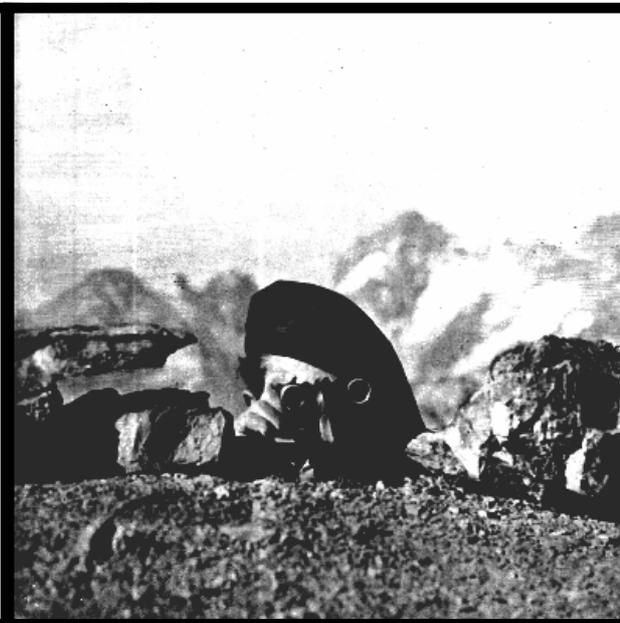


VIEW FROM THE TRENCHES

Issue 9

£1.00/\$2.00

Aug 96



PREP FIRE

Hello and welcome to the biggest (and hopefully best) issue of *VFTT* to date. I hope to maintain this size for the next couple of issues, and if I keep receiving a steady flow of material from you all, I should be able to carry on at this size for the foreseeable future.

I suppose I should apologise for being a little late with this issue. This has nothing to do with the increase in size, more with the fact that August is a busy personal month (the highlight of which is the Monsters of Rock festival at Donington Park), and ASL sometimes loses out to sex, dugs and rock 'n' roll :-)

Some of you are receiving this because you are interesting in attending *Intensive Fire '96*, full details of which can be found on page 9. Hopefully you will also be suitably impressive with *VFTT* and will subscribe (see *Final Fire* on page 12 for details). Current overseas readers should also check out the new subscription rates.

Even if you don't plan on attending *Intensive Fire*, I'd be grateful if you filled in the application form with your details for inclusion in *A CALL TO ARMS*, the register of UK ASL players which is featured on the back page of each issue of *VFTT*. Who knows, you might find an opponent you never knew of just down the street from you :-)

A number of you have asked me for copies of the early *VFTT* scenarios. These lacked counter art and have a couple of small errors, and I hope to have them re-done in time for the *Intensive Fire* issue of *VFTT* (especially since the first scenario is being used for *Intensive Fire* :-)).

While on the subject of scenarios, you will notice that this issue does not have any. This is because I do not have any which can be published (I have many from the InterNet ASL Mailing List but have not been granted permission to reprint them, for one reason or another). I don't expect any scenario to be extensively play-tested, but on the other hand I'm not looking for a souped up DYOW scenario with semi-historical background added. And who knows, perhaps, like Andrew Saunders you too will end up with your work reprinted in *Critical Hit* or a future annual :-)

As always, I'm still looking for articles of all types, particu-

larly small tactical pieces such as those found in this issue. If you think you know more than the rest of us, share your knowledge with us.

Until next time, roll low and prosper.

Pete Phillipps

IN THIS ISSUE

PREP FIRE	1
WINDY CITY WARGAMERS: COLOUR SCENARIOS	2
WHEN DRAGONS FLEW	2
INCOMING	2
CONQUER TO CONTROL	3
DEBRIEFINGS	4
BLASTEM 'N' BURNEM	6
MORTARS	8
INTENSIVE FIRE '96	9
THE CRUSADERS	11
FINAL FIRE	12
A CALL TO ARMS	12

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.

WINDY CITY WARGAMERS: COLOUR SCENARIOS

Derek Tocher

This set of ten scenarios was developed by Chicago's Windy City Wargamers for use in their ASL Open 96 tournament held last April. The scenario cards follow the traditional ASL format (in contrast to those in *Critical Hit*) and their visual appeal is much enhanced by the judicious use of colour. The picture in the top left hand corner of each card appears in full colour and the title and nationality symbols are also coloured. To the credit of the authors all the counter art is also correctly coloured, including such minor details as the red numbers for large target size and increased probability of ESB.

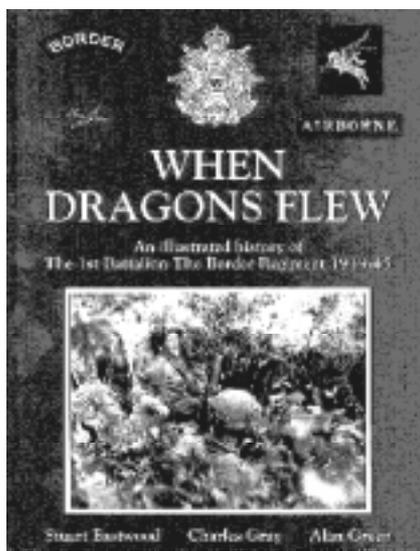
As these scenarios have been designed for tournament play they are relatively small, between five and seven turns in length, employing two boards or less, and with between eight and twenty-five units per side.

Despite the constraints on the size the scenarios manage to serve up a varied menu of delights. "Will To Fight... Eradicated" has heroic Poles defending the board 12 village from Hitler's bodyguard. "Scotch on the Rocks" sees the Highland Division go toe-to-toe with Army Group Africa a month before the final expulsion of the Germans from Tunisia. Both "Tigers at Merefah" and "Cat Becomes The Mouse" see Tiger ace Michael Wittmann in action, the former covering his first action in Tigers as his platoon shoots up a Russian column on the steppes, while the latter deals with the latter part of the battle at Villers-Bocage. "Abandon Ship!" has American paratroops retreating across board 24, but not too quickly, in the face of Panzer Lehr during the battle of the Bulge. "Los Ejercitos Nuevos" is a Spanish Civil War scenario, in which the gallant Republicans try to defend hill 526 (Board 36) from the evil Nationalists. "Eye of the Tiger" is an Eastern Front combined-arms free for all in August 1944. "The Last VC in Europe" has an Irish Guardsman hold off a Panzer Grenadier battalion while his platoon brews char! "Sweep Up" sees Russian ski troops harass German relief column on a winter's night in 41. Finally, "Stand and Die" sees Chaing Kai-Shek and the elite of the Kuomintang defend Shanghai from Imperialist Japanese

Marines.

The aesthetic appeal and the convenient size of these scenarios mean they are likely to see frequent play, and several could well become classics. Two of the four I have played so far have come down to a couple of DR on the last turn. They can be obtained for £8.50 from Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset. DT11 6AE. Make payments out to INTENSIVE FIRE.

Ω



W H E N D R A G O N S F L E W

Neil Stevens

The 1st Battalion, The Border Regiment are famous for their participation in the Arnhem landings where they were used as Glider infantry. *When Dragons Flew* is an illustrated history of the unit with a mass of first hand accounts of the action experienced by this unit, and many photographs which are explained in detail (down to names and specific situations). There are over 70 pages devoted to Operation Market-Garden and, in one of the appendices, the battalion's original Operational Order. Illustrations also include colour maps of the battalion dispositions and air photographs of, in particular, the action around Oosterbeek. One of the other annexes details all of their Gliders in the operation and their loads; down to the

Continued on page 3

INCOMING

The big news this time around concerns *Critical Hit*, as Neil Stevens, the man behind *Intensive Fire*, is now acting as the UK distributor for all of their products. Neil is now distributing many of the amateur ASL products, as the following list shows:

<i>Critical Hit 3</i>	£8.50
<i>Critical Hit 4</i>	£8.50
<i>Jatkosota</i>	£10.00
<i>Aussie Scenario Pack</i>	£8.50
<i>SS Schwere 102</i>	£5.50
<i>Platoon Leader</i>	£8.50
<i>Cemetery Hill</i>	£8.50
<i>PL & CH</i>	£16.00
<i>WCW Colour Scenarios</i>	£8.50
<i>Time On Target 1</i>	£8.50
<i>Time On Target 2</i>	£13.50

Make payments out to INTENSIVE FIRE.

Eventually, Neil hopes to make available all amateur ASL material through him.

As you read this, *Critical Hit* are to ship *Leatherneck Pack*, a set of 13 scenarios featuring the USMC. All have been designed by Steve Swann and various other former US Marines, and cover actions ranging from the Matanikau River on Guadalcanal to the 6th Marine beachhead at Saipan in 1944. Most are tournament sized, although there are some monsters. They are priced \$10, so expect to pay £8.50 once Neil gets copies in stock.

Critical Hit 5 is also expected to ship any time now, and *Gembloux: The Feint* is expected to ship in September. This is a scenario/newsletter pack along the lines of *Jatkosota*. Set in France in 1940, it includes colour overlays and mounted counters. The *Critical Hit X-Mas Special* is a scenario packed special issue with colour overlays which should be out by November (hopefully in time for *Intensive Fire '96*).

The French ASL 'zine *Tactiques* has folded, although negotiations are in progress to try and revive it under a new publisher. These should be completed by September, when the situation should be a lot clearer. If the negotiations fail, current subscribers will be reimbursed based on the number of issues they have not received. Subscribers will also receive translated issues up to issue 9 regardless of how the negotiations go.

Monster Pack 1.1 is a pack containing 16 monster ASL scenarios (akin to the old SL scenario Operation Marston), including one scenario which represents the entire D-Day landing at Gold Beach. All have been researched using multiple sources, playtested, offer a large degree of "Fog of

Continued on page 7

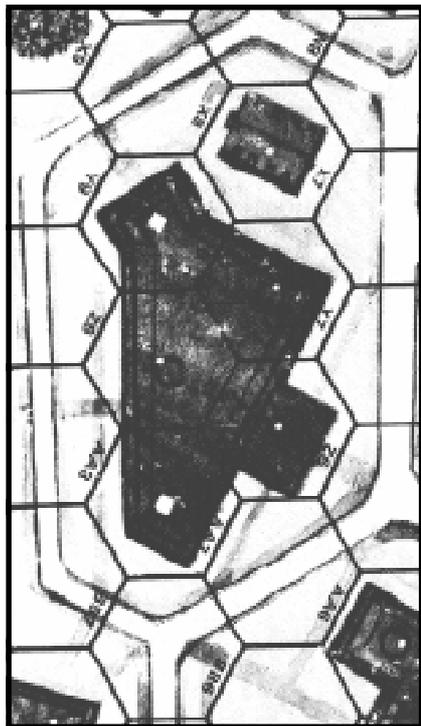
CONQUER TO CONTROL

Fritz Tichy

Since the problem of building Control comes up over and over again, I thought I would offer a small sample about the control mechanisms. Consider the building in the diagram below. No HIP is possible, and there are no cellars. The building is not Controlled by either side via SSR. No one has yet moved any unit into that building.

Player A moves an armed Good Order MMC into the building at Z6 then out of the building. This gives him Control of the complete building, although this does not actually include Control of any other hexes except Z6, since you have to physically occupy the ground level of that hex while no armed enemy ground unit is the same ground level hex or in an upper building level of that hex. Nor does it grant Control of any Location other than the ground level of Z6 (although not clear from the rules, this has been confirmed in the latest batch of Q&A, which can be found elsewhere in this issue).

Next, player A moves an armed



ground unit via the stairwell in Y8 to the 1st level of Y7. Then he moves a leader into the ground level of Z6. He now Controls:

- 1) The building.
- 2) Hexes Y8, Z6.
- 3) Locations ground level Y8 and Z6, 1st level Y8 and Y7.

In his turn, player B moves an armed Good Order MMC into Y7, then Y8, up the stairwell to the 2nd level, and finally into the 2nd level of Y7.

What has changed? Coming in at the ground level of Y7, player B gains Control of that ground level Location, but not the hex (since there is an armed ground unit in the 1st level of Y7), thus leaving the hex Controlled by A. Then, by moving into the ground level of Y8, the Control of that hex changes from Player A to Player B as well as the Control of the ground level Location of Z8. By moving upstairs, B gains the control of the 1st and 2nd level Locations of Z8 and the 2nd level of Z7. However, hex Z7 remains under the Control of player A.

Now a second armed Good Order MMC moves to the ground level of Z8, then 1st level. During the APH this MMC advances into Z7 and eliminates Player A's MMC in CC. Now if Player B's MMC is eliminated as well, the Location Z7 1st level remains under Player A's Control. If an armed Good Order MMC of B survives, Control will change to player B. In neither case will the hex Control change. Being sole occupant of the 1st level and 2nd level while no armed enemy ground unit is on ground level is *not* sufficient to wrestle the Control from player A's hands.

Control of the building does not change either, since A still has a leader in the ground level of Z6. Player B did not manage to have an armed Good Order MMC in the building while no enemy unit was therein. The leader is sufficient to deny Control of the building.

Note that even if a player Controls all hexes and all Locations of that building except one which, for example, is occupied by a leader of his opponent, he would still not Control the building. This is very important, since once you gain Control of a building from your opponent, he has to completely get you out of that building to regain Control.

One should always mind the different requirements in personnel necessary to gain/deny control. You need an *armed unit* to deny. No special personnel unit, just any armed unit will do it. You need an armed Good Order MMC to get Control or mop up. A vehicle can temporarily Control the Location it is in (barring the usual enemy armed unit in the same location), but loses that Control as soon as it leaves the hex to the previous Controller.

When cellars come in, things don't become any more complicated just longer, and the interested can work out this for themselves. Note that technically (taking the rules as they are written) a unit in a cellar Location does not prevent hex Control. This

seems to be because the rules were written before cellars came into play. Case A12.152 is similar: "Search reveals all above-ground hexes." This rule has a Q&A that includes cellars, so it seems reasonable to apply the same to hex Control. Cellars are OK for mopping up (that rule mention 'buildings' which certainly include cellars).

As far as control of hex/pillbox/locations is concerned, this is explicitly ruled in B30.91: to Control the pillbox you have to actually enter that Location (IE the pillbox). As per the latest batch of Q&A (which can be found elsewhere in this issue), to gain Control of the hex, you must also Control the pillbox. Thus, if the pillbox is enemy Controlled, and you enter the hex, you will Control your Location, but he Controls the pillbox Location and the hex.

If you Control both the hex and the pillbox Location, and an enemy unit enters the pillbox Location (such as via a tunnel), he does not gain Control of the hex, since he only Controls the pillbox Location. In other words, once you Control the pillbox and the hex, your opponent has to get you out completely from both Locations before he can claim Control of the hex. If you leave the hex though he would automatically gain Control of the hex, since he is at ground level and therefore qualifies for hex Control (as per A26.11. I could not find a rule that says you must actually occupy the Location outside of the pillbox to Control the hex). If he leaves the pillbox (through the tunnel) you still Control the hex and the Location you are in, but not the pillbox Location.

So there you have it. I hope this makes things a lot clearer and helps resolve any problems you may have had. Now, if someone can just help with a problem I have gaining Control of some buildings in downtown Stalingrad...

Ω

Continued from page 2

kit the guys were carrying!

This one is a must for real WW2 enthusiasts. It retails at £20.00 plus postage and packing and all proceeds go to the Regimental Museum of the Kings Own Border Regiment. If you are interested in it contact me at 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE for details of how to order it.

Ω

DEBRIEFINGS

This is the third compilation of Q&A posted by Avalon Hill to the InterNet ASL: Mailing List on 28th June 1996 (the previous two were printed in *View From The Trenches* 8).

Index Is a hex Accessible even when the actual unit cannot advance into the hex (EX: the ground Location is Fortified with Good Order enemy units, the hex is Bamboo and the unit is already CX, etc.)?

A. Yes.

A.8 & Index Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?

A. No.

A1.23 Do the SS units in ASL Scenario 23 have an ELR of 4? Are they Replaced by 2nd Line units? (IE Does OB-given ELR take precedence over this rule even without an SSR?)

A. Yes (A19.132). No, with two broken half-squads. (Yes, unless other squad types are present in the OB along with Combat-Engineers (A25.12)/Partisans (A25.24)/Paratroopers (A25.31 & 25.42), in which case the OB-given ELR applies only to the other squad types.)

A4.134, A23.3 Can a unit Place a DC if the Location where the DC is placed would require a Minimum Move to enter?

A. No; a Minimum Move would pin the placing unit.

A4.134 & D2.15 Can a unit use Minimum Move if it otherwise could have entered that same Location without using Minimum Move (EX: not using Road Rate; entering a higher level woods hex using full MP allotment instead of 1/2 MP allotment)?

A. Yes.

A4.2 When a stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously expending one MF (EX: one unit attempts SMOKE placement, one unit recovers a SW, one unit places a DC on an ADJACENT target)?

A. Yes.

A4.2 & A4.44 A stack of units is moving together. If the units wish to recover SW/Guns simultaneously as the same MF expenditure, may the player first roll for one unit before designating the recovery attempts of other units in the stack?

A. No; for each MF expenditure, he must designate all actions at the same time.

A4.2 & A23.3 May two or more units of a moving stack place DC on different ADJACENT targets as the same MF expenditure?

A. Yes.

A4.2 & A24.1 A stack of units is moving together. If the units wish to place SMOKE simultaneously as the same MF expenditure, may the player first roll for one unit before designating the placement attempts of other units in the stack? May the units attempt to place SMOKE in different Locations as the same MF expenditure?

A. No. Yes.

A4.2, D9.31 & D14.2 May more than one stack of infantry move simultaneously using Armored Assault if several vehicles are using Platoon Movement?

A. Not ordinarily (EX: only if using Human Wave, Banzai, or Column).

A4.41 Do the U.S. and French 37mm INF SW fire in the AFPh without any penalty, even if they have been moved during the MPh? A. No; they may not fire in the AFPh if they moved, and must add Case B in the AFPh if they didn't move.

A4.6 Is a unit always considered moving for FFNAM/FFMO purposes when expending MF, even without changing Location? Is a unit considered moving for FFNAM/FFMO purposes when it does not expend MF, during the MPh (EX: Dropping a SW)?

A. Yes. No.

A4.6 Does any DRM other than Hindrance/TEM negate FFMO? A. No.

A4.61 May a unit which does not change Location at all use Assault Movement (EX: to place Smoke, move below/above entrenchment etc.)?

A. Yes.

A4.71 Should 'hex' in this rule be changed to 'Location' (EX: if there is an enemy AFV in the ground level Location, can a unit advance into an upper level Location of that hex without taking a PAAT(C))?

A. Yes.

A7.308 & D4.2 What TEM applies to a HD unarmored vehicle attacked by non-ordnance Direct Fire?

A. No TEM applies; instead, the vehicle will not be Immobilized on a Final DR equal to the * Vehicle line.

A7.53 Assume a leader directs Defensive First Fire of squad A and MG. The MG keeps ROF. Now he directs the MG until ROF is exhausted. During Subsequent First Fire, is the leader allowed to again direct the fire of squad A and MG (the original FG during Defensive First Fire(e), or was the ROF MG firing in the interim constitution of a 'new FG', thus making the leader unable to direct squad A again)?

A. Yes. No.

A7.53 Is removing weapons from a FG considered the constitution of a new FG? (EX: If a leader directs a FG consisting of squad A and MG during DFF, can the leader direct squad A without the MG during SFF?)

A. No. (Yes.)

A7.53 During Defensive First Fire a leader directs the fire of a stack composed of infantry units plus MG, the MG keeps ROF. Next the leader directs the MG during Defensive First Fire until ROF is exhausted. Is this the constitution of a new firegroup as per A7.53? (EX: may the leader direct the fire of the other units he directed originally again during Subsequent First Fire, Final Fire, FPF?)

A. No. (Yes.)

A7.831 Can a Leader that is pinned apply his leadership for other purposes than fire direction, e.g. clearance? Ambush? Concealment growth?

A. No, pinned units cannot clear. No; add "unpinned" in front of "Good Order" to A11.4. Yes; pin is removed prior to concealment growth.

A8.26 & E3.1 Are LV Hindrances considered non-existent when determining the strength of Residual FP and the DRM of a Residual FP attack?

A. Yes.

A8.3 If an Infantry unit fires either its inherent FP or a SW as Subsequent First Fire, can it later in that MPh fire any other SW/inherent FP without using FPF? (I.e., can a unit which has itself or a SW marked with Final Fire, use Defensive First Fire/Subsequent First Fire with a weapon which has not fire(d)?)

A. No. (No.)

A9.223 Must a Fire Lane attack be rolled even when the attack cannot get any result vs the moving enemy unit (EX: a BU fully-armored AFV or an attack which receives too many positive DRM to be able to get any effect)?

A. No.

A9.71 If a FG containing both a MG and an ATR rolls ≥ both weapons B#, is Random Selection used to determine which SW that is malfunctioned, i.e. treating an ATR as MG for this rule?

A. Yes.

A9.72 & A9.8 Do all dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?

A. Yes.

A9.8 May a weapon fire, retain ROF (and thus not be marked with a Prep Fire or First/final Fire counter) before it is (dis)mantled?

A. No.

A10.5 Is a leader always an armed unit? An AFV without functioning weapons? A shocked AFV? An abandoned AFV?

A. Yes (unless recently escaped and still unarm(e)d), although without Normal Range. Yes. Yes. No.

A10.5 & A11.16 A broken unit is locked in Melee while an unbroken and armed Known enemy unit is ADJACENT to it or in its Location. Is it eliminated for Failure to Rout during the RtPh? Does it survive until the CCPh where it must attempt withdrawal?

A. No. Yes.

A10.51 This rule states that a broken unit can continue to rout after it has reached a woods/building hex if it can directly enter another building/woods hex in its next entered hex. May a broken unit that has reached a building Location rout up to a higher level or down to a lower level of that same building Location, if otherwise allowed?

A. Yes.

A10.51 A broken unit starts to rout toward the nearest building/woods hex, but during its rout the building/woods hex is not farther from a Known enemy unit than its present hex. Can the broken unit now choose to ignore the building/woods? Or must it continue to rout toward that target?

A. No. It must continue (assuming it is otherwise able to).

A10.53 & A20.21 Assume that No Quarter is not in effect. A broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry. The only possible rout path is to an adjacent Open Ground hex which is in the (unhindered(d) LOS of a possible Interdictor. If this Interdictor is out of LOS of the broken unit's Location (before it starts the rout) and thus not Known, will the broken unit still surrender as per A20.21?

A. Yes.

A10.531 & 10.532 These state that a CX unit cannot Interdict. Is this still true? If it is true, then is an Encircled unit also prohibited from Interdicting.

A. Yes. Yes

A10.72 & A11.141 Can a player decline the use of a (poor) leadership modifier when a leader attacks in combination with a MMC in CC?

A. Yes.

A10.72 & A11.4 Can a player decline the use of a (poor) leadership modifier in an Ambush dr if the leader is not alone?

A. Yes.

A11 & G1.423 Is a CC counter or a Melee counter removed immediately when only one side remains in the Location? When no units remain in the Location?

A. Yes. Yes.

A11.51 Is a Shocked or Stunned AFV considered a vehicle without manned functioning MG armament for receiving the -1 CC DRM?

A. Yes to both.

A12.11 Does the SW possessed by a unit always share the HIP/Concealed status of the possessor (EXC: E1.2)?

A. Yes.

A12.14 If a Concealed stack containing dummy counters is at-

tacked resulting in at least a PTC while no Good Order enemy unit has LOS to it, are the dummy counters automatically eliminated? A. No. The dummy owner declares how many DRs more than one he will make; Morale 7 is used; a failed MC or Pin result for any dummy reveals all dummies in that stack. A K/KIA result eliminates a dummy counter.

A12.14 & C1.82 If a Concealed stack containing dummy counters is attacked by Bombardment, are the dummy counters immediately eliminated? If No, does each such dummy counter take the MC with a morale of 7, eliminating those who fail the MC?

A. No, the dummy owner declares how many DRs more than one he will make, using Morale 7; failure of a MC by any dummy reveals all dummies in that stack.

A12.141 Are any "actions" which are involuntary and not listed in the A12.121 table considered actions for case C purposes? Are LLTC/LLMC? Is triggering Mopping-Up casualties?

A. Some are. Yes. No.

A12.152 Does Searching really reveal all units in all Locations in the searched hex, even when the Locations are not Accessible? (EX: is an upper level Building Location without a stairwell or where the ground level is Fortified and contains enemy units?) Does Searching reveal anything other than units, Minefields or Fortified Building Locations?

A. Yes. (Yes.) It reveals all Fortifications.

A12.152 & A23.7 Is a hidden Set DC revealed by Searching or by any other means (except detonation)?

A. "Searching will reveal, and Random Support Weapon Destruction will eliminate, a hidden Set DC." (O11.621, footnote 9)

A12.153 & A26.11 When a side successfully secures a Building by Mopping Up, does it immediately gain Control of all hexes of that Building? Of all Locations in that Building? Of the Building?

A. Yes. Yes. In line 13 of A12.153 add "all its Locations Controlled," after "secured."

A12.2 & A12.33 What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP 5/8" counter/Fortification?

A. One way to handle this is for the defender, before the stack gets into LOS of anything, to ask if the stack is Good Order yet. Another is for the defender to wait until the stack is in LOS of something before asking this question.

A12.34 If a player during setup, places a unit with LOS to an Emplaced, HIP enemy Gun not in Concealment terrain, when is the Gun placed onboard under the "?"? Can HIP be lost during set-up, or not until all forces have finished their setup?

A. At the start of the first RPh. After setup.

A15.3 Is a Finnish/Japanese 9-0 leader that Battle Hardens exchanged for a 10-0 or a 9-1? Is a Finnish/Japanese 9-1 leader that Battle Hardens exchanged for a 10-0 or 10-1?

A. 9-1. 10-0.

A18.2 If a broken MMC Self-Rallies by rolling an Original 2, is its broken or unbroken morale used to determine the Leader Creation drm?

A. Broken.

A19.13 Is a Finnish/Japanese 10-0 Replaced by a 9-1 or 9-0? Is a Finnish/Japanese 10-1 Replaced by a 10-0 or 9-1?

A. 9-1. 10-0.

A19.131 Does "inherent B#" in line 13 of A19.131 mean "printed B#"? A. Unless printed on the counter, the "inherent B#" is 12 (C2.28).

A20.21 "Any broken Infantry unit during its RtPh that is both ADJACENT to Known Good Order, armed enemy Infantry/Cavalry and unable to rout away from it without being subject to Interdiction or resorting to Low Crawl, will rout to that enemy unit as its prisoner instead." Now, the example on page A21 (the rout path example in the city) is in contradiction to A20.21 since the unit in I4 is ADJACENT to the enemy in J4, but it states that it may use Low Crawl or even rout normally through I3 with Interdiction. Question: Is the example in A10.5 correct only if No Quarter is in effect.

A. Yes; the example assumes No Quarter is in effect for this unit. **A20.21** Assume that No Quarter is not in effect. A broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry, but able to rout away from it without being subject to Interdiction or resorting to Low Crawl. Can the unit choose to use Low Crawl (into Open Ground) or suffer Interdiction instead of choosing the "safe" rout path?

A. Yes.

A20.21 Assume that No Quarter is not in effect and that a broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry, with a Building hex 3 hexes away which is its only possible rout target. If the broken unit would have to suffer Interdiction in the second hex it enters, can it still rout? Or is it captured even though it would no longer be ADJACENT to the enemy unit where it would suffer Interdiction?

A. No. Yes.

A20.5 & A20.53 May Prisoners be abandoned during the MPh? May a broken Guard abandon its Prisoners during the RtPh?

A. No. No. (Guards may transfer/abandon Prisoners only during RPh/Aph.)

A20.54 May an unarmored vehicle (EX: a jeep with only the inherent driver) enter a Known enemy occupied hex?

A. Yes, (and may even conduct an Overrun attack).

A20.55 May Prisoners attack without a NTC once a Melee exists within its hex? (Or should "hex" in line 4 be changed to "Location"?)

A. No. (Yes.)

A23.3 & B23.9221 May a DC be Placed "normally" against an

ADJACENT Fortified Building Location that contains a Good Order enemy squad? (Or must the DC be placed vs a hexside to create a Breach?)

A. Yes. (No.)

A23.71 Does a Set DC which results in a Final KIA Rubble the entire building hex, or does it only rubble its Location (and all Locations above it)?

A. Location (and all Locations above it).

A24.31 & C3.33 When a unit in an upper level Location is hit by WP, does it have to take the MC even though the WP counter is placed in the ground level Location?

A. Yes; all non-immune units not higher than the WP are attacked.

A24.61 When are drifting SMOKE counters created when the scenario starts with Original SMOKE/Blaze and Mild Breeze; when there are original SMOKE/Blaze when the wind changes to Mild Breeze; when there are original SMOKE/Blaze and Mild Breeze, and the wind direction changes; when there are Blaze counters, and Rain stops (E3.51); when a Blaze counter is placed during an AFPh? CPh?

A. At start. AFPh. AFPh. AFPh. Next AFPh.

A24.7 If SMOKE exists in the first level and higher of a building hex, does the additional MF/MP to enter SMOKE apply to entering the ground level?

A. No.

A25.23 Are any units participating in a Human Wave or Banzai Charge required to enter an enemy occupied hex?

A. No.

A26.1 If one side gains Control of a Building, does it automatically gain Control of all hexes of that Building without actually entering these, as well? All Locations?

A. Neither, unless it gains Control of the building via Mopping-Up.

A26.1 Location Control is not defined in the rules. Is the following the correct interpretation of Location Control: A side gains Control of a Location by occupying it with an armed, Good Order MMC without the presence of an armed enemy unit in the same Location, or when Fire that the opponent has deliberately set is in the unoccupied Location (A26.13). A Location remains in Control of its last owner until a new owner fulfills the Control requirements. In addition, a vehicle Controls the Location it presently occupies if that Location does not contain an armed enemy unit; as soon as the vehicle leaves the Location or an armed enemy unit enters the Location the vehicle loses Control of the Location.

A. Essentially.

A26.11 In a bridge hex, does a MMC have to occupy both the Bridge and the depression part of the hex to gain control, or is either sufficient?

A. Either is sufficient, as long as there is no armed enemy ground unit in the hex.

A26.13 Assume that one side deliberately sets on Fire a Building Location: (a) Is the Control of the hex forfeited when a Flame counter is placed in the hex, or not until a Blaze is placed in the hex?

A. Flame.

(b) Is Control of the hex forfeited when such a counter is placed in an upper level or not until it is placed in the ground level?

A. Upper level.

(c) If the answer is "Flame counter" in (a) or "upper level" in (b), can the side later regain control of that hex as per A26.11?

A. Yes, if the Building is no longer on fire.

(d) Is the Control of the Location where such a fire counter is placed forfeited as well?

A. Yes.

(e) Is the Control of the Building forfeited when such a fire counter is placed?

A. Yes.

(f) If Yes, can that side later regain Building Control as per A26.12?

A. Yes, if the Building is no longer on fire.

A26.13 Assume that a Building Location is accidentally set on fire. (a) Can one side gain Control of that hex by Controlling more adjacent, non-burning hexes before a Flame counter is placed in the Ground Level Location?

A. Yes; it does not matter when Control of those adjacent hexes is established. What matters is their status when Control of the building hex is determined (EX: at that time—ordinarily at game end—does the side which did not last Control the building hex currently Control the majority of the adjacent hexes?).

(b) Does Control of the Location go to the side which Controls more ADJACENT non-burning Locations?

A. No, to the side Controlling more adjacent, non-burning hexes.

(c) If the Building is unoccupied, and unenterable due to the fire, does Control of the Building go to the side which Controls more adjacent, non-burning hexes?

A. Yes.

A26.21 When a Wounded non-Japanese leader is eliminated or exits the mapboard, is its VP counted as if it was not wounded, or is its VP reduced if its leadership modifier has been lessened due to the wound?

A. As if unwounded.

B4 & G.1 How do you treat sunken roads when PTO terrain is in effect? Elevated roads?

A. As if the road did not exist.

B8.4 Can a dummy enter the sewer although not being Good Order?

A. Yes.

B8.42 The last drm is for enemy units in "adjacent sewer hex". Does this mean "adjacent sewer Location" or "adjacent Manhole

Location"?

A. The units must be IN the sewer.

B9.32 & B9.521 (a) Must there be an adjacent enemy unit to allow Wall Advantage (EXC: Bocage B9.521)?

A. No.

(b) Can a unit voluntarily forfeit Wall Advantage when an enemy unit becomes/is ADJACENT?

A. Yes.

(c) Is a unit without adjacent enemy units always considered to have Wall Advantage (even over a Bocage hexside), unless the unit has chosen in-hex TEM (B9.31) during that Player Turn?

A. Yes.

(d) If the answer to (c) is 'Yes', can the unit choose in-hex TEM and thus forfeit WA even if no enemy units can fire at it?

A. Yes.

(e) If the answer to (c) is 'Yes', does this mean that a unit at ground level behind a bocage hexside can only see (and be seen to) (and from) a hex not formed by that hexside, if it currently has Wall Advantage?

A. Yes.

B14.6 Regarding orchards and streets, is the "open ground" FFMO DRM of a shot down an orchard lined street open ground (thus no hindrances) only applicable during the movement phase when crossing the road hexside? EX: if prep firing, then I must pay any LOS penalties?

A. Orchard hindrances never apply to shots along an orchard road, but FFMO only applies to units using the road during the MPh.

B23.711 When a wall is Breached by a DC, any units in the corresponding adjacent Location are attacked as Area Fire. Is the DC attacked actually quartered since the enemy units are not Known?

A. The DC attacked would be quartered if the enemy units were actually Concealed.

B24.7 May a lone SMC make an attempt to clear Flame, Wire, Minefield or DC?

A. No.

B24.7 What can a lone Bulldozer attempt to clear? If a Bulldozer accompanied by a HS attempts to clear one of these, do they get a -1 DRM for one additional HS since none is required?

A. See G15.2-.261 for an explanation of a Bulldozer's capabilities. Yes.

B24.7 & ASOP According to B24.73, 75 & 76, G2.7 and G9.71, Clearance of Wire, Set DC, Roadblock, Jungle and Panji may be declared during the DFPh, but these are not listed in the revised ASOP. Are these Clearance attempts allowed during the DFPh?

A. Yes.

B30.6 Is a Pillbox Location ADJACENT to the ground level Location in the adjacent hex? Can a unit advance out of a pillbox to an adjacent hex if there are no enemy units in the pillbox hex? Can a unit advance from an adjacent hex to inside a pillbox if there are no enemy units in the pillbox hex?

A. They are considered ADJACENT for firing/DC-placement purposes only. No. No.

B30.7 Does "??"/HIP in a Pillbox halve FP or add Case K To Hit DRM if the Pillbox is Hidden?

A. No; note though that a pillbox/its-contents may ordinarily be affected by direct fire only if the pillbox is predesignated as a target Location (B30.34).

B30.91 A friendly unit occupies a Pillbox hex outside the empty Pillbox, which is also Controlled by that side. An enemy unit enters the Pillbox, thus gaining Control of the Pillbox Location, while the friendly units are still in the hex. Does the friendly player then lose Control of the hex since it is no longer controlling the Pillbox Location, so that neither side Controls the hex?

A. No. "Control" in line 2 of B30.91 should be changed to "gain Control of"

C.8 & D2.3 To be considered to have "used VBM" as per C.8, does a vehicle have to move to a new hexside?

A. Yes.

C1.21 This rule says: "the player must [then] immediately attempt to gain Battery Access if that battery currently has no SR/FFE counter onboard", but it also says: "Once gained, Battery Access is retained until the end of a RPh in which that battery has a FFE:C counter onboard or until a FFE of that battery is Cancelled." There are several cases when these two sentences contradict each other since there are no SR/FFE onboard, but no FFE is cancelled. In which of the following cases will the player have to attempt to regain Battery Access the next turn (assuming he establishes Radio Contact): (a) The player chooses not to place any AR/SR onboard after gaining Battery Access (C1.3). (b) The player chooses not to place any AR/SR or convert a FFE:C, thus removing the FFE:C counter. (c) An extra chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21). (d) An AR is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3). (e) The Observer Voluntarily loses Radio Contact. (f) The player cancels the SR without placing an AR/SR.

A. All.

C1.33 & C1.4 After maintaining Radio Contact, does a SR have to be corrected at least one hex, even if the observer has LOS to the SR's Base Level, unless the SR is converted?

A. Yes.

C2.1 & Index (a) Is a weapon considered a "Gun" when in the act of firing if and only if it is depicted on a 5/8" counter and currently firing as ordnance?

A. Essentially.

(b) Is a weapon considered a "Gun" when not firing if and only if it is a non-vehicular weapon depicted on a 5/8 counter?

A. Essentially.

C2.29 Does an IFE weapon Malfunction as if it was a SW MG?

A. Yes.

C3.33 May a non-mortar fire on the Area Target Type after it has fired on the Infantry or Vehicle Target Type and retained ROF? Or is this illegal since use of the Area target Type consumes all of that Gun's ROF?

A. No. Yes.

C4.1 Does the Barrel Length TH# Modifier apply to SW ordnance?

A. Yes.

C4.2 Does the Small Caliber TH# Modifier apply to SW ordnance?

A. Yes.

C5 Do Cases B, D, G & H apply to a (non-LATW) SW firing as ordnance?

A. Yes.

C5.35, C13.8, D6.1 May Passengers fire PF/PFK, BAZ or RCL using the Desperation penalty as per C13.8? If yes, if such a SW is fired from a Motion/Non-Stopped vehicle, does the SW pay To Hit Case C4?

A. Yes. Yes; rather than using the customary Case C3, these and the other SW ordnance (EXC: MG NA) would apply all the other Case C DRM as if a non-Stabilized NT Gun; and a +2 Mounted Fire DRM would also apply if not in an armored HT.

C6.5 If a vehicle has two (or more) Guns, do each of these Guns have an independent Acquired-counter as if they were totally different Guns?

A. Yes.

C6.5 When a vehicle has Acquired a target with a Bow-mounted Gun, does it still lose its Acquisition if it fires its CMG at a different target? Does it lose its Acquisition if it fires its BMG at a different target?

A. Yes, unless the CMG is in a separate turret. No.

C7.42 & D6.2 If the Riders of a vehicle which becomes Shocked are unharm by the Collateral attack, are they affected in any way if the vehicle becomes a wreck as per C7.42? Can the Riders unload as per D6.5 before the vehicle becomes a wreck? After?

A. No. Yes. Yes.

C8.4 Do you need a LOS to the vertex aiming point (the middle of three contiguous building levels)? Or is this point (level) merely an aid to identify the three hex cluster being affected (depending upon having a LOS to each hex affect(d)?)

A. No. Yes.

C13.8 Can a PF/PSK BAZ or RCL fire from rubble using the Desperation penalty? Does it matter if the rubble is ground-level?

A. Yes. No.

D1.83, D3.12 & D3.51 (a) If an AFV changes its TCA/VCA to fire some weapon, and then wants to fire its AAMG, does the AAMG then have to pay the Case A DRM?

A. No.

(b) May an AFV voluntarily change its VCA/TCA when firing its AAMG (by paying Case A DRM)?

A. No, unless firing an AAMG with a restricted CA (EX: U.S. vehicle Note 30) that has to change its TCA/VCA to fire.

(c) If an AFV has an AAMG with a restricted CA, does it have to pay Case A DRM for the AAMG fire? Does it matter if the AAMG is the MA?

A. No. No.

(d) May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG?

A. No.

D2.321 If a vehicular weapon fires IFE or Canister vs the same Target in the same Target facing as last fired on, does it still have to pay Case A for these shots from the Bypass side-CA?

A. No, add "IFE/Canister" after "CMG" in line 11.

D3.12 May an AFV change the VCA at the end of a friendly fire phase in which the AFV is eligible to fire only a turret-mounted weapon?

A. Yes, if it is a Gun (C3.22 & D3.12).

D3.12 Can the TCA be changed a free number of hexspines after one MP expenditure? (Or only one hexside?) If it can be changed a free number, must an AFV in woods/building expend two MP before the TCA can change freely?

A. Yes. (No.) Yes.

D3.3 -.32 & D3.5 A vehicle fires its MA (only) during the MPH and keeps ROF. During its AFPh it fires one additional shot with its MA (only). Is this the only possible way a vehicle (including its PR(C)) can fire during both the MPH and the AFPh?

A. Yes.

D3.7 & D5.341 May an AFV Recalled due to Disabled MA ever use Reverse Movement? If it is a BU CT AFV, must it become CE and use the Road movement rate?

A. Yes, if that is the quickest way off the board. Yes, if that is the quickest way off the board.

D3.71 An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the "original B(#)" in D3.71 its printed B(#)? (Making the AFV a B10 X11?)

A. Yes—as opposed to its original B#. (Yes.)

D5.4 Can a vehicle start a scenario with its crew outside the AFV or with any of its weapons Scrounged/removed? Does it matter if that side is the Scenario Defender?

A. Only in certain CG. No.

D5.5, 5.6, 6.1 If, due to failure of an Immobilization TC or Crew Survival, a unit is placed beneath its AFV/wreck during the MPH, how many MP is it considered to have expended? Is the unit considered to be using Hazardous Movement only during its MPH, or during the DFPh as well?

A. All remaining. Its MPH only.

D6.5 According to this rule, a Passenger/Rider may unload from an immobilized vehicle unless that vehicle has already expended more than three-fourths of its MP allotment. Does this apply to all Immob (D.7) vehicles?

A. Yes.

D6.631 states that a crew abandoning an armored halftrack may simultaneously remove its MG/mortar armament as it does so. Does this apply to crews voluntarily abandoning other types of vehicles with SW that could normally be "scrounged"? (EX. A crew voluntarily abandons a PzKw IV H and removes both its BMG and AAMG. Is this legal?)

A. No. (No.)

D7.11 If Passengers/Riders participating in a declared OVR attack become Pinned, broken or eliminated before the OVR is resolved, is there any effect to their OVR FP?

A. No.

D7.21 Is the DEFENDER marked with a CC counter even if the vehicle is eliminated by the CC Reaction Fire?

A. No.

D10.5 When a wreck/abandoned vehicle that has more than one type of scroungeable weapons is successfully scrounged, are the weapon(s) that are being scrounged selected by Random Selection, or can the scrounger choose which weapon(s) that are scrounged?

A. The weapon(s) should be selected randomly.

D10.51 This rule assumes the scrounged is a wreck and with an appropriate dr ≤3 the scrounging attempt is successful. If a unit attempts to scrounge an abandoned, but not wrecked, vehicle, does it still make a dr or is the scrounging attempt automatically successful?

A. A dr is needed.

D14.21 Is more than one Bog DR made when several AFV of a platoon is subject to Bog in different types of terrain?

A. No.

D14.21 When more than one AFV in a platoon is subject to Bog, but with different Bog DRM, I use the following procedure: Make one DR and add the individual DRM for each applicable AFV. Note which AFVs that would have bogged with this Original DR and use Random Selection among these AFVs only, to determine which AFV is affected. Is this procedure correct?

A. Yes.

D14.23 Can a Radioless AFV that fails the D14.23 NTC still spend MP for "non-movement" purposes, e.g., Bounding First Fire, sD usage, etc? Can Passengers/Riders unload from it if it has ≥ 1/4 of its MP allotment left?

A. No. Yes.

E1.31 (& E1.01 & E1.8) If a unit fires from a Location that is already marked with a Gunflash, does it lose Concealment if it is outside the NVR of all enemy units?

A. No.

E8.24 & E8.41 Would a Glider that is destroyed by two Damage results also be replaced by an unarmored Truck wreck?

A. No.

E8.3 How is CC versus a glider (both with and without Passengers) conducted?

A. As if it were a truck.

G1.65 When a Step-Reduced squad is exchanged for a HS, is this considered the equivalent of Casualty Reducing a Full-Strength squad to a HS for Casualty VP purposes?

A. Yes.

G9.71 Does the last sentence of G9.71 apply to all kind of Clearance attempts (EX: are all kind of Clearance attempts illegal while above a panji counter)?

A. Yes.

G12.61 Is the FP of a Non-Ordnance Direct Fire against an unbeached unarmored LC halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes.

EG a 12 FP small arms attack against an Unarmored LC is resolved on the * Vehicle Kill line of the 6 FP column. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP.

G12.61 Is the FP of a Non-Ordnance Direct Fire against an unbeached armored Landing Craft halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes, but note that (ordinarily) only the Inherent crew is vulnerable and receives a +2 DRM.

G12.61 EX A 12 FP small arms attack against an Armored LC has no effect vs the LC itself but always results in a collateral attack vs vulnerable PRC. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP vs crew only.

Hp16 [Goliath] Does a Goliath on a road pay MP as a BU or CE AFV?

A. BU.

Hp42 & Hp104 [M2 4.2-in. Mortar] When this mortar makes a Critical Hit, is its FP "40" or "48"?

A. 48 (EX: 36 plus heavy payload -1 DRM).

O5.33 When Breaching a Factory Interior Wall, do units in the target Location receive TEM as if the fire originated from outside (+3, or +4 if Fortified) or inside (+1, +2 if roofless or Fortified, +3 if both) the Factory?

A. Inside.

O11.4 CG5 Does this rule apply to Guns only? (EX: is Bore Sighting allowed for a MG?)

A. No. (No.)

O11.605 & O11.6066 O11.605 says that with a properly deter-

mined perimeter "loop" you "will be able to start at any Front line Location, and by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at the starting Front Line Location." Consider the Russian Pocket #1 in the EX: If you start at any Location in this pocket and move to adjacent Front Line Locations, you will have to re-enter hex H43 before you have ended up back at the starting Location. Is this example wrong?

A. No; single-hex-width pockets will always have this affect.

O11.6062 & O11.6065 ((a)) When do Strategic Locations that are gained during this step count for VP purposes; the day they were gained (even though Victory determination is determined in O11.6031), the next day or not at all?

A. Not at all.

((b)) If a Strategic Location is captured, but later the same day is eliminated (due to Rubble in a lower level of that building hex), is the Location counted for VP purposes?

A. No.

((c)) If a Strategic Location is eliminated due to Rubble in a lower level of that building hex, is that Location counted for VP purposes?

A. No.

O11.6134 ((a)) Are FT/DC retained if they are deliberately eliminated by the enemy? **((b))** Are FT/DC retained if they are captured by the enemy, but eliminated in step O11.6135. (captured weapon dr)? **((c))** Are FT/DC retained if they are captured by the enemy and then eliminated by a effects DR conducted by the enemy?

A. No to all.

O11.617 Do the German 8-3-8 have the same ELR as the other German forces? If they fail their ELR, are they Reduced to two HS or a 4-3-6?

A. No. Two half-squads.

O11.6194 (c) Is a Dug-In AFV allowed to set up in all Locations where a Gun may set up HIP? If not, may it set up in any terrain not mentioned in D9.52?

A. No. Debris, shellholes, and rubble (O.7 and O11.6194).

O11.621 Does footnote 6 apply to purchased HIP only, or are units that set up HIP due to setting up inside a pillbox included in the 10% limit as well?

A. Purchased HIP only.

O11.6235 The German (or Russian) Assault VC says: "... the Attacker wins if at scenario end he Controls ≥ 24 (if German) or ≥ 12 (if Russian) more Stone Locations than he has lost (or than he started with, if he has lost non(e)...". Consider a German Assault where the German started with 50 Stone Locations and lost one. Now the VC reads: "the German wins if at scenario end he Control ≥ 24 more Stone Locations than he has lost" which becomes "the German wins if he Control ≥ 25 Stone Locations". This must obviously be wrong since he started the day Controlling 50 Stone Locations? I assume the sentence should say: "... the Attacker wins if at scenario end he Controls ≥ 24 (if German) or ≥ 12 (if Russian) more Stone Locations than he started with..."

A. Yes.

SSR KGP7 Does a vehicle have to enter the woods and thereby expend MP (and risk Bog) in order to OVR Infantry in a Single Lane Road hex? Is a HIP Infantry unit in a Single Lane Road hex revealed if a vehicle enters the road part of the hex?

A. No. Yes.

SSR KGP7 (& B6.431) May StKk20 be entered without risking Bog, as it is impossible to enter it by a road hexside and still let the VCA contain an adjacent road hex (This question also applies to StKk26 when entered from StKk27)?

A. No, not even by using Reverse movement (since the Rear VCA is then treated as the VC(A)).

P8.4 CG8 When the U.S. player receives AFV with bow-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a (BMG disable(d) counter)?

A. He may record it, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit.

P8.51 After the CA of a Gun is determined by the dr, is the Gun considered to have been originally set up with this (new) CA for all purposes?

A. Yes (EX: Case A NA if the Gun were then to fire within its C(A)).

Scenario A25 May the Canal be crossed as if a Frigid Stream (B20.7)? If not, what effect does it have that Water Obstacles are Frigid in this scenario?

A. No. Not much.

Scenario A86 SSR3 says that the Japanese Morale is underlined. Does this mean that a Full Strength squad that exceeds its ELR is replaced with two broken HS of the same quality, while a Reduced Strength squad is replaced by one broken HS of the same quality?

A. No; Japanese units with an underlined ELR are not subject to ELR.

Scenario G18 May the German LMGs be Bore Sighted?

A. No.

Scenario T15 How does SSR 4 apply to the two 4-5-7 and the two leaders that belong to the 151st Heavy AA Battery: Do they have to set up within three hexes of the two selected Concealment counters? May they use HIP? Are they placed onboard Concealed at the end of the first German DFPH?

A. No. No. No.

BLASTEM 'N' BURNEM

Advice on using FT and DC

The InterNet ASL Mailing List recently saw a debate on the use of FT and DC, SW that are common in many street fighting scenarios. What follows is based on the various comments posted by some of the contributors to the list, as well my my own personal experience with these weapons.

FLAME-THROWERS

Players are sometimes reluctant to use a FT because they fear the X# which will remove such a potent weapon from the game. There are times when this is reasonable, because the threat a functioning FT poses can sometimes be just as effective as the actual use of the weapon. With a B# of 9, you'd expect to get an average of six shots out of a FT before it malfunctions, and bearing this in mind, unless there is a good reason to save a FT (EG you need to dislodge an enemy who is in Fortified Buildings), a FT should be used against any target that you would use regular fire at. Having said that, I'd still be wary of taking a shot with a FT just for the sake of it, or solely to strip concealment without a very good reason to do so.

Although the FT is a powerful weapon, the only drawback is getting within range. You rarely seem to be able to take out the enemy's killer stack with a FT because that stack is usually powerful enough to have taken out the FT bearer before he has a chance to fire. However, if you force the enemy back as soon as you get in range and he leaves only a HS or 2 to block you movement, then the FT has done its job by default. Being concealed is obviously the ideal way to bring a FT bearer into action, which will go some way to reducing the effect of the -1 DRM a unit possessing a FT suffers.

Any time you do have a specific target in mind for a FT (such as a Fortified Location, or a pillbox), it is generally a good idea to keep the FT out of the front line until you are actually approaching the intended target, so as to minimise the amount of Defensive Fire the FT is subject to.

FT tend to be given to an elite MMC, usually a squad. Giving them to a HS or a crew makes sure the burden of the -1 IFT DRM isn't shared too widely, but if it suffers a K result it's gone and the FT has to be recovered. Crews have the advantage that they can self rally, thus reducing the effect of a failed MC to a degree. Giving them to leaders, particularly -0 leaders, is sometimes

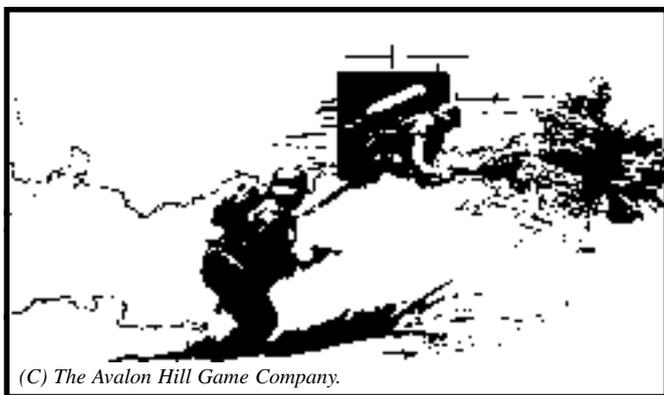
Q

a valid tactic, but leaders are usually more useful rallying troops than carrying a FT and leading an assault. This tends to be an option more for the Germans, who tend to have a lot of leaders, or the Japanese, where rallying is less of a concern. The advantage of using a leader is that it allows you some extra MF for getting them into place for an AFPh shot and/or Assault Moving whereas a MMC might have to non-assault move (out of a gully into a building, for example).

There is also the question of whether to move FT-armed units first or last. Moving them first tends to draw a lot of the enemy Defensive First Fire, allowing other units to approach unmolested, but moving them last tends to minimise the amount of fire thrown at them. Another benefit of this tactic is that if the enemy holds his fire to get the FT, he's not shooting at any of the other units that are moving towards him.

DEMOLITION CHARGES

DCs are often unjustly feared, since



(C) The Avalon Hill Game Company.

in practice they are usually very difficult to place. If the target is too small to prevent you from placing the DC, then you could probably wipe it out in CC or with regular fire combat. If the target is large enough to really warrant the DC, then it'll be tough to get adjacent to place it. No matter how much SMOKE or TEM the placing unit has, the enemy always seems to manage a MC, which is promptly failed, resulting in a failed placement attempt.

One good use, is to inflict casualties on a stack that is already neutralised. Just place a DC into a hex with an all-pinned stack that has already SFF'd or, even better, a stack of broken units.

Apart from an FT, there is probably nothing that can draw fire like a unit about to place a DC. This makes DCs useful both as a tool in which to threaten an enemy position as well as for actual attacks. If your opponent pays too much attention to the DC, you may well be able to get another squad to

get into position. Remember the goal is to dislodge a well placed enemy, and at the end of the day it doesn't really matter the job is achieved by the DC or some other squad which was able to move into position as the enemy concentrated on the DC.

As with FTs, nothing beats an SMC for delivering DC, since they allow you to assault move and place without the need to become CX. The downside of course is the obvious danger you place a leader in in the process.

Throwing a DC can be very effective, and can often catch an opponent unaware. For example, place the DC with a concealed HS, assault move adjacent to the enemy, and throw the DC in during the AFPh. Although not as effective as placing a DC, the initial Defensive Fire is reduced to your concealment, and this can make all the difference between surviving and breaking.

One defensive tactic to consider is to place an (ideally HIP) HS in the upper level of a building, and dropping the DC on a stack that passes by. For example, a unit one level

one of a stone building suffers a 30FP attack with a +3 TEM for the building and a further +3 for the Thrown DC, while the enemy suffers a 30FP attack with modifiers for FFMO/FFNAM and a +2 for the Thrown DC. The attack also leaves 6 Residual FP (30FP, halved for Residual FP, and re-

duced by 2 columns for the Thrown DRM). This can be particularly deadly if you are adjacent to a hex the enemy must enter, such as a stairwell or a bridge.

In the case where the scenario gives you a decent chance of actually using a DC, the scenario layout and progression will determine whether or not you can "sacrifice" a squad (or HS) and whether or not it is actually feasible given the VC and terrain.

WORKING TOGETHER

FT and DC tend to work well as a team. They are particularly good for penetrating Fortified Locations. The FT is Prep Fired to break the Defenders, then a DC unit moves ADJACENT (placing SMOKE first if possible) and places the DC.

A variation on this is particularly effective for breaking thru rowhouse black bars or internal factory walls in *Red Barricades*. The DC is placed against the black bar/factory wall so as to create a Breach (this also

has the effect of causing an Area Fire attack on units on the other side of the black bar/factory wall) and then the FT fires thru the Breach at any targets in the Location. The units can then advance into CC to finish off the survivors. The tactic is even more effective if the DC placer starts concealed. Although placing a DC normally results in concealment LOS, LOS does not extend thru black bars or factory walls, so the placer can retain concealment

CONCLUSION

I'll end with a thought; is there anything more to fear than an elite 448 Japanese MMC with a FT or DC who starts moving towards you in non-Open Ground!

Ω

Continued from page 2

War", and seem ideal for ASL club play. Also included are designer notes and errata and Clarifications. They are available for \$16 (including postage) from William R. Stevens, 4801 S. Elati, Englewood, CO80110, USA. The first 1000 orders receive an additional three tournament scenarios free plus a voucher for a free copy of the next monster scenario, which will be set in Berlin in 1945.

Ω

Continued from page 11

is your chance to do something to help - after all, we all need opponents!

To join THE CRUSADERS just drop a note, with a cheque/money order for £15.00 (£5.00 if under the age of 16 yrs) made payable to "INTENSIVE FIRE" to Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE. Or check the box to join the Association when you send in your completed application form for INTENSIVE FIRE '96 available in the August 1996 issue of *View from the Trenches*.

Please note that enlisting in THE CRUSADERS is not mandatory for attending INTENSIVE FIRE or for receiving *View from the Trenches*.

All those in favour?

Ω

MORTARS

Bill Durrant

With a little thought and preparation (and a fair sized chunk of good fortune) light mortars can be scenario winners. Personally, I relish finding them in my Order of Battle, and am very wary when facing them.

1/2" (counter size) mortars of ≤ 60 mm are defined as Support Weapons and thus, have no Covered Arc and can be affected by leadership modifiers. By their nature they are fairly bulky to haul around the mapboard but can be carried dismantled. Remember that if the possessing unit is stacked with a leader throughout the movement phase, that leader can assist to carry the mortar by adding his 1 IPC to that of the squads. For this reason it is rarely worth instigating double time with a fully functional mortar as the following example explains:

A MMC with a 4PP Mortar stacked with a leader has the normal 6MF available. If the same units were to CX, both the MMC and leader would lose 1 IPC reducing their combined Portage capacity to two. Consequently the double time would increase their MF to 8 but this would in turn be reduced back to 6MF for the extra PPs carried. Consequently you have all the penalties of CX without any extra movement.

Of course, if you do move a mortar remember that it can't be fired in the Advancing Fire Phase.

Due to the constraints of movement of mortars their initial placement becomes vital. As they are cumbersome weapons you must be mindful that should the manning unit break and be forced to rout it will have to leave the mortar behind. In a 'fall back' defence strategy this will more often than not mean losing a valuable asset for the remainder of the scenario - not to mention the embarrassment of having it turned on your own troops.

Accordingly, it may be prudent to find a location not too far forward and/or have a leader at hand to rally the broken unit.

So far it all seems pretty grim for mortars, and to add to this do not forget that they can't be fired from inside buildings (or from dense jungle if you venture into PTO terrain), so there are normally no cosy +2/+3 TEM hiding places for them.

So let's look at some the great benefits of light mortars. Probably the greatest advantage of mortar fire is the reversing of the +1 TEM for woods to -1 due to Airbursts. No longer can the enemy feel safe under the cover of trees. In fact, remaining in woods under mortar fire is only marginally safer than charging directly at them across open ground. As Indirect Fire weapons, mortars

also reduce the TEM by one of units behind a wall or hedge. On top of this certain nationalities mortars can fire smoke and white phosphorus (and Illuminating Rounds if you're brave enough to be undertaking a night scenario!).

With all this mind, you're placement of mortars is critical. They should be positioned to cover as many woods hexes as possible. Setting them up in Brush allows HIP, where applicable, but offers no cover once they are revealed. Woods give obvious cover but if your opponent is lucky enough to have a mortar or two you could end up getting a taste of your own medicine. The same applies to setting up behind walls and hedges/bocage.

My preference is to place mortars in foxholes. If no foxholes are available at scenario start and your mortars are unlikely to see action in the first turn or two, it is sometimes worth the risk of placing them in open ground and attempting to entrench. However, make sure there is some easily accessible



cover close by should these attempts fail.

Another advantage of mortars is their high Rate of Fire. This will be 2 or 3 whatever nationality you're representing. Mortars must obtain a hit before attempting to inflict any damage and as Indirect Fire weapons the To Hit number is found under Area Target Type. However, with a good ROF, hits are not long in coming as acquisition is gained very quickly. Remember that with Area Target Type you can only acquire a hex (rather than a target) and this can sometimes be frustrating as enemy units jump from hex to hex to avoid your acquisition. The fact that light mortars can be bore sighted goes some way to countering this tactic.

Other rarely used benefits of mortars are fire versus AFVs (conducted the same way as OBA - but not to be relied upon for results) and Spotted Fire. Mortars can fire at

units not in their LOS as long as a pre-designated spotter, who is adjacent to the mortar, has a LOS to the target. Obviously the DRM for spotted fire is increased but it does keep your hardware out of harms way. Bear in mind that range potential of Mortars is unique as they have a minimum as well as a maximum range.

Also, bear in mind that a mortar set up HIP and out of LOS of any enemy units, which fires when directed by an HIP observer doesn't lose HIP status. Check the A12.121 table, under the "none in LOS" column. No matter if it is Emplaced or unemplaced, in concealment terrain or not (the latter does not seem applicable here since the unit is HIP), it will lose HIP only when one of the cases listed in "F" applies - firing not being one of them. Nor does the spotter lose HIP either, since spotting is an explicit exception of case "C" loss of "?"/HIP.

Probably the greatest threat posed by the mortar is that of the Critical Hit. Any DR of 2 during the TH process causes a CH. In this case, instead of the IFT value of the mortar being halved for Area Fire, it is doubled. Furthermore any positive TEM is reversed. Thus, what you would normally expect to be a 2IFT attack on a stone building at +3 TEM can become a 12IFT attack at -3 TEM (if using a 50mm mortar). If you then had a DR of 3 on the IFT resolution a non critical hit would result in a Pin Task Check, but a critical hit would result in a 3KIA. Are light mortars sounding more appealing? If the dice roll true then you only need 36 TH attempts before obtaining a critical hit. Indeed, you have just as much chance of obtaining CH as you do of malfunctioning the mortar (although I seem to malfunction them far more times than I get CHs - well, allow me one moan about luck per article).

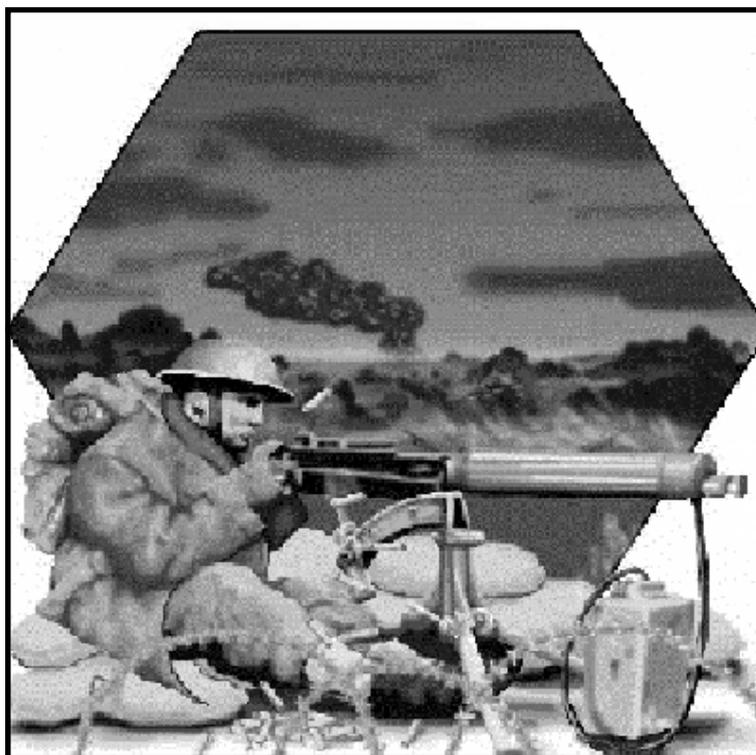
Thus, a well dug in mortar, rolling ROF a few times in a row (with perhaps a critical hit thrown in), raining shells down on woods terrain can be a pretty formidable weapon. I've seen them turn scenarios and demoralise opponents (myself included).

And what to do when you're faced with these monsters? Keep on the move, don't play in the woods, and fire on the possessing units - even a Pin result will make it more difficult for them to hit you.

I recommend that anyone wishing to read an in depth mathematical study on mortar fire, with reference to specific nationalities, should study Robert Medrow's excellent article "Another Shell In The Tube" featured in the *ASL Annual '89*.

Ω

INTENSIVE FIRE '96



INTENSIVE FIRE '96 is an Advanced Squad Leader Convention which is being held at the Royal Military College of Science at Shrivenham (near Swindon) over the period 15th-17th November 96. The Royal Military College of Science (RMCS) traces its origins back to 1772 with the founding of the Military Society of Woolwich. Since 1984, it has been a faculty of the Cranfield Institute of Technology and offers many graduate, post graduate and career development courses.

The aim of the Convention is to provide ASL players with a venue and opponents for both competitive and friendly face-to-face (FTF) play. This is the second INTENSIVE FIRE and after last year's great success, when more than 60 gamers attended, it is hoped that this year will finally put the UK firmly on the ASL scene.

In addition to the wargaming planned for the weekend we are able to offer visits to a number of displays at RMCS that are of

both a historical and wargaming interest. These displays include visits to the College's AFV Hangars, the Small Arms Armoury and the Artillery Sheds. The visits will all take place on the afternoon of Friday 15th No-

vember 96. Players should arrange to arrive by 1300 hours on Friday to ensure that none of the events are missed. Timings are provided elsewhere as a guideline.

THE CONVENTION

This year players will be able to choose how they wish to participate in INTENSIVE FIRE. There will basically be 3 choices: the Fireteam competition, the mini-campaign game, or friendly play.

In the Fireteam competition players will be put into teams of 3 players with each team having to play 3 matches over the course of the weekend. In each match Fireteam players will be able to freely choose from a selection of 3 scenarios which are graded for ease of play; so there will be something for all player abilities. Points will be gained for each Fireteam by the game results of each of the players and there will be a winning team announced at around 1500

PROGRAMME OF EVENTS

- 15 Nov 961300 All players arrive at RMCS
- 1345 Assemble for visits at Whitworth Centre foyer
- 1400 Group A to AFV Hangars
Group B to Armoury
Group C to Artillery Sheds
- 1500 Group A to Armoury
Group B to Artillery Sheds
Group C to AFV Hangars
- 1600 Group A to Artillery Sheds
Group B to AFV Hangars
Group C to Armoury
- 1730 Covention Briefing at Whitworth Centre
- 1900 Rally Phase in Roberts Hall Bar
- 16 Nov 960830 Convention Hall opens
- 0900 Tournament Match 1 starts
- 1500 Tournament Match 2 starts
- 17 Nov 960830 Convention Hall opens
- 0900 Tournament Match 3 starts
- 1400 Tournament competition ends
- 1500 Tournament Presentations
- 1800 Convention Champion presentation
- 1830 Close

hours on Sunday afternoon. Players are strongly encouraged to participate in the Fireteam Competition. Do not feel that it will be beyond your capabilities - the scenarios have been chosen to allow players of all abilities to participate in full.

For those players feeling a little more adventurous and with a desire to lock horns in a titanic struggle there will be a mini-campaign game available for which the organisers will endeavour to match you with an opponent for the weekend. This is especially for those of you who might not normally be able to participate in this type of game due to your personal circumstances.

Finally, for participants who might not be available for the whole of the weekend we suggest you come along anyway and the chances are high that you will be able to pick up a friendly game during your stay.

THE FIRETEAM COMPETITION

The Fireteams will differ from last year's format, in that Fireteams will now be of 3 players and on the application form attached you will find you have the opportunity to request who the other members of your Fireteam will be. Whilst the organisers cannot guarantee that your Fireteam will consist of the players you nominate every effort will be made to place each individual in the team of their choice. Players from abroad or players new to the hobby may not be in a position to nominate other team members. This is not a cause for concern; the organisers will finalise the teams on the Friday evening and will post a list on the notice board at the Convention Centre.

Each Fireteam will play 3 matches over the course of the weekend. In the matches each member of the team has a choice of selecting one of 3 scenarios to play. These he should come to the Convention prepared to play (i.e. with all necessary boards, overlays and full orders of battle for both sides). At the start of the match Fireteam Leaders will attempt to match their team members with players of the opposition who wish to play the same scenario. Once paired with an opponent the normal method of selecting sides and using the scenario balance is applied (A26.5).

In the event of two players being paired together for a match where each selected a different scenario to play, the scenario that is played is the lower numbered of the two. For example if two players are to play each other in Round 3 and one of the players wishes to play ToT18 The Aller Waltz and the other player wishes to play A29 A Meeting of Patrols then they must play A Meeting of Patrols (number 1 on the list).

FIRETEAM COMPETITION SCENARIO CHOICES

ROUND ONE - SATURDAY MORNING 0900 hrs - 1500 hrs

1. Fighting Withdrawal - Survivors of the Soviet 131st Border Battalion attempt to withdraw before the Finns trap them.
Russian vs. Finn Board 21.
2. A22 The Crux of Calais - As the Germans drive towards Dunkirk, the British try and stop them crossing the Marec Canal.
British vs. German Boards 20, 23.
3. VF11 High Danger - Rommel's Panzers counterattack an Australian attempt to drive to the coast west of El Alamein.
British vs. German Boards 26, 27, 28, and overlays H3, D1, D6, S6, S2, S4.

ROUND TWO - SATURDAY AFTERNOON 1500 hrs - 2359 hrs

1. A80 Commando Schenke - German naval commandos storm the Latvian town of Liepaja in the early days of Barbarossa.
Russian vs. German Board 1.
2. ToT32 Denouement - The German 2nd Marine Division attempt to regain control of Visselhovede from the Scots Guards.
British vs. German Boards 5, 12.
3. 59 Smertniki - Fanatical Japanese clash with the advancing Soviet armour blitzkrieg in Manchuko.
Russian vs. Japanese Boards 2, 16, 17, 18.

ROUND THREE - SUNDAY MORNING 0900 hrs - 1400 hrs

1. A29 A Meeting of Patrols - GIs and SS clash on Boxing Day while patrolling on the northern flank of the Ardennes region.
American vs. German Boards 5, 13.
2. CH41 Test of Nerves - Michael Wittman's Tigers clash with British Cromwells in Villers-Bocage.
British vs. German Board 24.
3. ToT18 The Aller Waltz - British commandos launch a night attack to seize a railroad bridge held by the Germans.
British vs. German Boards 35, 40.

SCENARIO KEY

= ASL Module
A = ASL Annual

VF11 = View From The Trenches
ToT = Time on Target

MINI-CAMPAIGN GAME

The mini-campaign game option of the Convention offers you the chance of finding an opponent to sit down with through the weekend to participate in a prolonged trial of strength. This option has been provided especially for those of us who are normally unable, due to personal circumstances, to get to grips with the Historical Campaign Games provided in the ASL system.

On the application form provided please indicate if you wish to have the organisers match you up with an opponent for the Campaign Game. Note you will be asked to state your ASL experience to enable us to

other theatres or campaign games this would be the area to use.

Also available for play will be a set of 'Fog of War' scenarios designed by Philippe Leonard and Pedro Ramis. Each player knows his Order of Battle and victory conditions but not those of his opponent. They are set in France 1940 and the Ardennes 1944, and require the British, French, German and Partisan counters.

An Opponents Wanted noticeboard will be set up in a prominent position in the Convention Centre. Players should note that all items of playing equipment required for friendly games must be brought to the Convention.

CAMPAIGN GAME OPTIONS

1. Tiger Hunt - a mini-CG from *TOT 2*, in which SS and Tigers try to halt the British opening the road to Ostenholz.
British vs. German Board St.
2. Platoon Leader - the CG system from Critical Hit, Inc. Half a dozen different actions are available to choose from.
Various opponents Various Boards and overlays.
3. The Bridge at Cheneux - a CG from *KGP II*, which sees the US 82nd Airborne attempt to eliminate Peiper's bridgehead.
American vs. German Board Ch
4. Gavutu-Tanambogo - A CG from the '93b Annual, which sees US Marines assault two small Japanese-held islands.
American vs. Japanese Overlays OC1, OC2, OC3, OC4, Gavutu, Tanambogo, Gaomi.

match up, as best we can, players abilities. Players will be told before their arrival at the Convention which CG they will be playing and which side they will be playing. They should therefore be able to arrive ready to start the first scenario in order to save time. Do ensure to note on the application form any preference for Axis or Allies in the CG you have expressed an interest in playing.

FRIENDLY FIRE

Players who prefer not to participate in the competitive arena will have an area of the Convention Centre set aside for pick-up games. Should players wish to play more adventurous scenarios or scenarios from

DISPLAYS

It is anticipated that there will be a number of displays and stands at the Convention this year. There will be demonstration figure games being played by the Army Wargaming Association and there will also be the opportunity to purchase a number of ASL related products from home and abroad. So, bring your cheque books and prepare the wife!

COSTS

Entry to INTENSIVE FIRE is free to members of THE CRUSADERS, players under 16, OAPs, and the unemployed. There is a £5 entry fee for other players.

THE CRUSADERS

The British ASL Association

After the great success of INTENSIVE FIRE '95, held at the Royal Military College of Science in November 1995, it is now time for ASL players in the UK to become more of an organised force. To this ends it has been suggested that an ASL Players' Association should be formed. This idea has been mentioned to many of you and, overall, the feedback has been favourable. The proposal therefore is this:

The British ASL Players' Association, THE CRUSADERS, will form with the aim of promoting the playing of Advanced Squad Leader and all of its modules and variants. The Association will be formed of members from the wargaming community of the UK and possibly abroad; should players from other countries be interested. Members of the Association will pay an annual membership fee. For this fee they will get:

1. Free entrance to INTENSIVE FIRE.
2. An annual subscription to *View from the Trenches* - the UK ASL Newsletter containing all the latest news and views of the ASL hobby from around the World and an exclusive THE CRUSADERS Report in every issue.

3. Membership of a British-based AREA Rating System. Submit your results and see your rating grow or fall dependant on your success. For every game result that you submit you will get a reply with your new player rating. The rating system used will be the same as that used by the AREA system in the USA enabling you to compare yourself directly with the real grognards of the hobby over in the States. {Please note that the AREA rating system is not mandatory for games between Association members. It is there purely to add to your enjoyment of the game and if "increasing your points score" is not for you then you do not have to participate in this system.}

4. A 10% discount on all third party ASL products brought from the Association.

5. A forum in which all players can air their opinions on the state of the hobby and life in general!!!

THE CRUSADERS aims also to raise the visibility of ASL within the general wargaming community. We want ASL players to be present and counted at some of the big wargaming conventions that occur within the UK and we want to encourage new and younger players to the wargaming table. This

Food and accommodation is available at the Officers Mess at RMCS. Full accommodation requirements should be entered on the Application Form.

Full room and board is available at a cost of £38 per day. Accommodation is £12 per night, with breakfast costing £5, lunch £10, and dinner £12. If individual meal requirements are less then the prices will be adjusted down accordingly. Thus, players requiring accommodation for Friday and Saturday night, dinner on Friday evening, three meals on Saturday, and breakfast on Sunday will need to pay a total of £67.

A £10 deposit is required from all players, as is any entry fee which must be paid. Players wishing to purchase the convention tee-shirt featuring the logo on page 9 must pay an additional £10. Cheques and Money Orders should be made payable to 'Intensive Fire'.

WHERE THE HELL IS SHRIVENHAM?

For those of you who are not too sure where Shrivenham is located the map should help. The nearest railway station is Swindon and it is recommended that people attending the Convention by this method of transport take a taxi from the railway station to Shrivenham as the rural bus service is irregular.

DRESS

The Officers Mess has certain standards of dress for people wishing to use the public rooms and dining facilities. Dress in the dining room for breakfast and lunch is smart trousers with a jumper. Dress for

evening meals is a shirt, with a collar, tie and a suitable sports jacket (no leather jackets). It is NOT permitted to wear denim jeans in the dining room or public bar areas.

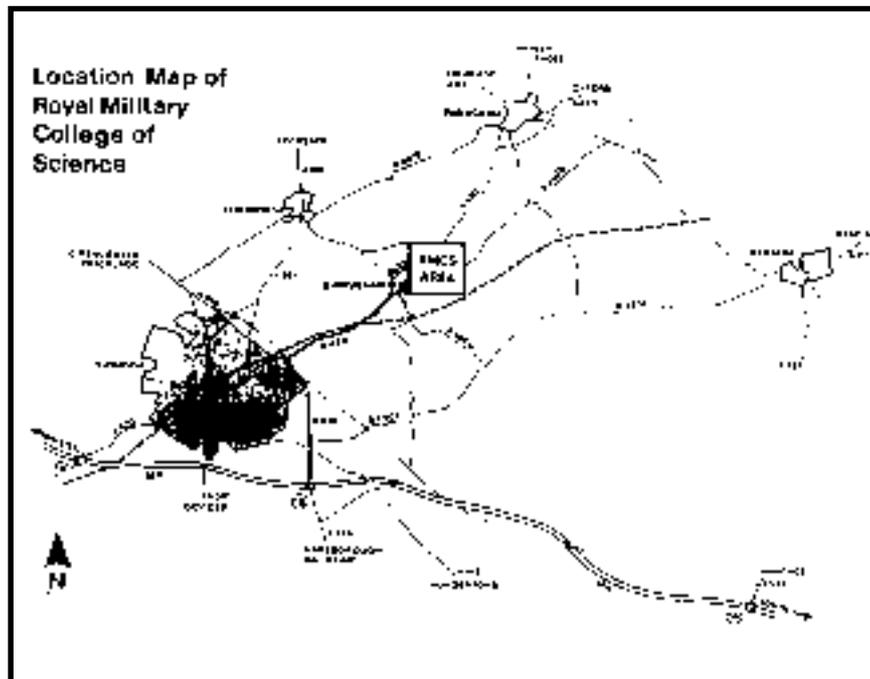
APPLICATION FORM

An Application Form is enclosed with this issue for those wishing to attend the Convention. It would be appreciated if the Form could be completed in as much detail as possible.

SECURITY

The Convention is being allowed to use facilities belonging to the Ministry of Defence. All persons wishing to participate in the Convention must have given prior notice of their attendance using the attached Application Form by 1st October 1996. When on camp players are free to walk around the barracks but are respectfully asked to enter only the Mess or Convention buildings, unless being escorted by a MOD Policeman or a member of the Armed Forces. All vehicles must display at all times the car pass that will be issued on arrival and vehicles must only be parked in officially designated car parking areas. If we wish to use these facilities again then adherence to these simple rules will ensure we are welcomed back next year.

Ω



Continued on page 7

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.

ENGLAND

Neil Piggot, 35 Hebron Road, Bedminster, Bristol, Avon, BS3 3AE
Adrian Catchpole, 120 Somerset Road, Knowle, Bristol, Avon, BS4 2JB
N. Quinn, 23 Haywood, Bracknell, Berks., RG12 7WG
Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ
Steve Crowley, 58 Portlock Road, Maidenhead, Berks., SL6 6DZ
Paul Kettlewell, 15 Willowherb, Watermead, Aylesbury, Bucks., HP19 3FH
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HJ
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
Andrew Dando, 66 Redhouse Lane, Disley, Cheshire, SK12 2HP
Martin Sayers, 38 Syddall Street, Hyde, Cheshire, SK14 1JH
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP
Dave Booth, 47 Duncock Grove, Oakwood, Warrington, Cheshire, WA3 6NW
Andy Daglish, 7 The Spinney, Cheadle, Cheshire
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG
M W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR
Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA11
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW
Michael Rhodes, 10 Ringtale Place, Baldock, Herts., SG7 6RX
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU
Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU
Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH
Jon Williams, 4 Hanbury Drive, Biggin Hill, Westerham, Kent, TN16 3XN
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent
Jeff Hawarden, 9 Laburnum Road, Helmsford, Rossendale, Lancs., BB4 4LF
Shaun Carter, 3 Arnside Grove, Brightmead, Bolton, Lancs., BL2 6PL
Charles Markuss, 23 Melrose Road, Littlelever, Bolton, Lancs., BL3 1DX
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG
Andrew Saunders, 22 Douglas Avenue, Layton, Blackpool, Lancs., FY3 7AL
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ
Steven Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., 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
Lee Brimmicombe-Wood, 128d Barking Road, Canning Town, London, E16 1EN
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, N11 1RF
Dr. Mike Batley, Doctors Mess, North Middlesex Hospital, Stirling Way, London, N18 1QX
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
Robin Langston, 84 Claverton Street, Pimlico, London, SW1

Hugh Kernohan, 6 Parklands Road, London, SW16 6TD
Graeme Johnston, 50A Stapleton Road, Tooting Bec, London, SW17 8AU
Mike Kerfoot, Rugby Tavern, Rugby Street, London, WC1
Michael Chantler, 201 Grays Inn Road, London, WC1 8UW
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW
Derek Jones, 12 Rakersfield Court, New Brighton, Merseyside, L45
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA
Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA10 1AJ
Jackie Eaves, 1 Bowling Parade, Ridgewater Road, Wembley, Middx., HA10 1AJ
Lee Winterbone, 47 Locket Road, Wealdstone, Harrow, Middx., HA3 7NQ
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD
Phil Nobo, 6 Milton Road, Ickenham, Middx.
Chris Courtier, 79 Belmont Road, Wealdstone, Harrow, Middx.
Tristram Maclean, 9 Carlyon Mansions, Carlyon Road, Alperton, Middx.
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB
Mike J. Harker, 22e Richardson Road, Newcastle Upon Tyne, NE2 4BH
Michael Rudd, 52 Woodbine Road, Gosforth, Newcastle Upon Tyne
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT
Geoff Gower, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts.
Tony Hayes, 11 Upper Fisher Row, Oxford, Oxon, OX1 2EZ
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
Paul Case, 43 Exeter Road Caravan Site, Wellington, Somerset, TA21 9QA
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA
Derek Totcher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Derek Briscoe, 129B Melfort Road, Thornton Heath, Surrey, CR7 7RX
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3UE
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF
Ivor Gardiner, 27 Taylor Avenue, Kew, Richmond, Surrey, TW9, 4EB
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Steve Granger, 23 Winterton Road, Birmingham, W. Mids., B44 0UL
Andy Baker, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
Tim Collier, 71 Kinross Road, Leamington Spa, W. Mids., CV32 7EN
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Kevin Crockery, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP
Bob Groves, 56 Hall Orchards Avenue, Wetherby, W. Yorks, LS22 6SN
Toby Pilling, Cedar Court, Brookfield Close, Winterbrook, Wallingford, OX10 9EQ
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, CO11 1QE

SCOTLAND

Richard Adams, 14a Hill Street, Inverkeithing, Fife, KY11 1LP
Steven Trease, 67 Gairn Road, Aberdeen, AB10 6AP
Paul Saunders, 59 Grampian Gardens, Arbroath, DD1 4AQ
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA

WALES

Nigel Ashcroft, 5 Grasmere Way, Chepstow, Gwent, NP6 5SS
C. Jones, Deer Park Lodge, Stepside, Narbeth, Pembrokeshire, SA67 8JL

IRELAND

G. Ferguson, 42 Rydalmerne Street, Belfast, BT12 6GF

If there are any mistakes, please let me know so I can correct them for the next edition.

Ω

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 10 in early October.

VIEW FROM THE TRENCHES is a bi-monthly British ASL newsletter. It costs £1 per issue, (Europe £1.50, other overseas £2) with a year's subscription costing £5 (Europe £7.50, other overseas £10). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see how many more issues they are due.

A few copies of issues 5 onwards are still available for the same price as a regular issues. All material from previous is-

ues is available at the VFTT Web Site.

VIEW FROM THE TRENCHES
49 Lombardy Rise
Leicester
LE5 0FQ

E-mail:
100665.267@compuserve.com

World Wide Web Home Page:
http://ourworld.compuserve.com/homepages/Pete_Phillipps