IN THIS ISSUE

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

INTO THE FRAY - scenario replay

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

CRUSADER LADDER - updated
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

UK STOCKISTS OF THIRD PARTY PRODUCTS

To purchase other third party products such as Critical Hit, Schwerpunkt, Bounding Fire Products, or Heat of Battle contact any of the following shops.

LEISURE GAMES, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327, e-mail them at shop@leisuregames.com or go to www.leisuregames.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at sales@secondchancegames.com, or go to www.secondchancegames.com.

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at plan9@ijb.co.uk.

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.
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 Gavutu-Tanambogo 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 Cod 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, due to their use in the Gavutu-Tanambogo CG, and a selection of American “?”, 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 unarmored version of the LCVP used in the Gavutu-Tanambogo 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/Antenville, 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. is Bloody Baron 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. ‘Stosstruppe Schlicter’ 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 ‘LS 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 aslbunker@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.

Canterbury area
Married white male ASL virgin seeks discrete experienced like minded participant in F2F or V/ASL play. Has some experience with ASLSK but wants to learn more. Email: pao@mogwog.org
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 to………in 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.

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**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 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.

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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 ‘APH L’Abbaye Blanche’ vs Gordon Jupp, another opponent I hadn’t played yet. The weather helped out as it wiped out the

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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 CKing 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
early night – ready for the big clash with

Had a reasonable amount to drink the night before, 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

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

Gerard, who’d beaten Dominc 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 para trooper, whilst Gerard needed 3’s if he went up against everything. I took the gamble, and eliminated him, whilst his 3:2 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 multiple 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.

PLAYER RESULTS

Here are the individual win/loss records.

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<th>P</th>
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<td>Miles Wiehahn</td>
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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 Phillips

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

THE SCENARIOS

Here is the table of Scenario Win/Loss records.

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TOTALS: 66 27 39

different players approached the tricky Russian defence.

Of course, I can’t remember the scenario title (‘DB9 Oriola Force’ – Derek), but it featured eight Russian squads holding off 14 second line German squads touting 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 37L 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 well to Dom’s attack, despite a horrible run of 20.

ROF of 2.

Gerard, who was at this 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.

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The Crusaders - Open ASL Tournament Ladder

**DOUBLE UPDATE**

Craig Benn Fails To Grab Top Spot
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 undergone 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@vftt.co.uk.
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 Uhlan was 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 Kazimirz 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 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/wwii/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 Uhlan of the Pomorska Cavalry Brigade and some green troops of the 13th Infantry Regiment of the 9th Division.

They have a much closer range to our own troops plus elite morale and better officers. This should allow the initial line to be hurt 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

View From The Trenches 89 - Sept - Dec 2013
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 (Krojany). 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 weaknesses 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 aufklärungs-abteilung 20. Either way the tanks will require the possibility of close combat hurting the Polish line squads, 2 LMG

ORDER OF BATTLE XIX Panzer Corps sub units comprising

1 Company 2nd Bn 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 Bn 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

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).

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...
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.

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.

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 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 to 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 new 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.

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

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.

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 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 route so moved an armoured car in to block the final escape route 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 German 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 active and DM’d a further MMC on the Polish right this weakened my attack considerably as now there was only one unit with an 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 VBM 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.
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 poten 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

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

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 heavy MG 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**
- 1 9-1 officer KIA
- 2 MMC KIA
- 3 AC destroyed (MA, AF < 5)

**Polish Casualty Points**
- 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

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**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.

**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.

**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 though at -2.

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

**German Casualty Points**
- 1 9-1 officer KIA
- 2 MMC KIA
- 3 AC destroyed (MA, AF < 5)

**Polish Casualty Points**
- 10 half-squads destroyed
- 2 squads captured
- 2 half-squads captured
- 1 officer captured
- 1 9-2 officer KIA

Difference +25

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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**
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 straightforward 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 groups 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 INTENSIV 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.
"THIS IS THE CALL TO ARMS!"

This is the latest edition of the ASL Players Directory. It is broken down by county 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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31 - 01 July 18

89 - Sept - Dec 2013

08 - Sep - 13

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Geno Godfrey, 39 Sharphead Lane, Ranworth, Norfolk, NR11 7LP (20 Sep 2010)

Ian Willey, 17 Winstanley Street, Salford, Greater Manchester, M5 1QG (20 Mar 2002)

George Joyce, 51 Bond St, Northwich, Cheshire, CW9 6AD (20 Oct 2012)

Chris Gower, 7 Beckside Road, West Bridgford, Nottingham, Notts, NG2 6QG (20 Sep 1998)

The Oak leaf, 17 Russell Drive, Wollaton, Nottingham, NG8 5FG (20 August 2011)

Dancer Spencer, 35 Anthony Road, Reading, Berkshire, RG3 1HF (06 Jul 2010)

s. K. kendall, 12 Hamden Close, Wokingham, Berkshire, RG40 5QR (23 Aug 2010)

Nick Alcock, 5 Graeme Way, Thirsk, North Yorkshire, YO60 7SP (26 Jan 2012)

Paul Jacobs, 23 Camberwell Road, Maidstone, Kent, ME16 3PD (22 Oct 2011)

Cris Baden, Holly House, The Street, Southerndown, Norfolk, NR12 0SD (08 May 2008)

Tom Jackson, 40 Kesley Road, London, SE20 9GN (09 Mar 2013)

Guy Best, 99 Dukeries, Colchester, Essex, CO1 1DF (29 Feb 2012)

Steve Jones, 23 Southend Close, London, NW1 3BN (31 Jan 2001)

Peter Evans, 60 Sandalgate, Southwell, Notts, NG18 2JS (20 Jun 2004)

Nick Hughes, 15 Loyalfield Road, Heaton, Notts, NG9 1HU (22 Aug 2008)

Martin Sharp, 10 Fairwood, West Bromwich, West Midlands, B70 7UH (20 Sep 2012)

Colin Smurthwaite, 2 Marylebone Lodge, Middlesbrough, North Yorkshire, TS7 8AD (14 Dec 2008)

View From The Trenches 89 - Sept - Dec 2013

Mitchel Matthews, 36 Dukeries, Beverley, West Yorkshire, HU17 7YD (12 Dec 2006)

Tony Pilling, 51 Wains Lane, Dicker, Onslow, CW12 7JS (26 Jan 2013)

Colin Smurthwaite, 2 Marylebone Lodge, Middlesbrough, North Yorkshire, TS7 8AD (14 Dec 2008)

Lee Smith, 117 Stanley Road, Lincoln, LN1 3HN (24 Nov 2010)

Martin Mathews, 138 Longthorpe Road, Lincoln, LN1 3HN (24 Nov 2010)

Graeme Norris, 23 West Street, Lincoln, LN1 3HN (24 Nov 2010)

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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, 481 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3585 or visit www.holidayinn.com/dx-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:* Brett Hildebrand, 17810 Grace Rd., Oakley, OH 44088.

**INTENSIVE FIRE 2013**

*When:* 25 – 28 October.

*Where:* The Travel Real Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are €60.00 per night, double rooms €70.00 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 book online at www.travelreal.co.uk/Default.aspx?Category=Bournemouth-Travelreal-hotel.

*Fee:* €10.00 if registering with the organisation 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 Phillips, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email iflf@ecl.co.uk. For up to date information check the UK ASL tournament web site at www.aslokyork.co.uk.

**NOVEMBER**

**Grenadier 2013**

*When:* 1 – 4 November.

*Where:* “Gästehaus Hembach”, Schultstraße 6, Hergern, Hergern is a little town in the German part of the Eifel. It is 10 Km to Zülpich and around 40 Km to Cologne. There is a railway station in Hembach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Hembach you need to take a taxi to Hergern which is about 6 Kilometres. 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 €60.50 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 Koppeneyer, Hergern, Germany, D-51564 Kierst, Germany. You can email him at Christian.Koppeneyer@t-online.de. Check out the Grenadier web site at www.asl-grenadier.de and for up to date information.

**2014**

**SCANDANAVIAN ASL OPEN**

*When:* 21 – 23 February.

*Where:* Akademisk Studenterkurser (Academic School of Copenhagen), Tønnergade 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, Ramsøegade 11, 1362 Copenhagen K., Denmark. Telephone: +45 33 33 18 86, email hoteljoergensen@mail.dk or visit their website at http://www.hoteljorgensen.dk.

*Fee:* 200 Danish Kroner (about €22.00).

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

*Contact:* Michael Hustrop-Leh, Farveholmsvægen 15, 3400 Hilund, Denmark, or email uatumer@gmx.de. For the latest information visit the website at http://asl.scj.or.uk.

**MARCH**

**HEROES 2014**

*When:* 6 – 9 March.

*Where:* Colyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates are to be confirmed, in 2013 they were £31.00 for a shared room or £44.00 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 Phillips, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email iflf@ecl.co.uk. For up to date information check the UK ASL tournament web site at www.aslokyork.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, 4 Pines Road, Chelmsford, Essex, CM1 2DL, or email by email at derek@doubleone-online.net. Check out the web site at http://www.doubleone-online.net for the latest details.

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**London’s Advanced Squad Leaders**

London’s Advanced Squad Leaders (LASL) welcome ASL/ASLSK players or potential players. If you’re passing through or staying over in London, you’re welcome to come along and take part. There’s no fee for taking part or spectating. We usually meet on the second Saturday of each month from 10.30am until 5.30pm. LASL’s venue is located in the lower ground floor of Starbucks, 32 Fleet Street, London, EC4Y 1AA. It’s quiet and has space for up to 20 games.

If you want to come along send your name and contact details to derek@doubleone-online.net to arrange a game and ensure there are no last minute problems.
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 M 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.

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