IN THIS ISSUE

PREP FIRE 2
INCOMING 3
INTENSIVE FIRE 2013 4
THE CRUSADERS OPEN 7
ASL TOURNAMENT LADDER
RED ARMY DAY 9
A GUIDE FOR THE PERPLEXED 14
COLONEL KLUTZ 17
“THIS IS THE CALL TO ARMS!” 18
ON THE CONVENTION TRAIL 19

COVER: Soldiers in the Khom Pocket, 21 March 1942 (Bundesarchiv, Bild 183-B21250).

PREP FIRE

Hello and welcome to the first issue of VFTT in 2014.

Thanks to Craig Benn’s look at one of the KGS campaigns, this issue was relatively easy to complete, but I’m still in need of a few good articles. They don’t all have to been as long and detailed as Craig’s, even things as short and basic as the Colonel Klutz article have a use as both a rules reminder and a page filler.

It would also be nice to start publishing scenarios in VFTT again, so if anyone has any designs ready for publication feel free to send them in, though I’d prefer it if you send any un-tested ones to other publishers please :-)

‘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 ASLers. Don’t be a silent voice.

Issue 91 should be out at the beginning of May 2014.

VFTT costs £2.00 per issue (overseas £4.00), with a year’s subscription costing £5.00 (overseas £10.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers should check their address label to see when their subscription ends. You can also download VFTT free from the VFTT web site.

Back issue are now out of print but can be downloaded for free from:

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

VIEW FROM THE TRENCHES

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

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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.
**MMP HEAD TO BRIDGE**

Both Action Pack 9: To the Bridge! and Decision at Elst went to the printers just before Christmas, and pre-orders are likely to begin shipping soon after Winter Offensive 2014 (16-19 January 2014), with retail order to follow (probably in mid-March for UK stockists, based on past performances).

AP9 is the first of three packs that will cover the fighting in Burma from the initial Japanese invasion in 1941 to the final Allied liberation in 1945. This first pack features ten scenarios from the Japanese invasion of Thailand in December 1941 to the battle for the Sittang Bridge in February 1942 during the Allied retreat to India. Three new double-sided 11” x 16” mapboards are also included. It will retail for $34.00 (about £28.00).

Decision at Elst (DaE) is the first Advanced Squad Leader Starter Kit historical module and covers the battle at Elst, Holland, during Operation Mart-Garden. It comes with a 22” x 32” mapprof of the battlefield, three countersheets containing all the British and German infantry, tanks, and guns, and game markers necessary to play, two player aid cards, four historical scenarios and one Campaign Game, a 28-page ASL Starter Kit basic rules booklet, and a 20-page DaE Campaign Game rules booklet, with all of the rules needed to play the scenarios and the Campaign Game, including new rules for the steeple, offboard artillery, polder terrain, and German SS units. It is a self-contained product and requires nothing else to play it. It will be available for $64.00 (£50.00).

Playtesting is almost complete for Action Pack 10, which is expected to be available for pre-order soon after Winter Offensive. It will include two standard 8” x 22” maps that can be used individually or as a “double-wide” pair, and eight scenarios, with a mix of East Front, ETO, and PTO action.

ASL Journal 11 is likely in mid-2014, with **hakka Flail**, the Korean War ASL module, and a reprint of Yanks further down the line.

**THE BFP PIPELINE**

Bounding Fire Productions expect to release Poland in Flames at some point in 2014. It is currently expected to contain about 40 scenarios covering the battle for Poland in 1939, two double-wide and four standard boards, at least one countersheet of 1/2” representing new early war infantry and SW and one of 5/8” counters, complete with accompanying Chapter H notes for the new vehicles and guns included. As with Crucible of Steel, there will also be a set of rules pages and an accompanying booklet containing a number of articles. No price has been announced but due to the quality of components it is likely to be similar in price to CoS.

BFP also hope to get Objective: Schmidt out in 2014. Set in the Hurtgen Forest in the autumn of 1944, this will be the first CG released by BFP, and the primary delay has been in getting the CG rules ready so that they can be easily applied to other CG projects in the pipeline, such as Corregidor and Peleliu.

Work continues on the Allied Minors scenario pack that PiF was originally due to be part of. As the size of the pack has continued to increase, there is a possibility that the French material may be spun off into a separate project.

An East Front pack, which will include a reprint of the long out of print and hard to find HOB module Onslaught to Orsha, is also being worked on.

**MARCH FOR BUNKER 38**

Following the distribution of Dib37, their first PDF-only issue, the Dispatches from the Bunker team are now working on issue 38, which is due out at Nor’Easter in March. As usual, four scenarios are planned to be included. ‘Flanking Hatten’ is a tournament style offering that sees a German Kampfgruppe of six PzJVK tanks and an infantry platoon mounted in halftracks attacking a small American combined arms force in 1945.

And so it Begins’ sees the Chinese trying to evacuate civilians from the city of Tsinan in 1928 as the Japanese approach.

‘Fontenay by Day’ is the first of two scenarios set in Fontenay-le-Pinsel in Normandy. It sees a reinforced British elite rifle company supported by a Churchill and 2 Sherman Tanks, attacking a company of SS, with a Panther and Air Support arriving to assist.

‘The Streets of Rostov’ is a large city fight with the SS trying to punch through a mix of NKVD, line and conscript troops to dominate a railway represented by overlays on boards 1, 8 and 22.

There will also be an article on Ammo and Fuel Shortages 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.
For those of us who have been attending INTENSIVE FIRE for the past 15 years, entering the hotel in 2013 might have resulted in some confusion, as the hotel is undergoing a major refurbishment, and the bar in reception, the scene of many a pint throughout the weekend, is no more! The hotel had also changed from being the Kiwi Hotel to the Travel Rest (although there were still a handful of Kiwi Hotel notices to be found). This, along with the refurbishments, is part of the changes resulting from the hotel being sold in the summer of 2011 to the new owners.

The manager had made me aware of these changes while we were arranging IF2013, and provided me with some photos of the dining room changes, complete with new bar, during the summer. Of course, with the old bar area no longer available to use as HQ for IF, a new area would need to be selected...

Paul Case and myself arrived mid-morning on the Wednesday to recce the venue with this in mind, and is wasn’t long before we had started testing the bar :-) The new HQ was situated in the corner of the dining room by the doors – plenty of space, power sockets, and opposite the bar :-) With these key decisions sorted out, it was time to prepare for my first game of the weekend. I’d arranged to play Nigel Blair at ‘Oa31 With Friends Like These’ in September, and even though he’d sent me details of his set-up, I still hadn’t really looked at the scenario and come up with a plan of attack. Not that it really mattered in the end. Nigel will no doubt say his superior tactics were the reason for his win, but I suspect the large number of 12s I rolled (breaking several Sherman M4 and MGs) may well have contributed to my downfall! Despite that, a fun game, and one I’d definitely play again.

The evening was rounded off with food, football, and beer in the pub next door.

THURSDAY

As well as the game against Nigel, I’d also arranged to play three games on Thursday, and a couple on Friday, including my first seaborne assault :-) Hands up how many of you realised the Italians fought against the Japanese in China in 1943? Me neither, so when I saw ‘TaP21 Last Message home’ earlier in the year I was intrigued. Not only is it an obscure action, it’s also a Deluxe scenario, and I really enjoy DASL.

While most nations had withdrawn their military presences from China following the Japanese invasion in 1937, the Italians had maintained one in the city of Tientsin. When the Italians signed an armistice with the Allies, the Japanese decided to seize control of the Italian outpost.

My plan as the Italians was pretty simple – defend the front, trying to step-reduce any Japanese units as they crossed the roads, then gradually fall back upstairs into the fortified building locations. Simon Staniforth had the Japanese, and made a cautious approach on the first couple of turns, and things were looking good for me until his tank got a CH with a 37L gun against a squad guarding one of the ground floor stairways, forcing him to rout out a turn earlier than I was planning on moving out. This allowed Simon to get a foothold in the building, and from there he was able to gradually reduce the Italian defenders.

Things looked up when an Italian HS went berserk! Unfortunately the Japanese squad in the ADJACNT Location was in a Fortified Building, so all he could do was stand waving the Italian flag at him, oblivious to the wild shooting at him:-) In the final turn Simon advanced three Japanese squads and a 9-1 leader in for CC to kill the HS and win the game.
The afternoon saw me attacking Ian Morris’s Germans in ‘FrF51 The Bite of the Bassoto’. I never got the chance to play this when it was used at DOUBLE 1 a couple of years ago, but have been keen on doing so since then. Things started well, as my Brits made steady progress getting into the village, and I was on course to win, until several units failed morale checks from low FP shots, and all of a sudden I was on the back foot. His sniper then broke one of my squads who was ready to kill one of his for failure to rout, and I was left with no forces to hold my gains, let alone grab the remaining buildings I needed to win. :-(

The evening ended with a quick game of ‘dB99 The Gin Drinkers Line’ against DOUBLE 1 organiser Derek Cox. No gin was consumed in play tho several Newcastle Browns were. :-)

FRIDAY

I’ve been playing a RB campaign against Richard Dagnall on VASL for the past year, and despite suffering a hammering as the Germans (mainly due to bad weather for most of the 10 dates played so far) limiting my use of Stukas. And my ability to roll 12 for MCs, especially with 10-2 and 10-3 leaders. :-) Only matched by Richard’s ability to roll high in HTH CC and kill loads of Russians with his 10-0 Commissar Dagnall. :-) we’ve been having a blast! With the release of Rising Sun, we’ve been talking about playing the Gavutu-Tanambogo CG at HEROES or IF next year, so we decided to play a small seaborne assault scenario first to get some familiarity with the rules. ‘FT98 And Then They Landed’ is ideal for this, as it has only four Japanese LC with troops opposed on the beach by three French squads with just a LMG and a 37mm Gun to aid them. Things went wrong from the start, when the first LC I moved ran aground before it reached the beach! The rest of them made it, only for Richard to roll a snakes defensive Fire shot against the squad and leader as they moved on to the beach! The loss of the leader was crucial, as the Japanese have very little time to exit, and without the extra MF he would have given a couple of the squads were unable to make it in time. Despite this, we really enjoyed the scenario and would recommend it to anyone wanting to dip their toes into the water.

I’d arranged to play Mike Davies at ‘SP194 Requiem for a Dreadnaught’ beforehand, but in the end ended up playing Nigel Blair again. Although it was my only victory of the weekend, I didn’t really feel that I’d won, it was more a case of Nigel losing due to a combination of cautious play and some crazy dice on the last turn or two.

I hadn’t arranged any games for Saturday, as I did not know if I would need to put myself into the Fire Team tournament or not. As it was, we just had enough players to form six teams, so I was free for the day, in the end I never got around to playing, a combination of laziness and being more interested in watching the football on Sky. :-)

THE FIRE TEAM TOURNAMENT

Because of the low turnout this year, there were only enough players available to form six teams in one division, rather than the usual two divisions of four or six teams each.

Despite a choice of three scenarios, everyone went for ‘ESG91 It’s Not Over Yet’ on Saturday morning. ‘SP194 Requiem for a Dreadnaught’ was the most popular of the Saturday afternoon selection, with a couple of people opting for ‘SP205 Mius Mischief’, and one game of ‘AP70 Sons of Slav’ being played.

The gaming wound down as Saturday evening progressed, and by midnight the few people still around were all at the bar. :-) By 2am everyone had gone to bed, leaving me to pair up the teams for the final round on Sunday, ably assisted by a kebab eaten

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

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<td>BoF4 About His Shadowy Sides</td>
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<td>ESG91 It’s Not Over</td>
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TOTALS 56 29 27
in memory of the ‘inventor’ of the kebab, who’d died earlier that evening – and very tasty it was :-) With four teams still in contention on Sunday morning, the results of every game involving them would have a bearing on the final result. With no single team being able to make a clean sweep of wins, Battle Group Binns was able to sneak a victory over Shitai Burton by just one point.

THE SQUAD BLEEDER MINI

ASL Journal 10 contained a series of semi-Fog OF War scenarios, which feature randomly determined boards and both sides secretly purchasing their forces from several groups from several groups allocated to them. To save some time, I’d determined the board configurations in advance, and prepared copies of the scenario cards for each player. The first round saw Dave Ramsey beat Nigel Blair at ‘SSB1 Badanov’s Bad Boys’, while Eric Gerstenberg beat fellow American Rich Domovic. The final saw Dave beat Eric at ‘SSB2 Assaulted at Arras’.

THE DELUXE PACK MINI

Dave Ramsey is producing a DASL scenario pack featuring new boards and scenarios (see the preview in the last issue of VFTT), and several players had a chance to get a sneak preview of some of the boards and a couple of the scenarios as Dave ran a mini-tournament on Friday using some of the scenarios from it. ‘DW5 Under the Field Marshall’s Eyes’ is a PTO action featuring Gurkhas against Japanese defenders on three of the new boards, and saw Paul Legg beat William Binns, while Dominic McGrath beat Ian Morris. Dominic then beat Paul in a game of ‘DW2 Full of Fire’ a scenario based on Easy Company’s attack on the German guns at Ste. Marie-du-Mont. As well as a trophy, Dominic will also receive a copy of the pack when it is released.

INTENSIVE FIRE 2014 takes places from Thursday 6 - Sunday 9 November 2014, a couple of weeks later than in previous years but it avoids the Bank Holiday weekend. Up next though is HEROES 2014, which takes place over the period Thursday 6 - Sunday 9 March in Blackpool – further details can be found in the advert elsewhere in this issue.
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The Crusaders Open ASL Tournament Ladder

INTENSIVE FIRE Update

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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.

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**Red Army Day**  
A Kampfgruppe Scherer CG Analysis  
Craig Benn

When I first heard about *Kampfgruppe Scherer*, I had no real interest in buying it. I’ve been scaling back my purchases due to playing less and less, and I’m not an Ostfront fanatic particularly. However when I finally saw a copy I was knocked out by the production values – here was cardboard that screamed out to be played. Eventually I got to play Mark Blackmore at ‘KGS4 From Matilda with Love’. What I really liked was the challenge posed to the Russian player. You have to attack over fairly open ground with no smoke and only a modest advantage in numbers. The tools are there, but you better know how to use them properly or you’re gonna get your ass kicked. It’s no place for a newbie to cut his teeth.

After the first scenario the usual ASL positive feedback loop came into play. I read the Osprey booklet on the Demyansk/Kholm battles, which made me want to play more Kholm…which made me want to read more about it, which…you get the idea. Anyway Mark and I always have a campaign game on the go – so when we finished *KGP*, this was the obvious next choice. Here are my thoughts as the Russian for ‘Red Army Day’…

**Scores on the Doors**

The first thing a serious CG-er looks at is the squad kill ratios and the victory conditions. For the Russians this may come as a bit of a shock. Initially the bad guys start with 89 squad equivalents (“SE”) and 9 crews, while the heroic defenders of the Rodina get a mere 41 SE, six T-60 light tanks and eight crews, plus purchases. The Russian (but not the German) set-up forces are subject to depletion. There’s a -1 historical modifier so you can buy a maximum of three companies and two platoons – if you’re prepared to spend all your points on infantry. More typically you will buy three companies and attack on the first date with 70-75 squads. Not so much a horde as a large unruly crowd with a bit of smoke and only a modest advantage in numbers. The tools are there, but you better know how to use them properly or you’re gonna get your ass kicked. It’s no place for a newbie to cut his teeth.

On the Russian side, normally you would buy three companies on each of the first two dates, two on the third date and one on the last date. Assume one company is depleted and one is a reduced strength yellow sector buy, and add say a couple of non-depleated platoons. That’s…ehm…how many?...108, plus say 38 squads from the starting forces – so 146. Wow – that’s a really narrow margin of superiority. It’s something like 1.12:1 or 9:8. You really have to be looking at trading off squads at pretty much evens to start making any attrition on headway. And even where you do, it’s not going to be until dates three and four that you start seeing the benefits.

Okay given that this makes a total of 128 squads that costs six CPP on the East side cost) and two SMG platoons (at three CPP each effectively costs double) – NO, what kind of foolish jibber-jabber is that? If you only attack on the east side my prediction is…pain. The east side has a maximum of three first line platoons (which at three CPP each effectively costs double the east side cost) and two SMG platoons (at an eau watered five CPP each – on the east side a company of eight SMG squads is six CPP). Artillery in this sector is also limited to 70-80mm.

German purchases cost the same wherever you fight, so by choosing to make an effort on the west side you reduce the total Russian forces available and worsen the overall strength ratios. Given the slender numerical advantage you have – not something you want to do.

So attack only on the east side, right? What are you some kind of a crazy fool? – NO, what kind of foolish jibber-jabber is that? If you only attack on the east side my prediction is…pain. The east side has a total of 36 blocks and you need to control 30 to win. Given that infantry numbers are pretty equal, but German troop quality and leadership is superior, thirty out of thirty six is a big ask. Decent German players will regard any loss of territory of the Russian colour code reinforcements) as follows:

- N.E Red sector (north of Policeman’s Gully) – 8 blocks
- E. Red sector (south of Policeman’s Gully) – 10 blocks
- Blue sector – 18 blocks (one block starts Russian-Controlled)

Yellow sector – 9 blocks and the airfield (four of these are Flugfeld security blocks worth 1.5 blocks each - as is the airfield)

Purple sector – 3 blocks (also worth 1.5 blocks each)

**East is East and West is West**

There are some good reasons for the Russians not to attack on the west side (yellow/purple sectors). A first line company of 12 squads that costs six CPP on the east side, will get you only 10 squads at the cost of nine CPP in the yellow sector. Conscript companies (similarly 10 squads) and HMG sections also cost 50% more. You can’t buy tanks on the west side and tanks can’t cross the river. You also can’t get block bombardments on the west side (CG rules 1.6). You can only buy one reinforcement group in the yellow sector on the first date, and a maximum of two per date thereafter.

In the purple sector there’s even less scope for an offensive. You can buy a maximum of three first line platoons (which at three CPP each effectively costs double the east side cost) and two SMG platoons (at an eau watered five CPP each – on the east side a company of eight SMG squads is six CPP). Artillery in this sector is also limited to 70-80mm.

German purchases cost the same wherever you fight, so by choosing to make an effort on the west side you reduce the total Russian forces available and worsen the overall strength ratios. Given the slender numerical advantage you have – not something you want to do.

So attack only on the east side, right? What are you some kind of a crazy fool? – NO, what kind of foolish jibber-jabber is that? If you only attack on the east side my prediction is…pain. The east side has a total of 36 blocks and you need to control 30 to win. Given that infantry numbers are pretty equal, but German troop quality and leadership is superior, thirty out of thirty six is a big ask. Decent German players will regard any loss of territory
as purely temporary and counterattack strongly. You’re going to need some kind of contribution to the 30 block total from the west side…

And there are other good reasons to attack on the west side:
1) The possibility of an auto-win by taking the airfield/security blocks and purple sector
2) Six+ Russian squads or Control of a block in the purple sector reduces the amount of ammo/supply points received from airdrops.
3) Interdict the air-landing reinforcements
4) Some of these blocks are worth 1.5 blocks

However in the west you can never really amass the kind of strength you can generate in the east. So unless you manage to achieve the sudden death VC in one fell swoop, any progress you make on one date is liable to be eradicated by German counterattacks in the next. Particularly if the red and blue sectors are hurting for the CPP you’ve spent on the other side of the Lovat.

So how do you square the circle? Timing I think. You’re never going to achieve great things on the west side until you’ve done the necessary preparation in the east. The Germans have to be bled to a sufficient degree that shifting forces from east to west risks the eastern perimeter collapsing. Attrite the Germans in the east on dates one and two and when their attention is focused there, then make the knockout blow from the west on date three or four. Although you will need to buy extra infantry at an inflated price, some RG cost the same – MMG, engineer and light mortar sections, recon platoons, OBA and aviation.

Buy them. Play conservatively and don’t fritter away your forces on the west side – even if you never make a major attack there at all, keeping a credible threat-in-being prevents the Germans stripping these sectors for the other side.

Stretching Rubber
Hmmm… let’s look at the facts. The facts are depressing.
1) The defenders outnumber you to begin with.
2) If everything goes well you may get parity or a slight advantage in numbers towards the end of the CG.
3) To make up your numbers you are going to have two or three companies of conscrits. If you don’t play with them very often – 4-2-6’s really are shit.
4) The difference in leadership is marked. A company of Russians typically gets you one leader for 12 squads (27.8% base chance for two). The Germans start with twenty leaders for 89 squads.
5) If you want SW you’re going to have to pay for them. An infantry company gets three LMGs and that’s it. The Germans start with a decent amount of SW (although they do break easily and find them difficult to replace.)
6) German troop quality is superior – over 25% of their starting troops are eight morale, and over 50% of them have range six inherent firepower – a big advantage in the semi-open terrain.
7) You are attacking over open terrain (1.5 MF in deep snow) while the defenders are in +2/+3 TEM buildings and rubble and possibly fortified.
8) In some places you have to come on from the board edge into open ground. If you break there, you generally have to rout off-map with a two thirds chance of dying.

What’s that at the back? Let them keep it? COMMISSAR – GET THAT MAN TO A STRAFBAT NOW!

You do have some advantages. German SW are B10/X11 (B9/X10 outside buildings/rubble and trenches) due to the combo of extreme winter and ammunition shortages. The German anti-tank capability is weak, and although ATMMs and MOLs are available for close in work, the defenders have only three guns (which can’t be replaced) and are B10. The 37Ls can’t really hurt T-34s and Matildas (one of the 37Ls is ROF1 and can’t acquire moving targets). The single 50L can have an effect but it has to be in the right place and has a 1 in 6 chance of breaking per shot. The deep snow although slowing you down, gives +1 TEM versus OBA/mortars and riders can bail out for a PTC instead of a NMC. On their own though, these advantages wouldn’t be enough to even things out.
The biggie – which does make all the difference – is the Germans have to defend everywhere, while you choose where to attack. Whatever the overall numbers are, you can get numerical superiority at a single point. Or points – I prefer more than one point as an attack on a single axis can be blocked on a single axis, with manoeuvre stifled by OBA and residual firepower chokepoints. As your Russian troops are pretty much tied to their sectors, massing at a single point is difficult anyway. In practice you can only really do this at the junction of the red/blue sectors – something the thoughtful German player will have prepared for. Ideally you want your schwerpunkts to be far enough away that if one attack is stopped dead, the defenders can’t redeploy to the other(s) in time.

But wait – it’s not that simple. As you advance into Kholm, your lines get extended. You have to allocate troops to static line holding. You don’t really notice this aspect of things on the first date, as you move from offboard, but you’ll notice it very much on the second. Effectively this provides a neat balancing factor in the CG – the better you do, the more terrain you have to defend and the less stretched the Germans become. Make hardly any progress and the Germans still have a long perimeter to defend.

The art of cardboard generalship can be reduced to getting fastest with the mostest squads at the schwerpunkt. The initial Russian advantage of choosing where to fight will tend to wane as a CG date goes on. As you are coming out into the open, you tend to take more casualties – as least until you can get in close. You have fewer leaders, so it takes them longer to rally your brokies. Alarmeinheiten can start arriving from turn 3, German airpower has a better chance of turning up later in the date, on-map reserves get redeployed etc.

To retain this numerical edge at the schwerpunkt you need to prevent German reserves moving about too easily. This means putting your long range SW in the best places (see later) to isolate certain parts of the defence. You should also always keep a platoon of T-60s with riders off-map to prevent one part of the defence being completely stripped. Holding attacks serve the same purpose but you need to be careful, an inadequately supported attack is likely to fail – which will then free those defenders to move elsewhere or counterattack.

The obvious

Yes I know it’s patronizing to state the obvious but...the CG is only four dates long so the Russian player should never pick an idle chit. The German player ideally wants to save his attack chit for the last date, but if things are going badly may have to put it in earlier. Don’t pay extra for on map set-up – bring them on at normal cost from the map edges except possibly on the last date.

Tactical Considerations

1. Tanks

You start with two platoons of T-60s and can buy T-34s (one pltn), Matildas (two pltns) and T-60s (four pltns) at five, four, and three CPP respectively. The temptation, particularly when it’s so hard to get your infantry forward is to use the tanks aggressively with VBM and point blank shots. Don’t do it! Well not until the last date anyway...the Germans have MOLs and ATMMs (at least when they remember them Pete…) (guess who forgot when we played one of the KGS scenarios at INTENSIVE FIRE a couple of years ago :-( – Pete)

The role of the T-34s and Matildas is to crack strongpoints that the Russian infantry can’t handle. The T-34s are far superior to the Matildas so should be the first buy. Have patience, support them with infantry and don’t offer flank shots.

The T-60s can be knocked out by machine guns and ATRs so don’t just piss them away. Their role is not to crack strongpoints but to:

a) keep as an off-map reserve with riders to prevent the Germans stripping a section of the perimeter
b) as a reaction force to German counterattacks. Here they will be less exposed and their puny firepower has more chance of doing something…and
c) armoured assault when you know the guns are somewhere else.

If you do manage to knock out the anti-tank guns or if they break then you can swan about with armour quite a bit. However it isn’t particularly cheap and you have to be very wary of Stukas. Keeping your tanks close to your AA assets (HMGs basically) and driving them into single hex buildings (where there are no cellars by KEu) so it can be a concealment counter, significantly.

Although the block bombardments look costly – they are similar in price to regular OBA modules but provide only one attack – give them some thought. If you consider the number of hexes attacked in the larger blocks it starts to get equivalent to hitting a seven hex FFE zone several times. The fact that no FFE counters are placed makes them ideal for an immediate rush to exploit their effects.

3. Artillery

Unusually you do have some advantages over the Germans and their antiquated morse-code machines. For some general thoughts on OBA in campaigns (and some cool Zen philosophy) check out my article in VFTT 82. Things to note specifically for KGS are:

The Germans will usually be defending in +2/+3/+4 TEM, and even if you manage to catch some in the open, the deep snow gives them +1TEM. Therefore OBA is about neutralizing rather than destroying the defenders. Timing is hugely important. With your small draw pile, don’t use it just to make noise. Use it when it covers the advance of your assault troops. (Even though the Pleva OBA rule is in effect, in my experience the additional reds soon spiral out of control.) Given your lack of leaders and radio contact number of six, an offboard observer is usually worth the extra one CPP.

The art of infantry attacks in semi-open terrain with little or no SMOKE is a subject in-itself. I intend to write another article for VFTT about how to do this when time allows. Suffice to say it ain’t easy and with your strength ratios you can’t be cavalier!

However I will say something quickly about human waves. The KGS rules encourage you to wave – essentially getting one MMC into the target hex earns you a battle-harden or a leader creation roll. But just because you can do something, doesn’t necessarily mean you should. A wave goes very nicely with block bombardments – which never put down FFE counters, but take effect in the PFPh immediately before you move. Other than that, combine waves with platoon moving tanks or where the target is broken if you can. Note you can human wave at a target enemy unit (not a KEU) so it can be a concealment counter, but not from offboard.

A German soldier in the ruins of Cholm.
Note Germans in a building are treated as a Known Enemy Unit even if concealed as per KGS 4.21. If you buy OBA, it would be a travesty of a mockery not to pre-reg a building which is an obvious MG position. Then in your turn one prep you can rain down fire without any spotting rounds or extra chit draws.

4. Aircraft

Your aircraft buys are expensive and unless you pay an additional three CPP for a weather report, those points might be wasted. This works out at seven to nine CPP for only one or two aircraft. Bearing in mind they can only ground attack one side of the Lovat river (depending on the colour code), and they have limited fuel unless they pay extra and they don’t stop the German Alarimeinenitve moving around…well you get the idea.

However on the first date, you know it will be clear so you don’t need to spend the three CPP and the German player only has nine CPP so is unlikely to contest air superiority with fighters. Even so…personally I think they are still too expensive.

Key Terrain

1. The NE Sector

At first glance this is not a promising place to attack as your assault troops will be entering open ground. If they break, they then have to rout offboard with a two-thirds chance of dying. However if you can get a foothold inside this sector, the LOS’s are nice and close which limits the German range advantages. It’s not particularly good defensive terrain as there are no stone buildings or level one Locations that dominate their surrounds. It’s also difficult for the Germans to reinforce here due to the gully to the south and river cliffs to the west. And if you do capture it, it’s very hold-able – because you don’t have to defend the river cliff side, it won’t extend your perimeter much.

As a further incentive the Germans can’t pre-reg OBA in this sector (KGS3.2). The way to attack is with a very narrow thrust, entering hexes TT6-TT9. The angle of the blocks means only a handful of German positions can actually fire into this area, and the orchard in SS9 can often stop you having to rout. Nonetheless a block bombardment into block13 and/or armoured assault with T-60s is the way to go. It’s very unlikely an anti-tank gun would be risked this far forward.

Although the Policeman’s Gully looks like a good concealed avenue of approach, you shouldn’t over-commit here. It’s painfully slow to move through 2.5 MF per hex plus 1MF to change elevation. More importantly there’s a Level 2 steeple location in PP15 that can see right into SS16 and SS17 and treat it as Open Ground.

The steeple is one of only three Level two Locations on the map and it’s vital to take this on the first date and get a MG up there. As well as commanding the gully approaches, it will interdict the brick factory road behind blocks 3, 8 and 13 making routing out of the forward blocks painful. It also can’t be pre-reg’d by the Germans and is a natural place for an OBA observer, if a bit obvious.

2. The Eastern Sector

The ground immediately south of the Policeman’s Gully is quite open and offers the Germans good fields of fire. You’ll often find a German anti-tank gun around GG23 – you need armour to cross the open ground so it makes sense from their perspective. Your infantry attacks will tend to go in further south, where the blue sector forces can support your left flank.

The key terrain here is the church in the east with its two adjacent Level two steeples and the tall (Level one) single hex building in LL30. Nowhere else can see particularly far, and the church in the east is much less vulnerable to being overrun than PP15 so a prime place for an observer. A half squad with a HMG and a -2 leader can cause absolute mayhem from here so you need a fire plan to neutralize it. As it’s just a little bit too far for Russian MGs on the first date, you need to allocate either a T-34 or OBA/ block bombardment to deal with it.

3. The Blue Sector

The blue sector has about half the blocks on the east side in just over a third of the total perimeter area. The blocks tend to be slightly smaller and more tightly packed than their red counterparts. Your at start forces are slightly weaker than the reds – a conscript rather than a first line company – you need armour to cross the open ground. Expect it to be Fortified and well defended. To crack this nut means committing some firepower – a T-34 in SS44 just out of D1 range is recommended but you probably need more than this to make any headway.

The southern cemetery is difficult to get at as you have to get over a fair amount of open ground to get there. It is well worth taking if you can though, as an anti-tank gun here is very annoying. Once it falls you can unhang the flank of the defence...
with a tank rider blitz, and/or link up with the purple sector. Until you do this you can’t really offer a credible threat to the Haarnadelkurve.

Lastly machine guns in the resistance nest at J53/K54 can sweep the front of the German MLR in blocks 45, 46 and 47 with -2 shots, while your own boys don’t have the range to argue the toss. If you are going to push at the unnamed building, you need a subsidiary push here to keep them occupied and cut down any final fire options.

4. The Purple Sector

Take the Haarnadelkurve and the German airdrops will be ineffective and the ammunition will dry up. In a 105 day siege this would be catastrophic. In a four date campaign you can probably just about live with it provided the sudden death VC aren’t activated.

Given the extra cost of Russian troops here, maintaining a threat in being with your three at start squads is about the best you can expect to do. A thrust from the purple entry zone has a hell of a lot of open ground to cover and is overlooked by any MG position at Level one in the X46/W46 building. The most promising avenues of attack are at its eastern side where the cliffs end. As you need to fight your way through the entire blue or yellow sectors to get there, by which time you’ve probably won already – this is pretty academic.

5. The Yellow Sector

Progress here requires patience. It’s tempting to mass your forces around the tannery as this offers the shortest route into the German occupied blocks. Personally I think this is too obvious and narrow, and overlooked by positions at the rear of Sector A. This axis is too easily blocked by residual and OBA and if you take a beating the cliffs complicate routing away if the Germans put in a manly counterattack.

I prefer a broader thrust over the open ground of the airfield. Although this looks to be dominated by the pole barn – this building does not actually have any upper level locations. Not that it’s easy by any means – but there are drifts and glider wrecks and by crawling forward slowly you can limit your exposure. The objective is to nab a couple of Strategic Locations at the edge of the German occupied blocks, so you have the option of paying for a company to set up on map on the next date. (You don’t have to do it but the threat means the Germans will have to garrison the yellow sector more seriously.)

You do need to be aware of the changes to the Red Barricades perimeter rules – you can only draw a line of 12 hexes or less along a hex grain or alternate hex grain. You can be within 12 hexes of your entry zone, but not along a grain and thus end up isolated and unable to put reinforcements on. For instance if you manage to nick the rubble pile in H30 and the line of buildings in L30/K31/J31 this will be isolated unless you capture the rubble pile in L26 or K21 building.

It’s also worth having troops on and around the airfield so if the glider borne reinforcements arrive you can give them an appropriately warm greeting…

And Finally…Balance

I haven’t played this enough times to comment seriously on the balance. I suspect it’s a little pro-German, not really enough to matter between two strong players but a little more noticeable between two weaker players.

The crux of the matter is that the Russian player has to know how to attack over open and semi-open ground. If you can’t do this particularly well then you’re going to struggle. I think a novice Russian player needs the ability to recover from a few disasters. Instead of reducing the number of captured blocks needed, I’d recommend an extra company of conscripts for the newbie.

Still I may be biased from looking at this from the Russian perspective…more importantly this CG captures the feel of the battle perfectly. It’s a joy to play and shaping up to be my favourite campaign to date.
This is an overview of all of the ASL Annuals, what contents they possess, and what degree of that content has been published elsewhere or updated.

To buff up the re-release of various ASL modules, MMP has gone through the archives and chosen interesting or appropriate scenarios to reprint. Other scenarios and articles have either appeared in the Historical Study modules or the second volume of the Out of the Attic series.

The assumption here is that the reader has no other access to these contents, and exists in a world where, unless they possess a publication, it is impossible for them to read these contents.

### ASL Annual `89

Fairly easy to find. Half of the scenarios have been reprinted. The articles are mixed, but a great deal are either strategy or historical reference, which makes it reasonably useful. The scenarios tend to be quite long.

#### Articles:
1. A Nation of Workers by Craig F. Posey
2. A Question of Balance by H. Sylvester & E. Murrell
3. The Evolution of Small Unit Tactics by John Hill
4. Piper’s Lament by Eugene Murrell
5. Gunned-Up in the Desert by Mark C. Nixon
6. Man and Superman by Craig F. Posey
7. How to Win an aSL Tournament by Jon Mishcon
8. One-Half FP by Jay Kaufman (Reprinted/corrected in ASLKB 2nd Ed. as the IIFT chart)
9. Updating the Oldies by Jim Stahler
10. Another Shell in the Tube by Robert Medrow

#### Scenarios:
- **12 ASL (6 Reprinted)**
- **3 DASL**
  - A1 Tavronitis Bridge (revised in FKac as ASL 93)
  - A2 Bofors Bashing (revised in FKac as ASL 94)
  - A3 Decent into Hell (revised in FKac as ASL 95)
  - A4 Beyond the Blue Beach
  - A5 Holding the Rear
  - A6 The Price of Impatience
  - A7 Slamming of the Door (revised in BV 3rd Ed as ASL 129)
  - A8 The Agony of Doom (revised in BV 3rd Ed as ASL 136)
  - A9 Midnight Massacre
  - A10 The Borders are Burning (revised in BV 3rd Ed as ASL 123)
  - A11 Silent Death
  - A12 Savoia!
  - DA1 L'Ecole Normale
  - DA2 Last Act in Lorraine
  - DA3 Back to School

### ASL Annual `90

I quite like this Annual. Again, half of the scenarios have been reprinted, and it is possible that the Italian ones might get rolled into the upcoming Italian reprint. Some of the scenarios that have not been reprinted (‘Cat and Mouse’, ‘Cold Crocodiles’, ‘Contest in the Clouds’) are either extremely good or unique. The scenarios tend to be quite long. The historical articles are reasonably good.

#### Articles:
1. Eight Million Bayonets by Craig F. Posey
2. Eight Steps to ASL by Jim Stahler (Available on-line)
3. The Devil’s Brigade by Steven Swann
4. Series Replay by Mark Nixon, Bill and Dave Sisler
5. Giving it Your Best Shot by Ron Shirts
6. War in the Shadows by Charles Markus
7. A Dog’s Life by Rex A. Martin
8. How to Enjoy an ASL Tournament by Mark Nixon

#### Scenarios:
- **12 ASL (6 Reprinted)**
- **3 DASL**
  - A13 Able at Cesaro
  - A14 Monastery Hill
  - A15 Stand Fast the Guards (revised in FKAC as ASL 92)
  - A16 On the Borderline (revised in BV 3rd Ed as ASL 124)
  - A17 The Penetration of Rostov (revised in BV 3rd Ed as ASL 131)
  - A18 Sbeitla Probe
  - A19 Cat and Mouse
  - A20 Counterattack at Sidi Bou Zid
  - A21 Counterattack on the Vistula (revised in BV 3rd Ed as ASL 124)
  - A22 The Crux of Calais reprinted in FKAC as ASL 96
  - A23 Contest in the Clouds
  - A24 Regalbuto Ridge (revised in FKAC as ASL 100)
  - A25 Cold Crocodiles
  - DA4 The Island
  - DA5 Intimate War
  - DA6 Breakout

### ASL Annual `91

Again, the majority of the scenarios have been reprinted, though a few unusual ones (King’s Castle) have yet to appear elsewhere. I wouldn’t be shocked if the American Scenarios make their way into a Yanks reprint. Regarding the articles: A lengthy overview of a RB campaign and then a historical article on the Axis minor nations. Jon Mishcon presents some analysis of the numerous Market-Garden scenarios he wrote for the issue, and Mark Nixon presents the proto-ROAR balance ratings of some scenarios from early ASLOKs, but also some good analysis of the (unbalanced) Last Hurrah scenarios.
3. Pigi-Pigi by Steven Swann
2. Series Replay: a41 Op hill by Chuck Goetz,
1. Soldiers of the Sun by Charles Markuss

Articles:
2. The Forgotten Legions by Charles Markuss
3. Early Victims, Early Victories by Mark C. Nixon
4. Market-Garden by Jon Mishcon
5. The Numbers of October by Mark C. Nixon
6. The Mouse That Roared by Bob McNamara

Scenarios:
13 ASL (7 reprinted)
2 DASL
1 Red Barricade Scenario
A26 Beachhead at Ozereyka Bay
A27 King’s Castle
A28 The Professionals (revised in Doomed Battalions (3rd Edition) as ASL 144)
A29 A Meeting of Patrols
A30 Defeat in Java
A31 On the Road to andalsnes (revised in Doomed Battalions (3rd Edition) as ASL 142)
A32 Zon With the Wind
A33 Tettau’s Attack (revised in FKAC as ASL 107)
A34 Lash Out
A35 Guards Attack (revised in FKAC as ASL 108)
A36 Oy Veghe (revised in FKAC as ASL 110)
A37 Dreil Team (revised in FKAC as ASL 109)
A38 North Bank (revised in FKAC as ASL 110)
DA7 Lehr Sanction D
A8 Gruppo Mobile
AH1 Fire on the Volga

ASL Annual ‘92
The Japan issue. Historical articles on the IJA, Allied Minor, and ANZAC special forces. There are also articles on two scenarios in this issue. One on play testing, and the other an AAR of the included scenario ‘Op Hill’ (now revised in Rising Sun). Still an interesting issue, though not many of the remaining scenarios look that great.

Articles:
1. Soldiers of the Sun by Charles Markuss
2. Series Replay: A41 Op Hill by Chuck Goetz, Perry Cocke and Pat Jonke
3. Pigi-Pigi by Steven Swann

ASL Annual ‘93a
This is an amazing issue… which is largely no longer of much value. Almost all of the (excellent) articles were reprinted and updated in Out of the Attic #2. The scenarios that have not been reprinted in Rising Sun are insanely long. There is an analysis by Guy Chaney of some of the scenarios from this issue.

From the Table of Contents:
1. Panzer Gegen Panzer by Bruce Bakken (revised in Out of the Attic #2)
2. Annual Crossfire by Robert Banozic & Mark Nixon
3. Getting The Lead Out by Steve Powlesland
4. Beating About The Bush by Philippe Leonard (revised in Out of the Attic #2)
5. Grace Under Fire by Guy Chaney
6. The Illustrated & Legible Advanced Sequence Of Play by The Staff (replaced in ASLRB 2nd Ed.)
7. Iron Eagle by Rex A. Martin

ASL Annual ‘93b
One of the less valuable journals. The centrepiece of this Annual is the Gavutu-Tanamboango HASL. This cool looking map and collection of scenarios has been reprinted in Rising Sun. If you are super interested in the GT HASL, this Annual may still be worth it, as it has more extensive designer and play-test notes. Other articles include a historical article on the marines and the Canadians in ASL.

From the Table of Contents:
1. Sand & Blood by Dan Dolan (reprinted in Rising Sun)
2. First to Fight! by Steven Swann
3. Annual Crossfire: Holding the Rear by Robert Banozic & Mark Nixon
4. Warriors of the North by Michael Dorosh
5. First on the Beach by Bleck, Burnett & Martin
6. Notes to the Troops by Rex A. Martin
7. Tiger Trap by Rex A. Martin

Scenarios:
10 ASL (3 Reprinted)
1 DASL (1 reprinted)
A51 Clash Along The Psel
A52 Swan Song
A53 Smith & Weston (revised in Rising Sun as ASL 155)
A54 The Raate Road
A55 The Cat Has Jumped
A56 A Good Party
A57 First Banza
A58 Munda Mash (revised in Rising Sun as ASL 152)
A59 Death At Carentan
A60 Totsugeki! (revised in Rising Sun as ASL 153)
DA11 Sicilian Midnight (revised in Out of the Attic #2 as Oa12)
A67 Monte Castello
DA12 Tussle at Thomashof (revised in HSASL 2 - Operation Veritable as HS23)
HA3 Grabbing Gavutu (revised in Rising Sun as ASL 149)
HA4 Tanambogo Nightmare (revised in Rising Sun as ASL 150)
HA5 Take Two (revised in Rising Sun as ASL 151)

ASL Annual '95 winter
This is a pretty interesting Annual. Lots of good, tournament sized scenarios. A number of reasonably interesting articles, including a lengthier discussion of Japanese Paratroopers and the Normandy invasion. The strategy articles look good, though I haven’t really delved into them. I think this one is worth seeking out. It is in many ways the Annual equivalent to Journal #3.

Articles:
1. Airborne Samurai by Steven C. Swann
2. Annual Crossfire by Robert Banozic & Mark Nixon
3. Warriors All! by David Payne
4. The Chestnuts of Normandy by Jim Stahler
5. En Garde by Chuck Goetz
6. The Gentle Art of Routing by Steve Tinsley
7. The Scenarios of Normandy by Jim Stahler
8. Series Replay: Festung St. Edouard by Steve Peterson, Brian Yousse & Chuck Goetz

Scenarios:
23 ASL Scenarios (5 Reprinted)
1 DASL (A103)
A68 Acts of Defiance (revised in BV 3rd Ed as ASL 135)
A69 Beoch Bash
A70 Wintergewitter
A71 Patton’s Prayers
A72 Italian Brothers (revised in Doomed Battalions (3rd Edition) as ASL 137)
A73 Not Out of the Woods Yet
A74 Valhalla Bound
A75 Medal of Honor
A76 Night Drop
A77 Hide & Seek
A78 Prelude to Breakout
A79 Mike Red
A80 Commando Schenke (revised in BV 3rd Ed as ASL 126)
A81 They Fired on Odessa...

A82 Orange at Walawbum (revised in Rising Sun as ASL 154)
A83 Last of Their Strength (revised in Rising Sun as ASL 155)
A84 Endless Struggle
A85 Airborne Samurai
A86 Fighting Sparrow
A87 The Grand Canal
A88 Surprise Encounter
A89 First Day of Diadem
A90 Cutting Out a Strongpoint
DA13 The Mailed Fist

ASL Annual '96
This Annual saw the beginning of MMP’s editorial reign over the ASL Annals. Most of the articles are focussed on rules, including snow/winter weather, double timing, caves, and gliders. An article on vehicle movement was reprinted/revized in Out of the attic. 2. The remaining articles are overviews/analyses of scenarios, either SL adaptions (presented in this Annual) or from Croix de Guerre. The majority of the scenarios are small or medium in size and many are well regarded.

Articles:
1. The Weather Outside is Frightful... by Tim Hundsdorfer
2. Stop and Go Traffic by Ole Boe (revised in Out of the attic 92)
3. Run For the Money by Steve Petersen
4. For St. George and St. Joan by Jim Stahler
5. Flight School by Curt Schilling
6. Spelunking 101 by dad Cariaga
7. Vive La France! by Mark Nixon

Scenarios:
13 ASL (3 Reprinted)
1 DASL (A103)
A91 The Road to Gora
A92 Highway 5
A93 Fagh A’ Ballagh!
A94 Last Defense Line
A95 The Long Road
A96 In Rommel’s Wake
A97 Taismboko Raid (revised in HSASL 1 - Operation Watchtower as HS 3)
A98 Crossing the Ginloi Tikitsch
A99 To Clear a Roadblock
A100 Dorset Wood in the Rain
A101 The Drive for Taierzhuang (revised in Rising Sun as ASL 155)
A102 On Silent Wings ((revised in FKaC as ASL 98)
A103 Mayhem in Manila
A104 In Front of the Storm

ASL Annual '97
Another really cool Annual. A good article on cavalry, an interesting replay, and a really cool looking PTO mini-HASL. I hope that at some point this is reprinted in a future Out of the Attic, as there is also a Journal scenario set on this map. If you can get it for a reasonable price, I think it is worth it.

Articles:
1. A Cavalry Primer for Neighsayers by Michale Puccio
2. Series Replay: Scenario G28 - Ramsey’s Charge by Jeff Coyle, Matt Noah, & Carl Fago
3. Red Death for Scouts in Flames by Pete Shelling
4. The Road to Nhpum Ga by Chuck Powers
5. Vive La France Encore!: Croix de Guerre Scenario Review (Part II) by Mark C. Nixon
6. What Do You Do When You Don’t Have A Can Opener? by Tate Rogers (revised in Out of the Attic 92)

Scenarios:
16 ASL (2 Reprinted)
A 105: Police Action
A 106: Debacle at Korosten (revised in BV 3rd Ed as ASL 130)
A 107: The Red Wave
A 108: Sudden Death
A 109: Scouts Out
A 110: Shanghai in Flames (revised in Rising Sun as ASL 145)
A 111: Cattern’s Position
A 112: Gift of Time
A 113: Then Things Got Worse
A 114: Hamlet’s Demise
A 115: Blockbusters
A 116: Tangled Up in Blue
A 117: Maggot Hill
A 118: The Waterhole
A 119: Showdown in Syria
A 120: Uncommon Valor
The 6+1 leader suffers from a lack of respect from the average ASL player. Which is not surprising, considering that with a morale of 6 he will struggle to remain unbroken by any enemy fire directed at him, and his +1 leadership DRM will hinder the effectiveness of any fire he is directing. Since he is so ineffective, you might as well just stick him at the back, out of harms way, right? Not necessarily.

So what can you actually use a 6+1 leader for?

**MOVEMENT**

First off, he is a leader, so any infantry stacked with him that move with him throughout the MPH gain an extra 2 MF. As well as allowing them to move further, this also gives you more opportunities to use Infantry Smoke (EX: placing Smoke in an ADJACENT Location before Dashing through it or placing a DC in it).

And if the MMC he is stacked with is Green, he negates the inexperienced personnel restrictions (A19.3) so they have 4MF instead of 3MF as well as the 2MF bonus he confers.

On the attack, they can be useful for drawing enemy fire, especially if they are equipped with a FT or DC. Even a 6+1 is elite, so he can deliver a DC from a concealed position into an ADJACENT building without losing concealment in the process and place it just as effectively as an assault engineer squad (though his chances of surviving any defensive fire are not so good).

Even if they do not possess a SW a 6+1 can still enter a concealed position to strip concealment from it.

A 6+1 leader can be useful for moving behind broken enemy units to cut off their rout paths.

A berserk 6+1 can tie down a killer stack for a DFF/DFPh just as well as any other berserk unit. He might even win you the game.

Russian and Japanese 6+1 leaders can initiate a Human Wave/Banzai charge – indeed, a Japanese 6+1 can even banzai on his own!

**COMBAT**

Although you will suffer from his +1 DRM, it often better to use a 6+1 to direction fire, to prevent covering. This is particularly important if you want to place a Fire Lane, especially as his +1 DRM do not affect the residual FP of the Fire Lane.

As with movement, a 6+1 negates the inexperienced personnel penalties normally suffered by Green units, so while they will suffer a +1 DRM firing, they will not suffer the -1 reduction to the B#/X# firing a SW at the same time.

Like any other leader, a 6+1 can fire an ATR, PIAT or FT without any penalty, other than the usual ones for Captured Use, being Pinned, etc. A 6+1 on a rooftop with an ATR can make an effective pseudo-sniper.

German 6+1 leaders also have the same chance of finding a PF/ATMM as a German 10-3 leader. In 1945, a non-CX 6+1 can find a PF 33% of the time, making a concealed or HIP’d 6+1 an effective tank hunter. A SMC with a ATMM versus an immobile vehicle with no manned and functioning MG has a good chance of destroying it.

And if you have MOL capability, consider sending a 6+1 leader to take out an AFV. A non-CX 6+1 gets a MOL 16% of the time. A MOL has a TK# of 6, and if the target is CE or OT, or the 6+1 has Height Advantage the TK raises even higher, making a 6+1 with a MOL a very dangerous character.

A 6+1 can be used to detonate a Set DC or A-T Set DC, tho passing the required TC with 6 morale can be problematic.

**CLOSE COMBAT**

A concealed 6+1 and an unconcealed unit advancing into CC still have a net -1 Ambush DRM (-2 concealed, +1 leadership). Don’t forget that Partisan, ANZAC, Commando, and 6+1 leaders are Stealthy (even if Wounded), so the Ambush drm would be -2.

Should a Gurkha 6+1 win an ambush, it may declare H-H CC with an extra -1 CC DRM. With a net -2 for gaining ambush, a lowly Gurkha 6+1 leader has a 58% chance of casualty reducing a Japanese 4-4-8, and a 41% chance of eliminating it outright in H-H CC (no you know why they are so feared!). Not bad for a day’s work, even if any medal for such heroics will probably be posthumously awarded.

If you wish, you can opt to have the 6+1 attack and defend on its own, so that the other unit is not affected by his +1 leadership DRM. On the other hand, the extra 1 FP he adds to the other unit could make the difference between the enemy attack being at 1:1 or 1:2.

If you do not ambush the enemy, the 6+1 can remain concealed and forego participation in the attack. If he is not attacked, he would then be free to move out of the Location during his next MPH, as concealed units are not held in Melee.

Because a 6+1 does not have to take a PAATC, he can be useful for tying down an immobilised enemy AFV with no functioning and useable MG. Even if he never takes out the vehicle, he will prevent it from firing outside its hex. Stunned OT vehicles are also vulnerable to a SMC CCV attack.

**OBA**

An obvious use for a 6+1 when you have OBA is to have him man the radio or field phone.

**OTHER USES**

Take a SW from a broken unit before it routs away, then advance a Good Order unit in and transfer the SW to it in the following RPh.

While SMC cannot gain Control of a building, even a lowly 6+1 is sufficient to retain existing Control and thus deny the enemy Control.

A 6+1 can find a Starshell as well as any other leader, and twice as well as a MMC.

Should a 6+1 break or die, any units stacked with him are unlikely to suffer a LLTC/LLMC unless they also have a morale of 6 or less.

While this is not an all-inclusive list, I hope it will give you some thoughts for the future.
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!

2014

FEBRUARY

SCANDANAVIAN ASL OPEN

Where: Akademik Stuedentarkeus (Academic School of Copenhagen), Tjilgade 98, 2200 Copenhagen N, 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, 1162 Copenhagen K., Denmark Telephone +45 33 13 81 86, email hoteljørgensen@mail.dk, or visit their website at http://www.hoteljørgensen.dk.

Fee: 200 Danish Kroner (about $22.00).
Format: The tournament will be a five round Swiss style affair.
Contact: Michael Hustrup-Leth, Farivholmvarv 15, 3400 Hillerød, Denmark, or email hustrup@imsdk.dk. For the latest information visit the website at http://www.asl.co.dk.

MARCH

HERGATEN 2014

Where: Colwyn hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 541 024. Room rates to be confirmed, in 2013 they were £31.00 for a shared room and £34.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £10.00 per 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 Peter Phillips, 9 Pier Road, Kilchoan, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@vlff.co.uk. For up to date information check out the UK ASL tournament web site at www.asl查明.uk.co.uk.

JUNE

DOUBBLE ONE 2014

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, 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@doubtles-one.co.uk. Check out the web site at http://www.doubtles-one.co.uk for the latest details.

OCTOBER

ASLOK XXIX

Where: 5 – 12 October.
Where:Holiday Inn Airport, 418 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit www.hilton.com/cleairport. 701 room rates are to be confirmed but in 2013 they were $76.00 plus tax. Check the ASLOK web page for the hotel discount code to book online.
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: Bent Hildebrand, 17810 Grausa Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavas@att.net. Check out the web site at www.asl.org for the latest details.

NOVEMBER

INtENSive FIRE 2014

Where: 6 – 9 November.
Where: The Travel Hotel, West Hill Road, Bournemouth, England, BH2 2EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £45.00 per night, double rooms £55.00 per night per person if booked prior to 1 November – 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.travelodge.co.uk.Default.aspx?name=Bournemouth-Travelhotel.
Fee: £10.00 if registering with the organisers before 1 November, £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 Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the weekend. Open gaming is available for those who do not wish to take part in the tournament.
Contact: For more details or to register contact Peter Phillips, 9 Pier Road, Kilchoan, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@vlff.co.uk. For up to date information check out the UK ASL tournament web site at www.asl查明.uk.co.uk.

Grenadier 2014

Where: “Gastehaus 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 six 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 €65 per night – single rooms are €60 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 Koppneyer, Haugebratzenweg 9, 41564 Kauer, Germany. You can email him at Christian.Koppneyer@freenet.de. Check out the Grenadier web site at www.asl-grenadier.de at up for up to date information.

Wales

Andrew Wrenn, 6 Aquila Court, Conway Road, Cardiff, CF11 9PA (07 Sep 2008).
Paul Jones, 5 Cynon Street, Rhyl, Denbigh, CF14 6LH (22 Dec 2002).
Martin Castney, 1 Thomas Cottages, The Highway, Horolands, Flintshire, CH5 3DY (20 Sep 2008).
Kev Satter, 1 Greypeth Road, Wrexham, Denbighshire, LL12 6SR(23 Feb 1999).
Nick Rijkel, 22 The Hollies, Collen, Lampeter, Ceredigion, SA44 0NP (Sep 2010).

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 VF'TT web site at www.vftt.co.uk/my-account.asp.

Bill Firthjeon, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 1PH (16 Jun 2001).
Elle Simpson, 4 Langston Avenue, Whitchurch, Gloucester, GL4 7SW (20 Apr 1999).
Steve Macleod, 54 Park Crescent, Inverness, IV3 7GD (17 Jan 2011).
Oliver Gray, 117 Upper Dalgarp, Cupar, Fife, KY15 5AQ (04 Feb 2009).
Neil Stevens, Lassen Mill Farmhouse, Mearnsichael, Kilarrow, Roslin. EH25 0SF (14 Dec 2013).
Jonathan Swilliamson, Da Croft, Bridge End, Buerr, Shetland Islands, ZE2 9LE (01 May 1998).

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 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@doubtles-one.co.uk to arrange a game and ensure there are no last minute problems.
The London ASL tournament “Double One” is set for the weekend of June 27th to 29th, returning to the regular venue, Writtle College, and with continued support from our main sponsor, Leisure Games – www.leisuregames.com.

Double One’s college venue offers excellent value for money bed and breakfast accommodation, large gaming rooms, open for extended gaming times across the whole weekend, and is located close to Chelmsford, Essex, with easy access to London via a 40 minute main rail link, the M25, and Stansted international airport.

The weekend
The tournament starts on the Thursday evening with a meal off campus. We will be returning to the local Indian/Chinese restaurant about ½ mile walk from the college, which does a superb buffet deal.

The gaming room opens at 8.30am on Friday 29th June. We will be running several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating.

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in early 2014.

The venue
The tournament’s venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR – www.writtle.ac.uk. Room opening times are 8.30am – midnight Friday, 8am-midnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm)

The venue is less than 2 miles outside Chelmsford and is easily accessible:
- By car - the college is less than 15 miles from both junction 28 of the M25 and junction 7 of the M11.
- By train - Chelmsford station has a regular direct service on the London Liverpool Street line. Free pick ups and travel between the station and college can be arranged with the organisers
- By plane - London Stansted airport is less than 30 minutes from the venue, and for those flying into Stansted, free pick ups and transportation can again be arranged with the organisers.

Participants intending to stay overnight should book their B&B accommodation directly with the college (£30.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

Attendance fees
The attendance fee for the weekend is £15.00. Payment can be made by either Paypal or cheque.

For further details, please either visit the tournament’s website at www.doubleone-online.net or contact the organisers as follows:
Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex. CM1 2RD. United Kingdom. derek.cox@dsl.pipex.com
Brendan Clark brendan.clark@virgin.net

You can also keep up to date with developments by joining the London ASL Yahoo Group – http://uk.groups.yahoo.com/group/LASL

We look forward to welcoming you to Double One in 2014!