

VIEW FROM THE TRENCHES

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PREP FIRE

Hello and welcome to the new look *View From The Trenches*.

So why the new look? Well, Leisure Games have been stocking *VFTT* for the past three months, and I thought that a more professional, magazine look was required. I wanted to take *VFTT* in such a direction eventually anyway, and this seemed like the right time to do so. I was going to start the new year with the new look, but I decided that *INTENSIVE FIRE '96* would be as good a time as any to launch the new look, especially with overseas players attending - hopefully, the new look will impress them more than the old, and convince them to subscribe.

Anyway, the new look is partly to blame for this issue being released at *INTENSIVE FIRE*, rather than some time in October. A major hold up was my computer not working properly for several days, which was only solved after I had re-installed all my programs (some of which had been lent out to other PC users I know) and reset everything :-). It made me realise how dependant I am on my computer, and I hope I NEVER have to go through such problems again :-). I also had some difficulty in getting hold of replacement toner for the laser printer. So many computer firms stock the printers but not the toners, so once you run out getting a replacement is a nightmare :-). Oh well, I'll know better next time. Finally, the increasing use of graphics in the magazine slows things down, as I'm no graphics wizard :-). The writing bit is easy, as I've been using word processing programs since 1983, but I've only recently started to play around with graphics programs. Klaus Fischer, one of *Critical Hit's* staff artists, has offered to help out here occasionally, so that should ease my work load a bit in future though. Finally, there are times when I'm just "a lazy sod. I can't even be bothered!" to quote the Sex Pistols :-).

A number of you have asked me for copies of the early issues and scenarios, but until now this hasn't been possible, as I only ever produced enough of the early issues to send to subscribers. For *INTENSIVE FIRE '96* I decided to reprint limited numbers of them so you can all get hold of a complete set of *VFTT*. There are also a number of other *VFTT* products in the pipeline, so get your petty cash ready :-).

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.

VIEW FROM THE TRENCHES is the bi-monthly British ASL journal. It costs £1 per issue, (Europe £1.50, other overseas £2.50) with a year's subscription costing £5 (Europe £7.50, other overseas £12.50). 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.

Issue 12 will be out early in the New Year.

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.

A few copies of previous issues are still available for the same price as a regular issue. Most material from previous issues is available at the *VFTT* Web Site.

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INCOMING

Volume 30 issue 6 of *The General* is out now. Unfortunately, the slated ASL article, (a Mark Nixon piece on Snipers) was too big to fit, so we only get two scenarios this time :- (“Point of the Sword” is a reprint from the now defunct ‘zine *Backblast*, in which Canadian commandos must grab Fortified Locations from the Germans, while “A Helping Hand” is a bocage scenario.

Action Pack 1 was released at Oktoberfest, the premier US ASL convention. Priced \$19.95, it includes boards 42 and 43, 8 scenarios, and an OBA flowchart. *Pegasus Bridge* is scheduled for release on December 1st, with an expected cost of \$30.00. As MMP head honcho Brian Youse notes elsewhere though, this is probably a little optimistic.

Critical Hit 5 is out now, with a new format and layout [just like VFTT - must be contagious! - Pete]. The articles concentrate on the play of ASL this time ‘round. A dozen new scenarios are included, and are printed on white card stock separate from the magazine. As a bonus there are also seven colour counters included. The changes mean that CH now costs \$12.95 (plus \$2.00 shipping and handling, \$3.00 in Canada and \$4.00 overseas).

They have also teamed up with DAGGER’s Kurt Martin again to release *Rout Pak II*, a further set of revised and updated *Rout Report* scenarios. This time they have included “The Noose”, “The Debt Repaid”, “Distinguished Service”, “The Knife Edge of Defeat”, “Brandenburger Bridge”, “Cushman’s Pocket”, “In the Samurai Tradition”, “Riding Shotgun”, “He Who Hesitates” and “King’s Dash”. It costs \$10.00 (plus \$2.40 shipping and handling in the USA and Canada, \$4.50 overseas). Both are available from Critical Hit, 88 Lodar Lane,

Brewster, NY 10509.

Out about now from Heat of Battle is *King of the Hill*, a CG which covers the battle for Hill 112 during the Normandy campaign. Wide open terrain guarantees high casualties on both sides as SS Tigers, Panthers, Crocodiles, Churchills, Achilles, 88’s, Nebelwerfers, creeping barrages and Typhoons (a new kind of plane) clash. The 50x28 hex map is printed on the same 80-lb. stock paper as *RB* or *KGP*. The game includes ten scenarios and also features an innovative method for determining CPP allotment.

God Save The King, a CG which covers the battle for the bridge at Arnhem, is being re-released at the same time with a revised 28x20 map and CG. The new map offers significant improvements over its predecessor, including clear centre dots, better buildings, and an increase in the level of detail in general (for example, the bridge now shows the traffic lanes and sidewalks). In addition to the CG, there are seven scenarios.

Both cost \$20.00 (plus \$2.00 shipping and handling, \$4.00 outside continental US). Anyone who already owns GSTK can buy the new map and errata/Q&A for \$8.00 (shipping and handling included). Chapter dividers for both can also be ordered for \$4.00 each (plus \$1.00 shipping and handling unless ordered with a module). Send orders to Heat of Battle, PO Box 15073, Newport Beach, CA 92659, USA. They are also reminding anyone who placed an advance order that they only cash cheques upon despatch, so make sure you have the money in your account.

Kinetic Energy (the boys behind *Time On Target*) have delayed the release of the *German Rare Vehicles Package* until the late fall/early winter so they can spend more spent playtesting the scenarios “in our desire to uphold the high quality standards that everyone’s now used to from us”. They hope to have an official support page on-line soon,

which will feature all the latest errata, Q&A, After Action Reports, links to other on-line ASL sites, and information on upcoming stuff as it becomes available.

While on the US west coast, a new publisher has appeared there - Front Line Productions. Their first release, due any time now, is *Baraque de Fraiture*, a historical mini-module based on the action there in the Ardennes (as featured in scenario G26 “Parker’s Crossroads”. *BdF* contains a full colour professionally printed 22" x 33" mapsheet of the historical terrain at the crossroads and 9 two-colour scenarios on cardstock (two of which use regular ASL boards). Also included is a booklet with an historical overview (complete with maps, OB’s & photos), designers’ notes, bibliography and a short editorial. *BdF* costs \$15 (plus \$3.00 shipping, \$5 for non-US buyers; all shipping is reduced by \$3 until X-Mas) and is available from Front Line Productions, PO Box 10345, Glendale, CA 91209-3345. Additional modules are in the works for 1997.

Another new group, the Tampa Bay ASL Group, have released *Schwerpunkt*, a scenario pack aimed squared at the tournament level. It contains 12 new scenarios with analysis and designers notes. They cost \$10.00 (plus \$3 handling, \$5.00 for non-US buyers) and are available from Sherry Enterprises, PO Box 3, Ruskin, FL 33570.

ASL News 31 has still not been printed as editor Philippe Leonard has been let down by his printers again. He hopes that subscribers will bear with him, and says that nobody is more disappointed by the delay than he is.

Expect Neil Stevens to have copies of the third party ASL stuff for us UK ASLers soon.

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THE ASL RENAISSANCE

Brian Youse

People have been asking for the status of our current projects. Why not, it is only 5am in a freezing basement, so here is my idea of MMP’s “queue” and the status of these projects. Please note, this is not set in stone, no release dates are suggested. Don’t bother calling AH’s ordering department, they won’t know what you are talking about when you ask for *AP 2*.

IN THE WORKS

Pegasus Bridge. Four scenarios down,

two to go. CG playings in progress, working OK. And the map, ah the map. Kurt Miller at AH has done a good job on it. We found about 10 hexes which we want to clear up, but other than that it is ready for paste up. I can’t wait to see his next map, each has gotten better and better. The counters are being worked on, and the Chapter H revisions being written, rules are “mostly” done, down to the revisions/fix holes stage. Things are going well. I am still hoping to hit the goal of “out by Christmas”. It’ll be tough

but possible.

JUST STARTING

Blood Reef: Tarawa. Steve, Eddie, and the boys have added the third beach and more goodies to spice this puppy up. We’ve been through the entire rules and “ASLed” ‘em up a good bit. Working with Steve and Eddie has been a dream, we’ve got playtesters lined up, I’d say things are progressing nicely.

Action Pack 2. Ken Dunn is furiously

making the minute changes to the maps that we keep suggesting. Ken's a good guy who takes it in stride every time we say "that building should be here". We'll have to pick two of three boards for the pack, map a) a new village board, just the kind of thing to shake the board 3/10 doldrums. b) a monster hill-village board, Ken just revealed this last night and it was an instant hit. c) a PTO stream board. We have at least 6 scenarios lined up already and are expecting many more from some guys like Sisler, Shelling, and the "Ohio boys".

SASL HASL. You bet! Carl Fago, our volunteer co-ordinator of *SASL HASL* development and playtest has not informed me of the status, but I know that if you're interested in playtesting, have ideas on play/design, whatever you should drop him a line at fago@yankee.com [or contact me to pass on details if you're not on-line - Pete].

Late breaking news! MMP, Kurt Martin and Don Petros finally bring peace in our time as the contracts for *The Third Bridge* are completed. How this will work with *BR:T* is unknown, but with enough playtesters at least most of the work can be done simultaneously! Perhaps it is time to stop calling *TTB* the best module never published? Minimum of early '98, possibly summer. Before you all start to howl, look at how much you'll have in '96/'97 to keep you busy! 8)

THE GENERAL AND THE ANNUAL

Editor Stuart Tucker wants two ASL scenarios and an article every two months. We're not willing to support that volume, plus our projects which we're interested in working on. Add to that the fact that we won't print anything without playing it ourselves (a good thing to do in my opinion) and you can see our problem. 12 scenarios for *The General*, at least 14-20 for the Annual, and say 8 for a module, and 8 for an Action Pack. While we're up to something like 20 playtest groups now, that is a boat load of scenarios!

So, Stuart and I (or MMP) agreed that we'd provide one new scenario, one fanzine reprint, and one new article. That eases our burden a good bit. Whew, I didn't want to go into that detail but you guys have a right to know, I guess, what's in the future.

The '97 Annual scenarios have been distributed to the playtesters, and about 1/2 of the articles are finished. It's gonna have some kewl stuff, plus a wunderbar goodie.

THE QUEUE

The rest of the stuff which is back burner right now, but status can change on a whim...

a) *Armies of Oblivion*. At best, this won't see print until '98. Curt [Schilling, US baseball pro and ASL player] is outta work for about 4 months, so we'll see some progress here as he spends that time digging into this daunting pile of data we've been accumulating from various people/places. After *BR:T* and *TTB*, it will become our main priority, surpassing all others. Hopefully with the likes of Martuzas, Leonard, Ramis, and Neukom deeply involved in the project the research phase should be smooth as glass. And I still need to write Pedro Ramis. Pedro, if you see this, I haven't forgotten! Ken Dunn, our playtest map guy, is working on 4 maps for this module and for the Spanish Civil War module (see below). I want this *AoO* to be as large as *BV* but with more scenarios since it'll have no new rules - just chapter H.

b) *HASL* - we had three submissions at DonCon, plus one in Italy from some dudes in Canada.

c) When I get off my butt and talk to Pedro, I'm sure *Stonne Heights* will be way up on the list. Cool 1940 *HASL*? Gotta be something I'd like...

d) In my free time, I'm looking over subs for *Intro ASL*. I've got an outline and an idea, perhaps it's time to talk to AH... Thanks Sam and Pete for the subs/ideas on the topic!

e) *Spanish Civil War* - we got a waaay cool submission, a module for the Spanish Civil War. The authors are not primary-English speakers, so there is some major work involved, but it looks hot! I tried to bump it up in the schedule, but the other MMPers shot me down 8(I expect it will come with one or two maps.

SUBMISSIONS

I'd like to clear up something for those of you who have submitted articles/modules/scenarios to MMP at any time during our existence. We now pay for submissions once that submission is published. Even if we didn't talk about payment when you submitted your article/scenario/whatever, we will pay you for that submission. We currently use the going AH rate, \$9/10" text column and \$25 per scenario. Modules are handled on a by-submission basis. I'd like to emphasise that you will get paid when the piece is published, not upon submission.

Along these lines, our policy is that articles/scenarios become the property of MMP once submitted. We will be glad to return your submission if we reject it for any reason. If you actually submit something physical, then send a SASE to make sure you are returned this submission. If you emailed a submission (preferred method, by the way,

for articles/scenarios) then it'll be a verbal "we are rejecting your piece and returning it to you because...." Quite frankly, we've only rejected a few things for lack of historical backing.

We're not evil, we understand that your article is yours, but the above is necessary since we pretty much set the wheels rolling on most submissions as soon as they are received. We don't want to be in a position where we invest a lot of playtest time into something and then have you request it back for a "bigger/better deal" elsewhere.

Which leads me to the next topic: Time. We've got a fairly bulging scenario hopper, but there is always room for more (especially the unusual). And we've got a few things in the queue at the moment, so whatever you submit will take time. Please be patient. I understand that everyone wants their baby printed now, but the problem is that everybody wants that! Generally, if something really "cool" comes in (MMP definition of cool), we'll try to get it out as soon as possible, but most stuff enters our "queue" which is, by necessity, "first in, first out".

We're always looking for playtesters. Potential playtesters should have a group of two or more players, be prepared to play an average of once a week, and able to send playtest reports on a regular basis. The playtest co-ordinator for each playtest group that contributes on a regular basis will receive a free copy of the final product and other members of the group can buy it for half price (plus P&P).

Well, that is all I can think of now, I'm sure I've probably missed some. You can see our plate is pretty full for a while, but don't let that deter you. If you've got an idea for an article/scenario/module, drop me a line (at 8191 Turn Loop Road, Glen Burnie, MD 21061, USA, or email me at byouse@erols.com) and we'll discuss it. It may be a while 'til we can get to it, but that just gives you lots of time to design it!

Gotta run, my fingers are blue and typing is damn near impossible. Time to break out the space heater...

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CLEARING AWAY THE SANDS OF WAR

Matt Romey

Being the proponent of desert scenarios that I am, and seeing that some people don't play them merely because they are intimidated by the rules, I offer this, a plain English version of Chapter F. I hope that it helps people to delve into Chapter F, and will promote play of what could be my favourite ASL theatre.

Remember when reading this that most scenarios only use a few of these rules at any one time (hammada and scrub excepted) so I would recommend using this as a reference instead of trying to memorise the whole thing at once. Same goes for the Chapter F movement chart - hell I don't even have the Chapter B movement chart memorised, so if they changed some of the MF/MP for desert, I hardly noticed. I just refer to the chart.

Also, once you know the rules as I've presented them here, you'll see how clear and helpful the diagrams and charts in Chapter F are. Try to figure them out after reading this, and see if I'm not telling the truth.

OPEN GROUND (F1)

The basic rules are the same as normal Open Ground, but the desert ground was harder, so there are a few differences:

ENTRENCHING: There is a +2 DRM towards entrenching attempts (F.1B).

GUNS: Guns may not emplace in Open Ground (F.1A).

MOVEMENT: Vehicle movement rates are slightly different. Check the Chapter F movement chart.

SCRUB (F2)

Basically Open Ground which is also Concealment terrain. It does not negate FFMO/Interdiction. Also, Guns may emplace and set up HIP.

HAMMADA (F3)

Again basically Open Ground with some minor differences:

TEM: Considered Open Ground, with an additional -1 TEM for HE attacks vs. unarmoured targets (F3.4).

IMMOBILISATION DR: Hammada can Immobilise a non-fully-tracked vehicle. Roll each time a vehicle enters a Hammada hex, or an Open ground hex adjacent to a hammada hex. A DR of 12 immobilises the vehicle, modified thusly:

+1 if in the hammada hex (as opposed

to adjacent)

+1 if a truck ≥ 4 tons *and not British*

-1 if vehicle expends twice the normal MP in that hex

Bottom line - Fully tracked vehicles are not affected. For all other vehicles, as long as you stay out of the actual Hammada hex and use double MP in adjacent hexes, you never have to roll for immobilisation (except for big trucks). I would recommend using the double MP rate as often as possible. So this rule ends up being easy - you hardly ever use it. Also, check out the nifty Hammada Immobilisation chart (F3.31).

DEIR (F4)

This is level 0 Open ground with some minor exceptions:

MP: Vehicles expend 1 extra MP to exit a deir (F4.3).

LOS: Entrenched/Emplaced units in the interior of the deir (I.E. not adjacent to the edge) have LOS only one hex beyond the edge of the deir. They of course have LOS to higher levels as well, including hillocks, which are at 1/2 level. If the unit is not Entrenched/Emplaced, LOS is determined normally (F4.4).

TEM: If you are firing at a target in a deir, it gets a +1 TEM (or is HD if a vehicle) unless you are adjacent to the deir or at a higher level (including a hillock) (F4.5).

HILLOCKS (F6)

I believe the confusion here arises from the LOS rules (F6.4). But there are really only a few cases to remember. Look at the diagram below paying close attention to units A and B (assume all hillock overlays are placed at level 0).

Unit A is on hillock X (whether Entrenched/Emplaced or not), unit B is adja-

cent to hillock Y, non-Entrenched/Emplaced, unit C is neither on nor adjacent to a hillock, whether Entrenched/Emplaced or not, and unit D is adjacent to hillock Z, non-Entrenched/Emplaced.

Both units A and B have LOS across two full hillocks (Y and Z) (for unit A don't count hillock X as one of the two) up to the first non-hillock hex past the second hillock (where unit D is above). For units A and B to see unit D, unit D must not be Entrenched/Emplaced. Other than that, units A and B can see all units, Entrenched/Emplaced or not, between themselves and unit D.

Unit C can see hillocks Y and Z, but generally not past them, with the reciprocal of A and B being the exceptions.

That's it. You may think that there are other LOS paths you can trace, but there are not. The reciprocal LOS rule negates the need for any more rules. Easy, eh? Also check out the Hillock diagram in the rulebook, it's very helpful.

TEM: Unit B would get a +1 TEM (or HD if a vehicle) to fire traced through hillock Y (unless the fire originated from a higher level, of course) (F6.5).

WADI (F5)

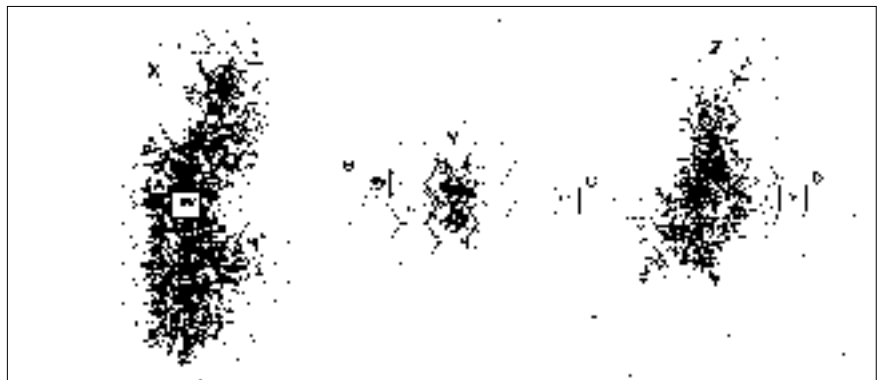
This is the one everybody hates, "why couldn't they just make them gullies?" But they are gullies, with some minor, simple exceptions And don't be fooled by F5.2 (MF/MP). It is a clarification of Depressions in general on a hillside, not just wadis. The rules for changing levels with Depressions in play are very logical. Movement on board 25 can be convoluted and complicated, and if you don't like board 25, don't play on it. I often don't. But that has nothing to do with Chapter F.

Most of the ways a wadi is different from a gully:

1. Trucks do not bog when exiting (F5.21).

2. Infantry in crest status can fire any SW without penalty (this mainly affects HMG/MMG) (F5.41). Guns can gain crest status, too, even when unhooking (F5.43).

3. Vehicles can become HD by gain-



ing crest status (F5.42). Think of it as the vehicle goes part-way into the wadi, with the superstructure sticking out. It can provide formidable cover in a basically cover-less environment. They can enter HD crest status in two ways, from inside or outside the hex, both of which are simple:

a. from outside the wadi hex, they can enter the wadi hex across a wadi hexside, pay for COT (but not paying the cost of the wadi), then stop. So for a typical wadi, it would cost a fully-tracked vehicle (in Motion) 1 MP to enter the wadi (COT = Open Ground), and 1MP to stop, a total of 2 MP. That's it - he's HD.

b. from inside the wadi hex, act like you're moving the vehicle out of the wadi across a wadi hexside, but don't pay the cost for the next hex - only the cost for change in elevation (usually 4). So it would cost a fully-tracked vehicle (in Motion) 4 MP (higher elevation) and 1MP (stop) which is 5 MP.

Both of these can also be done in reverse movement. Thus there are rear and front HD counters. Obviously, if you are IN a wadi and start to drive out forwards, use a front HD counter. Likewise, if you are outside the wadi, and start to drive in forwards, use a rear HD counter because the butt of the tank is now up against the wadi wall. Etc, etc, etc...

SAND (F7)

Yet another terrain similar to Open Ground but with a number of exceptions:

MOVEMENT: Infantry 1 + COT = 2 MF usually, vehicles 2 (or more) + COT, see the Chapter F divider for a complete list.

Each of the above is reduced by 1 MF/MP if the conditions are Mud or hard sand. Beaches are often hard sand, by the way (F7.3).

BOG IN/ADJACENT: The way I remember this rule is that a fully-tracked vehicle with Normal Ground Pressure bogs on a DR of 12 in a hex adjacent to a Sand hex. Adjust it from there based on the Bog DRM chart, e.g. +1 for high ground pressure, +1 for half-tracks, etc. Note that only the DRM's listed on the Sand Bog DRM chart apply! (F7.31).

TEM: Open ground, but Ordnance/OBA FP is halved (F7.4).

FORTIFICATIONS: (F7.42) a. No pillbox, trench or sangar counter may exist in a sand Location.

b. Emplacement/Entrenchment TEM are halved in sand Locations (EX: Foxhole = +1/+2).

c. The +2 DRM to entrenchment attempts that are normally in place during desert scenarios are not used in sand. Thus, it's easier to dig a foxhole in sand, though it doesn't provide as much cover as normal.

SAND DUNES (F7.5)

When reading the rules in the rulebook, remember that there is a difference between sand dune hexes and Dune Crest hexsides. Sand dune hexes are treated as normal sand hexes. Dune Crest hexsides are the brown hedge-looking hexsides, and are treated as a 1/2 Level obstacle, and provide a +1 TEM to fire that is not from a higher elevation (the difference between a Dune Crest and a hedge is that you can't gain wall advantage by a Dune Crest, and a hedge often gives cover to fire from a higher elevation).

The whole SD overlay is defined as either Low or High. Low SD are at Level 0. A SD overlay defined as High is considered entirely at Hillock level (thus, a 1/2 Level Dune Crest on top of a 1/2 Level "hillock" is a Level 1 obstacle).

SANGAR (F8)

Pretty much like a foxhole, with the following exceptions:

TEM: +1 to all attacks except OBA, which is +3. This is signified by +1/+3 on the counter. This is slightly different than the notation on an Entrenchment counter, which offer equal protection against OBA and OVR.

ELIMINATION: If a sangar is overrun by a fully-tracked vehicle, and the vehicle survives the overrun still mobile, the sangar is eliminated along with any Gun in the sangar. This is a pretty brutal rule, which I think discourages one from putting a Gun in a sangar. Maybe someone can think of a reason to do that, but I can't.

Also, a unit can move from inside a sangar straight under an adjacent trench counter.

DESERT HINDRANCES (F9)

This section looks like a mouthful, but it's not really that bad. The thing to remember is that you will rarely use more than one or two of any of these rules in any one scenario. So there is no need to memorise all the Desert Hindrances; I haven't. Before play read which ones are in effect (as defined by SSR), look up the given rule(s) in the rulebook and commit them to your short-term memory. I usually do a few practice dust DR to get the hang of it, and once I do that it's easy. So you can use this sheet as a reference.

The important thing to note about Desert Hindrances is that many are Low Visibility (LV) Hindrances (E3.1). Note the difference between normal Hindrances and LV Hindrances: normal Hindrances cancel

FFMO and Interdiction, while LV Hindrances do not. DLV is short for Desert Low Visibility, a sub-category of LV Hindrances.

SUN BLINDNESS

This causes a +2 DLV Hindrance to TH and IFT DR when looking into the sun (see diagram on page F13 for the "sun CA"). Obviously if it is early morning then the sun is in the east, and if it is late afternoon the sun is in the west (F11.61).

HEAT HAZE

Normal Heat Haze (F11.62):

- Infantry targets: Causes a +1 DLV Hindrance for every range of 6 hexes (FRU) beyond 12 hexes (EX: 0-12 = 0 DRM, 13-18 = +1, 19-24 = +2).

- Vehicular targets: Causes a +1 DLV Hindrance for every range of 12 hexes (FRU) beyond 24 hexes (EX: 0-24 = 0, 25-36 = +1, 37-48 = +2).

- Aerial: +1 DRM to Ground Support attacks, regardless of range.

Intense Heat Haze (F11.621):

- Infantry targets: Causes a +1 DLV Hindrance for every range of 6 hexes (FRU) beyond 6 hexes (instead of the 12 above) (EX: range 0-6 = 0, 7-12 = +1, 13-18 = +2).

- Vehicular targets: Causes a +1 DLV Hindrance for every range of 12 hexes (FRU) beyond 12 hexes (instead of 24 above) (EX: 0-12 = 0, 13-24 = +1, 25-36 = +2).

- Aerial: +2 DRM to Ground Support attacks, regardless of range.

Both levels of Heat haze cause a +1 DRM to an aircraft's Sighting TC.

DUST

Note that Light and Moderate dust are DLV's, while the more extreme Dusts are LOS Hindrances, and thus negate FFMO. Also note that Light and Moderate dusts are slightly different than most LV Hindrances in that the Hindrance DRM applies to Interdiction attacks, so they don't prohibit Interdiction in an Open Ground hex, but they do modify the Interdiction DR. Dust does not effect either Fire Lanes or Residual FP.

Light Dust (F11.71) - DLV Hindrance = subsequent dr halved (FRD). At night starshell range is reduced to 2 and IR reduced to 4.

Moderate Dust (F11.72) - DLV Hindrance = subsequent dr halved (FRU). At night starshell range is reduced to 2 and IR reduced to 4.

Heavy Dust (F11.73) - LOS Hindrance = [subsequent dr halved (FRD)] + [range halved (FRU)]. Vehicles expend 1 extra MP to enter a new hex. At night starshell range is reduced to 1, IR reduced to 2, and Blaze range is 1 per Level.

Very Heavy Dust (F11.731) - LOS Hindrance = [subsequent dr halved (FRD)] + [range]. Vehicles expend 1 extra MP to enter a new hex (2 if BU). Units may not Double Time. All Recovery dr receive +1 DRM. At night starshells illuminate no hexes, IR only it's own hex, and Blaze range is 1 per Level.

Extremely Heavy Dust (F11.732) - LOS Hindrance = [subsequent dr halved (FRU)] + [range]. Vehicles expend 1 extra MP to enter a new hex (2 if BU). Units may not Double Time. All Recovery dr receive +1 DRM. B/X numbers of all units are lowered by 1. At night neither starshells nor IR illuminate hexes, and Blaze illuminate it's own hex only.

VEHICLE DUST (F11.74) - Placed in the hex just exited by a vehicle if it expended 2 or less MP in the hex entered. It basically follows the vehicle around until the end of it's MPH. If it is present at the end of the vehicle's MPH, it remains until the next friendly player turn. It's effects are the same as drifting dispersed smoke.

There are two types of VD counters, one for vehicles in Motion, and one for vehicles not in Motion. The only difference is that the Motion VD counter is removed in the MPH the next time the vehicle moves, and the non-Motion counter is removed at the beginning of the next friendly PFPh. Not much difference, but it can sometimes matter if you want to fire in you PFPh.

Note that VD counters do not exist in Heavy winds, thus can be removed if the wind picks up. Also, if the vehicle is wrecked, the VD counter is not removed immediately. The VD is still removed during the next friendly player turn. If a vehicle in Motion is wrecked, replace its Motion VD counter with a non-Motion VD counter (as it is no longer in Motion!).

Tactical tip: VD counters can be crucial in providing adequate cover for an advance. One technique that sometimes works well is to move tanks in Platoons of 2-3 tanks using Platoon Movement (D14) (some may think that this is reserved for radioless AFV's, but D14.23 states that all AFV's may use this movement if they wish.). Since they are moving together, the dust from one AFV can provide cover for the other(s). It might decrease the movement rate of the platoon a little, but if that's not an issue, give it a try.

FFE: The Hindrance caused by FFE changes when dust is present. See F11.75 for a nice summation of the effects on different types of FFE's. I can't sum it up better here, so I won't.

HEAVY WINDS: If Dust and Heavy Winds are in effect, fire directly into the wind is subject to a +1 DLV DRM (F11.761) (Don't forget this rule in "Khamsin"!).

TRENCHES

MISCELLANEOUS RULES

DVP: Desert Victory Points are slightly modified to reflect the increased importance of vehicles. The DVP value of vehicles are usually printed on the scenario card for easy reference (F.3).

ROUTING: Units don't have to rout to woods or buildings in the desert, since there usually aren't any (F.1C). Units are eliminated for Failure to Rout only if the unit forcing it to rout is within six hexes of it (F.1C). Surrender may not be refused (i.e. No Quarter is never in effect) (F.5).

MINEFIELDS: Minefields are not hidden in the desert, but are represented by generic minefield counters at the beginning of the scenario which hide the value of the minefield factors. Some of these markers can

be "dummy" minefields, placed in order to bluff the opponent (F.7).

VEHICULAR SMOKE: Chapter F introduces a new type of vehicular Smoke grenade. Only OT or CE Closed-topped vehicles may use them. A CE vehicular crew may place a 1/2" Smoke counter in the MPH on a dr ≤ 2, and a BU OT vehicular crew can do so on a dr = 1. It is treated as a normal 1/2" Smoke counter (F.10).

REVERSE MOTION: Vehicles may now remain in motion when moving in reverse (F.11).

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THE DAY OF HIGH DANGER

10 miles west of El Alamein, 31 October 1942: As the 9th Australian Division advanced westwards, a German held salient in the north projected into their lines. To hold Rommel's attention, it was decided that the division would advance northward to the sea to pinch out the salient. After heavy fighting, they were stopped just short of the coast, leaving a narrow tapering salient running north to south. At 1230 hours elements of the 21st Panzer Division attacked, hoping to eliminate this threat.

The above is the introduction to "High Danger", the first scenario presented in *VFTT* (and reprinted earlier this year in *CH4*). The growing popularity of the InterNet ASL Mailing List has lead to many gamers posting After Action Reports (AAR) every time they play a scenario. What follows is based on information from several such AARs, and I hope it will be of some use to anyone attending Intensive Fire '96, in which "High Danger" forms part of the Fire Team competition.

THE SITUATION

For those of you who haven't seen it, "High Danger" can best be described as a mini-"Khamsin", played over three desert boards, with light dust and extreme heat haze in effect. There are some sand and deir overlays, plus a small hillock whose summit is the victory hex. The Australians get six 458s, a pair of 2 pounder AT guns and a 3in MTR, and receive three Valentine IIs on turn three of a six turn scenario. The German force consists of four Panzer IIIs, a Panzer IVF2, a Marder, four half-tracks, four 468s, and a couple of leaders. To help soften up the Aussies they also get a pre-game Bombardment. They have to charge across two boards and snatch the summit away from the defenders on the third board.

A STORM IN THE DESERT

The definition of "half-decent shot" is very different in the desert: "Well, a 4 To

Hit's not too bad if I can get lucky on the Dust dr". Heat Haze, Dust, and Motion tend to combine to give such high TH DRM that it becomes tough to hit a barn door! Tough, but not impossible. Especially with 2 or 3 ROF weapons, such as the 2 pounders in "High Danger". The chance of a hit may be small, but with even average ROF, the cumulative chance of a hit and kill soon rises.

Don't let the possibility of a high DRM put you off firing too much. It's all too easy to think that firing is pointless, but if you aren't careful, you'll find the enemy has closed, and you suddenly don't get ROF, and before you know it he is overrunning you (figuratively and possibly literally).

Talking of which, OVR in the desert is a bit odd in that (if I'm reading this correctly) the Dust dr applies to OVR attacks (which take place on the IFT), but not to CC Reaction Fire (which take place on the CC table). This seems to put the OVR unit at a slight disadvantage at times, compared to normal.

Trenches are great in the desert because concealed units can happily move through connecting trenches without losing concealment, a vital consideration in the desert where concealment terrain is at a premium.

AUSSIE SET-UP AND STRATEGY

The Aussie set up is pretty straight forward as far as the infantry are concerned - simply concentrate everything around the hillock. It's a shortish scenario, and Aussie losses doesn't matter as long as the Germans don't get the hillock summit. Placing everyone on the hillock provides for mutual support, better leader control, and provides significant grouped firepower for the defence of the summit. The summit itself serves as a firebase for the 9-1, two squads, an LMG and the ATR, while the reverse slope position in 27o55 makes a good position for rallying and keeping reserves out of the firing line. Because of the pre-game bombardment, try and set everyone up in entrenchments to take advantage of the -2 MC DRM they provide. With this, you only need to roll a 10 or less to pass a 2MC with an 8 morale unit.

Placing the AT guns around the hillock puts them right where the action is. Ideally, they should be set up within six hexes of each other so that they lie within both the Heat Haze range and the first range on the TH table. As a result they will be all the more effective at protecting each other, as any tank charging directly at one gun or up the middle will run the risk of exposure of side armour to the other gun. With the guns in front like this, you should find yourself able to score the odd hit or two on the lead German tanks

at the end of their first MPH. The sooner you get some meaningful acquisition the better. Also, you keep the Marder, which is a massive threat to your Valentines, away for a fair bit longer.

Alternatively, you could set them up on one or both flanks, which allows them to continue to fire into the action until eliminated. If the German ignores them and focuses on the summit, you should be able to get a fair number of side and/or rear shots. Another benefit is that any force the Germans send to deal with the AT guns is taken away from the main effort on the Hillock.

The AT guns should ideally be Emplaced so as to be set up HIP, which means placing them in Scrub or Sand. Remember though that the bombardment may hit the crew, and although there is a 60% chance of remaining uninned and unbroken and thus retaining HIP, that means there is a 40% chance of failure and thus losing HIP. You could place the AT guns in the trenches to increase the crews chances of passing any bombardment MC, although the downside is that you'd lose HIP anyway as soon as the Germans have a LOS to the trenches. In fact placing them in the trenches is worth considering anyway, simply because doing so stops the Germans from using their HT to enter the hex (since HT cannot enter a trench hex) and preventing you from firing out of the hex. Should a tank try to OVR it must take a bog check as it enters. And you get a +4 DRM vs. an OVR to boot.

Where-ever you set them up, if possible, try to set up some infantry with the AT Guns to protect the crews in CC.

Don't forget to boresight the AT guns. Because the hammada and sand and the adjacent hexes are all potential bog terrain for the HT the Germans are somewhat restricted in their approaches, so try to select potential choke points.

The main problem for the Aussies is that the AT guns are pretty ineffective against the German armour, requiring a 4 or less to destroy the Panzers. They will fair much better against the half-tracks (and indeed these should be considered prime targets when loaded), although the Marder is vulnerable too. Although they have little chance of success, don't forget that the LMG can roll on the TK table against the HT.

Another problem is where to place the mortar. Its minimum range pretty much forces it to one flank or the other, with the deirs being the most attractive positions. Alternatively, simply place the MTR adjacent to an AT gun so that the crew can quickly assault move/advance in and take over the AT gun if/when the gun crew should break. One minor tactic would be to man it with the HS, freeing the third crew to act as a re-

lief crew.

Once everyone is in place, just hang in there and wait for your Valentines. Get 'em HD behind the hillock and blaze away!

GERMAN SET-UP AND STRATEGY

To me the key to the Germans in this one looks like getting his infantry in place to support the Panzers on the hillock summit. Ideally, the German player wants to take the hillock summit early, then beat off a counter-attack for the win, rather than assault it in the last couple of turns.

With this in mind, the basic tactic is to close in fast. The tanks should probably lead, using platoon movement (which can be used by radio equipped vehicles; it is just that radioless vehicles MUST use it) to make a solid line of VD for the HT to follow behind. VD lasts all MPH and through to the next PFPh, only going away then if the tank is stopped, so it can really make a difference. There may not be much cover in the desert, but with VD you at least have the equivalent of a bunch of wooden buildings covering some of your units.

The only problem with platoon movement is that moving through the choke points (to avoid potential Bog and Immobilisation terrain) requires the vehicles to negotiate each other's dust, which requires the expenditure of 2 extra MP's. With only six turns and the threat of the Valentines on turn three, speed is of the essence. In fact, with the effects of light dust, extreme heat haze, long range, motion, and, for the HT, small size, the vehicles are fairly difficult targets to hit even without VD.

In terms of accessibility there is little difference between approaching down the middle or the flanks. However, the deirs could provide some much needed cover for the final onslaught onto the hillock, with the northern deir being slightly closer to the summit.

Having reached the hillock, the Panzers then OVR the AT guns. These may well take out one or two Panzers, but this generally leaves the HT free to then move up to unload their infantry (under cover of VD) so they can advance into CC with the crews. With the threat from the AT guns dealt with the Germans are then free to deal with the remaining infantry. The German player should try and get the Panzer PzIV and the Marder into a position with a clear LOS to the area immediately behind the British lines to get good Defensive Fire shots against the Valentines as they come on.

The HT should be considered expendable. If the AT guns are firing at them then you are laughing. The loss of a HT is a small

price to pay for the chance of an AT gun losing ROF before it engages a Panzer. The HTs can leave VD to cover the Panzers as they move to overrun the AT guns.

While the HT may be expendable, the infantry most certainly are not, so if you're going to get adventurous with the HTs, unload 'em first. The Panzers offer plenty of OVR firepower, so let the infantry do their work on foot. Any loss of infantry prior to reaching the hillock could very well spell doom for the final assault, for without their infantry, German tanks on the hillock are likely to be overwhelmed by a combination of Valentines and infantry moving in for CC. In all likelihood, it will, due to all the hindrances, come down to CC and for that you need sheer weight of numbers.

The longer-ranged German guns and the vulnerability of the HTs makes it attractive to stand off and bombard the British positions (probing with the Panzer IIIs to reveal the British positions), then smoking them and dashing in with the infantry in HTs for the kill. It will take a turn or two just to get in position though, and the Germans don't really have the time to make this an attractive option, although it might be worth considering if the scenario were a couple of turns longer. Also, to hit anything you need a basic 6 or less on the Infantry Target Type at range 13-18, without worrying about all the low visibility DRM. Even smoke at that range is going to be hard to place.

The Germans don't really have time to hold back. You have the numbers in panzers to go ahead and charge. Use the dust advantages to close as quickly as possible. The 2 pounders can't kill the Panzers very easily even if they can hit through all the modifiers, so close in and overrun. While there is more than one way to skin a cat, I think in this scenario I'd go for the "brute force up the gut in your face armoured fist" approach as the Germans. A charge right up the middle might be the best way for this one. However, differing approaches adds to any scenario's re-playability.

CONCLUSION

Fighting in the desert is vastly different to warfare on the Eastern Front or in the Pacific. The paucity of cover makes for enormous LOS', and units can fire on each other at distances you wouldn't think existed in the ETO. Conversely, the combined effects of dust, vehicular dust, AFV hindrances, and smoke of all types mean that sometimes units two hexes apart have nearly impossible shots at each other because of all the DRMs.

Few desert rules are required for play, making "High Danger" an ideal introduction to fighting in the desert. You don't have to worry about too much complicated LOS

stuff, since there's only one Hillock. The Sand channels the German approach, but you don't have to deal with it in the close-in fighting. The OB is also somewhat smaller than other desert introduction, "Khamsin".

Finally, Mark Nixon, famed Desert aficionado, considers "High Danger" one of the best desert scenarios around. At least, that's what he apparently told *Critical Hit's*

Steve Pleva :-)

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INFILTRATION IN PLAIN ENGLISH

J R Van Mechelen

The Krauts are having a noisy drinks party at the single story house down the road from a British squad trying to get some sleep next door. After a few polite requests to turn down the music, the Brits are sick of it and so wade in for some close combat. Neither side gains ambush, so normal (simultaneous) CC ensues. Being pretty pissed off, the good old Brits eliminate the German squad (ATTACKER resolves his attacks first - A11.12) - but then disaster! the Krauts roll a double one to KIA the Brits. Careful reading of rule A11.22 (Infiltration) then begins, followed by a healthy fistfight as to what happens next. The rule states "The simultaneous nature of CC is momentarily suspended following an Original DR of 2/12. Provided it has not already been eliminated/captured/pinned, any Infantry/Cavalry unit which rolls an Original 2 CC DR may withdraw from CC/Melee immediately thereafter in the same CCPh without being attacked, even if it did not eliminate the defenders." Question: Are both squads eliminated, or do the Germans survive with the option to withdraw?

The above is a common question about the nature of CC and Infiltration. The key to understanding Infiltration is to understand the CC procedure. Although CC attacks are termed "simultaneous", the procedure for conducting them is not, and it is the conduct of the **procedure** that determines how Infiltration is resolved. The following are the steps and their order for "simultaneous" CC [A11.12]:

1) ATTACKER designates his attacks, which implies that at this point DEFENDER has to say how his SMC will stack.

2) DEFENDER designates his attacks. The ATTACKER's stacking of SMC will be mostly implicit in his designation of CC attacks. The ATTACKER's SMC that aren't attacking must now designate how they will stack, implicitly.

3) ATTACKER now rolls all his designated attacks, in any order. If he rolls a 2,

units participating in that attack may immediately (before any other DRs are made) take advantage of Infiltration. Because the ATTACKER always rolls before the DEFENDER, none of the attacking units could have been eliminated, so they always can use Infiltration if they desire. If the ATTACKER rolls a 12 on an attack, the DEFENDER's units may immediately take advantage of Infiltration. Because a unit can only be attacked once, all of the DEFENDER's units can use Infiltration when the ATTACKER rolls a 12.

4) DEFENDER now rolls all his designated attacks, in any order, unless the units designated to attack withdrew because of a DR of 12 in step 3 or the units designated to be attacked withdrew due to a DR of 2 in step 3. If the DEFENDER rolls a 2, he may infiltrate the attacking units unless those units were eliminated in step 3. If the DEFENDER rolls a 12, the ATTACKER may infiltrate his units (which couldn't have been eliminated).

The only time this changes is if a leader is created (A18.12). In this case, recalculate the odds, and if this changes the enemy's attack and DR to something less severe, the survivors may withdraw. Otherwise, they and the newly-created leader (an important consideration if the scenario VC include CVP criteria!) will still die pyrrhically. And you can't refuse the leader creation either (A18.2).

It is very important to resolve "Simultaneous" CC in order so that Infiltration will be handled correctly.

To apply this to the above situation, the ATTACKER eliminated the DEFENDER, then the DEFENDER rolled a 2. Since the DEFENDER had already been eliminated (because while the CC is simultaneous, the procedure is not), the DEFENDER can't withdraw or escape elimination.

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OKTOBERFEST

Kurt Martin

For those of you who don't know these things, OktoberFest is the largest ASL convention in the world. I am a Certified ASLOK Reporter, having attended the majority of the 11 and reported on several at some length in the past when I produced *Rout Report*. In addition, I have Personal Knowledge of most of the major ASL personalities, and have been defeated by virtually every one of them on numerous occasions. In addition to sexual preference, I know what these guys drink, eat and say, and also can predict with 76% accuracy what scenarios they will ask newbies to play, unless Professional Scenario Counsellors intervene on the behalf of the "target player".

You'll forgive the changing verb tenses in this report, as much of it is being written on a laptop as I wander around the convention area on your behalf, intrepid modern InterNet kind of geek that I am [*and being the same, I have taken the opportunity to include one or two comments from others who have posted their reports on-line-Pete*].

This was an interesting ASLOK. After last year's political turmoil, the Cleveland guys and their leader, Mark "Shark Nikon" Nixon got the ASLOK machine running fast, light and big. There were no big brou-ha-has this year - just lots of new ASL "product" and a million games played. I suspect that net geek Tim Wilson provided the name tags, since there was one waiting for me at the door, saying "Thank you for shopping at KMART". People looked at me out of the corner of their eye when I wore that...

(Last year's turmoil was the mumbob-jumbo induced by the AH-MMP-Backblast-Critical Hit-what's going to happen to ASL group discussion that involved all of the ASL "names" present. At the time, it was not clear that ANYONE would continue to be a major publisher of ASL material).

ASLOK had more than 160 attendees, perhaps 180 all told. I didn't get the last count. More significantly, when I arrived around 9PM on Thursday, there were already 150. People are coming earlier each year. The new venue in Cleveland is perfect, or at least close to it. Nice Holiday Inn, appropriately close to the airport and the highway. Clean, not too expensive, restaurant and bar inside, etc. I never did try the pool or the workout area, and my skates remained in the car as it rained all weekend. Hardly anyone noticed, except when walking to the fast food, and not touching the ASLOK pool is something of a tradition by itself.

Gaming was dispersed into 4 rooms, and Mr. Nixon is considering moving the entire works into the Grand Ballroom next year to have everyone in one huge room. Would be cool but would require 200 plus gamers. We spent quite a bit of time discussing what to do to get a few more guys and generally agreed that next year's ASLOK would include a Magic Tournament. Cool.

WHAT'S HOT AND LIGHT

I hauled my little German chess clock all over the convention site, only agreeing to play people who would play "on the clock." Actually, no one refused and every one of them (like last year) was glad they did, saying "I gotta getta clock." The end of each of the clock games attracted a small crowd, since it was clear that the tension was rising as time ran low. This is the only reason I finished as many scenarios as I did - 13 in three days, if you include the playtests. A lot of Friday was spent yacking and polishing a Campaign Game.

Schwerpunkt is a collection of scenarios from some guys in Florida. Short, small - some are shockingly so (Nixon and I played one of them, "Udamnik Bridgehead", BOTH ways in 42 minutes. 10 squads total for 3.5 turns. A trifle TOO trimmed-down. I had to set the defender's timer [chess clock] to five minutes, the attacker to 9. That's for the entire scenario). Others are 4.5, 5.5, etc. Popular for size and simplicity - not chosen for weighty, lasting value, from what I've heard. I played several and it's a good bunch, admittedly aimed at the T-series crowd. "Pomeranian Tigers" will be popular and was solid at 7.5 turns (2 hours on the clock - I lost by failing to have enough MP left in my Royal Tigers - heap Nazi crap. But I did have 20 seconds left on my clock). Schlangpunk is the official slang for this series, as decided by "the leaders" of ASLOK, the Schlangpunk guys themselves, etc.

WHAT'S HOT AND HEAVY

The AH *Action Pack* is, predictably, the most popular single item here. Amazingly, it's the sort of product that AH should have been putting out for years. Includes OBA flow chart "borrowed" from CH, two boards and the most heavily-played scenarios of ASLOK. Several are getting repeated play, and have been the big scenario darlings of the event - "The Ring", "Storm of Steel". "A Breezeless Day" is the biggest scenario so far, I would guess. Most seem to agree that "Bloody Harvest" should have been left out, as it's not up to the others in quality.

"Bloody Harvest" was included for a reason - there needs to be some-

thing for everyone. Period. It is an infantry only scenario and a quick playing scenario. Most of the AP fits in the 'monster' genre. "Hill 621" big? Well, not quite, but pretty darn close in some cases.

Brian Youse.

Critical Hit 5, otherwise known as Vol. 3. No. 1 is here and it's the best to date. The scenarios are packed separately on cardstock, a nice touch. Scenarios are very popular, about the same as *Action Pack*, with "Death Ride" (all tanks but smallish) and a couple of other receiving lots of attention. This and the *Action Pack* are the only must-buys, in my book.

CH "90 Minute War" is getting played a lot, for whatever reason.

OTHER HIGHLIGHTS

Pegasus Bridge is on prominent display - the MMP guys are getting toward the end of their playtest. Don't expect to see it by Thanksgiving, but it's very nice-looking. Youse and Cocke have evidently forsaken conversation with mortals, and have their heads down over this map all the time. The map is great - no cheesy homebrew.

Original ASLOK God William "Fish, Grofaz" Conner showed up with sidekick Darryl "Action" Burk for a while on Thursday. I missed them, but word has it they declined offers to play to instead go home to their new love - Sony electronic games. No kidding.

God Save the King has a new map. Just between you and me, it's still no *Third Bridge* map (or CG or scenarios), but then again, you can buy GSTK.

Ray Tapio (*Critical Hit* publisher) was one of the stars of the show, showing up with *Critical Hit 5*, *Leatherneck* scenario packs and cheesy little dice rollers with miniscule dice in them. He won a lot of games, threw a huge drunken party Wednesday night and generally talked a lot. Some find his New York "I'm here and I have something to say" style difficult, but he's one of us, and hard to ignore (besides, he's putting out scads of cool stuff for ASL). Sadly, he said he's starting to get stupid "cease and desist" mail from that sharp bunch at AH again. Seems he's doing too much for the hobby, and that, gasp!, he used photocopies of AH art a few years ago to do some scenarios. Guess that makes him one of a few million of us. I'm sure we'll hear soon on fallout from the latest legal crap, but keep your fingers crossed that AH doesn't pursue any efforts to squeeze our non-Hill suppliers.

Mark Nixon was the main man of the

whole show, of course, co-ordinating a great group of local guys to run the tourneys on time, deal with problems, supply beer. I didn't see a single hiccup at the largest ASL event ever. Very cool, very impressive. Mark Nixon is the man.

Thanks also to Rick Troha, Bill Sisler, Bill Hayward, Mike Libens and the other dudes that were helping keep it all going. I heard no complaints in four days!

I'm walking by a Deluxe game and stop to check it out. "The Mailed Fist". Hmm, that looks familiar, so I'm looking at the set-up. The German is getting ready to start and looks at me nervously. Do I know the scenario, he asks. "Well, not really" I respond, adding without joking "I designed it, so I have no clue." Any suggestions? he asks. "Why not give yourself a better shot by taking off those dumb overlays?" I suggest. They were added by the AH editor-at-that-time and do nothing to improve the scenario. I suspect they make it too hard for the German in what was a neatly balanced tourney scenario designed expressly for the Annual.

WHAT'S COLD

After dominating the game for the first 7 years or so, there is virtually no RB, ASL Module, or KGP play going on here. Campaign Games and scenarios from the nationality modules are just not able to compete with the flow of new stuff. Also, the taste for monster games seems to have faded away, for now at least. Curt Shilling is in hiding in the German Conscript Room (#436, get it?) playing RB CGIII, but there aren't any other monsters in sight. Figure with the *Action Pack*, *Leatherneck Pack*, *Rout Pak*, *Schlangpunk* and *Critical Hit 5*, there's not much point in playing that older, bigger stuff.

Gaming going on in several rooms fits the hotel's layout, but disperses the unwashed masses. I'd rather have everyone in one place, so I don't feel like I'm missing something cool. I wander around between games to compensate. I'm wearing the Pete Mudge name tag now. People eye me suspiciously.

By the end of the weekend, I'm doing quite well with no sleep, thank you. 5, 4, 3 is my Descending Sleep Ratio Formula. I'm still jamming on the clock, and I'm starting to cut back on food, too, by Sunday afternoon. More time in the chair means More Games Played!

For some reason, a couple of groups are playing Mount Pissoderri.

Ha! For some reason, today (Saturday) is Rout Day. I've just counted 5 games of "Glory Road" and "Morning in Mouden" in progress.

And here I find four more guys playing the AH version of "The Mailed Fist". Again I tell them that they should just bag the overlays, but they don't seem interested in my advice. Oh well.

I don't see as many absolutely huge players this year. There is a lot of grey hair, however, and I don't see many guys that look like they're 22 years old.

Rich Summers wins the main event by going 8-0. Rich is from Milwaukee, and stands out from the usual ASL big winner crowd by being: good-looking and normal-shaped, able to chuckle during tight games, fond of cheddar. Along the way, Rich defeats most of the big names, finishing with Mike McGrath in "Dorset Wood in the Rain" or some such.

Everyone makes fun of Ray Tapio for running up to 6-0 against good competition before losing to Rich. I think it was McGrath who took out Eric Givler when they were around 6-0, Rich beat up Steve Pleva around 6-0, Militiagan guy Mark DeVries made it up to 5-0, New Zealander Aaron X. made it to 6-1 to be close to runner-up, as did Warboy Weissbard.

Three Kiwis (white males from New Zealand) were in attendance, and played a multi-player with the three guys from Paris (that's in France). The post-game comment was "Kiwis, three-nil." I think that means they won.

You haven't played ASL until you've played it in Franglais, the language Euros use. If they're speaking in French, you'll pick up familiar terms, but twisted, like "roof!" (rhymes with loaf), for Rate of Fire, and "Check two" for 2MC. Like ASL itself, those guys have a different word for everything.

One of the hits of the con is the series of mini-tourneys, taking place almost every day. Themes are Far East, Blitzkrieg, Snow, etc. This way, players learn new rules and stand a much better chance of taking home a prize, as many do - a plaque and some \$. I wish I had signed up for some of these, as everyone seems happy about them.

Best Story: Bill Sisler is an old SL/ASL hand. You'll see his name on a huge number of scenarios from CH, MMP, Rout and AH. Before an enthralled 4 am Satur-

day ASLOK crowd, he described a scene at Origins, years ago, where he and Eric Baker (another grognard, with a habit of getting very excited about bad game results) were the only ASL players in a big gaming ballroom. Eric's Panther was dominating an open area while hull-down on a hill. Bill's T-34's were being picked off down below. Suddenly Bill scores a crit on the Panther and Bill gives the "I just scored a goal" hockey arm clench while launching a throaty "BOOOM!". The whole Origins gang of nice, quiet board gamers looked up just in time (as did the ASLOK crowd while Bill told his story in the main room) to see Baker jumping up and down, shaking his fists, shouting "Fuck you, fuck you, fuck you!!!" Bill thought he heard someone say "What game IS that they're playing?"

The ASL Oktoberfest, ASLOK, is due for mid-October in Cleveland, 1997. Players of every level of interest and ability will be blown away by going - I've been as a newbie and an old hand, and never felt like it wasn't a great event for me. Next year will doubtless do more to cater to new players, and bring them from far and wide.

THE WINNERS

Rick Troha

The Grofaz (Weekend Tournament):

- 1st Rich Summers
- 2nd Mike McGrath
- 3rd Steve Pleva
- 4th Rob Banozic

The Pete Schelling Playtest Scenarios:

- Group A Aaron Cleavon
Group B Jackson Keddell

Theme Tournaments:

- Special Forces Scott Romanowski
Night Randy Rossi
Deluxe Mike Libens
Blitzkrieg Aaron Cleavon
T-Tourney Steve Pleva
1943 Mike McGrath
Paratroops Eric Givler
Winter Wars Robbie Weissbard
Far East (China) Dave Goldman
Far East (Burma) Steve Tinsley
East Front (Leningrad) Robbie Weissbard
East Front (Stalingrad) Stan Jackson
Mediterranean Alan Bills
N.W. Europe Scott Romanowski

Honorable Mention for Most Games Played:

- Mike Libens (17 games!)

Ω

CEMETERY HILL

Tom Huntington

Fortune graced my mailbox last night - I got CH's *Platoon Leader* scenario *Cemetery Hill*.

Once again, I expected something completely different than what I received. I should keep the blurbs sent out by CH, and re-read them after I get the product - I suspect there's a few bad sectors in my long-term memory, and it'd be fun to present hard evidence. I thought *Cemetery Hill* was going to be about the invasion of Greece. I expected Italians and Germans fighting their way up and over board 2. I expected heavy use of OBA and night rules, but I thought those would happen mostly because we are looking at PL. What's a PL game that doesn't daunt me with untried rules?

And boy am I surprised. Pleasantly.

The battle is set in Crete. Greek forces are defending three boards, and the German forces arrive via gliders and paratroop. Later, some New Zealand troops race on with a little armour as reinforcements in the last few games of the campaign. Wahoo! A quick look at the campaign description, and I see it's even set entirely in the daylight. I've tried paratroops and gliders before, but it's been a long time. This is a PL scenario that will require some rule study for me to play, but for the first time it's rules that I want to learn, instead of have to learn.

The game comes with one full-colour sheet of overlays and location control markers, printed on light matte card stock. All the overlay artwork is very crisp and clean, and the colours are vibrant - maybe too much so. The hills are almost burnt orange, and the graveyard is an extremely rich dark green. The colours are fine, but they are very bright. They will blend in as well as board 10 blends in with the later boards. The biggest overlay is a village, and the buildings are enviably sharp in their detail. All the overlays have hex numbers printed on them - so exact positioning shouldn't be hard to figure out even for me. And they play with Slope Hexsides and Village Terrain, so we're getting to see more mileage from Chapter P. The board set-up also calls for some of the OG overlays from the standard set. I haven't set up the boards yet, but I'm anxious to see the battlefield.


The Greek and N.Z. Garrison Units and German Weebecammin Regiment both look like a delightful countermix. The garrison troops look to be as fun to play as the paratroopers and gliders, and this looks like

a REALLY tempting dive into the PL system. I'd love to play German in this one, but I suspect my bud will stick me with the OBA rules. Sigh.

We also get a PL Chapter Divider (although it doesn't have a tab). One side has some organisational boxes for RGs and campaign bookkeeping, the other special rules for the terrain overlays, some Q&A, and a Refit Phase Sequence chart. As with any chapter divider, there's too much valuable information on both sides ...

I'm excited. I love the idea behind the PL system, and I hope it gains more acceptance and enthusiastic support. The notion of playing half a dozen games over the same battlefield reflects, to me, more of what squad level combat was all about. Hope I can tempt my FTF buddies into trying this soon. It is available for £8.50 (or £16 if ordered with *Platoon Leader*) from Intensive Fire, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.

Ω



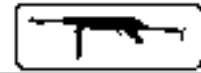
PLATOON LEADER is a new short format campaign game compatible with *ASL*. Players can now experience the CG format in a new, more reasonable playing time with units limited to about a company or two per game. CG lengths vary between a maximum of seven scenarios to as few as four, while giving the players the opportunity to enjoy choosing their forces, and the intendant fog of war, as they formulate strategy to achieve their objectives.

In PL, you will receive twelve pages of professionally printed and hole punched CG rules and charts ready to slip right into your rule book. You will also receive 5 COMPLETE CG's: Frozen Hell (Winter War 1939); Hills of the Arakan (Burma 1945); Easter at Tobruk (Libya 1941); Decision at Safi (French Morocco 1942); Counter Landing at Koromokina Lagoon (Bougainville 1943). New CG's are scheduled to be released regularly to build your collection.

PLATOON LEADER is available now for £8.50 and may be ordered from Intensive Fire, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE Please make cheques payable to IN-

DEBRIEFING

This is the latest set of ASL Q&A which was posted by MMP to the InterNet ASL Mailing List on 17th August. If anyone has any questions then feel free to pass them on to me and I shall post them to MMP.



A4.3 May a unit bypass a gully-woods hex?
A. No.

A4.44 & A23.7-72 May a set DC be recovered?
A. No (although it can be eliminated by Random SW Destruction [A9.7] or by a successful Clearance DR [B24.75]).

A4.61 Once assault movement is declared by a unit/stack, may that same Good Order unit/stack revert to using non-assault movement in that same movement phase, in order to allow it use of all that unit/stacks MF capability, to allow it to declare Double Time movement, or to allow it to perform any other activities that it cannot do while using assault movement like Searching?
A. No [EXC: Wire; B26.4].

A4.7 & B27.1 If an enemy advances into a location containing a 1S foxhole occupied by a friendly squad and the friendly squad is eliminated in the ensuing melee, does the enemy squad automatically get to use the foxhole? (Must it enter the foxhole during a Mph/AFPh?) May an enemy unit advance directly into an occupied foxhole/trench?
A. Not unless it had entered the foxhole upon entering the hex (the capacity of a foxhole counter is per side [B27.44]). (Yes). Yes.

A7.211, D6.61 Can Good Order Infantry attack the crew/passenger(s) of a BU half-track with TPBF and +2 DRM during the PFFh, MPh, DFPh and AFPh while the half-track enters its location or is already in its Location?
A. Yes.

A7.211, D6.61 Can the crew/passenger(s) of a BU half-track attack with TPBF during the PFFh, MPh, DFPh and AFPh while the half-track enters the unit's Location or is already in the unit's Location?
A. No; although Passengers could attack a higher level unit whose elevation advantage was > the range.

A7.307 & 8.1 May PRC BU in a CT AFV be fired upon (possibly to cause Residual FP to remain)?
A. Yes.

A8.312 If a Human Wave ATTACKING unit ends its MPh in the same Location as a Good Order DEFENDER, must the ATTACKER use TPBF against that DEFENDING unit? What if the DEFENDER is Broken?
A. No; but he cannot fire outside of that Location. (The same holds true if the DEFENDER is broken).

A9.61 May vehicular MG fire as ordnance vs. AFV?
A. Only if it is MA.

A10.5 & 19.12 A broken ATTACKER MMC is Disrupted and ADJACENT to a broken enemy MMC. Both MMC are DM. In the ATTACKER RPh, is the disrupted MMC forced to rout? If not, is it eliminated for Failure to Rout?
A. No. No; broken units do not cause other units to be eliminated for Failure to Rout.

A11.14 What is the FP of a Pinned SMC attacking in CC? (In other words, may a unit with only 1/2 FP attack?)
A. 1/2. (Yes).

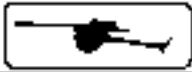
A12.2 How does an armoured vehicle in concealment terrain lose "?" by being fired on by a MMC using Inherent FP?
A. It doesn't; a BU CT AFV is unaffected by Small Arms fire, including "?" loss. A PTC or better vs. vulnerable PRC or dummies causes "?"-loss if in LOS.

A24.7 "It costs one additional MF/MP to enter a SMOKE or Dispersed SMOKE hex...." Should that read Location and not hex?
A. Yes.

A26.12 In the question portion of an earlier Q&A, should the word "Building" be inserted before the word "control"? (I.e., should the question read "is each hex of a rowhouse also considered a separate building for building control purposes"?).
A. No; the effect is the same either way. (No; the effect is the same

either way).

A26.21 If a malfunctioned 5/8" ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?
A. Yes.



C3.22 If a gun is incapable of firing because it is malfunctioned or disabled, can it make a CA change at the end of its friendly fire phase?
A. Yes, provided its manning Infantry could fire the Gun (per C3.22) if it were functioning.



D3.5 May a vehicle use vehicular MG fire to check LOS if its MA is incapable of firing for any reason at that time? May a vehicular MG fire at a target which that vehicular MG cannot in any way effect, damage, or destroy, (other than for the purposes of checking LOS)? If the LOS is open after such a vehicular MG LOS check, must the MA of the vehicle that made that LOS check immediately fire at that same target?
A. Yes. Yes. No.

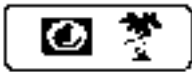
D6.5 May Passengers or Riders be Unloaded with the use of Movement Points gained by ESB (D2.5)?
A. No; once a vehicle has spent > 3/4 of its printed MP allotment, the Personnel will have spent > 3/4 of their MF allotment, leaving no MF left to unload.

D13.2 May an AFV with 2 different types of smoke dispensers (EX: British Comet with a sD7 & sM8) use BOTH of them in a single movement phase?
A. No.



E1.4 This states that a cloaking counter "...has all the characteristics of a "?" plus...". Now does this mean that the dummy "?" listed as available for purchase on the Fortification Purchase Chart can be used as dummy cloaking counters?
A. No.

E3.62 & E3.731 The Snow and Mud rules add a +1 TEM to HE attacks vs. infantry in Open Ground. The effect of this is that the +1 TEM is added to the To Hit DR of Ordnance firing on the Infantry Target Type instead of to the IFT DR. Is this correct?
A. Yes.



F1.C Does this rule mean that a broken unit can rout TOWARD a known enemy unit if it is over 6 hexes away? Does interdiction still apply to a routing unit over 6 hexes away from an interdicator?
A. No. Yes.

F6.5 & F6.51 The first section seems to be saying that HD status is possible while F6.51 seems to be saying that AFVs cannot be HD on the hillock. Can AFVs be HD on hillock Locations?
A. An AFV behind a hillock may be HD. An AFV on a hillock hex may not make a HD Manoeuvre Attempt.



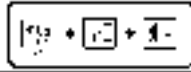
G.4 If the DEFENDER chooses to attack using TPBF and/or reaction fire with >= one of his otherwise allowed stealthy HIP units in jungle/kunai/bamboo, may he choose to not attack with some of his remaining stealthy HIP DEFENDER units in that same Location in order to keep some of them HIP until the CCPh?
A. Yes.

G1.63 & A12.152 Must the opponent of the Japanese declare if he will attempt to search Concealment Terrain that is not building, rubble, woods-building, or woods-rubble or caves before the search dr is made, thus committing the opponent of the Japanese player to the +2 search drm before the search dr is rolled?
A. No.

G11.84 & G14.62 For the purposes of G11.84, is the NOBA LOF traced per G11.84 or G14.62?
A. Per G14.62

G14.67 & G14.65 When a NOBA module fires a WP FFE, is a

WP counter placed in all nine hexes of the NOBA blast area? If it is placed in all nine hexes, is the counter that is placed in the 'extra' two hexes of the NOBA blast area the same strength/type of counter that is placed in the other seven hexes of the blast area?
A. Yes. Yes.



US Ordnance Note 1 (page H41) May US M2 mortars be exchanged for a 60mm OBA battery if they are received as reinforcements?
A. Only if the requirements of G17.5 are met.

HL.461 Can an OP Tank (EX: a US OP Sherman) attempt radio contact (C1.2) and other OBA actions while in motion (C1.6)? While it is stunned/shocked? If it is Recalled?
A. Not during PFFh. No. no.

Scenario KGP5 "Marechal's Mill" Should the set-up area read "on or south-of row P" instead of "south-of row P"? The jeep listed with a 4 FP AAMG shows a ROF of 1 on its scenario card counter depiction, my counters show a 2 ROF for this MG; which is correct?
A. No. The 4FP Jeep should have a ROF of 2.

Scenario ASL U "Chance D'une Affair" Can the German AFV really only move in one MPH? Also, the refuelling tanks are given a set-up position and CAs. The CAs are specified as hex co-ordinates. What is the correct CA information? Shouldn't the CAs be specified as two hex co-ordinates (e.g., X4/X5) to define a hexspine?
A. Not necessarily (EX: if the SSR 4 dr is > 1, the AFV may move in that number of MPH); in SSR 4, change "the MPH" to "Movement Phases". The CA information is correct. A single hexspine is defined by each pair of set-up and CA hexes.

Scenario A68 "Acts of Defiance" Is Kindling allowed?
A. Yes.

Scenario A70 "Wintergewitter" Does the wall covered by overlay OG2 exist?
A. No.

Scenario A82 "Orange at Walawbum" In the American set-up instructions, should the "37S9-37S10" be "36S9-36S10" instead?
A. Yes; hopefully, this should be fairly clear when actually setting up.

Scenario G26 "Parker's Crossroads" Should the Victory Conditions read "and" instead of "and/or"?
A. Yes (i.e., the Americans win if there is either a Good Order US MMC, or a manned US AFV with any functioning armament, or both, within six hexes of 43N8).

Scenario A96 "In Rommel's Wake" SSR 6 should read "The German cycle counters represent bicycles (D15.8) which may portage one PP when in squad size."

The following Q&A and errata was posted by Critical Hit, Inc.

Scenario PB10 "First To See Will..." The US reinforcements enter on the west edge, not the east edge.

Scenario PB6 "Red Sorghum, Yellow Earth" This scenario is actually PB1.

Scenario PB "Raw Deal" There should be 10 American squads, not 4.

CEMETERY HILL
Initial Allied OB: Reads "In Commonwealth area (SSR C4)." Should be SSR C3.
German Reinforcement Group Table RG I5 lists a 10-2 SMC while note L lists a 10-3 SMC. The 10-2 is correct.
Greek & N.Z. Reinforcement Group Table RG O1 Scen Max=1, CG Max=30. The CG Max. is only 3.

Note that the *Cemetery Hill* errata has been incorporated into the second version of this pack.

The following Q&A and errata was posted by *Time On Target* on 23rd July 1996 and supersedes all previous versions.

Scenario TOT 17 "Last Stand at Westen" If a Hungarian unit fires the 88AT (Raketenwerfer 43) Gun, a Hungarian crew would use the black TH numbers, whereas a Hungarian non-crew unit

would suffer the non-qualified use penalties (A21.13) and therefore use the red TH numbers. [TOT Editor's Note: Since SSR 2 indicates that Captured-use penalties are not in effect for Hungarian units using German SW/Guns (which would indicate that the Hungarian troops are familiar with and have had time to train on the weapon), there is no reason to assume that the Hungarians would not have the same capabilities with the gun's sighting equipment as their German counterparts. The 88 AT (Raketenwerfer 43) Gun is, after all, a German-built Gun, which would normally use black TH numbers; its optical equipment wouldn't change strictly because Hungarian troops are using it].

Scenario TOT 18 "The Aller Waltz", Scenario TOT 19 "Liebe Elfriede" and Scenario TOT 26 "Free For All" Notice that in all of these Night scenarios, the SSR defining the Night conditions as Overcast does not invoke Overcast Weather (E3.5); see the clarification to E1.11 on page E26 (*90 errata*).

Scenario TOT 19 "Liebe Elfriede" In the German balance, change ">=18" to ">=14".

Scenario TOT 23 "This Close to the Sharp End" In the first line of SSR 5, add "placement of concealment counters and the start of" after "prior to";
At the end of SSR 5, add "Both players may freely inspect any/all enemy stack(s) in order to implement this SSR."

Mini-Campaign Game TOT 29 "Tiger Hunt" In the fourth line of SSR 2, add "non-Recalled" after "non-shocked."
In the fourth line of SSR 4, add "wounds/" after "SMC Creation"
At the end of SSR 4, add "All prisoners are removed from play at the end of each Part (and the Casualty VP for such are awarded accordingly at that time)."

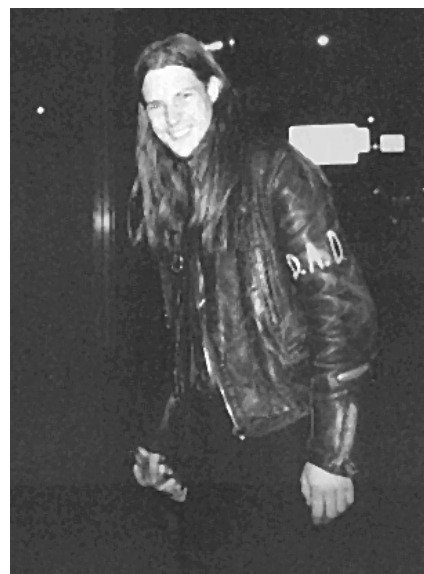
Note that Dummy counters still in play at the end of Part I can be held over into the play of Part II (and into play of Part III from Part II). Note that SSR 1 says "all German non-eliminated/non-Recalled units" are available for set-up in the next Part [emphasis added]. These surviving "Dummy" counters may be used to make up Dummy stacks or to conceal units in Concealment Terrain during set-up (as per A12.12) - as if they were OB-designated "?".

On the full-cover Overlay Sheet, the six-hex Railway Embankment overlay should be labelled "*RE5"; if it is not (and is instead labelled "*RE4"), it is wrong, and should be corrected.

German Ordnance Note 31 (88 AT Gun [Raketenwerfer 43]) Is this Gun a "*" type Gun (i.e. a short-barrelled Gun as in C4.11)?
A. No. Notice that C2.21 requires that the "*" of a short-barrelled Gun (C4.11) be a suffix to the Gun Calibre Size (i.e. that it follow the Gun Calibre Size); in this case, the "*" before the Gun Calibre Size is merely an indication to see the appropriate Ordnance Note about the Gun (as per C2.9).

German Ordnance Note 31 (88 AT Gun [Raketenwerfer 43]) Must this Gun abide by all HEAT/SCW rules when firing at Infantry/Cavalry [i.e., must the Infantry/Cavalry be receiving a wall/building/rubble/pillbox TEM (C8.31)]?
A. Yes.

Ω



"Cheers for the beers - whoops, VFTT subscriptions!" - Pete :-)



Welcome to the Crusaders' column of *View From The Trenches*. As promised here is my first update on the progress of the formation of the British ASL Society.

First of all may I just thank all of you that have gone to the effort, and expense, of joining the Crusaders. As I am writing this column (13th October 1996) we have 33 paid up members of the Crusaders. I am very pleased with this and the take up has been a reward for the efforts of Pete Phillipps and myself. It clearly shows there is an interest in such an organisation and it is now up to all of us to ensure it grows. So what are we going to get up to?

Well one of the first things I shall be using your money to do is to purchase the next set of ASL goodies from abroad. As I am writing this I am expecting to receive, any day now, a bulk order from Critical Hit with the new *CH#5*, the *Leathernecks Scenario Pack* and the new scenario set from Australia - *Rout Pack 2*. So stand by for details of these shortly and if you are coming to INTENSIVE FIRE '96 bring along your cheque book and do remember that you are entitled to a discount as a Crusaders member when purchasing these goods. In addition to the Critical Hit surprises I have just placed an order with the Heat of Battle boys. They supply *God Save the King*, a historical campaign game featuring the battle for the bridge at Arnhem, and *King of the Hill*, another historical game featuring the fight for Hill 112 in Normandy. With a bit of luck these will be available at INTENSIVE FIRE '96 and are both a must for the British ASLer so stay tuned for further news on these.

Thanks for all of the suggestions for the Crusaders Logo. The one at the head of this column was supplied by Pete Phillipps [*it's still in need of some work to make it a little clearer, but it should give you a good idea of what I have in mind - Pete*] but if you reckon you can do better get your pen to paper? I have had some good ideas from some of you. Ian Daghlish sent me a letter with a neat picture of Crusaders in the desert (Ian, send me the file so I can share your

efforts). Nicholas Law said he liked the idea of a Crusader tank logo because it was fast and prone to breakdown - like him. Bags next up for a game with you Nicholas! As you can see I enjoy reading all of your letters and email so keep 'em coming and you too could get a mention in dispatches.

One thing most of you will have read about by now is the idea of a Crusaders prize. I think it is now probably time to outline in detail more of my thoughts on this. I think it would be a good contribution to our hobby to offer up a prize for the Crusader who, over the course of a year (i.e. from IF to IF) does the most for our hobby. The prize would be awarded at IF and will be judged on a number of criteria. For example if next year you

manage to publish that historical module that you have been hiding in the cupboard for years or if you forward to *VFTT* a set of brand new home grown scenarios then you would be well in with a shout. Other criteria might also include the number of match results I receive, for AREA rating or not, that show me that new players are being encouraged to take up the game. Get the idea? What about allowing all Crusaders to vote on this every year - this could be done using the IF application form. Let me know your thoughts. Anyway to get the ball rolling there will be a Crusaders' prize for the best performance at IF'96 amongst those of you who have enlisted.

AREA RATINGS

Well the AREA Rating system is starting to get off the ground now. I know I promised this at INTENSIVE FIRE '95 but the best laid plans... Anyway we are back on track and the first two AREA results have been submitted through me over the last couple of weeks - so thank you Steve Trease and Paul Saunders (incidentally Paul beat Steve at A97 "Tasimboko Raid". Talk us through it Steve!). The way it works is like this. You post to me or email me with your AREA game result ensuring that all the information requested in the form you have received with your Crusaders pack is included. I then submit the result to Russ Gifford in the USA. Russ calculates all of the ratings to ensure that no errors creep in and distributes the results. I pick these up and then ensure your new rating is fed back to you. I am still to get into the routine of this so do not be disheartened if you do not hear from me with your new ratings for a while after submitting your result. Continue to play and submit the results and lets see what happens!

If your name is not on the table and you attended INTENSIVE FIRE '95 then you need to get in touch with me. I will find out your AREA Rating for you and put you on the UK AREA Rating table. Please note you do NOT have to be a Crusader to be part of the UK AREA table. Your ratings also directly tie in with the ratings used by the players in the States so you can directly compare. Hmmm! And please. No comments about how close to the bottom I am! I am very sensitive! :-)

[*Aren't we all! - Pete*]
So get in touch with someone and play ASL.

Cheers,

Neil Stevens

ID#	NAME	SURNAME	AREA
0010	Mike	Rudd	1750
0023	Bob	Eburne	1750
0011	Nick	Edelsten	1725
0017	Derek	Tocher	1690
0032	Dave	Booth	1615
0022	Peter	Bennett	1583
0025	Toby	Pilling	1570
008U	Simon	Morris	1570
007U	Simon	Nobo	1555
0036	Trevor	Edwards	1550
0012	Steven	Trease	1500
0021	Nicholas	Law	1500
0024	Nigel	Ashcroft	1500
0026	Bill	Gunning	1500
0028	Shaun	Carter	1500
0030	Lee	Bray	1500
0033	Brian	Hooper	1500
0034	John	Sharp	1500
0035	Iain	McKay	1500
0037	Steve	Thomas	1500
0038	Chris	Courtiour	1500
0029	Ian	Daghlish	1480
0013	Arthur	Garlick	1450
0015	Roger	Cook	1450
0019	Robin	Langston	1440
0016	Andrew	Dando	1435
0020	Dominic	McGrath	1420
0027	Paul	Case	1420
0018	Tim	Collier	1370
0002	Pete	Phillipps	1360
0001	Neil	Stevens	1310
0031	Paul	Saunders	1255
0014	Michael	Rhodes	1185

A CALL TO ARMS

This is the latest edition of the UK ASL Players Directory.
It is broken down by country. Within the country, players are listed according to the county they live in.

Changes and additions are noted in **bold** letters.

ENGLAND

Neil Piggot, 35 Hebron Road, Bedminster, Bristol, Avon, BS3 3AE
Adrian Catchpole, 120 Somerset Road, Knowle, Bristol, Avon, BS4 2JB
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX
Martin Vodden, 21 Cheshire Park, Warfield Green, Bracknell, Berks, RG12 6XA
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
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
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire,
Iain Mackay, 8 Southfields Close, Wyburnury, Cheshire, CW5 7SE
Andrew Dando, 66 Redhouse Lane, Disley, Cheshire, SK12 2HP
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP
Dave Booth, 47 Dunnoch Grove, Oakwood, Warrington, Cheshire, WA3 6NW
Martin Sayers, 38 Syddall Street, Hyde, Cheshire, SK14 1JH
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
David Schofield, 11 Longfiled Drive, West Parley, Ferndown, Dorset, BH22 8TY
Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ
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
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent,
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
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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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