Tinschert	15	10-0-5	3295	130=	Shaun Carter	83	38-1-44	3005	229	Bill Hensby	31	10-0-21	2765
39	Philippe Leonard	9	7-1-1	3285	130=	Ian Willey	11	5-0-6	3005	230=	William Roberts	12	3-1-8	2760
40=	Ralf Krusat	6	5-0-1	3280	130=	Allard Koene	7	4-0-3	3005	230=	Andrew Hershey	10	4-0-6	2760
40=	Will Fleming	3	3-0-0	3280	134=	Stephen Burleigh	37	15-2-20	3000	230=	Flemming Scott-Christensen	6	1-0-5	2760
42	Dave Booth	7	5-0-2	3270	134=	Phil Nobo	11	6-0-5	3000	233	Jonathan Townsend	4	1-0-3	2755
43	Daniel Kalman	11	8-0-3	3245	134=	Steve Grainger	8	4-0-4	3000	234	Peter Neale	3	0-0-3	2750
44	Jackson Keddell	5	5-0-0	3240	134=	Duncan Spencer	4	2-0-2	3000	235	Andy McMaster	34	12-0-22	2745
45=	Paul Saunders	19	10-0-9	3235	134=	Martin Hubley	4	3-0-1	3000	236=	Burnham Fox	23	10-0-13	2740
45=	Daniel Batey	4	4-0-0	3235	134=	Ian Kenney	4	2-0-2	3000	236=	Indy Lagu	19	6-0-13	2740
47=	Bob Eburne	57	33-0-24	3225	134=	Nick Brown	3	1-1-1	3000	238=	Nick Quinn	14	5-0-9	2735
47=	Ray Woloszyn	31	18-1-12	3225	134=	Thomas Buettner	3	2-0-1	3000	238=	Rupert Featherby	3	0-0-3	2735
49	Christian Koppmeyer	15	8-0-7	3220	134=	Frazer Greenshields	0	0-0-0	3000	240	Hamish Hughton	4	0-0-4	2725
50=	Ian Percy	12	8-1-3	3215	143=	Malcolm Hatfield	67	29-0-38	2995	241=	Chris Walton	69	23-1-45	2720
50=	Gordon Jupp	11	8-0-3	3215	143=	Kris Pugh	14	6-0-8	2995	241=	Marc Horton	6	1-0-5	2720
50=	Tom Slizewski	5	4-0-1	3215	143=	Gilles Hakim	5	2-0-3	2995	241=	Steve Cooks	4	0-0-4	2720
53=	Nils-Gunner Nilsson	5	4-0-1	3210	146	Lee Bray	18	7-0-11	2990	244	Ray Jennings	11	3-0-8	2715
53=	Klaus Malmstrom	4	3-1-0	3210	147=	Matt Blackman	2	1-0-1	2985	245	Paul Treslove	3	0-0-3	2710
53=	Yves Tielemans	3	3-0-0	3210	147=	Eric Baker	2	1-0-1	2985	246	Colin Bell	5	1-0-4	2705
56=	Simon Croome	63	34-0-29	3205	149=	Ian Morris	10	5-0-5	2980	247	Neil Brunger	55	19-0-36	2695
56=	Francois Boudrenghien	3	3-0-0	3205	149=	David Farr	4	2-0-2	2980	248	Simon Hoare	4	0-0-4	2690
58	David Blackwood	41	18-0-23	3200	149=	Malcolm Rutledge	3	1-0-2	2980	249	Jeff Haward	7	2-0-5	2685
59	Jean Devaux	3	3-0-0	3190	152=	Paul Kettlewell	89	42-0-47	2975	250	Christain Speis	5	1-0-4	2680
60=	Michael Davies	91	50-1-40	3185	152=	Brendan Clark	24	10-1-13	2975	251	Steve Cook	31	14-0-17	2675
60=	Armin Deppe	13	7-1-5	3185	152=	Sergio Pucillo	5	1-0-4	2975	252	James Crossfield	15	6-0-9	2670
62=	Gerard Burton	69	41-0-28	3180	155	John O'Reilly	5	2-1-2	2970	253	Pedro Barradas	7	1-0-6	2655
62=	Bill Durrant	5	4-0-1	3180	156=	Ben Jones	49	23-0-26	2960	254	Nigel Ashcroft	52	19-1-32	2635
64=	Steve Crowley	47	21-1-25	3175	156=	Martin Barker	32	13-1-18	2960	255	James Short	11	3-0-8	2630
64=	Jonathan Pickles	8	5-0-3	3175	156=	Elliot Cox	2	0-1-1	2960	256=	Graham Smith	49	18-1-30	2625
66=	David Tye	45	20-0-25	3170	159	Michael Maus	7	3-0-4	2955	256=	Adrian Catchpole	11	2-0-9	2625
66=	Grant Pettit	7	4-1-2	3170	160=	Simon Church	6	2-0-4	2950	258=	Adrian Maddocks	12	3-0-9	2620
66=	Bruno Tielemans	3	3-0-0	3170	160=	Gavin White	5	2-0-3	2950	258=	Gareth Evans	7	1-0-6	2620
69	William Binns	63	31-0-32	3165	162=	Pedro Ramis	6	3-0-3	2945	260	Arthur Garlick	21	2-5-14	2615
70=	Mel Falk	9	5-0-4	3160	162=	David Murray	5	2-1-2	2945	261	Bryan Brinkman	9	1-0-8	2610
70=	Rodney Callen	6	4-0-2	3160	162=	Laurent Forest	3	0-0-3	2945	262=	Neil Stevens	69	27-2-40	2605
72=	Ulric Schwela	46	21-1-24	3155	162=	Alex Ganna	2	0-1-1	2945	262=	Richard Dagnall	9	1-0-8	2605
72=	Hakan Isaksson	43	21-0-22	3155	166=	Tim Macaire	68	35-0-33	2940	264	Ian Parkes	10	3-1-6	2595
74	Jeremy Copley	9	6-0-3	3150	166=	Jon Williams	14	6-0-8	2940	265	Lee Hyde	5	0-0-5	2590
75	Nick Edelsten	22	14-1-7	3145	166=	Wayne Kelly	11	4-1-6	2940	266	John Fletcher	6	0-0-6	2585
76=	Paul O'Donald	72	44-1-27	3135	166=	Paulo Ferreira	9	4-0-5	2940	267	Oliver Gray	15	4-0-11	2580
76=	Derek Cox	25	14-0-11	3135	166=	Bob Nugent	3	2-0-1	2940	268	Chris Netherton	30	10-2-18	2560
76=	Andrew Whinnett	16	9-0-7	3135	171=	Brian Hooper	175	64-2-109	2935	269	Mike Standbridge	47	13-1-33	2555
76=	Frenk Van Der Mey	4	3-0-1	3135	171=	Martin Bryan	19	8-0-11	2935	270	Michael Essex	48	20-0-28	2550
80	Chris Courtier	13	7-2-4	3130	171=	Derek Briscoe	1	0-0-1	2935	271	Michael Rhodes	43	10-0-33	2545
81	Paul Sanderson	41	21-0-20	3125	174=	Andy Price	3	1-0-2	2930	272	Robert Seeney	5	0-0-5	2510
82=	William Hanson	18	11-0-7	3120	174=	Andrea Marchino	1	0-0-1	2930	273	Paul Case	135	36-3-96	2500
82=	Lee Brimmicombe-Wood	12	8-0-4	3120	176=	Simon Staniforth	42	22-0-20	2925	274	Damien Maher	9	1-0-8	2485
82=	Paul Ryde-Weller	10	5-1-4	3120	176=	John Sharp	8	3-0-5	2925	275	Justin Key	69	25-1-43	2470
82=	Philip Jones	5	3-0-2	3120	176=	Paul Boyle	5	2-0-3	2925	276	Roger Cook	31	9-2-20	2440
82=	Anthony O'Boyle	3	2-0-1	3120	179=	Tim Collier	17	7-0-10	2920	277	John Kennedy	24	5-0-19	2415
87	Mark Walley	4	3-0-1	3115	179=	Steve Allen	6	1-1-4	2920	278	Simon Taylor	34	8-1-25	2410
88=	Aaron Sibley	64	38-0-26	3110	181=	Paul Legg	171	72-2-97	2915	279	Chris Ager	26	7-0-19	2400
88=	Luis Calçada	43	21-1-21	3110	181=	Edo Giaroni	3	1-0-2	2915	280	Ray Porter	45	5-0-40	2355
88=	Stewart Thain	24	12-0-12	3110	181=	Nathan Wegener	3	1-0-2	2915	281	Stuart Brant	28	8-0-20	2340
88=	Luc Schonkerren	5	3-0-2	3110	181=	Iain Ainsworth	1	0-0-1	2915	282	Jackie Eves	45	12-0-33	2330
92	Simon Morris	11	6-0-5	3105	185=	Brian Martuzas	5	2-0-3	2910	283	Nick Carter	16	2-0-14	2250
93	Russ Curry	6	4-0-2											

INTENSIVE FIRE 2013

24 – 27 OCTOBER 2013



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2013 sees us well into our second decade and players of all standards are invited to attend.

FORMAT

The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.

For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE

The Kiwi Hotel has under-gone a major refurbishment following its change of ownership in 2011, and is now known as the Travel Rest. Centrally located in Bournemouth, offers both excellent gaming facilities and reduced accommodation rates (£46 per night for a single room or £36.50 for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at <http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel>.

For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

COST

Weekend registration for the tournament costs just £15, or just £10 if you register before 1st October. The tournament program listing the weekend's scenarios and events is available from late September to anyone registering in advance.

FURTHER DETAILS / REGISTRATION

Contact Pete Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Telephone (01972) 510 350 (+44 1972 510 350 from outside the UK) or email if@vfth.co.uk.

INTO THE FRAY

Joss Attridge

The invasion of Poland was a success for German arms but perhaps a strategic failure for Hitler. His plan had always recognised that enemy number one was Russia and enemy number two was France and he had planned on smashing France quickly then turning on Russia. In this plan he saw Poland as a willing ally and Britain as if not an ally then at least a friendly neutral. His aggression elsewhere had hardened attitudes and the Poles, stubborn as ever and exposed between two powerful enemies, were not willing to play ball. Hitler thus invaded and in doing so finally pushed Britain over the brink.

The Polish Army was prepared for the conflict though not for Blitzkrieg and their army resisted as the Germans swarmed in. Prior to the war's start the Polish 4th Army had taken positions in the north west of Poland (Pomerania) to prevent Hitler occupying this area by coup de main as he had similarly done in Sudetenland earlier. The arrival of the full war had meant this force could be better used elsewhere and it was moving back as the main German armoured spearheads swarmed in.

German successes in the early war were less caused by technological prowess than by all-arm co-operation and co-ordination and the furious advance of armoured spearheads to prevent costly attrition battles from developing. These armoured spearheads won through gaining local force superiority over often technologically superior opponents. Even the Poles possessed small numbers (a hundred or so) of tanks with better armament and armour than their German opponents (the 7TP)

In the north west, Guderian's XIX Panzer Corps was one of the spearheads. In the area of Krojanty elements of the German 20th Motorised Infantry Division were advancing to secure the flank of the

spearhead. The Polish cavalry of the 18th Pomeranian Uhlans scouted a battalion of the 20th Division (the 76th Infantry Regiments under Colonel Hans Gollnick) resting in a clearing outside the forest.

The Polish cavalry was an elite formation possessing considerable esprit de corps and this showed in both their combat readiness and their turnout. In this case, their commander, Colonel Kazimierz Mastalerz decided to take advantage of the unsuspecting Germans and to launch a surprise assault.

Two squadrons (the 1st and 2nd - around 250 men) under Captain Eugeniusz Swiesciak charged in the evening twilight at 19:00. The remains of the force (including some Polish tanks) was kept in reserve as the 18th's orders were to cover the retreat and going 'all in' would compromise their ability to carry out their orders.

The Germans were surprised and quickly cleared out of the clearing by the village. Fortunately for them some motorised reconnaissance vehicles then arrived and restored the situation with their machine guns and 20L guns proving effective killing both Mastalerz and Swiesciak and around twenty men. The Poles surprised in turn and having lost two of their senior and obviously aggressive commanders retired. Their action had enabled Polish troops engaged close by at Chojnice to pull back and caused enough alarm at the 20th Motorised Division that it almost stopped its advance and pulled back. General Guderian later said in his memoirs that he met his divisional staff:

"wearing helmets, preparing an anti-tank gun for a possible Polish cavalry attack"

and that he soon calmed things down and got them moving forward.

The interesting result to this small engagement was that several reporters were

shown the scene later on and the inference provided was that the Poles had charged the tanks and armoured vehicles. This was later spread widely around as evidence of Polish incompetence or foolhardy bravery against technological progress whereas it was in reality the first cavalry charge of World War II and a successful one to boot.

To read more concerning the Polish cavalry myth look at this website article by Alexander Zakrewski:

<http://www.militaryhistoryonline.com/wii/articles/polishcavalry.aspx>

In this scenario, the Germans win if they garner 20 more casualty points than the Poles or exit 30 off of one of the board edges.

Situation Enemy Forces

The Polish army in the area is numerous and represented by the 18th Pomeranian Uhlans of the Pomorska Cavalry Brigade and some green troops of the 13th Infantry Regiment of the 9th Division. It has several difficulties which can be taken advantage of. Firstly their force is split in two allowing defeat in detail. Secondly the range of their defensive forces is considerably weaker than the Germans. This should allow the initial line to be hurt without placing valuable German units at risk. Secondly they have a fairly weak officer cadre, again in the defensive line. These troops are primarily green so have weak morale and limited rally potential.

The cavalry reserves are of different calibre and being mounted will be able to reinforce fairly quickly. The reserves also have a much closer range to our own troops plus elite morale and better officers. This means that we will have to defeat the first line quickly. Should the Poles reinforce their second line quickly and form one force at



almost 2:1 odds then the German position becomes much more difficult.

Initial scouting reports show that the Polish infantry force have formed in two zones. A strong force with both anti-tank weapons and a MMG has set up in the stone village (Krojanty). This will be difficult to dislodge due to the strength of the primary position and the lack of easy approach routes.

The second position has the majority of the defence strung out in a line taking advantage of the woods. It looks like several Polish units will start out in range of the German advanced units. Plus locals captured indicate that the Polish officer in charge is on this flank and is not held in high regard by his own troops. These are weakness that could be exploited. Equally the extensive wooded areas behind the Poles will prevent the cavalry reserves arriving as quickly as they could on the right side of the battlefield.

Though the quality of officers improves inside the cavalry the total number available to the Poles for all 27 or so squads is still small and by its very nature they will not be able to have a good concentration of officers at all points. This means their defence could fracture if enough pressure is applied.

Situation Friendly Forces

The German infantry comprises solid first line troops of the 76th Infantry Regiment with excellent range and standard firepower and morale. The officer cadre is not experienced though is demonstrably of better quality than their initial Polish counterparts. The German force also has a good proportion of officer to squad and most of the German line can have officers close by to provide support and rally opportunities. The arrival of a small armoured/motorised force has the capacity to break any stalemate that may occur. This force should avoid the known Polish anti-tank weapons inside the village. The lack of decent Polish leaders also lowers the possibility of close combat hurting the tanks. Either way the tanks will require close infantry support as soon as possible. The tanks are of the standard Panzer IIA configuration so carry a 20L gun plus localised machine guns. The lack of enemy armour means their primary role will be



Complete setup. The German target is the Polish centre controlled by the Col Blimp 6+1.

to provide support through the high ROF machine gun (4 on the IFT as opposed to 1 using the 20L with high explosive plus no to hit roll).

ORDER OF BATTLE

XIX Panzer Corps sub units comprising

- 1 Company 2nd Btn 76th Inf Regt, 20th Motorised Infantry Division
 - 1st Platoon (full strength) 9-1 Sgt Schmidt, 2 1st line squads, MMG
 - 2nd Platoon (3/4 strength) 8-0 Captain Hauser, 3 1st line squads
 - 3rd Platoon (3/4 strength) 3 1st line squads
- 2 Company 2nd Btn 76th Inf Regt, 20th Motorised Infantry Division
 - 1st Platoon (full strength) 8-0 Lt Korth, 3 1st line squads, MMG
 - 2nd Platoon (3/4 strength) 8-1 Sgt Kochler, 2 1st line squads, 2 LMG
 - 3rd Platoon (3/4 strength) 2 1st line squads, 2 LMG
- Motorised Reconnaissance Units of Aufklärungs-Abteilung 20
 - 2 Panzer IIA
 - 3 PSW221 reconnaissance cars with CMG

Plan

The 1st Company and 2nd and 3rd platoons of the 2nd company will form up in the centre and provide suppressive fire upon the Polish front line with a strong push towards the centre of the map to take the close wooden buildings as quickly as possible. For this the officers will need to be used to move the troops forward quickly then once done to step back to prepare to rally DM'd troops. The 1st Platoon of the 1st Company will take a firing position over the stone village buildings to prevent concealment gain and to prevent the Polish

left easily counter attacking our own troops as they move to the centre. The left flank comprising the 2nd Company will advance to hopefully seize the wood line. It is expected that the Poles will then fall back to try and use the closer ranges of the wood to counteract German range advantage. It is also hoped that the initial fire will have drastically reduced their defensive potential allowing the superior German troops to destroy them before the cavalry reserves arrive. The troops will be encouraged to use small squad size fire groups as the Polish defenders will be in some cover (the woods) but not enough to make large fire groups necessary. Due to the lack of decent officer leaders on that flank and the low morale of those troops simple morale checks will be enough to disperse the force to permit out troops to advance in.

We are going to aim for victory through annihilating the enemy in the Napoleonic style. Exit conditions can go jump. Once the tanks arrive they will be used primarily to shield the infantry from exposed fire allowing the infantry to advance and do more damage. Prisoners will be taken if possible firstly because the Polish infantry are green and with a low ELR so will disrupt quickly and secondly because they are worth double victory points.

I briefly considered taking the entire force around the far right flank but as the Poles has garrisoned a MMG in the top floor of the stone building our troops would have had continual MMG fire practically in the open plus having to cross grain meaning they would be squeezing through the gap to the right of the building just when the Polish cavalry reserves would arrive. It would allow German range to be used to advantage though so maybe that would have been the best approach....



German Position End turn 1. Polish centre has been captured at the top of the picture and the Polish cavalry reserves can be seen arriving on the left.



Complete Board end of turn 1. The horses locations would be marked down and removed to reduce board clutter for the rest of the game

Turn One

The plan started slowly with the left flank attracting fire from the Polish line and no less than 2 4-6-7s and Sgt Schmidt were DM'd trying to enter the wood by the grain this though meant the Polish defenders had shot their bolt and apart from a disrupt from the MMG the remainder of 2nd company reached the edge of the grain unharmed. In the centre the attack was driven forward very aggressively. Captain Hauser managed to DM back on a 1MC but the troops with him passed both morale and a leader break pin check allowing them to assault into the wooden building destroying the defenders. On the right flank the 1st Platoon was unsuccessful in laying down its own fire but was itself broken and pinned by counter fire from the poles.

German Casualty Points	0
Polish Casualty Points	2
1 squad destroyed in combat	
Difference	+2

On the initial Polish turn the cavalry entered and galloped forward to attempt to create a second defensive line. Several good shots broke a couple of cavalry and both the 6+1 infantry officer and another 4-3-7 disrupted and broke trying to move back from the advancing Germans. In the meantime the Germans took two squads prisoner.

German Casualty Points	0
Polish Casualty Points	10
1 squad destroyed in combat	
2 squads captured	
Difference	+ 10

Turn Two

Things were now much more sticky for the Germans. Heavily outnumbered they needed to stabilize a defensive line until the motorised reinforcements arrived and protect the prisoners at the same time.

The turn plan was for the centre to send prisoners back so as to allow one MMC to guard them, to send another MMC forward to attempt to capture the officer - this was a little more risky but any attempt by the Polish cavalry to counter in would be met by point blank fire from the wooden building should they succeed in taking the forward squad. On the right I wanted to get the MMG up and running as soon as possible so I would get the officer to move back and rally his MMC.

On the left a more dicey attack would be needed. The LMGs (including some of the central forces) would lay down lots of 4 firepower attacks on the 3 remaining non-disrupted Polish conscripts. Hopefully this fire would disrupt/DM at least two of them - this would allow the Germans to advance forward and engage them in combat, the numbers would be about equal so a better aim might be to advance fire them into DM'ing/surrendering once disrupted. This would provide a better defensive line on the left than the corn field and slow the Polish cavalry advance as my opponent would be unlikely to cross that gap in one gasp.

The turn began badly for the Germans. On the far left the broken Sergeant Schmidt managed to double six on his rally attempt and then 5 for his wound roll and promptly imploded, then the multiple Prep Fire attacks only managed to casualty reduce the ATR squad in the wood and disrupt it. Of the two units with LMGs that were supposed to move in to take the wood line one DM'd. The other managed to avoid defensive fire and get to the next square to the disrupted DM'd unit. In the centre one MMC managed to get next to the disrupted officer without damage and the switch out of prisoners proceeded apace. Thus by the Rout Phase the Germans had picked up two more prisoners.

On the Polish turn the Germans managed to absorb a few ineffectual firepower attacks whilst the Poles consolidated their position. Units shuffled

about inside the village buildings (allowing a lucky shot by the now officer manned MMG to disrupt one of the defenders) whilst the elite cavalry started creating some formidable kill stacks. One of the LMGs in a wooden building did sterling work in the centre managing to retain rate and along with other defensive fire breaking (and in one-case re-breaking) several of the elite Poles. Bad rolls by the Poles also caused two more squads to casualty reduce to half squads through a die failure and a morale fail whilst broken. A small Polish consolation was that a hero was created due to a battle hardening roll. In this turn I made no less than 3! double ones none of which did anything useful but this was countered by his sniper failing to wake up which could have made my day much worse.

German Casualty Points	2
1 9-1 officer KIA	
Polish Casualty Points	18
1 squad destroyed in combat	
3 half-squads destroyed	
2 squads captured	
1 half-squad captured	
1 officer captured	
Difference	+ 16

Turn Three

The Germans armour now arrived and I had a turn of rule whipping. This is something most of you are probably familiar with where you take damage (or possibly lose a game) through not understanding the rules - in a game like ASL this is almost a given though in most cases you are playing players with equally large gaps in their knowledge. As before my prep was noticeably unspectacular with my machine gun on the left double sixing and breaking and not much of note occurring. My only bright spot was the disrupting of the green squad with the ATR in the stone building. On movement I started consolidating the prisoners further - this is to allow me to get some of the guards back in action as



End Turn 3 – The 3 in motion armoured cars can be seen in the upper section. The German left at the bottom of the picture is now quite weak though the centre looks stronger than it is due to the many prisoners being marched back to end up in V2

currently no less than four MMC were with them which is over a platoon in strength! Then on movement the mistakes came. My intention this turn was to try and take advantage of the gap between his left and right and quickly storm forward to the village buildings and hopefully disrupt some of the green troops allowing me to capture some more prisoners. This would take me over my total allowing me to sit back and then defend with the Poles having to attack me to cause casualties which would cause them to expose themselves. Unfortunately it all went pear shaped.

Firstly after some re-organisation of my defensive position I brought my vehicles on. Now these are not that spectacular with the armoured cars especially being less than impressive as to fire their machine guns they have to go CE. Also I should point out this is the first game I have ever used armour against an opponent. What I thought I would do is to use the cars to screen the advance of my infantry on the farm. This would allow the Poles one shot at my infantry before the vehicles became the closest target hence could not be shot again. So I duly lined the cars up right outside the farm. I then moved an MMC out into the grain at S1. Here rules whipping one occurred as apparently vehicles still in motion are not TEM blocks, this meant my boys in the wheat field took much more damage than they might have and promptly DM'd. I then tried to move another squad to S8 (other board) mainly because all available Poles in the building had fired so could not fire again due to the vehicles until I arrived next to them. Unfortunately I had also assumed that the hedge at R1 blocked the kill stack at P1 from hitting S8 on measurement it just missed so the squad got to S8, survived the SFF attacks from the building then took a 12-3 hit and was erased. Now if I had known of the motion thing my tankettes might have tried laying smoke down or stopped thus providing a +1 modifier to all this fire which might have allowed the attack to go in. As it stands if I had realised the hedge was not going to provide a LOS block I would never have deliberately put a squad in that situation and taken that shot hit so I was somewhat annoyed (with myself I might

add). A better plan having fluffed the assault would have been to use the cars to surround the broken squad plus officer close by so they had no where to retreat to so either surrendered or were destroyed through failure to rout. Not realising THAT approach at the time is more my un-familiarity with AFV rules. Still live and learn.

I now faced the interesting task of having to gain around six more casualty points but would have to take the fight to the enemy. The enemy was concentrating nicely whereas no less than five MMC were now shuffling prisoners backwards and my own forces were split up. I now hit a lucky break. The game at this point was paused for a week and this allowed me time to consider my options. My original plan in the couple of days just after the game was to use firepower to attempt to sleaze some more victory points and only attack if the Poles moved back or took any unusual risks. Fortunately that weekend I decided to read through *ASL Journal 8* and came across the article on 'Why Beginners lose'. Apart from being a mine of useful general beginner tips it provided a situation where a single tank could surround and dominate infantry without good ATR support. Reliant on this I decided on a new, shinier plan. If I can get the tanks to work then the Polish position could now be summarised as a strong right flank, a strong platoon in the centre which was almost cut off from either flank and a weak left flank.

What I would do (allowing my tanks could survive any street fighting from the Polish left - here I relied on the fact I had infantry available to lay down fire) was to surround the centre units with vehicles whilst laying smoke to screen approaches and then drive an AFV into the wood in AFV bypass movement. This should stop the stack from firing allowing a couple of German squads to enter an adjacent hex. Then any fire damage would break then destroy (or cause to surrender) and the infantry could happily pile fire in or possibly assault. Allowing I could destroy



Prior to the start of the Polish turn four this shows the situation in the centre and right. The encircled though still strong stack on P1 can be seen.

the 'nest' in the middle this would allow me to switch effort against the Polish left flank which though strong was equally vulnerable to tank bypass and most of the troops inside were the weak conscripts. This should cause the Polish right to need to react but in helping they would have to cross the open spaces and thus open themselves to fire and hopefully disintegration. This plan was heavily dependent on me pulling it off and not missing something, which cannot be guaranteed. As far as I could tell I would need a vehicle with a working machine gun to do the bypass, I would not want to assault in if the tank was still there in the Close Combat Phase and not would I want to drop smoke INTO the hex or the adjacent one. Fortunately having some time I resolved to read up on VBM, street fighting, failure to rout situations and encirclement as a preparatory action to the game.

German Casualty Points	4
1 9-1 officer KIA	
1 MMC KIA	
Polish Casualty Points	18
1 squad destroyed in combat	
3 half-squads destroyed	
2 squads captured	
1 half-squad captured	
1 officer captured	
Difference	+ 14

Polish Turn 3

This mainly consisted of consolidation of the Polish position, along with an attempt by two Green MMC to assault and close combat the moving armoured cars. Having passed their task check in both cases they then failed to do anything to the armoured cars. Elsewhere apart from movement of fire teams upstairs in the wooden buildings and a lot of rallying the main result of this turn was some ineffective shooting by both sides. The Poles tended to roll too high to hit and the German counter fire hit and hit quite well but was followed by the Poles rolling easily enough to avoid any damage.

The only result of note was that the light machine gun and infantry in the shell holes in the centre of the German position were DM'd and forced to retreat into the woods.

German Casualty Points	4
1 9-1 officer KIA	
1 MMC KIA	
Polish Casualty Points	18
1 squad destroyed in combat	
3 half-squads destroyed	
2 squads captured	
1 half-squad captured	
1 officer captured	
Difference	+ 14

German Turn 4

I now had the chance to implement my plan. Unfortunately it rapidly unravelled as I forgot half the things I intended to do. First things first though I managed several rallies on the left flank and fixed my medium machine gun. Next up I remembered to sort the prisoners out freeing two more squads and a light machine gun to move back into action in the centre. Both medium machine guns then did good work forcing DM'd status and DMing a unit before the tanks started up. I moved the two panzers onto opposite sides of the nasty Polish central kill stack (three elite squads and an 8-1) and stopped both before firing the MMGs into the hex. As it stands I did not double the firepower of the MMG for point blank range (and probably should have). The first panzer did nothing whereas the second panzer DM'd and ELR'd the officer to an 8-0, DM'd a stack and pinned two of the other squads. I had happily then announced that the stack was encircled only to be told you cannot encircle in the Movement Phase (shame!). Well that

buggered that tactical plan up. Looking at the hex I then noticed that I could destroy the two DM'd units through failure to rout so moved an armoured car in to block the final escape rout and stopped. With the next armoured car I attempted an overrun (with no gun so at base 2 FP) on one of the conscripts that had tried to assault me (which failed) and then parked blocking line of site from the Polish right flank (I had remembered that being in motion provided no TEM bonus) and the other then moved forward to VBM the stack doing an overrun on the way. This was successful and the conscript failed its morale check and went disrupted. I promptly parked the armoured car on top of it so that it was tied in combat and would get destroyed at the end of the turn. This would get me a couple of casualty points but was actually a silly thing to do because the Poles had recovered their ATR a mere two covered hexes away and I promptly forgot about my VBM sleaze plan PLUS (if I have read it correctly the disrupted unit only gets to rout where there is a vehicle in an adjacent hex and a vehicle in motion still holds the unit in combat so I did not need to stop and lose the motion bonus). Woops and double woops. Having stopped that turn I now needed to get my infantry up to the kill stack and they would have to take fire on the way. The first fire from the stack two hexes away was ineffective but the subsequent managed to pin the first unit moving. Since I needed that kill stack further damaged I decided to risk the 2 residual and move a second squad up. The residual then promptly pinned the other squad.

In other areas the MMG on my left managed to get an excellent double rate of fire shot and broke the units on the Poles far right but in return the Poles in the building managed to snake eyes one of my central

building stacks (the 9-2, with two

MMC with a light machine gun and they all broke with one ELRing down to 2nd line). Even though my Sniper activated and DM'd a further MMC on the Polish right this weakened my attack considerably as now there was only one unit with a light machine gun which could protect the flank of my parked tanks from the strong Polish right flank whereas before it would have been highly risky to cross the open ground now it would be almost easy.

German Casualty Points	4
1 9-1 officer KIA	
1 MMC KIA	
Polish Casualty Points	24
4 squads destroyed in combat	
3 half-squads destroyed	
2 squads captured	
1 half-squad captured	
1 officer captured	
Difference	+ 20

We stopped again now for another week. Though I now had the casualty points at least two and possibly three vehicles were at risk from the Polish attack which could really hurt my chances. If this did occur then my main chance would be to counterattack any Poles left in the open and use what vehicles were left for VMB sleaze to attempt to protect the counter attack. Looking at the board from the Polish perspective my units looked very exposed and especially my vehicles none of which I needed to have stopped and thus were all at risk. A quick forum rules check on motion attempts showed that I would at least get a 1/3 chance of getting some of the armoured cars in motion and I did have some infantry to lay fire down. The next Polish turn would be key.

Polish Turn 4

This did not go as badly as expected.



Board at end of turn 4. Key point is the DM stack on P8 at the bottom which would be the deciding kill for the Germans. The German troops on the bottom right have now rallied and are preparing to move forwards as the double counters on R1



Situation on Polish left. The armoured car in Q1 is about to be destroyed by the MMG and another in Q2 by combat from one of the Poles with that squad in turn getting erased by two Germans in turn. The 2-4-8 in Q2 would eventually attempt to move in to P1 but would get successively pinned and then destroyed in close combat in turn

The Poles started well blowing up one of the armoured cars with a short shot from the ATR in the farm buildings they spent the rest of the time laying down an ineffective prep fire and re-positioning their troops. The capture and killing of their officers was starting to help as of the remaining officers two were on board 33 with the weakest troops and the 9-2 was on board 4 but separated from a portion of the troops. This meant the Poles were starting to have difficulties rallying broken troops. The Poles did separate their two elite units surrounded by my tanks and assault move each over a panzer having passed both task checks. The only positive points for me were that both close combats failed to hurt my panzers and in the process one of the elite Poles was casualty reduced. Elsewhere a snake eyes occurring on a Task Check allowed my sniper to casualty reduce the disrupted green unit on board 4 for another victory point. Apart from that my own shooting was appalling.

German Casualty Points	9
1 9-1 officer KIA	
1 MMC KIA	
1 AC destroyed (MA, AF < 5)	
Polish Casualty Points	25
4 squads destroyed in combat	
5 half-squads destroyed	
2 squads captured	
1 half-squad captured	
1 officer captured	
Difference	+16

German Turn 5

Last turn my shooting has been bad and this turn I was looking for an improvement and that I gained - improving in the wrong direction from 'bad' to 'appalling'. Half my preps missed and the other half caused morale checks that were shrugged off. I then followed up my bad shooting with some appalling decision making. First up I thought I would try an overrun with one of my armoured cars crews CE - bad idea. Two conscript units in the farm managed to get a good roll and stunned the car before it reached the hex. This should have been an indicator not to carry on but no I then tried with my remaining armoured car and the overrun did not do anything and yes the armoured car ended up stunned in the hex with the elite Poles. I then tried to overrun with one of the Panzers to no effect and eventually parked them next to the 9-2 leader hoping to deal with that stack. Since this was exactly the mistake I made in the previous turn I am delighted to say I obviously do not know how to use smoke or to learn anything from anything. I then moved the left flank forward (successfully capturing the disrupted half squad left by my sniper) and managed to put fire on a group of three broken Poles. With a morale of six I forced a Morale Check so

was hoping for at least one casualty reduce but the Poles managed to pass all three with ease. In the centre I moved a unit next to the 9-2 - which was stupid as it promptly got a 4-4 Final Protective Fire shot and with a die roll of 3 was eliminated. Oh good. At this point I decided running more units at them would take equally horrendous shots so stopped moving more forward. In the centre two of my boys assaulted in to the bullet proof 4-5-8 that had taken out my armoured car and survived three overruns undamaged. Naturally even with 2-1 odds nothing happened and all three remained locked in combat.

On a plus side I still had plenty of units and my left flank was sweeping forward plus most of my officers were nicely spread out. Opposing that was that 9-2 sitting on an ATR right next to one of my tanks. All to play for and it would probably go down to the wire again. SO another break and next week we would continue and possible finish.

German Casualty Points	11
1 9-1 officer KIA	
2 MMC KIA	
1 AC destroyed (MA, AF < 5)	
Polish Casualty Points	28
4 squads destroyed in combat	
5 half-squads destroyed	
2 squads captured	
2 half-squads captured	
1 officer captured	
Difference	+17

Polish Turn 5

As things turned out this was the deciding turn. Things started well for the Poles with the officer managing to pick up the ATR (after the squad had failed) followed by the armoured car next to the melee being destroyed by a lucky hit (a four) from the medium machine gun. Next shot though was the ATR and even though it hit easily enough at point blank range the resultant kill roll failed to do anything other than dent the Panzers armour. Things started turning my way though when the concentrated fire of five German hexes (I say concentrated in terms of amount of shots as opposed to fire groups) managed to DM the officer and the squad and later destroy both with the officer failing a wound roll and the squad failing a further morale check whilst broken twice! This reduced the pressure on me considerably as it removed a potent thorn in my side, threatened my few remaining vehicles and removed the only officer on the Polish right reducing rallying capabilities.

The only other event of note was the elite half squad next to the combat in Q2 failed a Task Check to advance into combat and was pinned (due to the AFV). In the combat the Polish elites resolved to attack

the armoured car rather than the infantry which made sense as it would be a 5-3 roll and succeeded destroying the car. They made this at the cost of their own lives as the two German squads promptly erased them in turn whilst they were distracted chucking grenades into the top of the armoured car.

German Casualty Points	21
1 9-1 officer KIA	
2 MMC KIA	
3 AC destroyed (MA, AF < 5)	
Polish Casualty Points	36
7 squads destroyed in combat	
5 half-squads destroyed	
2 squads captured	
2 half-squads captured	
1 officer captured	
1 9-2 officer KIA	
Difference	+15

German Turn 6

Though most of my armoured force was now destroyed my position on the left flank was looking much stronger with not much that could threaten my two Panzers except for close combat so I swung into action and drove them to the edge of the board to block the rout routes of the three DM'd squads in P8 spinning them at the end so they faced the building (and thus could protect against any approaching close combat troops) and dispensing smoke. That allowed me to move a platoon with an 8-0 officer and two 4-6-7 plus light machine gun from U8 to P9 which promptly destroyed all three enemy units for failure to rout. Elsewhere I consolidated my position. My two squads who had just won the combat survived all the defensive fire before re-pinning the elite half squad next door then assaulting them and destroying them in melee. Elsewhere I abandoned the medium machine gun on my far right flank and attempted to run the officer there over to help rally some squads in the centre. Unfortunately the 4-2 shot was too attractive to the Poles and the officer was broken in the prisoner hex by a long shot from the Poles elite stack plus hero.

German Casualty Points	21
1 9-1 officer KIA	
2 MMC KIA	
3 AC destroyed (MA, AF < 5)	
Polish Casualty Points	43
10 squads destroyed in combat	
6 half-squads destroyed	
2 squads captured	
2 half-squads captured	
1 officer captured	
1 9-2 officer KIA	
Difference	+22

Polish Turn 6

Things were looking rough for the

Poles and they resolved to try to take more risks to recover the situation. This fell into three actions essentially. On the Polish right the squads shifted slightly to better garrison the building and prevent my tanks repeating their rout block endeavour of the turn before. Apart from that the right just attempted to break my large stack in P8. Failing but DM'ing the officer.

In the centre the hero attempted to charge across the grain field to recover the anti-tank rifle. He managed to get to the hex next door before being wounded. This did not prevent him advancing in at the end of the turn though.

On the right a large force moved out to attempt to free the prisoners. Firstly a half squad, and then two full green squads with an 8-0 officer. The half squad finished in T10 (board 33), the rest landed next door in T1 (board 4), at which point they faced a barrage of fire from a squad plus newly fixed LMG in the farmhouse, a 4-6-7 and 4-4-7 plus an 8-1 officer next door and finally the guard squad.

The eventual result of all this was a half squad lost and the rest DM'd back to T10.

My own shooting managed to trim another half squad of the Poles manning the medium machine gun near the farmhouse and disrupted what was left over.

German Casualty Points	21
1 9-1 officer KIA	
2 MMC KIA	
3 AC destroyed (MA, AF < 5)	
Polish Casualty Points	45
10 squads destroyed in combat	
8 half-squads destroyed	
2 squads captured	
2 half-squads captured	
1 officer captured	
1 9-2 officer KIA	
Difference	+24

German Turn 7

I sensed victory now so did not want to screw anything up. My main problem was the hero who had picked up the ATR and one of my Panzers was rear facing to him. To avoid this I reversed into bypass of the wood directly behind the VCA and then into a hex further back still allowing close infantry to provide cover and preventing any chance of a reaction shot. My other tank I shifted well out of combat range of anyone. On my right I attempted to get some squads across the road to do more damage to the DM'd Poles in the wood losing a half squad crossing the road I still managed to get two squads and the officer plus the light machine gun across where they managed to strip of another half squad and forced the rest to rout back where they had started. Apart from that my fire was ineffective.

German Casualty Points	22	10 half-squads destroyed
1 9-1 officer KIA		2 squads captured
2 MMC KIA		2 half-squads captured
1 half-squad KIA		1 officer captured
3 AC destroyed (MA, AF < 5)		1 9-2 officer KIA
Polish Casualty Points	46	Difference
10 squads destroyed in combat		+25
9 half-squads destroyed		
2 squads captured		
2 half-squads captured		
1 officer captured		
1 9-2 officer KIA		
Difference	+24	

Polish Turn 7

The Poles attempted to claw back some points with some Prep Fire but as most units were now safely ensconced in buildings I avoided any further damage. The main event of note was the lone hero sprinting across the open to attempt to shoot at the prisoner stack. The intention was apparently a 'Hail Mary', hoping that the escort or prisoners would get killed (when reading the VP rules later I noted though that prisoners killed by their own side count as double VP instantly so the only thing that would have helped would have been the death of the guard squad) but he was killed for DM'ing then failing a morale check which was not a surprise considering the hail of fire he was running through at -2.

On my shooting another half squad was destroyed before the game ended.

German Casualty Points	22
1 9-1 officer KIA	
2 MMC KIA	
1 half-squad KIA	
3 AC destroyed (MA, AF < 5)	
Polish Casualty Points	47
10 squads destroyed in combat	

Conclusion

This was a great game and a good learning experience especially as it was my first 'attempt' using armour. I did not realise quite how at risk armour is to infantry - especially the early war armour. What was nice about the scenario was that both sides were attacking and defending and had forces available to do both. As can be seen from the points things were fairly even until turn 6. What hurt the Poles in the end were three things - firstly the loss of several officers (especially on their right flank) really prevented much pressure coming from this side and stopped broken Poles from flooding back. Secondly I managed to take over the central position so could prevent the Poles from easily concentrating plus it allowed me more shooting options and kept my officers fairly central so they could rally as required. Finally I feel the one decision which won the game was my surrounding of the three DM'd stacks in turn 6. If the Poles had moved a couple of units from the building to cover these troops then I would not have been able to threaten them without damage and the following extreme risks, which the Polish player had to take, would not have been needed. Once the Poles had to start taking chances they had lost any chance to recover.

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Position at end from South Polish centre has crumbled and their forces split into two large conclaves on left and right. Dropped ATR where the hero died can be seen in U6

The Making of The Scenario Archive's Deluxe Pack

Dave Ramsey

Back in 2006 a call went out by Steve Swann for scenario designs to be based around eight newly created deluxe-size boards. The boards piqued my interest – they were predominantly PTO style (heavy on the woods and hills) but open enough in some configurations to be suitable for ETO, too.

Having just finished the book, *The Band of Brothers*, I was keen to see what a simple scenario would look like and put one together based around the knocking out of the German battery at St. Marie-du-Mont. It turned out to be pretty fun, so I submitted it to Steve and waited.

A few months later Steve got back in touch to say that MMP had sadly rejected the pack idea and was returning the scenario design. I asked if there was a possibility that a third party might publish the pack, or whether Steve would take on the publishing, but he said no. I offered to pick up the reins and he accepted.

The pack was in a rudimentary state. Steve had done a great job with the boards and seeding the idea. He'd pulled together six scenarios in various stages of play testing so I needed to see where to go from there.

I decided that to drum up some interest in the project I'd need some great art to impress the potential players of the pack. Turning to a good friend who I knew would love this type of challenge; I asked if he could turn the rudimentary *VASL* style boards into art-work that would be suitable to cover a table in. I expected he'd do one

board and simply teach me how to do the rest, but when I saw what an amazing job he did I persuaded him to do the remaining boards.

The board art has been shown on some forums, but what hasn't been covered is the sheer detail and effort that's gone in to them.

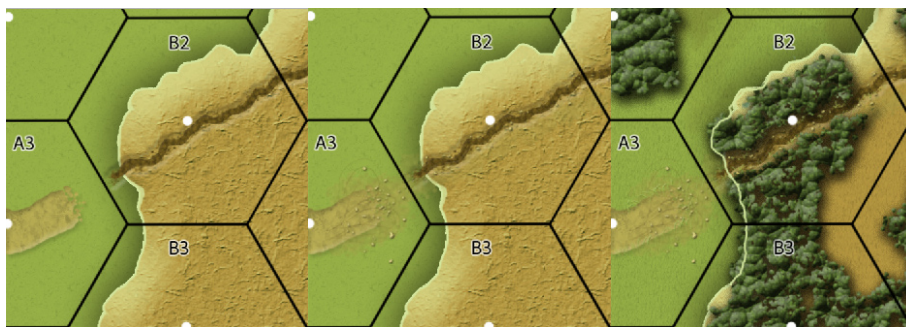
Take a look at our board d2, shown below. Zooming in on hex B2, we see a pretty straight forward looking hill/path/woods hex. Now look at just some of the detail that goes in to making it look so good. The basic hill, road/path are created, then added to this are some mud layers, rocks, ruts and finally trees, shading, and detail. And that level of attention is for every hex, for every board. It was a true labour of love!

Whilst the maps were being developed I was pushing for more scenarios. One of the problems with pack design that includes maps is trying to spread around enough scenarios so that each board is used enough. With eight boards initially, and only six scenarios, it was clear that something

had to change. I dropped one of the boards out and focussed on developing scenarios for the remaining seven. A good response from the forums meant that a steady stream of submissions came in. With another of my designs, eventually I had the 12 I was looking for: four ETO and eight PTO rounding out the numbers. I'm really excited to see a three player scenario in the mix too – something we don't see very often. One scenario uses board E from *Hedgerow Hell*, but other than that, each scenario is self-contained (with the exception of counters, of course).

The boards have since been formally "VASLized" and that will facilitate the availability of a digital pack which will be sold through the Scenario Archive (it will contain just the *VASL* boards and PDFs of the scenarios). Purchasers of the physical copy will be able to download the *VASL* boards too, of course.

For the last few months I've been play testing and communicating with the play testing teams around the world. I have five



separate teams working on the scenarios, and I have to say that I'm always impressed with the efforts that a great play testing group go to. Different groups have different strengths, but without them all, these scenarios wouldn't be half as good.

With an upcoming mini-tournament play test at INTENSIVE FIRE 2013, the pack will be in final development through 2013. I have strong interest from a major board games retailer in the US to be the sole distributor for the American continent and I'm talking to printers as to what we need and expect from an *ASL* pack production.

The price isn't finalised yet – but I expect it to cost between £35 and £40 (\$60). This is largely based on the cost of printing the boards, which aren't particularly standard size outside of our hobby. There will be one print run only (so get them whilst they're there!) but there will be a pre-order system available when I'm closer to printing the packs.

As for when, much depends on how the final play-testing goes, but I'm currently aiming for a release in the first quarter of 2014.


It's been an interesting journey and one that isn't finished yet. I have so much more respect for the guys who actually produce more than one pack in a year – it's a tremendously large undertaking and one that we all probably take for granted.

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DW9

SCRAGGY v0.11

Martin Barker



"Scraggy" - Shenam Pass. 20th April 1944. 80th Brigade of the 20th Indian Division had formed the rear-guard as they withdrew through the Nagu Hills. The division fought its way back toward India. When they reached Shenam Pass, there was to be "no further withdrawal countenanced". With India threatened and no where else to run, 80th Brigade's men began to realise that there was no alternative but to hold. Cut off and besieged, the brigade began to dig-in on the hilltops. Often there was no security between the hills and the area was frequently patrolled by Japanese. Intense, desperate and repeated efforts were made to dislodge the defenders. Scraggy was the name given to one of the hilltops that faced the most sustained assaults.

Victory conditions: The Japanese win at game end if they control all level 2 hill hexes.

Balance provisions:
 Japanese: Remove SSR 2.
 British: Add 2 LMGs to the British OoB.

JAPANESE Move first	1	2	3	4	5	END
BRITISH Set up first						

Japanese: 33rd Japanese Division (ELR: 3):
 Enter on turn 1 along the north board edge:

10-0	9-1	9-0	4-4-7	2-2-8	LMG	MMG	50* MTR	97a Chi-Ha (#8)
1	1	1	12	2	3	2	2	3

Elements of INA Regiment: (ELR: 1) Enter on turn 2 along the north board edge:

8-0	7-0	3-4-7	LMG
1	1	6	2

British: Company of 9/12 Frontier Force Rifles and a platoon from 3/1 Gurkhas.
 Set up anywhere on board, at least 3 whole/half hexes from the north edge:

9-2	8-1	8-0	4-5-8	4-5-7	2-2-8	HMG	MMG	51* MTR	PIAT	?
1	1	1	4	6	2	1	1	3	2	9

ELR: 4
SAN: 2

76* Mortar (#2)	57L AT Gun (#6)	Jeep (a) (#84)	1+3+5 Pillbox	Wire
1	1	1	1	6

Lieutenant Painter, a signal section and guard detachment: Enter along south edge on turn 3:

8-1	4-5-7	2-4-7	LMG
1	1	1	1

Scenario Special Rules:

- EC are moderate with no Wind at start. PTO Terrain is in effect [EXC: Roads exist. All bridges and crossing points are fords. Gullies are streams. The 1/2 MP road rate is NA].
- Whenever Japanese vehicles enter a non-road hex, treat as though Mud is in effect.
- The British receive one module of 80mm OBA (HE and Smoke) directed by an offboard observer secretly recorded during setup on a south edge hex at level 4 with and has one pre-registered hex.
- All 458 MMC, their respective half squads and the 9-2 leader are Gurkhas.
- All British MMC/leaders may set up in foxholes of the appropriate size.
- All Axis Minor nationality characteristics apply to Indian National Army units. In addition, Japanese SMC can rally/lead INA units as "allied forces" but they do not act as commissars for INA units. INA forces can be captured in CC as though they are inexperienced.
- INA may use British support weapons without penalties.

Aftermath: All three battalions of the Brigade took their turn in the story of Scraggy. 1st Devon had held the hill and recaptured it more than once by counterattack. Exhausted, their place had been taken by 9th/12th Frontier Force Rifles. This Indian unit had shown great courage but its lack of experience showed and the position was held by the narrowest of margins. The Frontier Force was reinforced by a company from 3rd/1st Gurkha Rifles. This company was present on the 19th/20th April. The position was attacked repeatedly by determined Japanese attackers supported by tanks, which found it difficult to operate off the road, and troops of the Indian National Army – many of whom were keen to surrender to the British/Indian forces. Not for the first time, Lieutenant Painter arrived at a position in a lull to repair radio equipment only to find himself and his men fighting for their lives in a swirling melee.



"THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

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Gary Lock, 7 Dover Place, Bath, BA1 6DX (25 Mar 2004)
Jeff Hawarden, 9 Laburnum Road, Helmsford, Rossendale, Lancs., BB4 4LF
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28 Feb 1997)
Phil Ward, 7 Burnall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06 Mar 2000)
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (11 Oct 2012)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08 Mar 2002)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs., BL2 6PL (25 Oct 2011)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Lee Hyde, Srompting, West Sussex, BN15 0LD (04 Nov 2012)
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20 Jan 2012)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11 Nov 1999)
Neil Piggott, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (26 Oct 2006)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29 Oct 1997)
Gaute Strokkenes, Girtton College, Cambridge, CB3 0IG (23 Oct 1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07 Aug 2002)
Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (11 Apr 2013)
Ken Watson, 18 Arrendene Road, Haverhill, Suffolk, CB9 9JQ (18 Apr 2011)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08 Jan 2005)
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, CH66 1JA (24 Feb 2013)
Derek Cox, 44 Pines Road, Chelmsford, Essex, CM1 2DL (27 Jul 2013)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (13 May 2013)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19 Aug 2002)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31 Jul 2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (20 Jul 2013)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (25 Oct 2007)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18 Jan 1999)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31 Oct 1999)
Neil Martin, 63a Harbour Street, Whitstable, Kent, CT5 1AG (16 Apr 2012)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26 Jul 1998)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
Hubert Norr, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06 Jan 2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09 May 2005)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Mark Tomlinson, 19 Wincote Close, Kenilworth, CV8 2QE (22 Feb 2012)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (05 Sep 2008)
Aaron Sibley, 61 Ridgeway Avenue, Gravesend, Kent, DA12 5BE (29 Aug 2008)
Kris Pugh, 22 Norfolk Place, Welling, Kent, DA16 3HR (25 Oct 2007)
Carl Sizzur, 81 Millfield, New Ash Green, Longfield, Kent, DA3 8HN (25 Oct 2007)
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (27 Aug 2011)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (19 Mar 2012)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (13 Mar 2013)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17 Oct 1998)
Roy Quarton, 8 Basseby Road, Branton, Doncaster, S. Yorks., DN3 3NS (01 Nov 2000)
Kevin Horner, Doncaster, South Yorkshire, DN8 (17 Mar 2013)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, E10 5QE (25 Apr 1999)
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21 Jul 2001)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04 May 2004)
Lee Bray, 1 Oakfield Road, Exeter, Devon, EX4 1BA (04 Nov 2012)
Mike Eln, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01 Jun 2000)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29 Dec 2000)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31 Oct 1996)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (27 Feb 2013)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04 May 1998)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St. Annes, Lancs., FY8 3RF (02 Aug 2013)
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (16 Mar 2012)
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (19 Dec 2011)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17 Mar 1997)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30 Apr 1996)
Simon Cramo, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (01 Feb 2012)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21 Apr 2007)
Fish Flowers, Church Farm, Westerns Lane, Markingdon, HG3 3PB (27 Nov 2004)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06 Mar 2008)
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (08 Apr 2013)
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05 Sep 2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberside, HU13 0NA
Ruairigh Dale, 77 Riverview Avenue, North Ferryhill, HU14 3DT (27 Oct 2005)
Steve Balcum, 1 Cornwall Street, Cottingham, HU16 4NB (01 Jan 1996)
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15 Aug 2000)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17 Feb 2001)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04 Jan 2000)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (13 Mar 2013)
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (19 Jul 2013)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (09 Jun 2013)
Mark Blackmore, 39 Southdale Road, Liverpool, Merseyside, L15 4HX (16 Mar 2013)
Craig Benn, 122 Larkfield Road, Aigburth, Liverpool, L17 9PU (08 Jun 2013)
Damien Maher, 4 Woolton Court, Quarry Street, Liverpool, L25 6HF (05 Jul 2010)
Andy Ashton, 62 Earlstown Drive, Wallasey, The Wirral, Merseyside, L45 5DZ
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs., LA1 3HB (19 Mar 2005)
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10 Dec 2004)
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (25 Oct 2007)
Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15 Nov 1996)
Joss Attridge, Newtown Linford, Leicester, Leicestershire, LE6 0AA (10 Jan 2013)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18 Sep 2002)
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10 Mar 1998)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21 Nov 2008)
Bob Eburne, 33 Whitting Way, Newport Pagnell, Bucks., MK16 0PR (28 Oct 2004)
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU
Stuart Brant, 20 Braemar Avenue, London, N22 7BY (21 Apr 2013)
Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09 Mar 2006)
Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4AR (09 Mar 2006)
Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04 Apr 2005)
Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17 Sep 2008)

Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (06 Mar 2008)
Andrew Cochrane, 19 Churchburn Drive, Morpeth, Northumberland, NE61 2BZ (04 Aug 2009)
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12 Mar 2002)
Colin Bell, RAF Boulmer Officer's Mess, Alnwick, Northumberland, NE66 3JF (20 Jan 2013)
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26 Mar 2002)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ
Chris Gower, 7 Boxley Drive, West Brdngford, Nottingham, Notts., NG2 7GQ (28 Sep 1998)
L. Othacche, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13 Dec 1998)
Nigel Ashcroft, 5 Grassmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (26 Jan 2012)
Paul Williams, The Cottage, Robins Lane, Devauden, Chepstow, Monmouthshire, NP16 6PB (14 Aug 2010)
Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09 May 2005)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (19 Feb 2013)
Steve Joyce, 23 South End Close, London, NW3 2RB (31 Jan 2001)
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (13 Jul 2013)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12 Dec 2006)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Jan 2013)
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23 Oct 1998)
Simon Stevenson, East Dairy Cottage, Wellton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28 May 2005)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11 Dec 1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8RG (14 Aug 2013)
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (05 Nov 2012)
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25 Oct 2007)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (20 Oct 2012)
Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23 Oct 1998)
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs., PR1 5TR (06 Feb 2013)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (14 Jan 2013)
Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (25 Oct 2007)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26 Mar 2000)
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LJ (05 Jun 1998)
Chris Newborth, 36 Eungar Road, Whichurch, Hants, RG28 7EY (26 Oct 2006)
Kevin Croskey, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (07 Sep 2011)
Richard Webb, 14 Kismet Road, Cophorne, West Sussex, RH10 3PW (14 Aug 2010)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18 Jun 1999)
John Barton, 194 Chancetown Road, Burgess Hill, W. Sussex, RH15 9HN (08 May 2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (13 Jul 2013)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (09 Feb 2013)
Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL
David Higginbotham, 18 Westfield Garden, Brampton, Cheshire, S40 3SN (03 Jul 2000)
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
Simon Horspool, 188 Lehurst Road, Hither Green, London, SE13 5NL (03 Aug 2007)
Martin Edwards, 127 Pepsys Road, London, SE14 5SE (02 Sep 1999)
Michael Essex, 1B Wrotesley Road, London, SE18 3EW (03 Apr 2013)
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (15 Jul 2013)
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (25 Mar 2004)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17 Sep 2002)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16 Sep 2002)
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23 Oct 2003)
William Bins, 150 Carshalton Park Road, Carshalton, Surrey, SM5 3SG (26 Jan 2013)
Gordon Watson, Banstead, Surrey, SM7 3JJ (09 Apr 2012)
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ
Jon Williams, 17 Larch Road, Coleme, Chippenham, Wilts., SN14 8SG (06 Dec 1998)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10 Sep 2011)
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14 Sep 1997)
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts., SN12 8QJ
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (11 Apr 2013)
James Crofield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (15 Feb 2009)
Michael Parsons, Rochford, Essex, SS4 2BS (05 Dec 2012)
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23 Oct 1998)
Robert Seene, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19 Mar 2005)
Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21 Jul 2001)
Simon Taylor, 81 Valley Road, London, SW16 2XL (12 Jul 2013)
Julian Blakeley-Edwards, 1 Elmbourne Road, London, SW17 8JS (21 Oct 1998)
He Brimmicombe-Wood, 49 Edgcombe House, Whitlock Road, Southfields, London, SW19 6SL (03 Aug 2009)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25 Feb 1999)
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26 Mar 1999)
David Tye, 35 Redburn Street, London, SW3 4DA
Chris Courtier, 17b Hargravey Street, London, SW9 9RQ (23 Oct 1998)
John Sparks, Taunton, Somerset, TA2 8QG (29 Apr 2012)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (06 Mar 2008)
Fraser Greenshields, Coxland House, Huttworth, Bridgwater, Somerset, TA7 0AJ (27 Feb 2013)
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, TN26 1TT (03 Aug 2013)
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29 Apr 2001)
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02 Sep 2008)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (06 Jun 2013)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 8EW (03 Sep 2008)
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31 Dec 2004)
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04 Mar 2002)
Alan Lynott, Woodlands Parkway, Cheshire, WA15 7QU (10 Dec 2009)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (23 Oct 2003)
Dave Booth, 47 Dunnoch Grove, Oakwood, Warrington, Cheshire, WA5 6NW (07 Oct 1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD23 3SY
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD23 4SD (19 Sep 1996)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (14 Mar 2008)
Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TG (23 Sep 2008)
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30 Mar 1999)
Andy Evans, 232 Bushbury Road, Wolverhampton, West Midlands, WV10 0NT (27 Apr 2010)
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12 Feb 2002)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02 Sep 2008)

Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17 Jun 1999)
Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (24 Jan 2012)
Steve Cook, 159 Lee Crescent, Aberdeen, AB22 8FH (16 Feb 2013)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (26 Feb 2013)
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (02 Apr 2013)
Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12 Sep 2002)
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01 Dec 2005)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07 Dec 1998)
Alan Sheffield, 1 Barns Ness Terrace, Inverwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6H (03 Feb 2013)
Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (25 Oct 2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16 Jun 2001)

ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world. In fact, it is possible to be involved in an *ASL* tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I'll include the details here, space permitting.

If you contact anyone regarding these tournaments, please tell them that I sent you!

OCTOBER ASLOK XXVII

When: 30 Sept – 7 October.

Where: Holiday Inn Airport, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit www.holidayinn.com/cle-airport. 2012 room rates are to be confirmed but in 2011 they were \$75.00 plus tax. Check the ASLOK web page for the hotel discount code to book on-line.

Fee: \$25.00 in advance, \$30.00 on the door.

Format: Same as always. Weekend tournament plus numerous mini-tournaments. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

Notes: T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavs@alltel.net. Check out the web site at www.aslok.org for the latest details.

INTENSIVE FIRE 2013

When: 25 – 28 October.

Where: The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £46.00 per night, double rooms £36.50 per night per person if booked prior to 1 October – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at <http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel>.

Fee: £10.00 if registering with the organisers before 1 October, £15.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in September.

Format: Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

Contact: For more details or to register contact Pete Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email if@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.aslturneys.co.uk.

NOVEMBER Grenadier 2013

When: 1 – 4 November.

Where: "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zulpich and around 40 Km to Cologne. There is a railway station in Heimbach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Heimbach you need to take a taxi to Hergarten which is about 6 Kilometers. The location offers sleeping rooms nearly 60 persons, a huge kitchen (where our Marketenderin Andrea will

continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower (you will need to bring a sleeping bag or blanket and pillows). Bed and breakfast is €45 per night – single rooms are €6.50 extra.

Fee: €5 per day.

Format: The tournament will be again a Swiss style five round tournament. We will offer again an event for players who don't want to participate in the tournament.

Contact: Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany. You can email him at Christian.Koppmeyer@freetel.de. Check out the Grenadier web site at www.asl-grenadier.de for up to date information.

2014 FEBRUARY SCANDANAVIAN ASL OPEN

When: 21 – 23 February.

Where: Akademisk Studenterkursus (Academic School of Copenhagen), Titangade 9B, 2200 Copenhagen N, Copenhagen, Denmark. Accommodation is available at the Hotel Jørgensen, which is just a short walk from the tournament venue, from 170 Danish Kroner per night for a dormitory for 6-14 people up to a single room with a shower for 700 Danish Kroner per night. Contact the Hotel Jørgensen, Rømersgade 11, 1362 Copenhagen K., Denmark. Telephone +45 33 13 81 86, email hoteljoergensen@mail.dk or visit their website at <http://www.hoteljoergensen.dk>.

Fee: 200 Danish Kroner (about £22.00).

Format: The tournament will be a five round Swiss style affair.

Contact: Michael Hastrup-Leth, Favrholmvanget 15, 3400 Hillerød, Denmark, or email at hastrup@image.dk. For the latest information visit the website at <http://www.asl-so.dk/>.

MARCH HEROES 2014

When: 6 – 9 March.

Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates to be confirmed, in 2013 they were £31.00 for a shared room or £34.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £10.00 if registering with the organisers prior to 1 March, £15.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in February.

Format: Five round tournament beginning Friday morning (arrangements will be made for those unable to arrive until Friday afternoon), with three scenarios to choose from in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

Contact: For more details or to register contact Pete Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.aslturneys.co.uk.

JUNE DOUBLE ONE 2014

When: 27 – 29 June.

Where: Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates start at £30.00 for a single room and breakfast.

Fee: £15.00 if paid before 30 April, £20.00 thereafter.

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments are also planned for Friday, and friendly games will also be available.

Contact: For a booking form contact Derek Cox, 44 Pines Road, Chelmsford, Essex, CM1 2DL or by email at derek@doubleone-online.net. Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

Ω

Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01 Jan 1996)
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20 Apr 1999)
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)
Steve Mackintosh, 54 Firthview Drive, Inverness, IV38QE (27 Jan 2013)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2009)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21 May 2001)
Neil Stevens, 4 Grants Crescent, Paisley, Renfrewshire, PA2 6BD (09 Mar 2012)
Pete Philipps, 9 Pier Rd, Kilchoan, Argyll, PH36 4LJ (20 Aug 2013)
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22 Nov 2002)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)
Nick Rijke, Aneddha, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the *VFTT* web site at www.vftt.co.uk/my-account.asp.

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HEROES 2014

ADVANCED SQUAD LEADER TOURNAMENT

6th - 9th MARCH (THURSDAY THROUGH SUNDAY) 2014

COLWYN HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2014 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as a special tournament based on the *ASL Starter Kit* will be available on Friday. You can learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can't make it for the full weekend.

THE VENUE

The Colwyn Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £31 per person for a shared room or £34 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00, or just £10.00 if you register before the beginning of March 2014.

HEROES 2014 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							