

VIEW FROM THE TRENCHES

Issue 8

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PREP FIRE

Hello and welcome to what is (I believe) the best looking issue of *VFTT* so far, thanks to the acquisition of a laser printer. The result should be a sharper, crisper look to both text and art.

The presence of this printer, plus the acquisition of some clip art, means that future *VFTT* scenarios will have counter art on them, and, I'm sure you will agree, will now look as good as those by AH or ToT :-). As I find time to clean up some of the clip art, these should become even better. At some time in the future, I hope to be able to re-issue the first four scenarios with counter art.

I have the next few issues of *VFTT* well in hand, but I'm still after more material, particularly scenarios. Although some of you have sent me stuff I haven't used yet, I'd rather have surplus material than none at all.

And now, a personal request aimed at all you PC ASLers out there. If any of you have upgraded your hard drive recently (or plan to do so soon) I'd be interested in your old drive. My current 130 meg hard drive is becoming increasingly stretched to capacity, especially with counter clip art. I'm not looking for anything massive, hell a simple 240 meg drive would do, just something for the short term while I gather the funds required for a larger drive. And a new CPU. And more RAM. And a sound card. And a CD-ROM. And...

This issue also sees *VFTT* enter the weird and wonderful world of the ASL Twilight Zone, with Ian Daghish's piece on SMC Possession and his wonderful scenario based on the 1966 World Cup! I have several other pieces in this vein, such as scenarios based on Aliens, and The Eagle Has Landed, and rules for Highlander SMC, and will probably use them at some point in the future. If enough of you DON'T want to see this sort of stuff though, let me know, and I might change my mind :-)

Work continues on bringing AREA to the UK. Neil Stevens (Intensive Fire's organiser) is close to establishing a UK AREA chart to bring us into line with other ASLers around the world. This should debut next issue.

Work on the proposed UK ASL Association is still under way. Currently, benefits of membership will include *View from the Trenches*, opponent lists, the UK AREA Rating System, possible

discounts on ASL products brought through the association, easy access to European and US ASL 'amateur' products (EG *Critical Hit!*, *Time on Target*, *ASL News*), and a discount on attending Intensive Fire. Hopefully there will be an announcement in the next issue of *VFTT*.

So, until next time, roll low and prosper.

Pete Phillipps

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EMOTICONS

EMOTICON (noun): a figure created with keyboard characters and read with the head tilted to the left. They are used to convey the spirit in which a line of text is typed.

Some of the most common emoticons are:

:-) humour or smiley

:(sad

:o writer is shocked or surprised

<g> grin

As an Internet user I use emoticons on a regular basis, and find they are very useful. Expect to see them in View From The Trenches.

CRITICAL HIT'S NEW RELEASES

The boys at Critical Hit, Inc have been pretty busy recently, releasing both the latest issue of *Critical Hit!* and a new module, *Jatkosota*.

THE NEW LOOK

The big talking point over these new products is undoubtedly the new scenario format and counter art.

The scenario cards haven't changed much. Essentially, the scenario introduction and aftermath have been combined, and swapped places with the scenario card art, and the SSR are placed before the Orders of Battle for each side.

The counter art, on the other hand, is different. It's not so noticeable with the vehicles and guns, but the infantry and SW look different. This is particularly so with the SW, where side views are used instead of the more familiar overhead views. Don't get me wrong though, these are good counters, more than acceptable, it's just that they're not what we've had for the past 20 years of SL/ASL.

Of course, don't forget even AH has changed the counter art before - remember GI and it's three man silhouette squads? Boy did they take some getting use to!

To my knowledge, neither change has been forced on CH. They're just changing things to prevent possible problems in the future, problems that could affect their ability to get out their products.

CRITICAL HIT 4

CH4 opens with a look at conducting mounted assaults. The author, Robert Modarelli III, is a US Army Captain, and he offers some excellent advice on how to use a range of vehicle types to conduct a mounted infantry assault on an enemy position. He concentrates on the application of the rules to the tactics, rather than the rules themselves, so that the advice can be applied to many scenarios, although he rounded off with an example of tactics for "Broich Bash".

Steve Swann follows on with a look at the US Rangers, which is in the same vein as his various unit histories in *The General*. In fact, this piece is something of a follow-up to his article on Darby's Rangers from *The General 25/5*, since it looks at the Rangers after the loss of Darby's original Ranger units.

Other pieces include an interview with Brian Martuzas, a long term ASL playtester and scenario designer, a guest editorial by Kurt Martin, former editor of *The Rout Report* (R.I.P. And Sadly Missed), and a biography of Ernie Pyle (famed US war correspondent). There is also a reprint of the Intensive Fire '95 report from *VFTT6*, complete with a couple of photos of UK ASLers in action, and a similar report on the 1995 Sioux City ASL tournament. The issue is rounded off with reviews of other recently released amateur products.

The scenarios are all set in Europe, with the exception of "High Danger", which is a reprint of the desert scenario featured in *VFTT4*. Most are tournament sized, mid- to late-war actions, featuring the Germans against the Russians, Americans, or British. Although the standard of photography elsewhere in the issue is good, the photos on the scenarios are a disappointment, being somewhat grainy. Design notes and tactical analysis' are also presented for several of the scenarios.

JATKOSOTA



Jatkosota is Finnish for Continuation War, the name given to the conflict against the Russians to regain land lost in the 1939-40 Winter War. It is also the name of the new module from Critical Hit which covers the same subject in ASL.

Jatkosota is similar in format to *Time On Target*, being essentially a scenario pack with background newsletter. The bulk of the booklet provides an overview of the campaigns in Finland from the initial Finnish attacks on Russia in 1941 to the cease-fire in August 1944 and the subsequent clashes with the Germans as they evacuated Finland.

CH have taken advantage of their

Finnish connections (editor Ray Tapio is of Finnish extraction), to gain access to much material only available in Finnish, and provide a very informative guide to the Continuation War. The booklet also contains numerous maps and photos, many of which have never been seen in an English publication before.

In addition to the historical information, there are also articles on the Estonian Volunteers, the Finns in the Waffen SS, Chapter H vehicle notes, and pieces on the ordnance and other equipment used by the Finns. There are also 35 unmounted counters (and blank counters to mount them) for Finnish equipment not yet available in the counter mix. There is also a "10-1 Tapio" counter, so Ray now has the distinction of being the only person to have two SMC bearing his name (he is also an American 8-1 in KGP II).

The only real problem with the counters is that the art isn't as crisp as that on the *ToT* counters. If you look closely, as you must to read a lot of the info, you can see the dots that make up the art. Strangely enough, this isn't true of the art on the scenario cards. Apparently, a new set of counters with crisper art is available free of charge, although I have not seen these yet.

Eight scenarios are included, covering all aspects of the Continuation War. None of them are your typical Finns-massacring-Russians-in-the-woods engagements, and most seem suitable for tournament play.

THE VERDICT

If you are interested in the Finns, or the war in the east, you will find *Jatkosota* a worthy buy. If you're not, I'd still recommend *Jatkosota*, as it provides a fascinating look at a neglected area of the war.

I came away from CH4 feeling that I had only just got started when the issue ended. Even so, it's still worth buying. OK, it costs as much as two issues of *The General*, but it contains much more ASL material than two issues of *The General*. And how many of us buy *The General* for an ASL article and two scenarios?

Check your local games store for both, or contact Critical Hit directly at 88 Lodar Lane, Brewster, NY 10509. *Critical Hit! 4* is \$10, *Jatkosota* \$12, with postage and packing being \$4.

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INCOMING

Following hot on the heels of *Kampfgruppe Peiper II* is the the '96 Annual, which is scheduled for a July 4th release date in the US (so we should get it at the start of August). It will be 64 pages long, with an 8 page comprehensive Q&A insert, 10 new scenarios, mostly tournament sized, plus four original system remakes, and four or five articles. Expect to pay \$19.95.

By the end of the year, we should also have *Pegasus Bridge* and a scenario/mapboard pack in our hands. Brian Youse, president of Multi-Man Publishing, has stated that the relationship between MMP and Avalon Hill "is working out great, and there seems to be no end in sight". They hope in future to have at least one module, a scenario/mapboard pack, and the annual out every year.

As far as modules are concerned, they are currently looking into putting out Tom Morin's *Central Stalingrad*, with Don Petros working on the map, Steve Dethlefsen's *Tarawa* (expanded from the version Steve put out), Pedro Ramis' *Stonne Heights*, and Kurt Martin' *The Third Bridge*, assuming they reach agreements with everyone. They have also dusted off their Crete module. They are also gathering data for *Armies of Oblivion*, the minor nations vehicle module, so hopefully we will see the official Dutch trucks one day.

These are ambitious plans, but Brian is confident of carrying them through. In his own words "It ain't gonna die on MY shift."

Critical Hit!, Inc have just released *Cemetery Hill* (CH. Not to be confused with CH! :-), the first in a series of 'booster-pack' campaign games for the *Platoon Leader* system. CH depicts the fighting between Greek/New Zealand troops and Germans in the Galatas Hills and Prison Valley area of Crete on May 20, 1941. The set includes a six-scenario campaign, four colour overlays, a new purchase record sheet and the PL Chapter Divider. The colour overlays include a large new village overlay which replaces the board 12 town and represents the village of Galatas, as well as an overlay for Pink Hill, the New Zealand-defended rocky hill-top, the famous gully which was the site of the surrender of the Greek 1st Company, and the large hill-top cemetery, surrounded by walls and including a church and steeple and graveyard road, from which the Greeks fought it out until the Germans brought up airborne guns to blast them out.

All components are professionally printed and the PL Chapter Divider is hole

punched and ready to slip right into the rulebook. Two new RG charts allow the players to deploy Vickers VIB tankettes, Greek MG platoons and the German Battalion HQ into the front line. CH sells for \$8.50 (or \$16 if ordered with *Platoon Leader*).

The *Aussie ASL '96-Pack* costs \$10, and consists of 10 tournament sized scenarios on card-stock. All have been heavily tested by the seasoned Aussie ASLers of the Paddington Bears ASL Club. All include Australian Balance Provisions, and instructions for its use are also included. Uniquely, each scenario has an optional Draw provision, making them ideal for use in one day ASL tournaments.

Although both *ASL News 31* and *Scroungin' ASL* are 6 months late, both are ready, but they are having problems with their printers, who have been extremely busy recently. Editor Philippe Leonard has been tearing his hair out over the delays but expects to have *ASL News* out by the end of June.

The *Time On Target* boys are still working on the German rare vehicles set they plan to release. The vehicle notes and the counters have been done for some time, but they are still working on the scenarios. No date has been confirmed for the pack's release, but it will not be out before July.

Final playtesting is underway for *King Of The Hill*, the next HASL CG Module due from Heat of Battle, the team behind *God Save The King!* and *Blood Reef: Tarawa*. This module recreates the battle for Hill 112 during the British breakout attempt from Normandy in the first week of July. The module allows complete strategic control over your defense/attack, subject to a few historical preconditions or limitations. HoB promise "a hard-hitting, combined-arms blitzkrieg style assault, with lots of cool toys." The OBs feature British Fireflies and Crocodiles against German Tigers and Panthers. Also included are SS Engineers, Nebelwerfers, a new plane representing Typhoons with rockets, creeping barrages, and "mass carnage in general". There will also be a number of scenarios for anyone who doesn't have the time for the campaign game.

Europe's top ASL slugfest, Intensive Fire, is being held 15th-17th November 96 at the Royal Military College of Science, near Swindon. As well as plenty of ASL action, Friday afternoon offers visits to the AFV Wing, the Small Arms Armoury and the Artillery Sheds. Full details and registration information will be in the next issue of *VFTT*.

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TIME ON TARGET 2

Continuing with the thematic approach established with issue one, the second issue of *Time On Target* focuses on the actions of the German 2nd Marine Division against the best part of two British Corps during two weeks of April 1945.

Although these actions rarely merit little more than a few words in most writings on the last days of the Third Reich, the book *No Triumphant Procession* gives a detailed account of them, and *ToT* editor Mark Neukom draws heavily on it to produce twenty scenarios that span the entire two week battle.

The majority of the scenarios are tournament sized, although there is one mini-CG that uses the KGP I maps. Most are straight forward infantry/armour/OBA-type scenarios, although there are a couple of night actions and a river crossing - the latter one of two scenarios featuring Hungarian troops opposing the British! A couple of the scenarios also make use of boards 42 and 43, which gives you a good excuse to go out and buy them. All look interesting to play, an amazing feat considering how many there are.

Design notes and playtester comments are included for all the scenarios, while for those unfamiliar with the actions of the German 2nd Marines, Mark includes a brief overview of the battles, which helps to set the operational picture. Anyone wanting further information on the battles is directed towards *No Triumphant Porcession*, which is also reviewed.

Continued on page 5

KILLER STACKS

Neil Stevens

There is nothing so intimidating on the ASL map board as a monumental killer stack. They are particularly daunting when crowned with a concealment counter at game start; meaning you, as the attacker, are not entirely sure what is contained in that huge mountain of cardboard. Of course these biggies cannot just be ignored in the hope that they will go away. Just imagine what might be under there; that 9-2 Leader, 3 squads (all of them probably toting one SW at least) and, of course, the dreaded HMG. Just the thought of ROF is enough to send the shivers down your spine. Imagine your gallant cardboard soldiers being scythed down in the open with those -4 DRMs - and that is not counting the possibility of bore-sighting! But is stacking necessarily a good thing to do in ASL? Let us examine it a little further and try and determine whether to stack or not to stack.

THE BENEFITS

The first thing about forming a monster stack is: it's FUN! You just know that whatever happens your opponent will just loathe the task of having to defeat that large gun group. When the sun shines and the ROF god looks on you kindly you will see enemy squads break and then casualty reduce as the dice just keep on rolling.

Of course the aim of forming such killer stacks is to reach as high a Firepower rating as possible on the IFT. Such shots are very attractive but just what are they able to achieve? Say we have a German stack of three 4-6-7 squads, a HMG and a MMG. This gives us a stack with a massive 24 FP where a nominal DR of 7 will give a 3MC - enough to make the most hardened of troops think twice. Of course, add to that a 9-2 leader and our DR of 7 becomes a K/4! Ouch! If the coloured die is then a 1 or a 2 then you will be firing again with a FP of 12. This is certainly heavy stuff. But what are the drawbacks of this mode of operation?

THE DRAWBACKS

The first thing to be aware of is that by forming such a fire group you have very likely created a heavy concentration of your forces. As the defender in most scenarios using 3 squads in a killer stack will leave the remainder of your front line severely depleted. This means you will very likely be leaving TEM protected avenues of approach open for the attacker who may then look to

encircle your strung-out positions out of LOS of your killer stack; rendering it next to useless. Not that concentration of force is a bad thing. In fact it is a good thing but it is good only at the right time and the right place and cannot be relied upon as the tactic that will always see you to victory. As the attacker, forming such fire stacks will deplete the number of troops you have available to move forward. It is odds on that as you push forward you will be left with your large killer stack out of position and unable to support troops who have been mauled in their push forward into the heart of the enemy's positions. In both cases, the problem may be overcome to a certain extent by taking the option to deploy squads at the start of the game.

And of course there is always the luck of the dice. When things go wrong, if you are using the killer stack method, they are very likely to go catastrophically wrong. The odds are, of course, that you will roll boxcars when firing your killer stack. Random selection is then sure to determine that both the HMG and the MMG malfunction. And this is where the rot sets in. Your opponent will very likely try to tie up your stack with tempting but meaningless targets. If things do not work out they might get an advance fire phase attack against you of FP 6 with +3 for TEM. Huh! Not a hope! Then he rolls a 3 and all of a sudden you are facing a 1MC. Of course a 9-2 leader will have no difficulty in coping with this won't he? Then he fails his MC and is broken. The squads beneath him fall like dominos and before you know it there is just a heap of broken ELR reduced and DM'd counters left. Oh! Oh! It's at this stage your opponent seizes his opportunity with glee and before you can blink he has surrounded you and there is nowhere to hide. If there is somewhere to rout to it looks like that HMG is going to have to be abandoned - well have you ever tried to carry one? All of a sudden stacking might not be such a good idea. A recent experience shows how devastating this can be.

I was playing Russian against the Germans in ASL A, Guards Counterattack. The Germans had a 9-2 with three 4-6-7s and two LMGs in a stone building. They were already marked with a Final Fire counter and it was still the Russian Movement Phase. A suicidal 6-2-8 Russian Guard Squad then moved adjacent to this stack. OK what about FPF then? That was what my opponent did; 16 FP with a -1 DRM. Then he promptly rolled boxcars. I fell about the floor, tears streaming down my face with laughter, and then came the "stacking is bad" lesson. First of all determine which SW is eliminated. That's right; eliminated. Remember FPF means all SW are used as sustained fire turning that

breakdown number into an elimination number. Next determine the lucky unit amongst the Germans to suffer casualty reduction under the Fate rule. It just so happened that the leader took this on the chin and was eliminated on the subsequent wound dr. This leaves three German squads all ELR failing their FPF MC and having to take another Leadership Loss MC with a +2 DRM. Such events are terrible blows, and it takes a good player to keep his game focused after having been put through this form of experience.

CONCLUSION

And my final opinion? Stacking is still the best way to achieve those high firepower results on the IFT and retain leadership benefits. However there could be a very heavy, game losing, price to pay at the most inopportune moment. The safe way to reach those killer FP columns is by the use of multi-location fire groups. Although leadership modifiers are usually lost those high FP columns are there for the taking and without the risk of killer stack breakdown. This also means you can use your leaders where they really are most useful; for rallying or moving in for the kill in CC.

So, the next time you start to set up for your latest scenario and decide to pile up that juicy killer stack; think twice - is it really worth the risk!

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POSSESSION

(The Dark Side of A17.)

Ian Dalgish



A17.2 (addition) Unless qualifying as 'Possessed' (A17.4), a wounded SMC can be Recovered (A4.44) and portaged (A4.4) by any MMC as if the SMC was a 5PP SW, and such recovery is a prerequisite to the wounded SMC being carried. If wounded while moving with ≥ 1 Good Order MMC, one

MMC may make an immediate Recovery DR (Δ) at no MF cost.

A17.4 POSSESSION: A MMC attempting to Recover a wounded SMC uses that SMC's Possession modifier to modify the Recovery dr. In most cases, the Possession modi-

fier is the same as the SMC's normal leadership DRM (EXC: Demonic Possession; A17.51).

A17.5 DEMONS: Special Demon rules apply to the following SMC: all Sergeants, all Commissars, British Corporals.

A17.51 DEMONIC POSSESSION: All SMC capable of Demonic Possession have a Possession modifier of -4. When Possessed, they may be carried by any MMC at a portage cost of only 3PP. While being portaged in this fashion, the Morale level and leadership DRM of Demons are unaffected by their wounded status.

ERRATA

A17.5 British Corporals includes all British and Commonwealth but excludes Free French. Italian and French SMC may never be Possessed (EXC: All French Foreign Legion SMC are always Possessed).

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“ B E W A R E THE DIES OF MARCH . . . ”

Trevor Edwards

I have noted that the ASL community is often to be found taking sides on such issues as the IIFT, counter storage, ROF on Canister weapons [*Pete here: check out the Q&A to see the answer to this long standing question...*] and the value of alcohol in gaming sessions, amongst a whole group of other things. Then there is the list of cheeseball tactics like AFV entry into an enemy infantry hex (to prevent fire out of that hex) or rout prevention by a wounded 6+1 and so on. Far be it from me to add to this list but...

Some time ago, I was tidying up around the place when I came across my old collection of role playing dice. I haven't flown such flights of fancy in many years, as all my gaming time is spent on ASL these days. I was struck by the various different ways of generating random numbers for gamers and then I had a thought:

Where in the ASLRB does it insist that we use SIX sided dice???

OK, OK...it is implied. You do get four of our familiar cubic friends in the *Beyond Valour* box. But does it exist in print?

So I decided that the thing to do would

be to start using two FOUR sided (D4) dice in my game play from now on. I would be invincible! 8 morale units need not fear NMC. 9 morale makes you almost immune. ROF on a HMG would be awesome (actually, my regular FTF gets this with regular dice anyway...). Intensive fire all you want! CC would be a bloodbath. Final protective fire all day. Wow!

The effect of using 2D4 would drop the average DR to 5 (this would then be the best SAN). There would be more KIAs and heavier MCs but the ability of units to pass them would also increase. Artillery would generally drift in direction 2 or 3 (but would be more accurate). You'd find smoke placement and PF/ATMM acquisition easier. Covering would occur on every fourth non-directed attack. Some activities would become automatic. Others would never happen. No more Berserk squads popping up everywhere. Rubble would be more common from HE original KIA results but it would fall into an adjacent hex only if the building had a third level. The list goes on.

Of course, there were detractors. I announced my discovery on the CompuServe PBMGAMES Forum to howls of derision and allegations of bottle fatigue. However, my challenge to find the rule that prevented me from using 2D4 in ASL remained. Gary Milks, the CompuServe ASL ladder coordinator, came up with the best argument. Sometimes, he said, proving the obvious is the hardest thing to do.

A.1 reads: "A set of four dice of different colors is included in ASL Module 1: *Beyond Valor*. A white die and one of the colored dice are rolled simultaneously...". The argument there was that, since there were only D6 in the *BV* box (the box states that four six sided dice are contained therein, but the box is not the rule book), then that's what were supposed to use. I could argue that TAHGC made a ghastly error when they printed the box cover and were too embarrassed to change it later but no one would believe it. The coloured die (only) is more or less established as being a D6 from this. There is another reference to the dice in the training manual (chapter K) at the foot of the left hand column on K11: "Next roll two dice and sum the numbers to get a total DR between 2 and 12." Normally we could argue that a D8 plus a D4 will give the same range, but we know that the coloured die is a D6 so the argument is pretty much proven against my new idea. Finally, Gary killed off my plan by pointing out that the QRDC has a number of tables decorated with what are obviously illustrations of D6s. Bugger. Foiled again, I'll have to find another cunning plan to win my ASL games...

However (and herein lies the sting in

the tail of my tale folks), if we read A.1 literally (and how many rule lawyers amongst us DO read the ASLRB literally) then we must use the dice provided in *BV* to play ASL. God knows what the purchasers of *Paratrooper* were supposed to do (no dice were included and, in any case the *BV* dice are the ones to use). This must be the biggest ASL variant ever. All those people who replaced the original dice with their own must forfeit all their games...

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Continued from page 3

There are a couple of new rules introduced, covering SS replacement, the German Marines, bayonet charges, hasty roadblocks, and Tree Nurseries, but none of them are too involved.

A sheet of full-colour Railway Embankment overlays are also included, which match those from AH except for their matt finish. For those who dislike overlays, Mark offers some advice on affixing them to help players overcome their phobia.

The 32 (mounted) counters are also as good as anything from AH. I could nit pick, and say that they are a tad thinner than the AH counters, but when they are in action together on a board, there is no telling them apart. Most of the counters are OP tanks or heavy German AA Guns, although the early model RAM Kangaroo and the *Puppchen* (an AT Gun developed from the *Panzerschreck*) are included. Full Chapter H notes are also included for the new vehicles and ordnance (the OP tanks tend to have different values to their ASL counterparts).

The issue is rounded off with an article on the dangers of Desperation penalties when using LATW from within buildings, and an interview with up-and-coming ASL map artist Don Petros. This contains some helpful information for all you prospective mapboard designers out there.

With this issue, Mark Neukom and co. have excelled themselves, and set the standard for all amateur ASL products to aim for. It is more than worth the cost (£15 including postage) and thanks to a bulk buy by Neil Stevens can be obtained direct from him, saving on the hassle of dealing with foreign money orders. Neil also had a limited stock of issue one (the Bulge special) remaining for £9. Contact him at 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.

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DEBRIEFINGS

This is a compilation of assorted ASL Q&A posted on the InterNet ASL Mailing List by Avalon Hill, ELR, and *Rout Report*.

ASL RULEBOOK

A2.8 Location defined in A2.8 and the index states that Entrenchments are not considered different Locations within the hex they occupy. May a unit starting the MPH above an Entrenchment counter use Assault Movement to enter beneath that same hex Entrenchment, even though the unit is not changing Location as per A4.61.
A. Yes.

A.9 In the Annual '92, the answer to the question on rule A14.2 (Debriefing, pg. 75) seems to contradict this rule with respect to Random Selection for concealed units. Does the answer supersede the rulebook?
A. The answer is correct.

A1. Do partisan 5-2-7s have spraying fire abilities? Do they have advancing fire abilities? What is the BPV of a 5-2-7 partisan squad?
A. Partisan 5-2-7s exist only by SSR. Except as specified by SSR, values and properties of such 5-2-7s would remain unchanged.

A2.9 "Up to 10%...may be freely Deployed...". Is this 10% calculated once for the total OB or to each subsection as it is set-up?
A. Once at the start of the game (based on only the number setting up) and once upon each subsequent turn of reinforcements (based upon number of reinforcements).

A4.6 & B1.3 This rule says that the -1 for FFMO is not applied when such movement is "combined with another effective protective TEM or LOS Hindrance feature (such as SMOKE or an AFV/wreck) between the target and firer or in the target Location itself." However, B1.3 says the FFMO is "voided by any applicable positive DRM to fire into that hex." My question is if a MMC is CX and fires on an enemy MMC in an otherwise open ground location, is the -1 for FFMO applied as A4.6 seems to indicate, since CX is neither a TEM or LOS hindrance, or is the -1 for FFMO not applied as B1.3 seems to indicate?
A. FFMO applies.

A4.61 & A15.4 If a squad Assault Moves, is fired on and becomes Berserk, do they immediately gain (8 minus the normal MF spent to enter the hex they entered using Assault Movement) MF to use in a Charge?
A. Yes.

A8.2 & B23.741 Does a unit attacked by Residual FP in a Factory Location receive only the Factory TEM even if the attack that created the Residual FP was subject to building TEM?
A. Regardless of how Residual FP was created, Factory TEM applies if only moving within the hex or if entering from contiguous Factory hexes; building TEM applies otherwise (EG if entering from other than a contiguous Factory hex).

A10.6, A10.71 In a recent game my opponent had in a location a broken MMC and a broken leader. He made an unsuccessful MMC self rally attempt. He then successfully self rallied the leader, and then used the leader to rally the MMC. Is this legal?
A. No.

A11.2 May AFVs withdraw from CC (if the AFV rolled a "2" in CC for example)?
A. No.

A11.8 & D7.211 A11.8 says Reaction Fire can be used as Subsequent First Fire. D7.211 says Reaction Fire cannot be used by a unit marked with a First Fire counter. Can both of these be correct? If not, which is?
A. Street Fighting CC Reaction Fire may not be used by a unit marked with a First Fire counter.

A12.12 In the Annual '93b, the Q&A on this rule states that an OB-given "?" may not be set-up beneath a vehicle. This effectively prohibits the simulation of concealed Infantry in the same hex as a vehicle. Was this the intent of the answer?
A. Probably not.

A12.141 Since a Clearance attempt is declared during the MPH/DFPH but not actually completed until the CCPH, is this a continuous concealment loss activity until its completion? Or is it a concealment loss activity only at the time it is declared?
A. Yes. No.

A12.141 This rule states that applying a leadership modifier to anything other than a PAATC causes loss of concealment. A concealed -0 DRM leader and an unconcealed MMC occupy a location which is fired upon resulting in a MC for the MMC and having no effect on the leader. Does the leader lose concealment for having applied a leadership modifier?
A. No.

A12.15 & E1.16 For the purposes of E1.16, is the unit considered to have entered a fortification's Location if it was forced back by the mechanics of A12.15?
A. Only if one of its occupants is revealed.

A12.15 "...is subject to Snap Shots...when being returned to its previously occupied Location...", is this true even if that Location is Offboard?
A. No.

A12.152 May a hex be searched if it contains Known enemy units?
A. Yes.

A12.154 Are the drm on the Search Casualties Table also appli-

cable to DEFENDING units that were Known prior to the Search?
A. Yes.

A15.42 "If a berserk squad fails a MC it is not broken..." What happens to other units such as leader/half-squad/crews that fail their MC?
A. They undergo Casualty Reduction.

A15.42 Does a berserk unit suffer anything more than a casualty reduction if a full berserk squad rolls a 6,6 on a morale check?
A. Yes, a berserk squad undergoes CR twice.

A17.3 & A26.21 When a wounded leader is eliminated, are CVP awarded according to its reduced leadership rating?
A. No; full CVP are awarded, except for wounded Japanese leaders (G1.65).

A20.21 If a broken unit is ADJACENT to a Known, Good Order, armed infantry unit and has a legal rout path which would not be subject to interdiction, may it instead ignore that rout path and take interdiction (or use low crawl) if otherwise allowed by the rout rules?
A. Yes.

A20.21 May a broken unit ADJACENT to a Known, GO, armed enemy unit opt to rout through a hex which can be interdicted if it has another rout path which cannot be interdicted?
A. Yes.

A20.51 Since overstacking never applies to prisoners, may they occupy the same IS foxhole that a guarding squad occupies?
A. Yes.

A24.1 & C1.71 According to these rules, SMOKE grenades and OBA SMOKE cannot be placed in a Water Obstacle hex but there is no prohibition against placing ordnance SMOKE there. Does this mean that this is OK?
A. No.

A26.21 & D3.4 Are CVP awarded for Armor Leaders when they are eliminated with their AFV?
A. Yes.

Chapter B Terrain Chart & B8.3 The Terrain Chart lists the TEM of a sewer as -2. The rules say that Hazardous Movement applies in such a location. Are these cumulative as per A4.62? Or is the intended total DRM -2?
A. No. -2.

B9.32 If a unit claims the in-hex TEM as per B9.31 in his opponents PFFh when no enemy unit is adjacent, can that same unit then claim Wall Advantage in his opponents MPH if an enemy unit moves adjacent?
A. No.

B13.3, C3.71 B13.3 states that the TEM of a woods hex vs indirect fire is -1 instead of +1. The C3.71 example lists the TEM of woods as +1 and reverses it as well as adding the airburst DRM. Is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex resolved with a -2 DRM or a -1 DRM? Similarly, is the DRM of a CH vs an unarmored unit in a dense jungle hex -1, -2 or -3?
A. -2, -3.

B14. & P2.3 How are Orchards treated with respect to slopes? (IE a firing unit occupies a location defined as one and three-quarters higher [a level higher and in a location Up-Slope to the target] than the target. There are several out-of-season Orchard hexes along the LOS at the lower base level. Does each Orchard hex hinder the LOS? Does only one Orchard hex hinder the LOS and then only if that Orchard hex is adjacent to the lower-level target? Or does every Orchard hex that would have created a blind hex in the target hex [had the Orchard been a one-level obstacle] add a hindrance? Or what?
A. Only one Orchard hex, and only if adjacent to the lower-level target. In B14.2, line 7, change "hex two or more" to "Location > one level".

B23.741 Is Factory rubble considered part of the same building it was created from for purposes of applying the last sentence of this rule (so that a target in a Factory Location, fired on by a unit in a same-Factory rubble Location, is treated as if fired on from inside that Factory)?
A. Yes, a rubble Factory hex is considered part of that building for this purpose.

B25.14 When a vehicle in bypass becomes a burning wreck, does the smoke fill the hex being bypassed? I think it obviously does, but my opponent tried to say the wreck was just along the bypass side and so the smoke did not fill the hex. Does the smoke fill the hex?
A. Yes.

B25.62 Is rubble, as inherent terrain, "directly attached" to an adjacent building hex of the same building the rubble was created from? Is it "directly attached" to an adjacent building hex of a different building, where the building depiction touches the building/rubble hexside?
A. Yes. No.

B25.651 If there is no wind, are Gust effects limited to allowing a Wreck Blaze to spread in its own hex and to SMOKE elimination/dispersal?
A. No; Wind Direction must be determined.

B25.651 When gusts blow away the dispersed smoke when does the dispersed smoke return in the next player turn. We assumed during the AFPH. Were we correct?
A. Yes.

B30.3, B30.35 & C6.8 Since CA/NCA modifiers do not apply to certain AP shots vs. a pillbox, would the other terrain in the hex then apply for TH purposes on the Infantry Target Type?
A. No.

C1.332 Must a SR be converted if all C1.333 conditions are met, or can the player decline its conversion after seeing where it would take place?
A. Not optional after predesignation.

C1.81 Since "Bombardment potentially affects all the hexes of an entire mapboard," must all non-spared hexes take a Bombardment MC to resolve effects on terrain? Or does the MC requirement only apply in those hexes occupied by units?
A. No. No, it also applies to hexes with building/bridge/Fortification.

C1.823 If a 3 or 4 is rolled on this subsequent dr in a Location where both Shellhole and Flame could potentially exist, does the Shellhole take precedence (since a Shellhole would, in effect, eliminate the burnable terrain)?
A. Both are placed (Shellholes do not eliminate the terrain).

C3.33 Regarding the second [EXC:], can an unoccupied upper building location be considered a "non-hidden enemy target" for purposes of this rule?
A. No.

C3.71 Does "normally apply" in this rule mean any TEM that would normally apply to the shot obtaining the CH, or something else? If something else, what? Otherwise, is the example beneath correct? (Applying airburst and woods TEM?)
A. The example is correct.

C3.71 & A24.31 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g. NMC with +3 DRM for indirect placed, airburst WP CH in dense jungle?)
A. Yes.

(C.8) C6.3, D2.13 Must a target vehicle qualify as a "moving target" (C.8, C6.1) to be considered non-stopped for the purposes of point blank range modifier (case L), non-stopped firer (case C4) TH DRM's, and/or the CC DRM vs a motion/non-stopped vehicle?
A. No.

C6.3 If an AFV (which began the MPH stopped in its current Location) spends a start MP at the beginning of its MPH (prior to spending any other MP) and an adjacent enemy ordnance unit declares a Defensive First Fire attack as a result of this MP expenditure, does case L (point blank range) TH modifier apply to TH attempts vs that MP expenditure?
A. No.

C8.4 Do Guns firing Canister still have their normal ROF?
A. Yes.

C8.4 For a Canister shot, is LOS also traced to a vertex for purposes of determining which LOS Hindrances apply vs each hex?
A. No.

C8.4 Can Intensive Fire be used to fire Canister with the normal +2 TH DRM applying as an IFT DRM instead?
A. No; Intensive Fire may be used, but halves the FP instead.

C8.6 states, "...WP may be fired by ordnance during (but prior to any friendly unit firing anything other than SMOKE) any friendly fire phase - not just the PFFh/DFPH. Does this allow WP to be used as Bounding First or Motion Fire by and AFV even though C3.3 last sentence states the Area Target Type cannot use Bounding First or Motion Fire?
A. No.

D5.6 & D6.9 What happens to any SW possessed by Passengers/Riders that fail their CS roll? If they are unpossessed, do they remain in/on the vehicle for possible scrounging, unpossessed in the hex, or possessed in/on the "wrecked vehicle."
A. Both possessed and unpossessed SW are eliminated.

D6.24 Can riders (IE an MMC on a tank) voluntarily bail-out? The rules say when they "have" to but don't mention if they have an option to.
A. No.

D6.5 Is the 1/4 MP cost to a vehicle unloading Passengers/Riders calculated per unloading unit, if multiple units do not unload as a stack (but all unload before the vehicle resumes movement)?
A. Yes.

D13.1 Would the depletion numbers for the various smoke devices be increased if the vehicle is part of an elite force?
A. No; they are usage numbers, not depletion numbers.

E1.13 Where an ATTACKER'S NVR is 0, can his Good Order Infantry, in their MPH, enter a non-Illuminated/non-Gunflash location containing a non-concealed enemy MMC (since the enemy unit is not Known and there is no violation of A4.14)?
A. No, as the enemy would be known upon entry; but the attacker could attempt to enter per A12.15.

E(C) 1.2 & 1.411 This clarification makes reference to squad equivalents in at-start OB for HIP/dummy concealment/Cloaking. Is this FRU or FRD?
A. FRU for HIP; no rounding (effectively FRD) for dummies & Cloaking.

E1.21 May a unit on a No Move counter set a DC during its MPH?
A. No.

E1.31 & E1.42 Does assembling a SW cause loss of Cloaking?
A. Yes.

E1.32 A non-concealed friendly unit in a non-Illuminated Location in Concealment Terrain Prep Fires at a unit in an Illuminated Location. All enemy units are also in Illuminated Locations. During the CCPH, may the unit which fired gain Concealment?
A. Yes.

E1.41 At night, if a side is designated by SSR as the Scenario Attacker but sets up all his forces onboard, does he still get to use Cloaking?
A. No.

A. Yes.

E1.7 According to this rule, if a unit on the 2nd level of a 2 level building hex fires at a same-hex target occupying the level beneath it, the Night LV DRM would apply. However, if the firer were on the 1st level and the target at ground level in this same hex, the DRM would not apply because now the target hex contains any terrain whose topmost height is at least a full level higher than the firer. Are both of these situations correct?

A. No, Night LV DRM always apply vs same-hex targets.

E1.71 May a MG Bore Sight a hex outside the NVR at set-up?

A. Yes.

E1.71 Does the special Night Fire Lane have to be Bore Sighted on the hex where the FL ends? (IE may a MG bore sight a hex two hexes away when the FL only hits woods/buildings etc. six hexes away?) Is this the same in a daytime scenario?

A. Yes. (No.) No.

E1.932 When an onboard mortar fires an IR, must its initial placement hex be in the mortar's CA (if applicable)? If so, may the CA be adjusted freely to allow placement in any hex not outside normal range limits?

A. No, it need not. No, it may not.

E2.24 This rule specifies "one application each of 2.21, 2.22, and 2.23." Must they be implemented in this order?

A. No.

E7.403 Is becoming pinned in this manner considered a concealment loss activity?

A. No.

E11.53 Since a single leader's MF bonus can apply to an entire "multi-hex stack" as per E11.52, can his leadership modifier also apply to the resolution of the initial attack (vs. the multi-hex stack) that causes the column's disbandment? Or does "instantly" in this rule mean as soon as the initial attack is announced but before its effects are resolved?

A. No, Leadership DRM may only be applied in the actual Location the leader is in. No, the column disbands instantly after the resolution of all DFF attacks based on that MF expenditure.

G12.112 When a LC crew takes counter form as a vehicle crew that is Inexperienced Personnel, are they considered Green or Conscript as per their nationality's other Infantry types?

A. Yes.

G12.112 & G14.232 May a LC crew voluntarily abandon its LC if immobilized after it has been Recalled in this manner?

A. No.

G12.401 If a LC is beached across a hexside in its VCA, may unloading passengers chose the LC's hex to unload into, rather than across the beached hexside?

A. No.

G14.55 Should "Hard Beach-Sand Beach" read "Hard-Sand Beach" instead?

A. Sure.

Chapter H, German Vehicle Note #93 Is the Nationality DRM referred to in paragraph two the ESB Nationality DRM from D2.5?

A. No, delete the reference to a Nationality DRM.

Chapter H, U.S. Vehicle Note #39 Should the 3-3-6 HS referred to be a 3-4-6 instead?

A. Yes.

O11.601 This rule describes how to resolve existing melees at the end of a *Red Barricades* game. During the game's last APH, enemy infantry advance into CC with an AFV. Neither is eliminated in CC. Is this situation resolved under the O11.601 rules, IE is this considered a melee? If the AFV does not have any MG armament (e.g. StuG III B), then is it in effect "automatically" eliminated since the enemy infantry will eventually roll low enough to kill it and it has no return attack capability without MGs.

A. Yes. No, Crew Small Arms (A11.621) may still apply.

O11.601 Can an AFV elect to withdraw from the melee under these situations?

A. No, an AFV may not Withdraw from Melee.

O11.6243 May a MMC not suffering from Ammunition Shortage restore the same status to more than one Ammunition Shortage-afflicted unit per turn?

A. No.

SSR KGP 16 & P8.6204 A player elects to withhold 3 light mortars and the necessary HS/Crews to create an OBA module at the start on a CG scenario. Are the mortars/crews/HS lost for the next CG scenario like a normally purchased OBA module, or retained as reinforcements for the next CG scenario?

A. Half-squads & mortars are eliminated when traded.

COUNTERS

The three sIG 38(t)M counters provided in KGP I should have a Low Ground Pressure box around their MP value as per German Vehicle note 80. Correct counters are provided in KGP II.

SCENARIOS

ASL A73 "Not Out of the Woods Yet" The Americans should set-up & move first.

KAMPFGRUPPE PEIPER II

COUNTERS

The German PSK should have a FP of 12 and a range of 4.

The US 5-4-6 second-line squads should have a broken side morale of 7 not 8.

The US M4 18-Ton High Speed Tractor should have a towing value of "T-4" not "T 4".

SCENARIOS

KGP5 The Jeep with the 4FP AAMG should have a ROF of 2 on

the scenario card.

KGP6 Replace one US dm MMG with a US dm HMG.

KGP10 The German SAN should be 2.

MAP and CHAPTER DIVIDER

CH Map - Delete the slope in hex FF8 on the FF8/FF9 hexside.

CH Map - Hex AA10 should contain a Steeple Location, making 14 LVP on the map.

CH Map - Hex A10 arrow should be green, not blue.

CH Map - Hex S29 arrow should be green, not blue.

LG Map - Hex SS29 is a Pine Woods hex.

LG Map - Hex K57 Arrow, entry time should be "19PM".

LG Map - Hex R0 Arrow, blue half should be grey, should read 19PM with a German cross.

LG Map - Hex R0 Arrow, the 23AM half of arrow should be brown

(tan), not red.

LG Map - Hex E1 Arrow, blue half should be grey, should read 19PM with a German cross.

LG Map - Hex E1 Arrow, the 23AM half of arrow should be brown

(tan), not red and should contain a US Star.

Divider - LG Hex R0, Kampfgruppe Peiper should have entry time

of 19PM not 19AM.

Divider - LG Hex E1, Kampfgruppe Peiper should have entry time

of 19PM not 19AM.

RULES

P8.53 In the "INITIAL-SCENARIO VICTORY CONDITIONS:" replace "bridge Location R46" with "hex R46".

P8.61421 After "E4, that SW" add "or mounted FT of a manned, mobile AFV".

P8.6198 Add "and "HW" after "T" in description of Objective Hex.

VIEW FROM THE TRENCHES

VFTT2 "Tebbe's Tigers" The German PzKpfw IVE should be PzKpfw VIIe.

CRITICAL HIT!

All AFVS listed in CH scenarios using the new clip art use optional MG armament by SSR only. For those confused by the lack of MG designations on the scenario cards, any armament listed in Chapter H notes as "Opt" are only available by SSR.

JATKOSOTA

The Lahti-Saloranta LMG should have the range of 7 underlined to denote the availability of Spraying Fire.

"At The Gates of Viipuri" The references to Board 17 in the "Board Configuration" and "Russian Set Up" should be Board 14. SSR 2 should read "21P7-P8-O8". The set up restrictions for the Finnish HIP elements should be changed to read "in hexrows with coordinates less than or equal to 5".

ROUT REPORT

Q11 "Slam Dance" Remove the word "woods". The side that moves second starts with 4 VP. No VP are awarded for Kfz1 or Kfz4.

All multi-hex buildings are 11/2 levels with inherent stairwells. Ignore the staircase symbols.

Also, keep in mind that the victory conditions will require that you be the last side with a Good Order MMC in each location in order to control it.

Z16 "Knife Edge of Defeat" Japanese are Scenario Attacker. Marines are Scenario Defender.

Replace last sentence with "Treat hillock overlay as road for straying purposes (E1.1531)".

TIME ON TARGET

The Hungarians use black TH to hit numbers.

ToT19 "Liebe Elfriede" the German balance should be "314", not "318." as printed.

Some overlay sheets contain two overlays numbered "RE4" on the back. The six-hex overlay should actually be numbered "RE5."

BACKBLAST

BB9 "A Wedge in the Ice" The Finns are given four 248 Elite HS. They should be first line half-squads.

GOD SAVE THE KING!

GSTK 6 German set up area should read "on/EAST of hexrow....."

GSTK 7 German set up area includes East of hexrow 21

TARAWA

Q. Is there a weight limit for the bridges over the AT ditch?

A. The Bridges were built to allow the movement of the Ha-Gos. The classification of the Engineers put on them would allow the Stuarts to cross. The Shermans may not. All HT may cross.

Q. Is the AT ditch a sand location? (IE does it cost 2 MP for sand plus 2 MP for the AT ditch to enter the hex). What does it cost to move along the AT ditch?

A. The AT Ditch location is sand for movement purposes (2 to enter hex, 2 to enter ditch). For HE purposes, the ditch takes full

FP.

Q. Do trenches connect to bombproof? AT ditch? Buildings?

A. Yes to all.

Q. What do you do about special ammo at the end of a CG day?

A. It is replenished.

Ω

THE BRASS SEZ

Bruce Probst

This is a complete list of the "Brass Sez" from Chapter K, errata which Avalon Hill originally planned to incorporate into the 1987 errata pages. Most, however can still only be found in Chapter K, although Avalon Hill now hope to include them in the comprehensive Q&A in the next annual.

I don't think there's anything surprising about these nowadays, but some of them were pretty significant changes when *Paratrooper* was first released.

The bracketed references are to the Chapter K page numbers. Those preceded by a '*' can be found in the 1987 errata pages.

*A4.43 Possession (Kp17): A SW can be dropped in the APh/CCPh.

*A4.5 Double Time (Kp6): A unit may declare Double Time anytime during its MPH but if it waits until after it has expended MF to do so it gets only a one MF bonus and all normal CX penalties apply.

A4.7 Advance (Kp16): Advance cannot occur if you are so encumbered by PP that you have no MF remaining.

A6.7 LOS Hindrances (Kp9): The maximum Hindrance excluding SMOKE/AFV/wrecks can never exceed the range to the farthest hindrance.

*A7.9 Covering (Kp14): Any unit that cowers, as well as all of its SW, is automatically marked with a Prep Fire or Final Fire counter as applicable.

A10.62 Desperation Morale (Kp20): Units also become DM if they start a RtPh in Open Ground in the LOS and Normal Range of a Known enemy unit.

B19.1 Gullies (Kp10): Whenever brush or woods are depicted on both sides of a gully depiction in a gully hex they are considered part of that gully depiction.

B19.21 Gullies (Kp10): If the firer and target are at different elevations an intervening gully-brush hex presents no Hindrance.

Ω

A CALL TO ARMS

This is the latest edition of the UK ASL Players Directory. Players are listed (roughly) according to the region they live in, so just look for yourself and see if anyone else is close. Hopefully it will be of use to some of you.

ENGLAND

N. Quinn, 23 Haywood, Bracknell, Berks., RG12 7WG
Steve Crowley, 58 Portlock Road, Maidenhead, Berks., SL6 6DZ
Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH
Paul Kettlewell, 15 Willowmere, Watermead, Aylesbury, Bucks., HP19 3FH
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HJ
Bob Eburne, 33 Whittow Way, Newport Pagnell, Bucks., MK16 0PR
Peter Bennet, 84 Littlebrook Avenue, Burnham, Bucks., SL2 2NN
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP
Andy Daglish, 7 The Spinney, Cheadle, Cheshire
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW
Andrew Dando, 66 Redhouse Lane, Disley, Cheshire, SK12 2HP
M. W. Jones, 13 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, County Durham, DH2 1SG
Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR
Roger Cook, Elstree House, 1 Lambridge, Bath, BA1 6BJ
Paul Case, 43 Exeter Road Caravan Site, Wellington, Somerset, TA21 9QA
Adrian Catchpole, 120 Somerset Road, Knowle, Bristol, BS4 2JB
Neil Piggot, 35 Hebron Road, Bedminster, Bristol, BS3 3AE
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, CO11 1QE
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW
Michael Rhodes, 10 Ringdale Place, Baldock, Herts., SG7 6RX
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent
Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU
Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET
Jon Williams, 4 Hanbury Drive, Biggin Hill, Westerham, Kent, TN16 3XN
Andrew Saunders, 22 Douglas Avenue, Layton, Blackpool, Lancs., FY3 7AL
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN
Charles Markuss, ADDRESS WITHHELD UPON REQUEST
Shaun Carter, 3 Arnside Grove, Breightmeid, Bolton, Lancs., BL2 6PL
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA
Steven Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ
Jeff Hawarden, 9 Laburnum Road, Helmsford, Rossendale, Lancs., BB4 4LF
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
Graeme Johnston, 50A Stapleton Road, Tooting Bec, London, SW17 8AU
Hugh Kernohan, 6 Parklands Road, London, SW16 6TD
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU
Lee Brimicombe-Wood, 128d Barking Road, Canning Town, London, E16 1EN
Michael Chantler, 201 Grays Inn Road, London, WC1 8UW
Mike Kerfoot, Rugby Tavern, Rugby Street, London, WC1
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Robin Langston, 84 Claverton Street, Pimlico, London, SW1
Dr. Mike Batley, Doctors Mess, North Middlesex Hospital, Stirling Way, London, N18 1QX
Andy Ralls, 11 Edridge Close, Bushey, Watford, WD2 3PF

Nick Brown, 53 Henley Crescent, Braunstone, Leicester, LE3 2SA
Pete Phillipps, 49 Lombardy Rise, Leicester, Leics., LE5 0FQ
Philip Bohin, 2 Manor Road, Northorpe, Gainsborough, Lincs., DN21 4AA
Karl Brown, The Games Store, The Manor House, Lincoln, Lincs., LN6 9DG
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, L45 5DZ
Derek Jones, 12 Rakersfield Court, New Brighton, Merseyside, L45
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA
Lee Winterbone, 47 Locket Road, Wealdstone, Harrow, Middx, HA3 7NQ
Phil Nobo, 6 Milton Road, Ickenham, Middx
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx, HA5 1RD
Tristram Maclean, 9 Carlyon Mansions, Carlyon Road, Alerton, Middx.
Chris Courtier, 79 Belmont Road, Wealdstone, Harrow, Middx.
Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ
Jackie Eaves, 1 Bowling Parade, Ridgewater Road, Wembley, Middx., HA10 1AJ
Simon Croomie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA10 1AJ
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, HU13 0NA
Gary Headland, 35 Grammar School Yard, Old Town, Hull, HU1 1SE
Steve Balcan, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB
Michael Rudd, 52 Woodbine Road, Gosforth, Newcastle Upon Tyne
Mike J. Harker, 22e Richardson Road, Newcastle Upon Tyne, NE2 4BH
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, NG15 9FD
Geoff Gower, 30 Sheepwalk Lane, Ravenshead, Nottingham, NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, NG2 6FQ
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Tony Hayes, 11 Upper Fisher Row, Oxford, OX1 2EZ
Martin, Bacon, 41 Davenport Road, Banbury, Oxon
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, S17 4FR
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, TF5 0NW
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA
Giuilo Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU
Jeff Cansell, 19 North Street, Farncombe, Surrey, GU7 3NE
Derek Totcher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Steve Granger, 23 Winterton Road, Birmingham, W. Mids., B44 0UL
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids, CV1 4BS
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Tim Collier, 71 Kinross Road, Leamington Spa, CV32 7EN
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Ian Kenney, 53 Withdean Crescent, Brighton, BN1 6WG
Kevin Croskey, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP
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If there are any mistakes, please let me know so I can correct them for the next edition.

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FINAL FIRE

That's all for this issue. Hope you enjoyed it. 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.

Expect issue 9 in early August.

VIEW FROM THE TRENCHES is the bi-monthly newsletter of the British ASL community. It costs £1 per issue, with a year's subscription costing £5 - make all payments out to PETE PHILLIPPS. Overseas readers are welcome, and should send three International Reply Coupons for each issue they wish to receive. Readers are reminded to check their address label to see how many more issues they are due.

Copies of previous issues are not available at the moment, although mate-

rial from them is available at the *VFTT* Web Site.

VIEW FROM THE TRENCHES

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