

# **FANTASTIC 100TH ISSUE!**

## **VIEW FROM THE TRENCHES**

Britain's Premier ASL Journal

Issue 100 May - Aug 2017

Free from [www.vfft.co.uk](http://www.vfft.co.uk)

UK £2.00

US \$5.00

**Super  
Bonus  
Inside!**

### **IN THIS ISSUE**

**WHERE DID ALL THE COUNTERS GO?** - military museums

**THE HETZER** - historical background

**HEROES 2017** - the results from Blackpool

**CRUSADER LADDER** - updated



# IN THIS ISSUE

PREP FIRE	2
INCOMING	3
HEROES 2017	4
THE CRUSADERS OPEN	
ASL TOURNAMENT LADDER	6
WHERE DID ALL THE COUNTERS GO?	8
JAGDPANZER 38(T) HETZER	12
“THIS IS THE CALL TO ARMS!”	18
ON THE CONVENTION TRAIL	19

**COVER:** The cover of British 70s war comic *Battle Picture Weekly and Valiant*, cover dated 23 July 1977. The design was used for the t-shirt at HEROES 2017.

*VIEW FROM THE TRENCHES* is the quad-monthly British *ASL* journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your *ASL* experiences with others. *VFTT* allows you to communicate with other *ASL*ers. Don't be a silent voice.

Issue 101 should be out at the beginning of August 2017.

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

Back issue are now out of print but can be downloaded for free from:  
<http://www.vftt.co.uk/vfttpdfs.asp>

VIEW FROM THE TRENCHES  
19 Main Street  
Kirkliston  
Midlothian  
EH29 9AE

Telephone: (0131) 629 1260

E-mail: [pete@vftt.co.uk](mailto:pete@vftt.co.uk)

World Wide Web Home Page: <http://www.vftt.co.uk>

## THE ASL MAILING LIST

The *ASL* Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:  
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>

## COPYRIGHT AND TRADEMARK NOTICE

Most products are trademarks of the companies publishing them. Use of a product name without mention of the trademark status should not be construed as a challenge to such status. Copyright for all material printed within *VFTT* remains with its author, who can be contacted via *VFTT* if you would like to reprint his/her material.

# PREP FIRE

100! Who would have thought that when I started *VFTT* back in 1995 that it would still be going 22 years and 100 issues later!

Whether or not it will reach issue 200 is another matter. As you can see there's a grave lack of *ASL*-related material in this issue of *VFTT*, mainly caused by the lack of material being sent to me :-( And without new material new issues will be difficult to produce :-(

At least there are two new scenarios in this issue to entertain you. 'V26 Those Bloody Paraboy's' is from a series of scenarios that Alan Hume is designing based on the actions of the 15th (Scottish) Infantry Division, which he is hoping to release as a pack at some point in the future, with all proceeds going to charity. If you would like to help him with playtesting let me know and I'll put you in touch with him.

'Til next issue, roll Low and Prosper.

Pete Phillipps



## UK STOCKISTS OF THIRD PARTY PRODUCTS

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

**LEISURE GAMES**, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327, e-mail them at [sales@leisuregames.com](mailto:sales@leisuregames.com) or go to [www.leisuregames.com](http://www.leisuregames.com).

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

**PLAN 9**, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at [plan9@ifb.co.uk](mailto:plan9@ifb.co.uk).

**BATTLEQUEST GAMES**, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to [www.battlequestgames.com](http://www.battlequestgames.com).

If you know of other shops stocking third party *ASL* products let me know so I can include them here in future issues.

# INCOMING

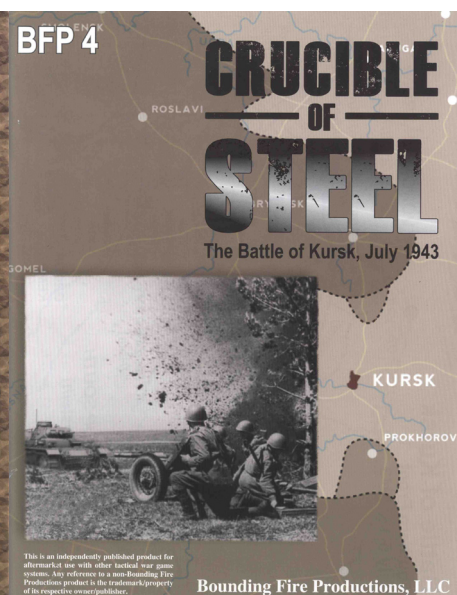
## MMP SUPPLEMENT MAPS

MMP will be releasing a *Supplemental Map Bundle*, which will include a copy of every mapboard released since the original *Map Bundle*. This includes 53-77 (mapboard 77 is slated for release in *ASL Journal* 13), 10z and 17z, p, q, r and s, and 1a/b-9a/9b. Other than the forthcoming mapboard 77, these have been released in a range of other products including *Action Packs* 4-12, the eight *Winter Offensive Bonus Packs*, *Special Ops* # 5, *Beyond the Beaches* and *ASLSK Expansion Pack* #1, many of which are now out of print. It is currently available to pre-order for \$120, and is expected to retail for \$160.

Work on the planned *Overlay Bundle* is still continuing; no release date is currently scheduled.

## BOUNDING FIRE REPRINTS

Bounding Fire have announced reprints of *Blood and Jungle* and *Crucible of Steel*. Both will include errata incorporated, and there will probably be a number of scenario tweaks. *Blood and Jungle* contains 47 scenarios, 4 countersheets, 2 mapboards and a magazine, while *Crucible of Steel* contains 32 scenarios, 2 countersheets, 6 mapboards and a magazine. Each will be available for \$110 (\$125 for non-US orders) from Bounding Fire – prices include shipping. It should be available early in May.



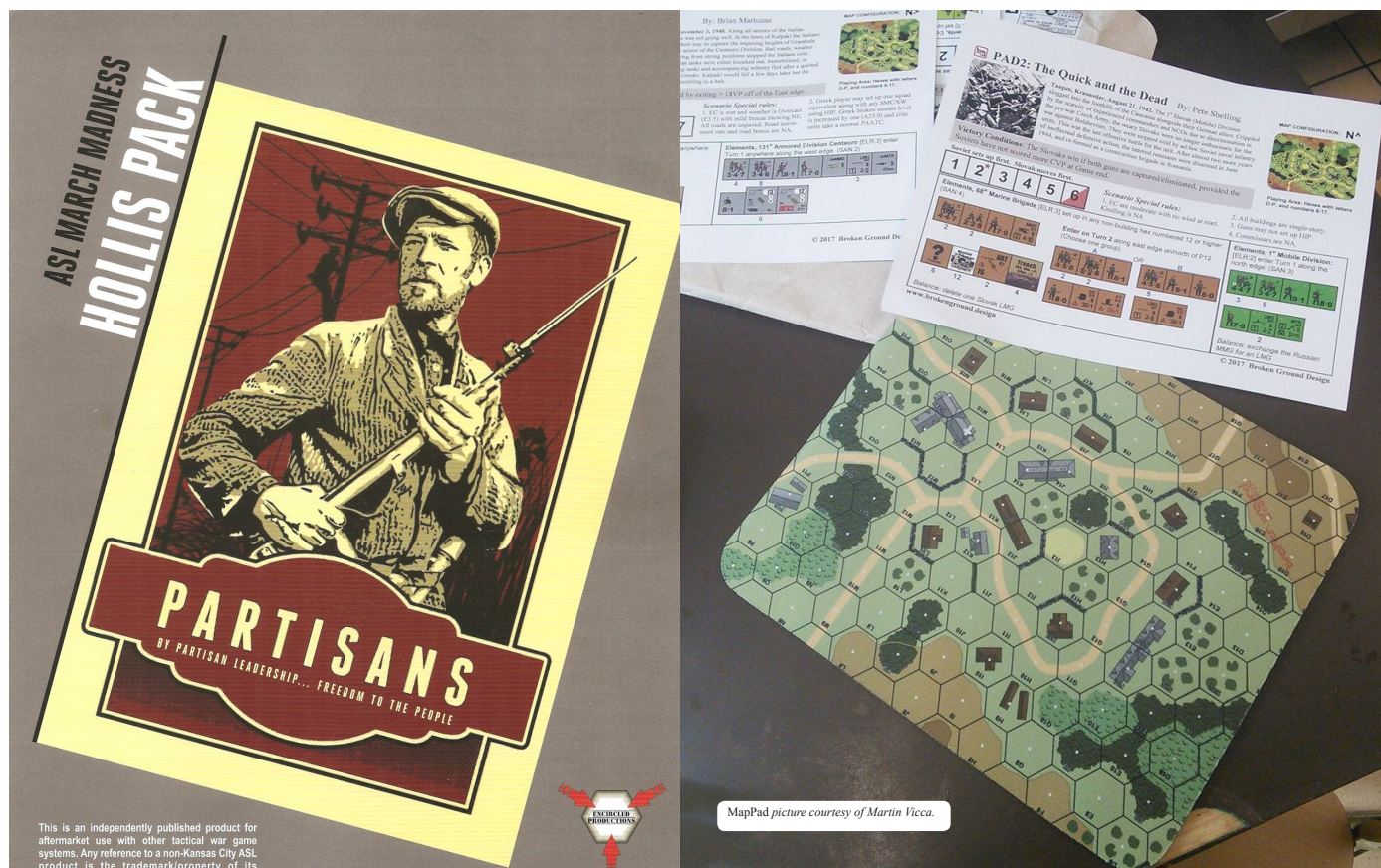
## MARCH MADNESS

The Kansas City *ASL* Club and Encircled Productions have announced the release of the *ASL March Madness 2017 Hollis Pack*. It contains nine historical scenarios plus a non-historical one which takes place on the included map of the Hollis Center where the club meets. It is available for \$18 by contacting [dmareske@gmail.com](mailto:dmareske@gmail.com).

## THE MOUSE MAP

Broken Ground Design have released an *ASL* mouse pad which features an *ASL* map on it. Four scenarios which are played on the mappad are also shipped with it. It is available for \$13.00 from <http://www.brokgnddesign.com>.

Ω





# HEROES 2017

The latest HEROES tournament took place over the weekend of Thursday 2nd to Sunday 5th March, although there were quite a few people in attendance by Wednesday evening. The hotel was fully booked about a week before hand, and a number of people who made last minute decisions to attend found themselves having to book a room in the hotel around the corner – so the moral of the story is BOOK EARLY for 2018 :-)

The main tournament took place over Friday to Sunday, with one round on Friday, two on Saturday and Sunday. Prior to the event there was some uncertainty as to the number of people who would be taking part in the main tournament, and I provisionally made arrangements for having an additional round on Friday. In the end 17 players took part, so the two lowest rated players (Ray Porter and Nick Ranson) played a preliminary round match, with the winner (Ray Porter) proceeding into the first round. As it was Alan Hume decided to drop out of the main tournament to concentrate on playtesting after losing his first round match so Nick took his place.

The final was between Ian Morris and Simon Staniforth, with Ian grabbing victory as the French in a game of 'A104 In Front of the Storm'. At the other end, John Martin won the now traditional copy of a special edition of *Monopoly* provided for us by Michael Davies, in this case the *Despicable Me* edition.

As usual there were a large number of friendly games played throughout the weekend, with Martin Meyers and Sam Prior playing the Pegasus Bridge CG, although they only managed to get through the Night CG dates by the end of the weekend. Martin Vicca, Steve Cook, Gareth Evans and Ian Ainsworth spent a couple of days playing the large scenario on the winterised Kampfgruppe Scherer map, before moving to one of the scenarios from CH's *Devil's Domain* module.

HEROES 2018 will take place from Thursday 1 to Sunday 4 March.

## TOURNAMENT RESULTS

POS.	PLAYER	P	W	L	CRUS
1	Ian Morris	4	4	0	3055.0
2	Simon Staniforth	4	3	1	3148.3
3	Mark Blackmore	4	3	1	3083.3
4	Craig Benn	4	3	1	2983.3
5	Matthew Ellis	4	3	1	2655.0
6	Gerard Burton	4	2	2	3487.5
7	Joe Arthur	4	2	2	2877.5
8	David Blackwood	4	2	2	2307.5
9	John Tait	4	2	2	2307.5
10	Ray Porter	4	1	3	3000.0
11	Magnus Rimmvall	4	1	3	2985.0
12	Paul Legg	4	1	3	2275.0
13	John Martin	4	0	4	No Wins
14	William Binns	3	2	1	3020.0
15	Nick Ranson	3	1	2	2985.0
16	Richard Domovic	3	1	2	2855.0
17	Alan Hume	1	0	1	No Wins

Alan Hume withdrew from the tournament after the first round – his place was taken by Nick Ranson.  
William Binns and Richrd Domovic were unable to play their game on Sunday morning.

The CRUS column is the average Crusader Ladder rating of the opponents beaten.

Ω



No it's not the Two Ronnies, it's HEROES 2017 finalists Simon Staniforth (left) and Ian Morris.

## THE SCENARIOS

SCENARIO	ALLIED		
AXIS			
A103 Mayhem in Manila	1		1
A104 In Front of the Storm	2		4
AP14 Ace in the Hole	1		2
AP3 A Breezeless Day	1		0
AP65 Baw Drop	0		1
AP69 Uncommon Misery	0		1
BFP-117 Silent Bayonets	1		0
BFP-83 The Second Belt	0		1
BFP-89 Relentless Pressure	2		4
DB131 A Thorn In The Side	1		0
FrF76 Pain In The Neck	1		1
FT167 Wasp Sting	0		1
ITR 11 Cremation Station	0		1
J103 Lenin's Sons	1		0
J105 Borodino Train Station	1		0
J161 Riding to the Rescue	2		1
J166 Maximum Aggression	1		2
J178 Old Friends	2		2
J190 Trial Run	0		1
J43 3rd RTR in the Rain	0		1
J76 Ultimate Treachery	1		0
J86 Frontal Assault	0		1
KGP4 Chapelle Ste. Anne	0		1
OzB1 Vines of Red Marines	1		0
SP114 Seizing Gyulamajor	1		0
SP22 Tod's Last Stand	1		0
SP220 Hoepner's Edict	1		2
SP256 De Veer's Counterattack	1		0
SP258 Operation Blackwater	6		2
SP259 Corridor To Extinction	0		1
SP29 Schloss Bubingen	0		1
T10 Devil's Hill	1		0
V14 Last Train To Lodz	1		0
VotG27 Drama, The Park, and Deadly	1		0
WO7 Hell For The Holidays	0		1
TOTALS	65	32	33

Neil Brunger was unable to attend, as he had to go in to hospital a few weeks before HEROES for a triple heart bypass operation. The good news is the operation went well and he's recovering well. Hopefully he's soon be back on his feet and getting involved in gaming again.



## PLAYER RESULTS

PLAYER	P	W	L
Joe Arthur	4	2	2
Craig Benn	6	4	2
William Binns	4	2	2
Mark Blackmore	7	6	1
David Blackwood	9	3	6
Gerard Burton	6	4	2
Andrew Campen	4	0	4
Michael Davies	3	1	2
Richard Domovic	4	2	2
Matthew Ellis	7	4	3
Alan Hume	1	0	1
Paul Legg	6	2	4
John Martin	4	0	4
Martin Meyers	3	3	0
Ian Morris	6	5	1
Gary Norman	6	2	4
Pete Philipps	5	3	2
Ian Pollard	2	2	0
Ray Porter	8	2	6
Nick Ranson	6	2	4
Magnus Rimmvall	4	1	3
Ulric Schwela	2	2	0
James Short	5	2	3
Simon Staniforth	7	5	2
John Tait	4	2	2
Ian Willey	5	3	2







# The Crusaders

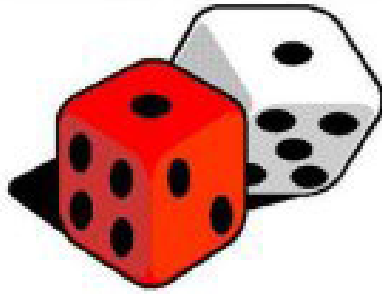
## Open ASL Tournament Ladder

### HEROES 2017 Update

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	79	72-2-5	4165	104	Nigel Brown	26	11-0-15	3095	209	Tim Macaire	72	37-0-35	2900
2	Derek Tocher	124	94-2-28	3935	104	Mikael Siemsen	6	3-0-3	3095	209	Ivor Gardiner	19	10-0-9	2900
3	Michael Hastrup-Leth	50	36-1-13	3820	106	Iain McKay	43	22-0-21	3090	209	Josh Kalman	10	5-0-5	2900
4	Steve Thomas	42	32-1-9	3755	106	Kevin Beard	13	9-1-3	3090	212	Martin Kristensen	6	2-0-4	2895
5	Simon Strevens	86	60-1-25	3720	106	Martin Snow	7	4-0-3	3090	212	Mark Tomlinson	1	0-0-1	2895
6	Craig Benn	117	91-0-26	3700	106	Jas Bal	5	3-0-2	3090	214	Bernard Savage	21	9-1-11	2885
7	Mike Rudd	38	32-1-5	3660	106	Peter Michels	3	2-0-1	3090	214	Jakob Norgaard	8	1-1-4	2885
8	Mark Blackmore	112	83-0-29	3650	106	Gary Lock	2	2-0-0	3090	216	Mat Haas	19	9-0-10	2880
8	Fermin Retamero	13	11-0-2	3650	112	Paulo Alessi	6	4-0-2	3085	216	Sam Belcher	8	3-0-5	2880
10	Georges Tournemire	8	7-1-0	3640	112	Rob Bywater	1	1-0-0	3085	218	Patrick Dale	38	15-1-22	2875
11	Dave Schofield	153	111-0-42	3580	114	Dirk Beijaard	5	3-0-2	3080	219	David Kalman	5	2-0-3	2870
12	Aaron Cleavin	6	6-0-0	3565	115	Billy Carslaw	11	4-0-7	3075	220	Wayne Baumber	97	43-0-54	2860
13	Bjarne Marcell	36	26-0-10	3560	115	Robin Langston	9	4-2-3	3075	220	Russell Gough	89	46-4-39	2860
13	Pete Bennett	14	12-1-1	3560	115	Chris Milne	5	3-0-2	3075	220	Peter Ladwein	21	9-0-12	2860
15	Steve Linton	17	14-0-3	3545	118	Serge Bettencourt	3	2-0-1	3070	220	Lutz Pietschker	4	1-0-3	2860
16	Paul Haslesler	17	10-2-5	3530	118	Robert Schaaf	3	2-0-1	3070	220	Neil Piggot	4	1-0-3	2860
17	Martin Mayers	137	78-0-59	3505	118	Jean-Luc Baas	3	2-0-1	3070	220	Darren Orwin	2	0-0-2	2860
18	Sam Prior	104	64-1-39	3485	121	Hakan Isaksson	49	23-0-26	3065	226	Brian Hooper	186	69-2-115	2855
19	Jes Toudval	24	16-0-8	3475	121	Tony Gibson	36	19-0-17	3065	227	Mick Allen	23	12-0-11	2850
20	Tim Bunce	82	55-0-27	3440	121	Alexander Rousse-Lacordaire	4	2-1-1	3065	227	Nick Angelopoulos	5	1-0-4	2850
21	Simon Staniforth	108	62-0-46	3435	121	Bob Rummicles	3	2-0-1	3065	227	Paco Mainez	4	1-0-3	2850
21	Alan Smeed	9	8-0-1	3435	125	Ruarigh Dale	38	17-0-21	3060	230	Keith Brinshaw	69	39-1-29	2845
23	Martin Vicca	54	37-1-16	3420	125	Patrik Manlig	16	9-0-7	3060	230	Miles Wiehahn	57	28-0-29	2845
24	Lars Klynsner	11	8-0-3	3400	125	Scott Byrne	12	7-0-5	3060	232	Bill Eaton	21	8-3-10	2840
25	Ian Morris	72	40-1-31	3385	128	Stefan Jacobi	11	5-0-6	3050	233	Mark Furnell	13	5-1-7	2835
25	Paul Jones	52	28-0-24	3385	129	Joe Arthur	53	28-0-25	3045	233	David Otway	5	1-0-4	2835
27	Bo Siemsen	9	7-0-2	3380	129	Scott Greenman	8	3-1-4	3045	235	Gary Norman	31	10-1-20	2830
28	Ran Shiloah	11	7-0-4	3370	131	Steve Hunt	7	4-0-3	3040	235	John Johnson	8	3-0-5	2830
28	Peter Struij	10	8-0-2	3370	132	Steve Pleva	6	3-0-3	3035	235	Daniel King	3	1-0-2	2830
30	Andrew Dando	48	27-2-19	3365	132	Kieron Potts	1	1-0-0	3035	238	Mike Daniel	5	2-0-3	2825
30	Carl Sizmur	21	13-0-8	3365	134	Mark Warren	20	11-0-9	3030	238	Magnus Rimvall	4	1-0-3	2825
32	Trevor Edwards	155	90-1-64	3360	134	Andrew Cochran	3	2-0-1	3030	240	Mark Chapman	6	2-0-4	2820
33	Bernt Ribom	5	5-0-0	3350	136	Peter Hofland	4	2-0-2	3025	241	Michael Robertson	4	1-0-3	2810
34	David Ramsey	87	49-0-38	3340	136	Daniele Dal Bello	4	1-0-3	3025	242	James Short	29	8-0-21	2800
34	Marc Hanna	20	13-0-7	3340	138	Ian Daglish	150	70-2-78	3020	242	Clive Haden	5	2-0-3	2800
36	Phil Draper	78	49-2-27	3330	139	Vincent Kamer	4	2-0-2	3015	244	John Tait	13	5-0-8	2795
37	Ulric Schwela	52	26-1-25	3315	140	Andrew Saunders	33	15-1-17	3010	245	Malcolm Hatfield	73	31-0-42	2790
37	Tom Jackson	39	21-0-18	3315	140	Ian Willey	24	14-0-10	3010	245	Kevin Croskey	16	6-0-10	2790
39	Frank Tinschert	15	10-0-5	3295	140	Colin Graham	5	3-0-2	3010	245	Nick Sionsky	8	3-0-5	2790
40	Philippe Leonard	9	7-1-1	3285	140	Hans Brugge	4	2-0-2	3010	245	Alistair Fairbairn	3	0-0-3	2790
41	Ralf Krusat	6	5-0-1	3280	144	Lee Bray	26	11-0-15	3005	245	John Turpin	3	0-0-3	2790
41	Will Fleming	3	3-0-0	3280	144	Allard Koene	7	4-0-3	3005	250	Chris Littlejohn	14	3-2-9	2780
43	Andy Smith	29	20-2-7	3270	146	Stephen Burleigh	37	15-2-20	3000	251	Graham Worsfold	3	0-0-3	2775
43	Dave Booth	7	5-0-2	3270	146	Phil Nobo	11	6-0-5	3000	252	Richard Kirby	7	2-0-5	2770
45	Michael Davies	114	65-1-48	3260	146	Steve Grainger	8	4-0-4	3000	253	Michael Essex	50	22-0-28	2765
46	William Binns	86	45-0-41	3255	146	Duncan Spencer	4	2-0-2	3000	253	Bill Hensby	31	10-0-21	2765
47	Ketil Hogenhaug	4	3-0-1	3250	146	Ian Kenney	4	2-0-2	3000	255	Ian Pollard	170	68-1-101	2760
48	Daniel Kalman	11	8-0-3	3245	146	Martin Hubley	4	3-0-1	3000	255	William Roberts	12	3-1-8	2760
49	Gerard Burton	115	66-1-48	3240	146	Nick Brown	3	1-1-1	3000	255	Andrew Hershey	10	4-0-6	2760
49	Jackson Keddel	5	5-0-0	3240	146	Thomas Buettner	3	2-0-1	3000	255	Flemming Scott-Christensen	6	1-0-5	2760
51	Dominic McGrath	190	116-3-71	3235	146	Jerry Broughton	0	0-0-0	3000	259	Jonathan Townsend	4	1-0-3	2755
51	Daniel Batey	4	4-0-0	3235	146	Michael Parsons	0	0-0-0	3000	260	Peter Neale	3	0-0-3	2750
53	Bob Eburne	57	33-0-24	3225	146	Gerard Linehan	0	0-0-0	3000	261	Andy McMaster	34	12-0-22	2745
53	Ray Woloszyn	31	18-1-12	3225	146	Alexis Seydoux	0	0-0-0	3000	261	Andy Waller	3	0-0-3	2745
55	Richard Dagnall	17	7-0-10	3220	146	Andrew Kassian	0	0-0-0	3000	263	Burnham Fox	23	10-0-13	2740
55	Christian Koppmeyer	15	8-0-7	3220	146	Wes Hope	0	0-0-0	3000	264	Nick Quinn	14	5-0-9	2735
57	Ian Percy	12	8-1-3	3215	160	Kris Pugh	14	6-0-8	2995	264	Rupert Feathersby	3	0-0-3	2735
57	Tom Slizewski	5	4-0-1	3215	160	Matthew Ellis	7	4-0-3	2995	266	John Martin	13	4-0-9	2730
59	Martin Barker	39	19-1-19	3210	160	Gilles Hakim	5	2-0-3	2995	267	Hamish Hughson	4	0-0-4	2725
59	Nils-Gunner Nilsson	5	4-0-1	3210	163	Paul Schaeffer	5	3-0-2	2985	268	Marc Horton	6	1-0-5	2720
59	Klaus Malmstrom	4	3-1-0	3210	163	Eric Baker	2	1-0-1	2985	268	Steve Cocks	4	0-0-4	2720
59	Yves Tielemans	3	3-0-0	3210	163	Matt Blackman	2	1-0-1	2985	270	Ray Jennings	11	3-0-8	2715
59	David Turpin	3	3-0-0	3210	166	David Farr	4	2-0-2	2980	271	Paul Treslove	3	0-0-3	2710
64	Simon Croome	63	34-0-29	3205	166	Malcolm Rutledge	3	1-0-2	2980	272	Colin Bell	5	1-0-4	2705
64	Francois Boudrenghien	3	3-0-0	3205	168	Paul Kettlewell	89	42-0-47	2975	273	Simon Hoare	4	0-0-4	2690
66	Gordon Jupp	17	12-0-5	3195	168	Brendan Clark	24	10-1-13	2975	274	Jeff Hawardens	7	2-0-5	2685
66	Jamie Westlake	4	3-0-1	3195	168	Tim Hundsdoerfer	11	6-0-5	2975	275	Christain Speis	5	1-0-4	2680
68	Richard Domovic	11	7-0-4	3190	168	Sergio Puzziello	5	1-0-4	2975	276	David Blackwood	78	32-0-46	2675
68	Jean Devaux	3	3-0-0	3190	172	John O'Reilly	5	2-1-2	2970	277	James Crossfield	15	6-0-9	2670
70	Armin Deppe	13	7-1-5	3185	172	Ian Ainsworth	5	3-0-2	2970	278	Steve Cook	34	15-0-19	2665
71	Derek Cox	28	16-0-12	3180	174	Ben Jones	49	23-0-26	2960	279	Chris Walton	81	27-2-52	2660
71	Bill Durrant	5	4-0-1	3180	174	Joss Attridge	5	2-0-3	2960	280	Pedro Barradas	7	1-0-6	2655
73	Steve Crowley	47	21-1-25	3175	174	Elliot Cox	2	0-1-1	2960	281	Nigel Ashcroft	53	19-1-33	2630
73	Jonathan Pickles	8	5-0-3	3175	174	Alan Hume	1	0-0-1	2960	282	Graham Smith	49	18-1-30	2625
75	David Tye	42	20-0-25	3170	178	Michael Maus	7	3-0-4	2955	282	Adrian Catchpole	11	2-0-9	2625
75	Eric Gerstenberg	35	18-1-13	3170	179	Simon Church	6	2-0-4	2950	284	Paul Case	145	39-3-103	2620
75	Grant Pettit	7	4-1-2	3170	179	Gavin White	5	2-0-3	2950	284	Adrian Maddocks	12	3-0-9	2620
79	Bruno Tielemans	9	5-0-4	3160	181	Shaun Carter	84	38-1-45	2945	286	Arthur Garlick	21	2-5-14	2615
79	Mel Falk	6	4-0-2	3160	181	Pedro Ramis	6	3-0-3	2945	287	Bryan Brinkman	9	1-0-8	2610
79	Rodney Callen	9	6-0-3	3150	181	David Murray	5	2-1-2	2945	288	Indy Lagu	28	7-0-21	2595
81	Jeremy Copley	22	14-1-7	3145	181	Laurent Forest	3	0-0-3	2945	288	Neil Parkes	10	3-1-6	2595
82	Nick Eddsten	22	14-1-7	3145	181	Alex Ganna	2	0-1-1	2945	290	Paul Legg	222	91-2-129	2590
83	Paul O'Donaid	16	44-1-27	3135	186	Jon Williams	14	6-0-8	2940	290	Ian Gaughan	5	0-0-5	2590
83	Andrew Whimmet	16	9-0-7	3135	186	Wayne Kelly	11	4-1-6	2940	293	Lee Hyde	6	0-0-6	2585
86	Frek Van Der Mey	13	3-0-1	3135	186	Paulo Ferreira	9	4-0-5	2940	293	John Fletcher	4	0-0-4	2585
87	Chris Courtier	51	24-2-25	3125	186	Bob Nugent	3	2-0-1	2940	295	Andrew Campen	15	4-0-11	2580
87	Paul Sherrier	41	21-0-20	3125	190	Nigella Blair	261	93-1-167	2935	296	Chris Netherton	30	10-2-18	2560
89	Paul Sanderson	22	11-0-11	3120	190	Martin Bryan	19	8-0-11	2935	297	Mike Standbridge	47	13-1-33	2555
89	William Hanson	18	11-0-7	3120	193	Derek Briscoe	3	1-0-2	2930	298	Michael Rhodes	43	10-0-33	2545
89	Lee Brimicombe-Wood	12	8-0-4	3120	193	Andy Price	1	0-0-1	2930	299	Gareth Evans	12	2-0-10	2530
89	Paul Ryde-Weller	10	5-1-4	3120	195	Andrea Marchino	8	3-0-5	2925	300	Simon Taylor	37	10-1-26	2525
89	Philip Jones	5	3-0-2	3120	195	John Sharp	5	2-0-3	2925	301	Robert Seenev	5	0-0-5	2510
89	Paul Chamberland	4	2-0-2	3120	195	Paul Boyle	2	1-0-1	2925	302	Damien Malher	9	1-0-8	2485
89	Anthony O'Boyle	3	2-0-1	3120	198	Tim Collier	17	7-0-10</						



# Double One 2017



**Thursday June 22<sup>nd</sup> to Sunday June 25<sup>th</sup>**

The London ASL tournament "Double One" is set for the weekend of June 22<sup>nd</sup> to 25<sup>th</sup>, returning to the regular venue, Writtle College.

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

## **The weekend**

The tournament starts on the Thursday evening with a curry evening at the college.

The gaming room opens at 8.30am on Friday 23<sup>rd</sup> June. We will be running several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

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

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in early 2017.

## **The venue**

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

The venue is less than 2 miles outside Chelmsford and is easily accessible:

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

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

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

## **Attendance fees**

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

For further details, please either visit the tournament's website at [www.doubleone-online.net](http://www.doubleone-online.net) or contact the organisers as follows:

Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE

[derek.cox@dsl.pipex.com](mailto:derek.cox@dsl.pipex.com)

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

We look forward to welcoming you to Double One in 2017





# Where Did All the Counters Go?

Joe Arthur

From the Cobbaton Combat Centre museum, Devon website:

“Much of the material however, which they manufactured and used under the most difficult conditions to win that conflict was classed as “surplus” at the war’s end, and most sold off in the late forties, often as scrap. Post war shortages saw cheap and hard wearing ex army clothing in great demand as work wear, and thousands carried their lunch in gas mask haversacks. Many lorries found immediate civilian use in the growing transport industry, and light trucks were ideal for builders and farmers etc. Four wheel drive gun towing vehicles, with their cross country ability and power winches, were used by garages as recovery trucks, and in timber felling and transport. Home made cabs often replaced the original canvas covers, and bodywork was adapted to the users fancy. The armoured vehicles suffered much worse, with little civilian use for them, most were scraped, although a few Bren Gun Carriers were used as farm tractors.”

Of course a very few AFV were saved from the scrap yard, or recently dug up and ended up in places like Cobbaton and other military museums. What was once scrap is now worth good money – there is a Comet on sale currently for 260,000 euros. I don’t know how it is for everyone else, but *ASL* led me to visit these museums. You have these bits of cardboard and you want to see what they are like in real life and the only way to do that is to visit a military museum. Talking to Pete his quote was “if I want to see them I Google them”. Which of course is the practical way but it lacks something. It’s the same difference / problem looking at a picture of the pyramids and standing in front of them – you do not get the sheer sense of scale and wonder from a picture. For military items it’s the same thing – for

example you stare at a French Char Leger Renault FT mle 1917 and wonder who was crazy enough to climb into that thing? There is a video of one of those up and running on the Les Musee des Blindes website – have a look at the driver protection.

I’ve seen a few military museums, Pete is always low on articles, so let me save you the trouble of visiting the dogs and guide your feet to the best or feel free to Google them.

## The best (in order):

### 1. Central Armed Forces Museum of the Russian Federation, Moscow

<http://www.cmaf.ru/>  
<http://englishrussia.com/2011/01/20/welcome-to-the-central-armed-forces-museum/>

Do you want to see the Red Banner that flew over the Reichstag? Stand next to the only original KV-2 tank left in the world? Eat like a Russian WWII soldier? Then there is only one place to go and that is the Central Armed Forces Museum of the Russian Federation in Moscow.

The Red Banner is displayed in a hall of the museum in a Perspex box about 30 feet in the air and underneath is a battered stone eagle from the Reichstag building. Around that under the glass floor are displayed various German army weapons and thousands of Iron Crosses. I think the Russians were going for the Roman Triumph feel and it works. I can only imagine / hope that the Russians captured the factory that made the Iron Crosses – otherwise they obviously have had to have

been stripped from German troops. Around the walls of the hall are various exhibits that cover the Russian generals / marshals of WWII and Stalin himself. Stalin’s hat and overcoat are on display and they were not well made / luxury items. Stalin obviously got his kicks from telling people what to do – not from owning stuff. Maybe he thought he owned Russia?

The problem in this museum is that everything is written in Russian (go figure) with no English audio guide – in fact no audio guides were available for anyone, even the Russians. That was a problem with several museums in Russia. I befriended a Russian girl who was explaining the stuff in English to her boyfriend. Interestingly she stated that Stalin and Zhukov’s legacy was being re-examined by the Russians. Stalin was now blamed for millions of unnecessary deaths and Zhukov was blamed for going along with Stalin’s demands (which included his purges). I told her a few factories producing smoke grenades / rounds would have saved a lot of lives – *ASL* has its uses.

The usual weapons / uniforms / medals are on display in the museum. It used to contain Hitler’s gold Nazi party badge but the case was smashed and someone did a runner with it.

The tank park at the back of the building is a highlight – purely for the fact that it contains the only complete KV-2 tank still in existence and some of the Russian early war tanks that the Germans rolled over. You look at the KV and think “who thought a turret like that would be a good idea? If you want to track a tank down this is a great site [www.Tank-Hunter.com](http://www.Tank-Hunter.com).

The meal is served in the canteen and consists of black rye bread and butter, vegetable soup served in the bottom of the mess tin together with a Russian pie (think Cornish pasty but instead of pastry it is a breadish mixture), in the top of the mess tin is meat and oats that looked / tasted just like haggis. The officers got a bit of pork as well. I somehow doubt that the troops ate like that every day.....

### 2. Bovington tank museum, United Kingdom

<http://www.tankmuseum.org/home>

This is the best tank museum that I have yet seen – which is not surprising for the source of all knowledge, Wikipedia states that it has the third largest collection of tanks in the world. There are some gaps in the WWII collection – like Russian tanks, but being our allies at the time that’s



The Central Armed Forces Museum





*The Tiger tanks at Bovington Tank Museum*

not really surprising – it would have been rude to tow away their broken tanks as we did with the Germans. It does have a KV1 (sent over to the UK by the Russians for evaluation by us – apparently the Russians spent a lot of time tarding it up) and a T34/85. It runs special events such as Tankfest where you can watch the tanks drive round a track for £20 – but it's much better value to pay £100 and drive an AFV at the Muckleburgh collection in Norfolk.

I have not seen the French tank museum Les Musee des Blindes in Saumur, France which has a running Panther and King Tiger (check out their website). Nor have I been to the Deutsches Panzermuseum in Germany. There is also the Kubinka tank museum near Moscow which has a Panzer VIII Maus which I have not seen. All of these might give Bovington a bit of competition.

### 3. The Overloon war museum, Holland

<https://www oorlogsmuseum.nl>

The motto of this place is brilliant: “war belongs in a museum” – you have to love the Dutch.

It is a huge barn of a place full



*The Overloon War Museum.*

of mainly WWII equipment that was taken from the Overloon battlefield. It is the only museum where I have seen the Puppchen or Raketenwerfer 43 described by Chas Smith in his *Operation Cobra* pack.

The tanks include a Panther that was immobilised in the nearby town by a PIAT shot to one of the road wheels and then abandoned by the crew. A short walk away is the modern German Leopard tank – which looks exactly like a squashed version of the Panther. The saddest item was a Churchill that had been knocked out. On the front of the tank was a description written by one of the crew as to what had happened. This was one of a group of three tanks ordered to advance in echelon towards the Germans. No hugging the terrain for cover here. All three tanks were quickly knocked out and the driver had to pull his burning crew from the vehicle. You could feel the resentment in his words at being ordered to advance like that – stupidity gets you killed very quickly in war.

The museum hosts the Militracks event (<http://www.militracks.nl/en/>) where you can get to ride in some of the German vehicles of WWII (mainly halftracks).

It also holds (behind bars and thick clear plastic) Hitler's *Mein Kampf*. This is the edition given to senior party

members so it is a huge book bound in white leather and embossed in gold. The item itself held no interest for me – what struck me was the security necessary to display this item.

### 4. Museum of the Great Patriotic War, Moscow

<http://www.poklonnayagora.ru/>

The building and park are huge, and when I say huge I mean comfortable walking shoes are necessary huge. The museum is so big that there are no exhibits on the top floor – they ran out of stuff. It also contains the Hall of Glory where the names of the recipients of the award “Hero of the Soviet Union” are mounted on the walls.

All the usual arms / awards / equipment but what sets this apart from other Russian museums was that the displays were also in English. The one interesting item was a log. Yes, they had a huge bit of tree on display which on closer inspection had bits of metal embedded in it. It was a memorial to the Russian officer who helped develop the Katyusha rocket launcher. He was out in the woods using it when a German patrol came across him. Rather than let the Germans capture the equipment he blew it, and himself, up. The tree is from the site where it all happened: [https://en.wikipedia.org/wiki/Ivan\\_Flyorov](https://en.wikipedia.org/wiki/Ivan_Flyorov).

There is a tank park in the grounds which contains most Russian vehicles that you could think of and also a big pond where they have created and fitted out a concrete ship to represent the Russian navy. The item that got me was at the exit – an exhibit of Japanese tanks and airplanes captured during WWII. I was stunned that the Russians had shipped them all back to Moscow. The only other Japanese WWII tank I have seen was the Type 95 in Bovington – surviving Japanese armour is very rare and here were five of them.

### 5. The Museum of Artillery, Engineers and Signals, St Petersburg, Russia

<http://www.artillery-museum.ru/en/home.html>

A museum that has seen better days – it needs a lot of money spent on it to bring it up to scratch. Everything is also in Russian – which is a great shame for it looks like the story of who used the equipment is told and in what actions – a scenario designer's dream come true. However the Russians might be playing loose with the truth – as you will see in a moment.

It's the exhibits that save it though. Upstairs they keep the WWII artillery / anti-tank guns and somehow they



had managed to get a 8.8 cm Pak 43/41 up there. The thing was huge and how the crew managed to change the covered arc during battle I do not know. Downstairs they have Lenin's armoured car, unfortunately Wikipedia says that Lenin did not stand on this one to give his famous speech because:

"The Austin-Putilov armoured car named Vrag Kapitala (Enemy of the Capital), on display at the Artillery Museum, Saint Petersburg, is often referred to as the vehicle which Lenin stood on to address the crowd in April 1917. However, it cannot be true as this armoured car was only manufactured in 1919."

So the Russians might be pulling a fast one or Wikipedia's wrong – you decide.

There is also a stuffed dog downstairs. As soon as I saw it I knew what it was – it had two packs strapped to its back with a rod coming up from them. It was the dog trained to be a tank killer that did not quite work out for reasons we all know.

The other thing that impressed me was that it told the story of the gun from medieval times to the present day. It reminded me of the Shrivenham Royal Military College of Science. I suspect the Russian Army artillery people were guided through as part of their education. Being Russia there was a big separate section for the story of the Kalashnikov.

## 6. December 44 Historical Museum, La Gleize, Belgium

<http://www.december44.com/>

If you play *ASL* and you are in Belgium you are going to head to Stoumont and La Gleize. Whilst you are there pop in and look at this place. Not because of the museum – usual weapons / uniforms – but because it has a King Tiger parked in the car park. It was left behind by KGP and bears scars on the front caused by American troops firing bazooka's at it to see what happened. What happened is that there are a few gouges in the steel and nothing else.

The other point to note is that when they put new asphalt down in the car park they just went round the tank.....

## The dogs:

## 3. Royal Museum of the Armed Forces and Military History, Brussels

All the usual arms / uniforms / medals but some were not displayed very well – some cases were old wooden affairs that had been there for decades. The whole place needed money spent on it. There was one case containing horseshoes – even if you are interested in the Napoleonic wars are you going to be interested in the all the types of horseshoes used?

The WWII tanks, sorry chars, as of 2016 have all been moved to the museum at Bastogne. I guess all the Americans make a bee line to Bastogne so the Belgians have put them there for them.

There is a huge aviation hall but it contained nothing much from WWII – it was jets and helicopters.

The only thing of note for me was the uniform of a WWII Abyssinian guardsman – it was straight off the cover of "Soldiers of the Negus".

## 2. Imperial War Museum, London

Not much to see (despite having

built a new hall in 2000) and the propaganda got right up my nose – for instance Afghanistan was described as a "necessary war".

## 1. Egyptian National Military Museum, Cairo

Just don't bother, really don't bother.....

So – what's your favourite military museum and why?

Ω



Above: The Museum of the Great Patriotic War.  
Below: The Museum of Artillery, Engineers and Signals.  
Bottom: The December 44 Historical Museum.





# INTENSIVE FIRE 2017

## 15 - 19 NOVEMBER 2017



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2017 sees us enter our 23rd year and players of all standards are invited to attend.

### FORMAT

Depending on the numbers taking part, there will either be the well-established Fire Team Tournament on the Saturday and Sunday, or a simple knock-out tournament. In addition, the Friday mini-tournaments offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.

For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

### VENUE

Centrally located in Bournemouth, the Travel Rest offers both excellent gaming facilities and reduced accommodation rates (£39 per night for a single room or £69 per night for two people sharing a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at <http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel>.

For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

### COST

Weekend registration for the tournament is just £20, or just £15 if you register before 1st November. The tournament program listing the weekend's scenarios and events is available from mid-October to anyone registering in advance.

### FURTHER DETAILS / REGISTRATION

Contact Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE. Telephone (0131) 629 1260 (+44 131 629 1260 from outside the UK) or email [if@vftt.co.uk](mailto:if@vftt.co.uk).



# Jagdpanzer 38(t) Hetzer

Michael Davies

## Sturmartillerie and Panzerjäger

In the 1930s the Germans conducted a number of military exercises which showed that close support from light field guns was helpful for infantry operations. This eventually led to the development of the StuG III armed with the L24 75mm gun. Though only available in limited numbers for the invasion of France and the Low Countries, the StuG III became much more popular and important during the invasion of Russia, when it was used against Soviet armour, being up gunned with a longer 75mm gun in March 1942 to help counter increasing numbers of T-34 and KV Tanks. StuG missions crept from infantry support to include the role of ad hoc anti tank artillery.

Though the StuGs proved effective against Soviet armour, more was needed, leading to several Panzerjäger or Tank Hunter designs that put a long 75 or 76(r) mm gun in a very basic armoured box on top of a light or medium tank. Despite looking a bit crap the new Panzerjäger worked; without them in 1942 the Germans would have struggled against KV and T-34 Tanks. The Third Reich liked the idea and went on to develop sophisticated designs based on the Panzer IV, Panther, and Tiger tanks. Primarily used against armour, Panzerjäger were also used to support infantry.

The differences between StuG and Panzerjäger on the battlefield overlapped. Back at Oberkommando der Wehrmacht (OKW) German generals bickered about the details, in part because the General

der Artillerie was in charge of StuG, but General Guderian as General Inspekteur der Panzertruppen was in charge of Tanks and Panzerjäger. Guderian thought the distinction between the two was blurred; frankly the main difference was in naming conventions.

## JgdPz Hetzer

In 1943 StuG III production was optimised with the Panzer III tank production slowly being phased out. It was a good plan, and would have equipped infantry divisions with an effective anti tank weapon, capable of infantry support, if only the Allies would stop bombing the Third Reich. Allied strategic bombing did target the tank factories, and do enough damage to reduce production, forcing the Germans to split component manufacturing. A series of heavy raids in December 1943 forced the Germans to look at alternative StuG production facilities. Two of the sticking points were lifting capacity and assembly line space at plants, both limiting the dimensions of any vehicle produced. The solution was to be a Leichte (Light) Panzerjäger based on the Panzerkampfwagen 38(t), which drew design features from the Marder, StuG III, and possibly another design the Czechs and Rumanians were experimenting with. By April 1944 production had started at the Czech BMM Plant (Böhmisch-Mährische Maschinenfabrik AG), and later at Škoda; by July combined output was over 200 Hetzers a month, increasing to about 400 per month in 1945. Production was interrupted by bombing raids in October and December 1944, and throughout 1945, otherwise even

more Hetzers would have been completed. About 2800 Hetzers were produced, though less than that number would have seen front line service, some being destroyed in transit and a small number retained in training units. The first production Hetzer mostly went to training and testing units, with the first combat units arriving on the Eastern Front in July 1944, becoming increasingly common in all theatres.

The most striking design feature was the dramatically sloped armour. The front armour plates were 60mm thick, but with the glacis sloped at 60°, and the lower hull at 40°, this was roughly equivalent to 90 and 120 of armour. Sloped armour tends not to save weight, but does have the advantage of deflecting shots, reducing velocity by friction and additional resistance from the impacted area deforming. Another advantage of thinner sloped armour is it is easier to harden than thicker plate. The Germans preferred face hardened plate to shatter projectiles on impact, the Allies preferred less hardened armour which was less likely to shatter after being penetrated but more likely to be penetrated. I suspect the Germans were onto something. Post war munitions were designed to combat sloped armour but during WW II it worked very well against fairly basic bullet shaped projectiles with reasonably low velocities. The design went a lot further than simply providing overhead and small arms protection for the Marders it replaced, it provided frontal protection highly resistant to Allied 75/76mm guns, and protection elsewhere against shell fragments and small arms. Small Schürzen or Schürzen were normally factory fitted to the sides of Hetzers. They gave some protection against ATR and heavy machine gun rounds, and could prematurely detonate HE, HEAT rounds reducing their effect slightly; chances are a 152mm HEAT round would still penetrate, but smaller grenade sized weapons might be defeated. Plenty of photographs show Hetzer without the plates after they had been stripped by battle damage, vibration or minor accidents when driving, or simply never fitted.

The Panzer 38(t) weighed about 10 tonnes; the Hetzer was expected to weigh around 13 Tonnes. Not having a turret saved some weight but opting for thicker armour and a 75mm gun pushed the weight towards 16 tonnes, reducing speed, increasing ground pressure, and bearing down on the suspension. Early models were very nose heavy and put a tremendous strain on the tracks and transmission. The design



The Jagdpanzer 38 (Sd.Kfz. 138/2) 'Hetzer' tank destroyer.



was improved to shift some of the weight; changes to the wheels, suspension and wider tracks all helped. There was a continual push to improve the design throughout the war. It is fair to say the Hetzer was better armoured than originally intended and that the weight of that armour caused speed reduction and minor mechanical problems that the Germans lived with, and continually sought to address.

Getting the gun, ammunition, crew and other items to fit inside the Hetzer proved difficult. The gun moved from a planned central position to the extreme right of the vehicle, with traverse limited to 5° to the left and 11° to the right instead of a planned 15° to either side. The Driver sat on the right, with the gunner directly behind him, and the loader/radio operator/Rundumsfeuer machine gunner bringing up the rear. The tank commander sat behind the gun. The crew were able to communicate using throat mikes, hand signals and by shouting if needs be. Bailing out doesn't bear thinking about as three crew members had to make it out through the loader's hatch. The loader probably had the worst of it. Aside from operating the radio and AA machine gun, he needed to reach across the 75mm gun to reach the ready ammunition and operated a breach placed on the right. It could be done but slowed the rate of fire.

The standard radio equipment for a Hetzer was a FuG 5, a 10 watt transmitter/receiver, the standard tank set for most German AFVs. It was usually operated by the loader. Befehlswagen 38 (Command variant) carried a FuG 5, and a FuG 8, a 30 watt transmitter/receiver, mounted at the back of the cockpit accessible to both the loader and commander. The FuG 5 was a short range set, with a range limited to under four miles for voice transmission when stationary, and even less when moving. To increase the range Morse code transmission was used, but usually vehicles were not very far away from each other. The FuG 8 set had a much longer range, 50 Km for voice, and 120 Km using morse when stationary, dropping to 15 Km for voice and 50 Km for keyed transmission when moving. Generally the ranges were adequate in combat. The German Army was big on cross training soldiers and it is likely that the commander and loader could operate the FuG 5, and the FuG 8 if fitted, other crew members would have a fair idea how to use the radio but probably didn't know Morse, or how to retune or service either set.

Some small arms would be carried for the crew, generally grenades, pistols and one or more machine pistols. Some crews carried additional weapons either in the cockpit or stowed externally. There were intended for self protection when outside the vehicle, but could be used from open

hatches by some of the more aggressive crew members.

Most crewmen came from other vehicles, such as Marders and some Nashorns, or had served as anti tank artillerists, and had already completed basic infantry and specialist training. Just a week of training was given to familiarise the crew with Hetzers then they were sent to the front. Given more time a crew would learn on the job, but if thrown into action suddenly particularly if required to support infantry they had not trained with performance could be lacklustre. Few Hetzer units had dedicated infantry support and although the vehicles would know what they were doing inexperienced infantry tended to clump together too close to the vehicles and suffer as a result. An experimental unit Panzer Jagd Brigade 104 included dedicated infantry support in Sd.Kfz.250 halftracks and proved very effective on the Eastern Front against Soviet armoured and infantry units. This was partly down to the equipment and tactics used, but also owed something to the experience of units fighting together. Rather than building more Hetzer the Germans could have increased their effectiveness by giving them dedicated infantry support; even a platoon per company would have made a big difference.

The Hetzer did have a low power to weight ratio which reduced its top speed. Low power could be an issue when tackling gradients, soft ground or towing another vehicle, but generally the Hetzer performed as well as its contemporaries. One fault was the suspension, which was stressed by both the vehicles weight when crossing difficult terrain and the need to make adjustments to traverse the gun. At times the Hetzer could throw a track which could be repaired in the field by the crew, but if the leaf springs of the suspension failed the vehicle would

need more substantial repairs from a field workshop or recovery vehicle, and if that wasn't practical the AFV would be scuttled. Generally the Hetzers were kept in at a high level of operational readiness by their units, comparable to Panzer IV units, and much higher than Panther or Tiger units.

## 7.5 cm Pak 39

The 7.5 cm PaK 39 was designed as the main armament of the Jagdpanzer IV and was also used for most Jagdpanzer Hetzer. It was similar to the PaK 40 towed anti tank gun and vehicle mounted 7.5 cm KwK 40 used by the Panzer IV and StuG III. All three guns had similar performance, and were effective against Allied medium and lighter armour, soft targets and personnel. They were less effective against concrete fortifications and heavy armour.

The most common types of ammunition are described below.

## Main Gun Ammunition

The Hetzer was designed to carry 41 rounds, which was increased to 46 in November 1944 by moving the sight stowage box; some crews also carried more ammunition stacked into any available space either in boxes or loose. Roughly 35% of ammunition would be Pzgr 39 anti tank rounds and the rest usually Sprgr 37 High Explosive. By 1944 Pzgr 40 (APCR) was rare, and in 1945 extremely scarce, but crews would carry some if available for use against JS, Churchill or up armoured Sherman tanks. Occasionally Granatpatrone 38 (HEAT) rounds were used in place of some HE, as they were very effective against soft targets, buildings, and most fortifications whilst have a reasonable effect against armour. The number of HEAT rounds carried was subject to availability but could be 25-30% of the total. StuG III assault guns usually carried smoke rounds;



*A Jagdpanzer 38 of 8th SS Cavalry Division Florian Geyer in Hungary in 1944.*



during the invasion of France and the Low Countries roughly 20% of shells would be smoke. Mid war the percentage was reduced to 10%, but that's still a significant proportion of the munitions carried. Hetzer crews were trained to fire smoke rounds but I can't find a percentage carried. Typically 20-25 rounds of various types would be fired by individual AFVs in an engagement; after that one side or the other would withdraw.

### **Panzergranatpatrone 39 (Pzgr. Patr. 39)**

The standard armour piercing round for the Pak 39, was an Armour Piercing Capped Ballistic Capped (APC/CHE-T) round containing a small explosive charge and a base mounted tracer. The design, fusing and composition of the round changed at various stages in the war due to shortages of specific metals or explosives. Initially the shell was steel containing 1% chromium, nickel and molybdenum, machined from a solid bar and hardened towards the tip. Later the alloy contained chromium, silicon and manganese, which made a more brittle round prone to shattering on impact, though this was to some extent countered by improved manufacturing methods. To help penetration a soft flattened metal cap was fitted to protect the tip of the shell on impact, greatly reducing the tendency to shatter or prematurely detonate the explosive contents of a shell. A penetrative cap marginally reduces penetration and velocity, but this is offset by the much reduced incidence of catastrophic shell failure on impact. However the flattened shape of the cap was understood to reduce accuracy and velocity in flight which was a much more serious problem, with a well understood solution of fitting a lightweight Ballistic cap. A ballistic cap does reduce drag, greatly improving performance at long range. At shorter ranges a ballistic cap slightly reduces penetration but for kinetic rounds not by more than a few millimetres. For HEAT though a ballistic cap had a greater effect on penetration. The explosive content was a small charge of just over 2 ounces of TNT, intended to detonate within its target causing significant shrapnel and blast injuries. Inside a tank it must have been horrific. The tracer burnt for two seconds, with the shell travelling at 750 metres per second out to about 1500 metres.

Penetration was around 106mm at 100 metres, 85mm at 1000 metres, and 64mm at 2000 metres. Pzgr 39 rounds were very accurate out to 1000 metres and tolerably accurate out to 2000 metres. A lot depended on estimating the range, but a competent gunner helped by his commander had a realistic chance of hitting a tank sized target at 2000 metres, by observing the fall of shot and correcting onto the target.

Generally long range gunnery occurred on the Eastern Front, with the superior optics of the Hetzer giving an advantage.

### **Panzergranatpatrone 40 (Pzgr. Patr. 40)**

Kinetic Energy rounds rely on mass and velocity for their energy. Working with an existing gun it is possible to increase velocity by using more propellant and lightening the shell, the trade off in mass has consequences but at the muzzle the energy is greatly increased. One limit on this was the tendency of steel shells to shatter on impact at 2700 feet per second or 820 metres per second. Various alloys were tried, until the designers experimented with tungsten rounds. The Germans were the first to use tungsten rounds in action, developing Hartkernmunition, the first Armour Piercing Composite Rigid rounds. The overall shape of the German rounds was similar to a bodkin arrow and the name Arrowhead stuck. The projectiles were built around a long rod of tungsten that looked like a large bullet, surrounded by a light alloy body, fitted with a ballistic cap and base mounted tracer. On impact the tungsten core would punch through armour and bounce around inside its target. Generally German AFV crews thought the effect of Panzergranatpatrone 39 which penetrated was greater, but the Panzergranatpatrone 40 was needed for targets with thicker armour.

Limited supplies of tungsten limited Panzergranatpatrone 40 production. It is doubtful many rounds were made after 1943, and at that time only 15,000 75mm APCR rounds were available. Once the tungsten supply was used up some rounds were completed with a hardened steel core which must have been of limited use, it looked about right but would shatter at short range.

Panzergranatpatrone 40 had a muzzle velocity of 930 m/s, and could penetrate 143mm of armour compared to 106mm of Panzergranatpatrone 39. As range increased the APCR shell lost momentum and stability, losing accuracy and stability. Out to 1000 metres, accuracy was comparable, and performance better than a standard AP round.

The Panzergranatpatrone 40 round was very effective out to 1000 metres, and would have been used more often to secure penetration had it been readily available. By 1944 APCR was very scarce.

### **Sprenggranatpatrone 34 (Sprgr. Patr. 34)**

The 75mm high explosive round contained 653 grammes (1lb 7oz) of amatol, with two exploders to ensure detonation on or shortly after Impact. It was designed to cause damage by both blast and shrapnel

against "soft" targets, though the shell was solid enough to cause structural damage and even penetrate light armour at short range. Amatol is a mixture of TNT and ammonium nitrate; it became popular to save TNT and to improve the explosive effect of TNT in Oxygen poor environments. There is a known problem with amatol deteriorating in storage, but during WW II rounds were going from the factory almost straight to the guns and fired pretty soon afterwards. The shell was accurate at short ranges, less so at longer ranges but it did not rely on a direct hit as it had a blast radius of about 25 metres, which is not to say standing at 26 metres is safe, some fragments capable of taking your head off could carry to 100 metres.

The German 75mm shell was well designed and effective. British shells tended to be filled with RDX, pentolite, and baratol mixes which were more powerful for any given calibre.

German training manuals suggest the majority of shells carried by a Hetzer would be high explosive.

### **Granatpatrone 38 HL A/B/C (Gr. Patr. 38 HL)**

The Germans first issued a High Explosive Anti Tank round in 1940. It used a shaped charge to form a copper funnel into a long thin jet of molten metal which was forced through armour at speed. The original PzGr 38 issued in 1940 could penetrate about 40mm of armour, with successive designs improving penetration; in late 41 the HL/A could pierce 70mm, later still the HL/B 75mm, and finally in late 1943 HL/C 90 to 100mm. It is likely the Hetzer would be using mostly HL/C ammunition, and some HL/B, both of which are mentioned in crew training manuals. Roughly 1.8 Million HL rounds were produced by 1943, with over a million being fired before the war ended.

There were issues with the HL rounds. If it hit the target at speed the round could distort before forming a penetrating jet. Gradually propellant was reduced so rounds were fired at the fairly low velocity of 450 m/s, even so at ranges under 200 metres HL rounds could malfunction. Rifling was also a problem as it imparted a spin that could direct the jet of molten metal away from the target. The HL round did not have a tracer so it was a little harder for crews to see if rounds had actually hit, although a detonating round had high visibility. It wasn't practical to fit a ballistic cap to HL rounds as it would in effect create spaced armour, so their accuracy at long ranges over 1000 metres was less than that of other rounds. Low velocity creates several ballistic problems; it increases the effect of wind, requires higher elevation and the flight time of rounds increases making it





*The low profile of the Hetzer can be clearly seen in this picture.*

harder to anticipate the position of a moving target.

HL rounds did have the advantage of being effective against soft targets as their explosive content and supersonic copper jet were devastating.

Most crews were uncomplimentary about the performance of HL shells, mainly criticising their accuracy and the difficulty of confirming targets had been penetrated and destroyed, but they were still used as they were effective against infantry as well as armour. I suspect HL would have been withdrawn if the Third Reich had enough tungsten and more Pzgr 40 had been available.

### **Nebelgranate (Smoke)**

The 75mm smoke shell contained a small bursting charge detonated by an impact fuse, and a mixture of 20% pumice and 80% oleum (fuming sulphuric acid). Fragments from the shell, and its impact could cause casualties but its main purpose was to generate thick smoke to conceal troops. Accuracy would be similar to HE rounds.

Estimated effective direct fire range for various rounds is as follows Pzgr 39 up to 3000m, Pzgr 2000m, Gr. 38 HL 2400, and Sprgr 34 (HE). Indirect fire for HE and Smoke would be several kilometres.

Other specialised 75mm rounds existed other than those listed including canister, star shell, and various training rounds, but the above are the five types most likely to have been used by Hetzers.

### **Rundumsfeuer**

“Rundumsfeuer” translates literally as “all round shooter”, or 360° weapons mount. It was a remote control machine gun fitted for close defence against infantry,

used on late model StuG and all Hetzers. It comprised a standard MG 34, fitted with a ×3 periscopic sight with an 8° field of view, and remote control trigger. A 50 round drum was fitted. Accuracy was pretty good and some crews liked the weapon for engaging lone enemy targets, and for checking range or line of sight. The MG was fired by the loader, who could also go crew exposed to fire the weapon. Although useful the Rundumsfeuer, had some limitations. After fifty rounds had been fired it needed to be reloaded, and the only way to do that was open the loader’s hatch and replace the drum, after four hundred rounds or less if firing fifty round bursts the red hot barrel would need changing. The weapon could not be elevated enough to engage aircraft. Different sources suggest 600 or 1200 rounds were carried for the MG34; my guess would be 600 if the crew had much say in the matter. An armoured shield provided some protection for the crew and the MG34. Whilst it had some limitations the Rundumsfeuer was useful.

Crews would be armed with small arms and grenades. Generally the Hetzer relied on infantry support for close defence.

### **Tactics**

Most Hetzer were assigned to the Panzerjäger Kompanien (Company) of infantry divisions. The original TOE of a company would have two command vehicles and three platoons of four vehicles. In February 1945 the platoon size was reduced to three vehicles and the number of command vehicles reduced to one, making a full strength company ten Hetzers, plus a supporting recovery vehicle, engineers, mechanics and medical personnel. Keep in view companies would rarely be at full strength either as a result of combat losses or temporary mechanical issues. When possible Bergepanzerwagen 38, a recovery vehicle based on the 38(t) was used, it was

a tank chassis with lowered armoured sides and a winch. It could pull itself and a Hetzer on the flat but struggle with gradients, soft sand or heavy clay.

For most combat missions the smallest unit used would be a platoon of three or exceptionally four Hetzer, perhaps with the company command vehicle present. Lone vehicles, or a pick and mix of Hetzer and other armour would be less common but did happen. Combat or maintenance depleted units would be reformed into platoons.

At times a platoon of three or four Hetzer might be tasked with supporting a company or even battalion attack. This would be planned so that the Hetzers role would be a specific objective, either specific enemy units, or a task of securing against armoured counter attack. In some instances the Hetzer to infantry ratio could be very unusual; in one instance an entire Panzerjäger company reduced to just four vehicles engaged in an attack by a reduced rifle company of just twenty men.

Against armour the Hetzer was at a greater advantage firing at long range 2000-2500 metres, (50-60 hexes!), firing 20-25 rounds at a distant target moving across its’ front, retiring before the enemy could recover. Firing from a hull down, concealed position against a surprised enemy from an unexpected direction wasn’t a fair fight. Shorter range ambushes could also be effective, but carried a greater risk of effective enemy return fire. The Hetzer could be overwhelmed by greater numbers of enemy tanks, by being bypassed, or perhaps destroyed by artillery or air power. The Allies were prone to fire protracted artillery concentrations against suspected tank positions.

Against infantry, Hetzer would generally provide fire support from behind the front line, shooting in attacks but using friendly infantry as a screen against enemy units. The 75mm gun was effective against troops in the open or lightly constructed buildings, but wasn’t ideal against troops in bunkers or really solidly constructed buildings. Generally German infantry appreciated the help; Allied troops didn’t like being shot at but saw assault guns as less of a threat than tanks. Although the Rundumsfeuer MG34 was useful very accurate the multiple machine guns of a Tank were more of a concern for infantry.

### **Hetzer Variants**

A number of Hetzer were fitted out as Befehlswagen 38 command vehicles by installing a FuG 8 radio and an electric generator. These were issued to company and battalion commanders, and proved



valuable liaising with the next level of command. The Germans were big on signalling and it was an important factor initially in the success of “Blitzkrieg” and later in fast acting defensive combat groups. At a pinch the Befehlswagen 38 could function as a regular Hetzer but its real value was longer range communications, and looking similar enough to a regular Hetzer to not draw fire.

Another important variant was the Bergepanzerwagen 38. These were purpose built on 38t chassis, partially armoured and equipped with cables, pulleys and either a winch or an anchor. The Germans continually sought to improve the design, to improve its effectiveness and reduce costs. Its primary use was to help vehicles out of ditches, it could also help tow damaged or disabled vehicles very short distances, and jump start or boost those with flat batteries. One was issued to every Hetzer Panzerjäger company and two or more to battalions. The crew would be able to perform or assist in some maintenance and repairs. The Bergepanzerwagen 38 carried a winch that could lift an engine out of a Hetzer. In a quiet way the Bergepanzerwagen 38 improved the availability of Hetzers in units, and reduced the number destroyed as combat losses when they otherwise could not have been recovered. About 181 were built.

The Germans did experiment with a recoilless or rather non-recoiling 75mm gun for the Hetzer, called the Jagdpanzer 38 Starr (which translates as Rigid or Inflexible). The idea was to absorb the 75mm Guns recoil by rigidly mounting it and absorbing the recoil using the mass of the vehicle and the thick frontal armour. This would reduce costs by not having a recoil mechanism, assist gun laying slightly by reducing the time between rounds and the need to stand clear during recoil. It was a good idea but just didn’t work. Firing damaged the gun sights so after a few rounds fire beyond point blank range was impractical. Maybe fourteen were made, and attracted the interest of Hitler, but ultimately the project was abandoned and the guns removed to be used to build regular Hetzers. There’s a slim chance some of the Starrs did see action but it’s doubtful.

Some work was done trying to fit 105mm, 7.5cm PaK 42 L70 (the Panther gun!), 8.8cm PaK 43, 150mm infantry gun, and incredibly the 12.8 cm gun into a Hetzer, but the war ended before those projects could be developed.

## Comparison with Other Vehicles

In most scenarios a Hetzer would outclass a Sherman, T-34 or other Allied

medium tank, and in turn be outclassed by the heavier IS series or American late war M-26 Pershing tank. In most respects a Hetzer would be equal to a SU-85, nearly as good as an SU-100, IS-122, or IS-152.

It’s perhaps more “fun” to compare the combat effectiveness of a Panzer IV, Hetzer, StuG and Marder. Against medium armour the Hetzer would generally win, except hull down at long range Marders had a slight advantage in terms or rate of fire. For infantry support well a StuG can deploy smoke and has a slightly higher rate of fire. The Panzer IV would do better in meeting engagements when moving forward to engage a concealed enemy.

## Hetzer Tactics for ASL

There have been a very small number of ASL scenarios that have featured long range armoured fire, but at time of writing none that feature Hetzers. There are two, well three; ASL historical modules *Kampfgruppe Peiper I/II* and *Festung Budapest* that allow players the option of purchasing significant number of Hetzers to use in fairly open terrain that allows for long range combat. Ideally you want to be hull down behind a wall, or in decent cover, then blaze away blowing up Shermans or T-34 depending on which front you are. Against roughly equal number of enemy medium tanks the battles should be one sided as you are almost guaranteed to get the first shots off, and return fire will be weak until you are acquired. Be wary of enemy artillery support, air support or heavy armour, but otherwise enjoy the fight.

ASL tends to simulate infantry company sized actions with fairly small

numbers of AFVs or Guns in support. Only late war scenarios will include Hetzer. In general a Hetzer can be used as a tank, but taking into account the penalties for changing Covered Arc, limited machine gun Armament, restricted HE allocation, and Smoke being limited to crew thrown smoke grenades. That sounds grim, but with a bit of thought still leaves a lot of scope for effective action. Hetzers have a potent main armament and with their own thick frontal armour can scare and even destroy enemy armour. Against infantry they can VBM, Overrun, and interdict route, and as long as they might have HE scare enemy infantry. Further they can carry Riders, perform Armoured Assault, create Trail Breaks, and have a square go driving into minefields, buildings and Fortified Building Locations, and Wire. It counts as a decent number of VPs and is more likely to pass an ESB check than most other German vehicles.

## Conclusion

The number of Hetzers produced and entering front line service would be somewhere between 2,500 and 2,800 vehicles, with production disrupted by bombing and the utter chaos within the Third Reich towards the end of the war, plus some Hetzer going to training units or destroyed in transit it’s hard to be precise. Obviously the Hetzer wasn’t the “Tank” that won WW II, it was intended to be about as effective as a StuG III, and for most missions they would be comparable, with the Hetzers improved frontal armour offset against the StuG III’s slightly better cockpit, and greater ammunition storage. The Hetzer was certainly good enough to engage similar numbers of T-34s, Shermans and lighter armour with a realistic chance of surviving,



A Jagdpanzer 38(t) Hetzer at the Military Technical Museum in Lešany, Czech Republic.



and from the flank could destroy IS and Churchill tanks. The Hetzer was not liked by some of its crews (mainly as a result of its cramped cockpit) but it was seen as a credible threat by Allied tankers – it was easier to camouflage than more dangerous but easier to detect Tigers, Panthers and heavy assault guns.

The Hetzer was an intelligent design to make use of Czech factories and labour, to manufacture a useful gun platform. By using a casemate to mount the gun instead of a turret a larger gun could be fitted, and frontal armour sloped for maximum protection. Used in a similar fashion to a towed anti Tank gun the Hetzer worked.

Post World War Two tanks grew large enough to mount the heaviest anti tank guns available. Casemated guns were only used by the Swedish S Tank, and a few airborne or amphibious light Tanks to get the biggest gun on the lightest possible platform. The Panzerjager roles passed to missile carrying light armoured vehicles designed to attack from a distance then evade enemy retaliation by driving away very quickly. For infantry support, assault guns were replaced by better coordinated air and artillery support, as well as APCs and later IFV (Infantry Fighting Vehicles), which transported troops and provided fairly powerful fire support.

The closest modern vehicle to a WW II StuG or Hetzer nowadays would be improvised Gun Trucks mounting an anti aircraft gun or anti tank gun on the back of a military or civilian truck or pick up that engage ground targets from ridiculously short range whenever a camera is pointed at them.

In WW II the Hetzer served to stiffen German defences, and help shoot in attacks. Without it German infantry would have had a harder time in 1944/45.

In *ASL* the Hetzer can be a valuable unit even when facing better armed and armoured opposition. Its forte is anti tank rather than infantry support, but it can do both. Mobile, well protected, well armed, worth a decent amount of Victory Points, the Hetzer always creates a tactical problem for enemy players.

Hetzers are still to be found in several museums, and even in private ownership. It remains a popular vehicle in *World of Tanks*, in part because it looks really cool, which is the fourth and most important consideration in designing any AFV.

Ω



A new map on which to do battle - with a twist. The **MapPad** doubles as a mouse pad so you can continue to use it even when you're not playing one of the 4 included scenarios from trusted designers Pete Shelling and Brian Martuzas.



**PAD1: Time is Tight** (Pete Shelling) Tri-le-Cheslaing, Belgium, December 26, 1944. Germans vs Americans

**PAD2: The Quick and the Dead** (Pete Shelling) Taupze, Krasnodar, August 21, 1942. Slovaks vs Soviets

**PAD3: Earning Face** (Brian Martuzas) Teng-chung, Burma, September 15, 1944. Chinese vs Japanese

**PAD4: Iron Coffins** (Brian Martuzas) Kalpaki, Greece, November 3, 1940. Italians vs Greeks

Scenarios are printed on card stock in vibrant colour, featuring new counter art unique to Broken Ground Design.

The 9.25" x 7.75" MapPads are printed in full colour on soft woven polyester bonded to open-cell rubber sponge (1/8" thick).

Available for just \$13.00.

<http://www.brokgndground.design/>



# "THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

## England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (21 Mar 2016)  
F. B. Dickens, 62 Yarnfield Road, Tulseley, Birmingham, W. Mids., B11 3PG (31 Dec 1995)  
Billy Carslaw, 52 Spring Lane, Birmingham, B24 9BZ (19 Mar 2005)  
Ian Morris, 18 Quarry Walk, Rednal, Birmingham, West Midlands, B45 9BQ (10 Mar 2017)  
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP (31 Oct 1996)  
Gary Look, 7 Dover Place, Bath, BA1 6DX (25 Mar 2004)  
Jeff Hawarden, 9 Laburnum Road, Helmsboro, Rossendale, Lancs., BB4 4LF (07 Apr 2000)  
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (20 Sep 2016)  
Phil Ward, 7 Burnsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06 Mar 2000)  
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)  
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)  
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08 Mar 2002)  
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (25 Oct 2011)  
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)  
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)  
Peter Nurbury, 13, Argyle Street, Bury, B19 5DX (29 Jul 2014)  
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (03 Nov 1995)  
Lee Hyde, Sompting, West Sussex, BN15 0LD (14 Oct 2015)  
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (11 Feb 2017)  
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (10 Mar 2012)  
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11 Nov 1999)  
Neil Piggott, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN (03 Nov 1995)  
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (26 Oct 2006)  
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29 Oct 1997)  
Gaute Strokkenes, Girtton College, Cambridge, CB3 0IG (23 Oct 1998)  
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07 Aug 2002)  
Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (02 Mar 2015)  
Ken Watson, 18 Arrendene Road, Haverhill, Suffolk, CB9 9JQ (18 Apr 2011)  
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08 Jul 2005)  
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (05 Feb 2017)  
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (07 Mar 2017)  
Paco Manley, 89 Millfields, Writtle, Chelmsford, Essex, CM1 3LJ (18 Sep 2016)  
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)  
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (19 Mar 2014)  
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (08 Mar 2017)  
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE (03 Nov 1995)  
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA (31 Dec 1995)  
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19 Aug 2002)  
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5IT (31 Jul 2001)  
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (19 Mar 2017)  
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (25 Oct 2007)  
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18 Jan 1999)  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (19 Mar 2017)  
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)  
Neil Martin, 63a Harbour Street, Whitstable, Kent, CT5 1AG (16 Apr 2012)  
Paul Treslove, 10 Kings Ave, Whitstable, Kent, CT5 1RZ (24 Apr 2017)  
Adam Carter, Whitstable, Kent, CT5 4HN (20 Feb 2015)  
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26 Jul 1998)  
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)  
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS (31 Dec 1995)

Hubert Noar, 39 Rugby Road, Clifton, Rugby, Warks., CV23 0DE (06 Jan 2004)  
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09 May 2005)  
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG (31 Dec 1995)  
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (07 Mar 2014)  
Kris Pugh, 22 Norfolk Place, Welling, Kent, DA16 3HR (25 Oct 2007)  
Carl Sizmur, 81 Millfield, New Ash Green, Longfield, Kent, DA3 8HN (25 Oct 2007)  
Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)  
Neil Brunger, 22 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (18 Sep 2016)  
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ (31 Dec 1995)  
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DA1 4EG (25 Jan 2016)  
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)  
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17 Oct 1998)  
Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01 Nov 2000)  
Kevin Horner, Doncaster, South Yorkshire, DN8 (17 Mar 2013)  
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25 Apr 1999)  
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)  
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21 Jul 2001)  
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04 May 2004)  
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)  
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01 Jun 2000)  
Chawn Harlow, Exeter, EX5 1DF (11 Jul 2015)  
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29 Dec 2000)  
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31 Oct 1996)  
Ulrich Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (27 Mar 2017)  
Arthur Garlick, 23 St. Annes Road East, Lytham St Annes, Lancs., FY8 1TA (04 May 1998)  
Michael Davids, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (07 Mar 2017)  
Russell Gough, 'Bellare', New Road, Cheltenham, Gloucestershire, GL52 3NX (06 Oct 2016)  
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (19 Dec 2011)  
Jeff Cassell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17 Mar 1997)  
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30 Apr 1996)  
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)  
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)  
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (07 Apr 2014)  
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD (30 Oct 1998)  
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21 Apr 2007)  
Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27 Nov 2004)  
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06 Mar 2008)  
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb 2016)  
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05 Sep 2001)  
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberside, HU13 0NA (31 Dec 1995)  
Ruairigh Dale, 77 Riverview Avenue, North Ferryhill, HU14 3DT (27 Oct 2005)  
Steve Balcum, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01 Jan 1996)  
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)  
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15 Aug 2000)  
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17 Feb 2001)  
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (17 Jun 2015)  
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04 Jan 2000)  
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (08 Mar 2017)  
Denis Read, 21 Clench Rd, Holbrook, Suffolk, IP92 2PP (30 Jun 2016)  
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)  
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (24 Apr 2017)  
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)  
Ray Porter, 38 Bishopgate Street, Waverter, Liverpool, Merseyside, L15 1EW (16 Feb 2017)  
Mark Blackmore, 39 Southdale Road, Liverpool, Merseyside, L15 4HX (08 Mar 2017)  
Craig Benn, 122 Larkfield Road, Aigburgh, Liverpool, L17 9PU (22 Jan 2017)  
Damien Maher, 4 Woolton Court, Quarry Street, Liverpool, L25 6HF (05 Jul 2010)  
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ (31 Dec 1995)  
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19 Mar 2005)

Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)  
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10 Dec 2004)  
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (25 Oct 2007)  
Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)  
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (03 Apr 2016)  
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15 Nov 1996)  
Jos Attridge, Newtown Linford, Leicester, Leicestershire, LE6 0AA (02 Jul 2014)  
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18 Sep 2002)

Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10 Mar 1998)  
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)  
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21 Nov 2008)  
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (28 Oct 2004)  
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)  
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)  
Jamie Sewell, 115 Cresent Road, Alexandra Palace, London, N22 4RU (31 Dec 1995)  
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)  
Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09 Mar 2006)  
Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (09 Mar 2006)  
Steve Jones, 90 Biddick Lane, Fairfield Village, Washington, Tyne and Wear, NE38 8AA (04 Apr 2005)  
Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17 Sep 2008)  
Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (06 Mar 2008)  
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12 Mar 2002)  
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD (31 Dec 1995)  
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)  
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ (31 Dec 1995)  
Chris Gower, 7 Boxley Drive, West Brdgford, Nottingham, Notts., NG2 7GQ (28 Sep 1998)  
Colin Bell, RAF Cranwell, Sleaford, Lincs, NG34 8hb (24 Jan 2017)  
L. Othacae, 17 Russel Drive, Wollaston, Notts., NG8 2BA (31 Dec 1995)  
Duncan Spencer, 33 St Anthonyms Road, Kettering, Northants, NN15 5HT (03 Nov 1995)  
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13 Dec 1998)  
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chestow, Gwent, NP16 5SS (11 Nov 2015)  
Phil Williams, The Cottage, Robins Lane, Devauden, Chepstow, Monmouthshire, NP16 6PB (14 Aug 2010)  
Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09 May 2005)  
Stuart Brant, 18 Camden Mews, London, NW1 9DA (18 Sep 2016)  
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (25 Mar 2017)  
Tom Jackson, 40 Keys Rd, London, NW2 3XA (09 Feb 2015)  
Steve Joyce, 23 South End Close, London, NW3 2RB (31 Jan 2001)  
Peter Fraser, 66 Salecombe Gardens, Millhill, London, NW7 2NT (31 Dec 1995)  
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH (31 Dec 1995)  
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (04 Jan 2017)  
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12 Dec 2006)  
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (25 Feb 2014)  
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23 Oct 1998)  
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (21 Mar 2016)  
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28 May 2005)  
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)  
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)  
Alan Anderson, Penmarve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11 Dec 1998)  
Nigel Blair, 105 Stanborough Road, Plymouth, Plymouth, PL9 8PG (19 Mar 2017)  
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA (31 Dec 1995)  
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (05 Nov 2012)  
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25 Oct 2007)  
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)  
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PT (07 Mar 2017)  
Simon Hunt, 26 Inhurst Avenue, Waterloo, Portsmouth, PO7 7QR (31 Aug 2000)  
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23 Oct 1998)  
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)  
Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (25 Oct 2007)  
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26 Mar 2000)  
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05 Jun 1998)  
Chris Netherton, 36 Eungar Road, Whitchurch, Hants, RG28 7EY (26 Oct 2006)  
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)  
Kevin Croskery, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (07 Sep 2011)  
Richard Webb, 14 Kistsmead, Cophorne, West Sussex, RH10 3PW (14 Aug 2010)  
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18 Jan 1999)  
John Hunt, 194 Chancetonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08 May 2007)  
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (07 Mar 2017)  
Joel Ayles, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)  
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (30 Sep 2014)  
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 51L (31 Dec 1995)  
David Higginbotham, 18 Westfield Garden, Brampton, Cheshirefield, S40 3SN (03 Jul 2000)  
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (30 Jan 2014)  
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE (31 Dec 1995)  
Marin Edwards, 127 Pepsys Road, London, SE14 SSE (02 Sep 1999)

Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2013)  
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (15 Jul 2013)  
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (25 Mar 2004)  
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK56 5BG (17 Sep 2002)  
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA (31 Dec 1995)  
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16 Sep 2002)  
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23 Oct 2003)  
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (12 Mar 2017)  
Gordon Watson, Banstead, Surrey, SM7 3JJ (09 Apr 2012)  
Adrian Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (13 Mar 2017)  
Jon Williams, 17 Larch Road, Colene, Chippenham, Wilts., SN14 8QG (06 Dec 1998)  
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10 Sep 2011)  
Bill Gunning, 14 Eaves, Faringdon, Oxon, SN7 7DT (14 Sep 1997)  
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (26 Oct 2006)  
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)  
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)  
James Croisfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (15 Feb 2009)  
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)  
Michael Parsons, Rochford, Essex, SS4 2BS (21 Jan 2017)  
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23 Oct 1998)  
Robert Seeneay, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19 Mar 2005)  
Ronnie Tan, 250 Hydeathorpe Road, Balham, London, SW12 0JH (21 Jul 2001)  
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)  
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)  
Julian Blakeley-Edwards, 1 Elmbourne Road, London, SW17 8JS (21 Oct 1998)  
Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (03 Aug 2009)  
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25 Feb 1999)  
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26 Mar 1999)  
David Tye, 35 Redburn Street, London, SW3 4DA (25 Jun 2010)  
Chris Courtier, 17 Hargwyne Street, London, SW9 9RQ (23 Oct 1998)  
John Sparks, Taunton, Somerset, TA2 8QG (29 Jan 2012)  
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (23 Jan 2015)  
Frazier Greenshields, Coxland House, Huntworth, Bridgwater, Somerset, TA7 0AJ (23 Sep 2013)  
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)  
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29 Apr 2001)  
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02 Sep 2008)



# ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world. In fact, it is possible to be involved in an *ASL* tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I'll include the details here, space permitting.

If you contact anyone regarding these tournaments, please tell them that I sent you!

## JUNE DOUBLE ONE 2017

**When:** 22 – 25 June.

**Where:** Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates start at £39.60 for a single room and breakfast.

**Fee:** £15.00 if paid before 30 April, £20.00 thereafter.

**Format:** A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments will be run on Friday, and friendly games will also be available throughout the weekend.

**Contact:** For a booking form contact Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE or by email at [derek@doubleone-online.net](mailto:derek@doubleone-online.net). Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (22 Sep 2016)  
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (02 Jul 2014)  
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (18 Sep 2016)  
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 6EW (03 Sep 2008)  
christopher bourne, 52 horsenden lane north, greenford, middlsex, ub6 0pa (04 Dec 2014)  
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31 Dec 2004)  
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04 Mar 2002)  
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)  
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)  
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07 Oct 1996)  
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)  
Matt Blackman, 10 Alford St, Wigan, Lancs., WN1 2HL (14 Mar 2008)  
Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TG (23 Sep 2008)  
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30 Mar 1999)  
Andy Evans, 232 Bushbury Road, Wolverhampton, West Midlands, WV10 0NT (27 Apr 2010)  
Ian Price, 19 Upper Green, Yettenthall, Wolverhampton, W. Mids., WV6 8QN (31 Dec 1995)  
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12 Feb 2002)  
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02 Sep 2008)

## Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17 Jun 1999)  
Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Jan 2014)  
Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (24 Jan 2013)  
Steve Cook, 159 Lee Crescent, Aberdeen, AB22 7RH (16 Feb 2013)  
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (09 Mar 2016)  
Michael Green, 27 Rotchell Park, Duffries, DG2 7RH (12 Sep 2002)  
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (10 Feb 2017)  
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01 Dec 2005)  
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07 Dec 1998)  
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (24 Apr 2017)  
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (26 Sep 2013)  
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)  
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6hr (03 Feb 2013)  
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (17 Feb 2017)  
Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (25 Oct 2007)  
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16 Jun 2001)  
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)  
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)  
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)  
Steve Mackintosh, 54 Firthview Drive, Inverness, IV38QE (27 Jan 2013)  
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2009)  
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21 May 2001)  
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)  
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (08 Jan 2015)  
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

## Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)  
Paul Jones, 9 Cwm Nofydd, Rhwibina, Cardiff, CF14 6JX (22 Nov 2002)  
Chris Dalgety, 4 Library Street, Canton, Cardiff, CF5 1QD (30 Dec 2014)  
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)  
Kev Sutton, 1 Gorhwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)  
Nick Rijke, Aneddfa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)  
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL (31 Dec 1995)  
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the *VFTT* web site at [www.vfft.co.uk/my-account.asp](http://www.vfft.co.uk/my-account.asp).

## OCTOBER ASLOK XXXII

**When:** 1 – 8 October.

**Where:** Four Points by Sheraton, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit <https://www.starwoodmeeting.com/Book/ACP>. Room rates are \$85 until the start of September. Note that this is the same hotel as in previous years but with a new name.

**Fee:** \$30.00 before 28 September, \$40.00 thereafter and on the door.

**Format:** Same as always. Weekend tournament plus numerous mini-tournaments. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

**Notes:** T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

**Contact:** Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email [damavs@alltel.net](mailto:damavs@alltel.net). Check out the web site at [www.aslok.org](http://www.aslok.org) for the latest details.

## NOVEMBER INTENSIVE FIRE 2017

**When:** 15 – 19 November.

**Where:** The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Room rates are £47 per night for a single room, and £37 per night per person for a double room.

**Fee:** £15.00 if registering with the organisers before 1 November, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in October.

**Format:** To be confirmed. Depending on the numbers taking part there may be a three round Fire Team tournament (two rounds on Saturday, one on Sunday) or a knock-out tournament. There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

**Contact:** For more details or to register contact Pete Philipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email [if@vfft.co.uk](mailto:if@vfft.co.uk). For up to date information check out the UK *ASL* tournament web site at [www.vfft.co.uk](http://www.vfft.co.uk).

## 2018 MARCH HEROES 2018

**When:** 1 – 4 March.

**Where:** Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £15.00 if registering with the organisers prior to 20 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in January.

**Format:** Four round tournament beginning Friday morning, with three scenarios to choose from in each round. There will be an additional round on Friday after if the number of participants warrants it. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

**Contact:** For more details or to register contact Pete Philipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email [if@vfft.co.uk](mailto:if@vfft.co.uk). For up to date information check out the UK *ASL* tournament web site at [www.vfft.co.uk](http://www.vfft.co.uk).

## SCANDANAVIAN ASL OPEN

**When:** 1 – 4 March.

**Where:** Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. Accommodation is available at a cost of 1500 Danish Kroner (about €200) per person sharing a four person bedroom including breakfast, lunch and dinner. Other room options are available – contact the organisers for a price.

**Fee:** Similar to 2017, which was 200 Danish Kroner (about €27).

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

**Contact:** Michael Hastrup-Leth, Favrhølmvænget 15, 3400 Hillerød, Denmark, or email at [hastrupleth@gmail.com](mailto:hastrupleth@gmail.com). For the latest information visit the website at <http://www.asl-so.dk/>.

# LASL

L o n d o n ' s  
Advanced Squad  
Leaders

London's Advanced Squad Leaders (LASL) welcome ASL/ASLSK players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating.

We usually meet on the second first or Saturday of each month from around 9am until around 5.30pm. We are located in the lower ground floor of Starbucks, 37-39 High Holborn, London, WC1V 6AA. It's quiet and has space for up to 20 games.

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



# HEROES 2018

## ADVANCED SQUAD LEADER TOURNAMENT

1<sup>ST</sup> - 4<sup>TH</sup> MARCH (THURSDAY THROUGH SUNDAY) 2018

COLWYN HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

### THE EVENT

Following its success in previous years HEROES continues in 2018 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

### BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as there are plenty of chances to learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can't make it for the full weekend.

### THE VENUE

The Colwyn Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

### THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before the beginning of 20 February 2018 (entry is £20.00 after that date).

---

## HEROES 2018 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							



# **BRIT PACK**

**A British Scenario Pack For ASL**

A Free Download from [www.vftt.co.uk](http://www.vftt.co.uk)





# PREP FIRE

Hello and welcome to this special edition of *VFTT*.

This pack contains loads of scenarios that were submitted to me in the late 1990s for use for a proposed *Brit Pack* scenario pack. For various reasons, primarily a lack of playtesters, the release of the pack never occurred. These have been attempts since then to resurrect the pack (most recently in 2013 when there was an idea of using it to celebrate the 20th anniversary of INTENSIVE FIRE) but these have never got off the ground either.

It would be a shame if they were to never see the light of day, which is the purpose of this release.

I hope you enjoy these scenarios, just remember they have only had a limited amount of playtesting so if you want a balanced game look elsewhere. But if you're interested in playing for fun, then give them a try, and let me know how it went.

Roll Low and Prosper.

Pete Phillippis

*VIEW FROM THE TRENCHES* is the quad-monthly British *ASL* journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your *ASL* experiences with others. *VFTT* allows you to communicate with other *ASL*ers. Don't be a silent voice.

Issue 101 might be out at the beginning of September 2017.

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

Back issue are now out of print but can be downloaded for free from:  
<http://www.vftt.co.uk/vfttpdfs.asp>

VIEW FROM THE TRENCHES  
19 Main Street  
Kirkliston  
Midlothian  
EH29 9AE

Telephone: (0131) 629 1260

E-mail: [pete@vftt.co.uk](mailto:pete@vftt.co.uk)

World Wide Web Home Page: <http://www.vftt.co.uk>

## THE ASL MAILING LIST

The *ASL* Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:  
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>

## COPYRIGHT AND TRADEMARK NOTICE

Most products are trademarks of the companies publishing them. Use of a product name without mention of the trademark status should not be construed as a challenge to such status. Copyright for all material printed within *VFTT* remains with its author, who can be contacted via *VFTT* if you would like to reprint his/her material.

# THOUGHTS ON PLAYTESTING

*This article was put together at the start of September 1998 – Pete*

Recently there was a major discussion on the InterNet *ASL* Mailing List about play testing and how to accomplish it to produce balanced scenarios. Being in the middle of co-ordinating the play test for *Brit Pack* this was naturally of some interest to me.

I thought it would be a good idea to share those thoughts with the rest of you, and let you into the process of how *Brit Pack* was play tested.

The discussion began at the start of August when CH announced that it would be releasing 5 *PL* modules by Christmas. This prompted Curt Schilling to somewhat sarcastically note "Wow they must use the chess clock for play testing...5 CG's out by X-Mas?? Hehe, forgot the play testing is optional disclaimer huh?".

Dan Dolan, designer of the 'Gavutu-Tanamongo' mini-CG from the *ASL Annual 93b* and the new CH module *Ruweisat Ridge*, leap to the defence of CH. "It's not that CH uses a chess clock for play test purposes it's just that Ray has a different philosophy than MMP. The CH products are done by the designers and then turned over to CH where they undergo a final round of play testing."

Of the 5 CG that CH plan on releasing, Dan noted that his *Ruweisat Ridge* module "is something that I have been kicking around for about 5 years.". Anyone who has attended INTENSIVE FIRE since the first one back in 1995 will know that Pedro Ramis has had a copy of *Stonne Heights* on display every year. And Brian Martuzas has spent the last two years working on *Pont Du Hoc*.

Essentially, MMP, Kinetic Energy, Schwerpunkt, and most of the other groups do the bulk of the play testing themselves, whereas with CH the responsibility for the design work and most of the play testing lies with the designer (this is the method I have used in assembling this pack).

## BALANCING A SCENARIO

Central to the discussion was the question of which method was best for producing a balanced scenario.

**Brien Martin [BKMartin26@aol.com]**

I find that after play testing any scenario 3-4 times you've pretty much found out everything you can about it. The first playing tends to bring out the most serious errors, such as typos, unclear wording or objective, counter errors, map configuration errors, and so on. The next couple of games tend to show how the scenario plays tactically. If I do this, will it work? How does it work? During these games the suggestions for improvement start to come in. If, after these games, the play test group is still clueless then you may be looking at a some major re-working before it's really ready to go.

To expect any company to play a scenario to death to "guarantee" its balance is to accept waiting periods of 12-18 months between scenarios.

**John Meyers [jcmeyers@hotmail.com]**

I think I would agree that after 2-3 playings any group will not get any more useful info on that scenario. Without some outside influence (like a thunderbolt from above) they just aren't going to see much more. That's why you have to have multiple groups.

Now if you then send out a consolidated review of what the various groups have found, the groups might develop some new insights based on that new input. But that means more time and more work for the developer and playtesters.



**John Appel [jappel@anodyne.com]**

I agree that in general, when you've played the same version of a scenario about 3 times against either the same or a similarly skilled opponent, you've probably hit your limit as an individual. At MMP that's when it usually gets turned over to somebody else. There might be a significant change, however, to address an issue brought up in that 3-4 playings, which greatly changes the dynamic. In that case, it makes sense to give it another whirl to see if this change addresses the issue properly. (Often, another pair starts up fresh with the modified version.)

Schwerpunkt's Evan Sherry noted that they assume "a scenario needs a minimum play test of 10 iterations before it is published. This task gets tougher when in the development of a scenario there are continuing problems. This naturally demands that the playtest continue often well beyond the initial basic 10 iterations. It takes time and a lot of patience to design and playtest a balanced scenario. In the ideal world we want a 50-50 split. These scenarios are few and far between and often take a lot of testing and thus along time to produce. On a very few occasions will a designer will hit upon a gem of a scenario design that is nearly balanced in the initial draft. If this happens the initial 10 iterations is just a confirmation. More often though a scenario will go through extensive playtesting over many different versions with each version being playtested as many times as the editor and designer determine is necessary. ALL designers for Schwerpunkt have the absolute final say in how their particular scenario will appear. Of course this is a result of much friendly debate among the designer, editor (myself), and the rest of our core group of veteran players here in Tampa. I personally communicate with each designer before any changes are made. My philosophy is that if the editor does not have or take time to do this, then he is not doing his job and should not be an editor.

Play testing is not an exact science. It requires the play test coordinator to monitor the current versions of the scenarios and make sure they are distributed to the testers and that they are played as written by as many DIFFERENT players as possible. This is the real key to testing. The idea is to get as many different tactical variations and individual play styles incorporated. The scenario should not really be tested by the same players more than twice per scenario version. Otherwise this usually leads to a same old attack or defense after a player learns about a scenario."

## PLAYTESTING PROBLEMS

One of the big problems for scenario designers is making sure there is no "sleaze" tactic that can make the scenario unbalanced for one side. Such sleaze tactics are often related to the VC or the use of HIP units. John Appel noted that at MMP they "typically poke holes for the sleaze tricks and obvious holes, though sometimes it's something that doesn't come up (usually a sleaze move) until a playing or two has gone by."

Once the scenario has been designed the next problem comes in getting it tested. All the groups producing ASL related material are vying for a limited group of testers. The problem is there are only so many players out there who have the time and interest to participate.

Small scenarios are hard to get right. On the one hand, they generally play quickly; but on the other, a single tear of ROF or a busy sniper can really throw you off. They also often suffer from optimisation - there is often one really good way to play them as each side, given the limited forces and confines of the terrain.

Big scenarios are both easier and harder. A lucky crit or ROF run isn't likely to lose the game for you, though the PMC they cause can be. The problem lies in both the number of options available (usually for the attacker) and the length of the scenario - it takes a while to play one with 11 turns and 20+ squads per side. And you really need to play into the end game in these, as it's very likely that time is the ally of one side or another and needs to be given a chance to be a factor. And you really need to exercise the various options (defend in depth, In

Your Face or goal-line D.? Student body left, right, a broad advance or "hey diddle diddle, right down the middle?)" Try out those different locations for the Guns and SW. And so on.)

Something that is sometimes tough to catch is a scenario which appears to have a lot of options but doesn't. Sometimes, a lot of effort gets expended to salvage a scenario that is really a neat situation but a dog to play for one or both sides.

## IS 50-50 BALANCE ESSENTIAL?

Although balance is important, some designers felt that too much emphasis was placed on it.

Dan Dolan felt that "AH tended to overdue the play test striving for the mystical 50-50 balance in every scenario. I think that several groups of good ASL players can get a scenario ready after 2 or 3 playings. The dice take care of the rest."

Ian Daglish noted "I do not feel the need for strict 50:50 balance; indeed, such is probably impossible to guarantee, given the wide range of ASL skill, from newbies to tourney winners. Small scenarios, by their nature, may be skewed by a single Sniper die roll, but can be played repeatedly to iron-out the luck factor. I do, however, feel that players about to invest their valuable ASL playing time on a big scenario have a right to expect that all reasonable precautions have been taken in play test to remove any factors that could give either side a lock on winning."

Kurt Martin had his own ideas on balance, presenting four points to consider for the ideal balanced scenario:

1-Should present a perfect 50/50 challenge to two similar players playing it for the 1st time in a tournament.

2-Should present a perfect 50/50 challenge to anyone, any time.

3-Should be cool, with lots of options for slaying the opponent's forces.

4-Should be perfectly balanced, every time, for players on their 92nd playing against each other.

He commented "One problem with most play tests is they tend to balance scenarios for those who have experience with the scenario. This is number 4 above, and an entirely different animal from number 1, or even number 2. I prefer a more 'historical' feel, and generally avoid playing scenarios a million times each (why? there are zillions available), so I'm more interested in a #1 that plays like a #3. That is, a fun scenario where I have a good chance if I read and execute carefully. But not one where my options have been carefully narrowed by SSR."

Fritz Tichy felt the quest for balance was a mixed bag. "Some people (like me) love scenarios that have tricky possibilities on which you can hone your skills. This is especially true for the bigger, non-tournament sized ones, as in my experience scenarios where I grasp immediately how to play them well suffer a bit on the replay value."

Ω

### Vickers 6-ton Mark E SP:

This is a Vickers 6-ton Mark E modified to mount a Bofors L/60 40mm AA gun rather than the standard 47mm gun.

The Vickers 6-ton Mark E SP is treated as a Vickers 6-ton Mark E (b) except that the MA is a 40L with ROF 3, IFE 8, fires HE only, is B12, and has AA capability (as signified by MA:AA). The vehicle is OT, a large target, has no MGs, and a CS of 5.





# Designer Notes

These are the brief design notes that I have for some of the scenarios found in this collection – Pete

## STEAMROLLER FARM

S.Carter and C. Markuss

This scenario was inspired by an old *War Monthly* article describing the exploits of Lieutenant Howard’s tank ‘Adventurer’ which destroyed, amongst other things some 2 88 mm ,2 75mm, 2 50mm guns and 2 Panzer IIIs as well as a large number of trucks! Needless to say this is very difficult to recreate in *ASL*. So the action is depicted as a set piece attack with a lot of armoured support. Given the strength of the German anti tank defences it is likely to be a bloody affair. In the game Churchill tanks come across as being very slow and do not get credit for their ability to climb hills like no other tank hence the SSR to make them more mobile. The inclusion of air support is historical in that the British suffered several tank casualties from air attack at the start of the operation.

### Bibliography

*Churchill Infantry Tank 1941-1951*. Bryan Perrett, Peter Sarson and Mike Chapell. Osprey Publishing, London 1993.  
*Steamroller Farm 1943 (published in War Monthly 39)*. Donald Featherstone. Marshall Cavendish, London 1977.  
*Tank Battles in Miniature 4: A Wargamers Guide to the Mediterranean Campaigns 1943-45*. Donald Featherstone. Patrick Stephens Limited, Cambridge 1977.  
*Through Mud and Blood: Infantry/Tank Operations in World War 2*. Bryan Perrett. Robert Hale, London 1975.

## SOME KIND OF SINBAD

S.Carter and C. Markuss

The title is taken from the excellent book by Michael Carver, *Tobruk*. The defenders of 22nd Armoured Brigade were expecting to go on a reconnaissance mission when instead they were confronted by the combined might of the Afrika Korps.  
Though this action is a famous one its inclusion is due to the presence of Grant tanks to illustrate what a difference their armour and firepower made on the desert battlefield.  
Conversely the German player has the opportunity to use a powerful anti tank screen to support his attacking tanks. In this contest their use is vital to the outcome as the Panzer IIIs and IVs are at a severe disadvantage to the Grants. The victory conditions force the German player to be historically aggressive.

### Bibliography

*From the Desert to the Baltic*. G.P.B. Roberts. William Kimber, London 1987.  
*Classic AFVs No 2 Lee & Grant*. Ken Jones and Peter Chamberlain. Patrick Stephens Limited, Cambridge 1977.  
*Panzerbait: With the 3rd Royal Tank Regiment 1940-44*. William Moore. Leo Cooper, London 1991.  
*The Desert Rats: 7th Armoured Division 1940-1945*. Robin Neillands. Orion Publishing, London 1991.  
*The Lee/Grant tanks in British Service*. Byran Perrett. Osprey Publishing London 1978  
*Tobruk*. Michael Carver. B. T. Batsford, London 1964  
*United States Tanks of World War 2*. George Forty. Blandford Press, Poole 1983

## WET FUSES, SHORT TEMPERS

Iain ‘Mad Vet’ Mackay

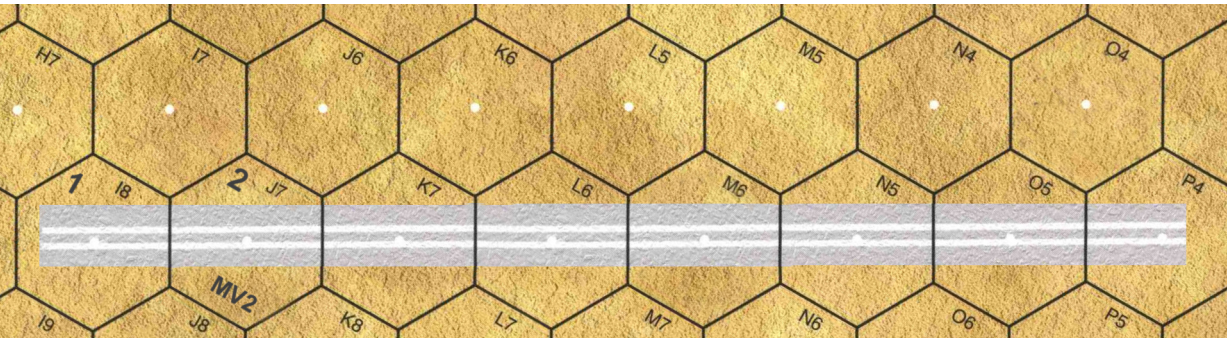
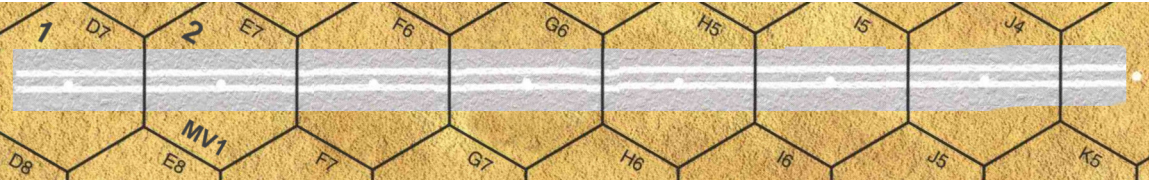
Each glider actually represents 2 planes. The British HS only really represent 2 or 3 men, trained in sabotage. My alternative is just to use heroic SMC’s.  
The drivers dared not move, if their head was slightly in the wrong place they would be hit by their own machine guns.  
In actual fact, after the jeeps broke from their line abreast formation (once the Very light was fired) the formation was something like:

```
>>>>>>
>
>>
>
>>>>>>
```

with only 5 yards between each jeep (hence the over stacking). Stirling was in the lead jeep, the jeep inside the formation held the formation together and did not fire, and all the fire was directed outwards.  
The machine guns on the jeeps were variable, but reports suggested a common use of two pairs of twin .303 cal Vickers K machine guns that had been removed from obsolete aircraft. Later in the war these were either replaced or augmented by Browning .50 cal HMG. The Vickers twin could deliver ~1200 rpm. The ammunition was in drums, hence the low B#, but high R#.

### Bibliography

*Guerrillas in Uniform*. Eric Morris. Hutchinson, London 1989.  
*The Phantom Major*. Virginia Cowles. Collins, Glasgow 1958.  
*The Raiders Desert Strike Force (Ballantine’s Illustrated History of World War II, Campaign Book #2)*. Arthur Swinson. Ballantine Books, New Yirk 1968.



# A TASTE OF THINGS TO COME

© 1997 Steve Grainger

## HISTORICAL ACCOUNT

**LOCATION:** Okinawa

**DATE:** 3 April 1945

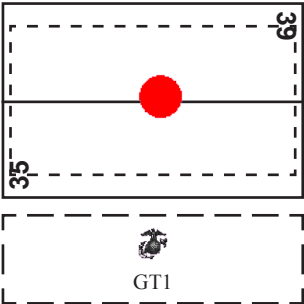
**COMMENTARY:** Following the successful landings at Hagushi and the quick capture of Kadena and Yontan airfields, the US Marine Corps pursued the initially elusive Japanese. Northwest of the captured airfields was the site of one of the first determined stands made by the fanatical defenders. After a bloody firefight the Marines eventually captured the hill. In the heaviest fighting of the invasion so far, the Marines killed over 250 enemy troops, but it was only a taste of things to come.



## TURN RECORD CHART

● JAPANESE Sets Up First [xxx]	1	2	3	4	5	6	7	8	9	END
AMERICAN Moves First [xxx]										

## THE BATTLEFIELD AND CONDITIONS



PTO Terrain is in effect, including Light Jungle.

EC are Dry with No Wind at start.

## VICTORY CONDITIONS

The Americans win if there are no Good Order Japanese units within 3 hexes of 39P5 at game end.

## SCENARIO SPECIFIC RULES

- 1 The American player has a battery of 200mm NOBA with a LOF traced from 35Q10, and the use of an Aerial Observer operating at Level 6 along the south edge of the mapboard.
- 2 Prior to play the American player may record 6 MMC who are considered Assault Engineers.

**Local Boetan Regiments and elements of the 62nd Infantry Division** set up on boards 39 and/35 on hexes ≤ 2.  
**BALANCE:** reduce the game length to seven game turns.

ELR: 3  
SAN: 4

510233102

**Elements of 6th Marine Division** enter along the south edge of the mapboard on GT1.  
**BALANCE:** exchange the Japanese 4-4-8 squads for 4-4-7 squads.

ELR: 5  
SAN: 3

2022433375

M4A2  
2



© 1997 Andrew Saunders

# EXPECT THE CRETANS TO BE FRIENDLY

© 1997 Mike Rudd

## HISTORICAL ACCOUNT

**LOCATION:** Heraklion, Crete

**DATE:** 20 May 1941

**COMMENTARY:** Under Operation Mercury, the 3rd Battalion, Second Parachute Regiment was ordered to capture the town of Heraklion. Intelligence reports indicated the town was only lightly defended with AA guns which had been destroyed by the Luftwaffe. General Kurt Student advised his 7th Parachute Division to expect the locals to be friendly.

Major Schulz, commander of the 3rd Battalion discovered the value of the intelligence reports when he was thrown clear of his exploding Ju 52. His forces were dispersed by heavy AA fire. As they freed themselves from their parachute harnesses in the olive groves and cactus patches which surrounded Heraklion, many were knifed or beaten to death by local civilians. Schulz rallied his forces, collected weapons from cannisters and assaulted Heraklion.

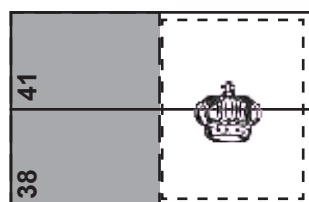
Despite initial progress, Schulz had to withdraw from the town because of the ferocity of the counter-attacks by Cretans led by priests and police officers armed from captured German weapons cannisters.



## TURN RECORD CHART

GREEK Sets Up First [xxx]	+1	2	3	4	5	6	7	8	9	END
GERMAN Moves First [xxx]										

## THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG are playable.  
Grain is in season, orchards/woods are olive groves (F13.5) and brush hexes are cactus patches (F13.4). Ponds and marshes are level 0 Open ground. The stream is Dry.

EC are Moderate with No Wind at start.



## VICTORY CONDITIONS

The Germans win by Controlling at least 13 stone buildings at game end.

## SCENARIO SPECIFIC RULES

1 Cretan forces are Stealthy.

2 Whenever  $\geq$  one unbroken or unpinned Cretan Infantry unit is the AT-TACKER in CC or Ambushes the enemy, that CC/Melee automatically becomes HTH. Cretan Infantry receive a -1 DRM when making HTH attacks.

3 The partially armed Cretan civilian forces may find arms cannisters as if they were German (E9.7). Replace each 1-2-7 HHS with a 3-3-7 squad. HS Deployed or Reduced from 3-3-7 squads may not re-arm this way (a separate note should be made to distinguish between the two if necessary). The 10-0 leader is a priest who acts as a Commissar. Civilians and police are treated as Allied Minors for all purposes. During set up use the Cloaking Display for all concealed units.

4 Both sides MUST invoke No Quarter at the earliest opportunity.



**Elements of the 3rd Battalion, 2nd Parachute Regiment** enter on GT1 by parachute drop (E9.).

**BALANCE:** Germans automatically use the pre-designated drop points (IE as if the dr on line 5 of E9.12 is a 1-3).

ELR: 5  
SAN: 5



**Cretan Police** set up in stone buildings.

**BALANCE:** There is a mild breeze from the South West at start.

ELR: 5  
SAN: 7



**Partially armed Cretan civilians** set up anywhere.





# GET OUT YOUR WHIPS

© 1997 Shaum Carter and Charles Markuss

## HISTORICAL ACCOUNT

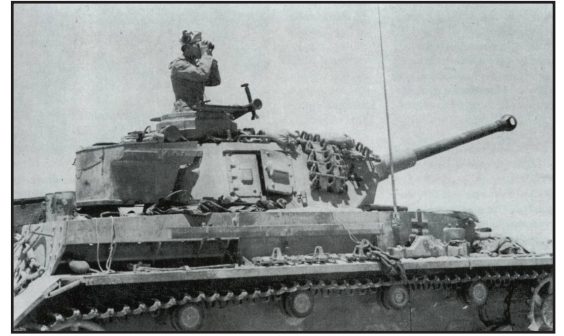
**LOCATION:** 31 August 1942

**DATE:** Alam Halfa, Egypt

**COMMENTARY:** As Rommel pursued his intention of occupying the Nile delta, he attempted to outflank the EL Alamein position by capturing the Alam Halfa ridge occupied by the 22nd Armoured Brigade. The massed might of the Deutsches Afrika Korps was augmented by the first appearance of the new Panzer IV specials. The British armour was under strict orders not to fire until the enemy closed to within a 1000 yard range.

Following a brisk advance the German armour halted in front of the prepared British positions. As the German armour opened fire the superiority of the new long barrelled 75mm gun became quickly apparent causing one squadron of the County of London Yeomanry to be knocked out in a matter of minutes. A dangerous gap was thus created in the centre of the Allied position.

The Royal Scots Greys (only recently converted to tanks from their beloved horses) were exhorted over the radio by their brigade commander GPB Roberts to "get out your whips" to plug it. Following a protracted long range gun duel in which the 6pdr AT guns of the rifle brigade were heavily involved the German attack was driven off.



## TURN RECORD CHART

<b>+</b> GERMAN Sets Up First [xxx]	<b>+1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>END</b>
BRITISH Moves First [xxx]										

## THE BATTLEFIELD AND CONDITIONS



25	92	27
28	29	30



Treat all level 3 and 4 hill hexes as level 1 and 2 and all other hill as level 0.  
Treat all building hexes as clear terrain.

EC are Dry with no Wind at start.  
Vehicle Dust is in effect.

## VICTORY CONDITIONS

The Germans must accumulate 80 DVP by Casualty VP without losing more than 40 DVP by game end.

## SCENARIO SPECIFIC RULES:

- 1 British AFVs may be hulldown in Trenches.
- 2 The British receive one battery of 88mm OBA. British Armour Leaders may direct OBA as an OP Tank.
- 3 If necessary use British and American Lee counters to represent the Grant tanks.

**Elements of 15 and 21 Panzer Division enter on any whole hexes of mapboards 28-30.**  
**Balance:** add a Pak 36r (5 DVP) 2-2-8 crew and an Opel Blitz.

PzKpfw IIIF  
2

PzKpfw IIIG  
4

PzKpfw IIHH  
4

PzKpfw IIIL  
4

PzKpfw IVF1  
1

PzKpfw IVF2  
3

Pak 38  
1

PaK 36r  
1

FlaK 36  
1

Opel Blitz  
2

Sdkfz 7  
1

T-4 19 PP  
3

9-2

8-1

**Elements of 1st Battalion, Rifle Brigade, and 5th Battalion, Royal Tank Regiment, 3/4 County of London Yeomanry, 22nd Armoured Brigade, 7th Armoured Division set up anywhere on mapboard 25.**  
**Balance:** decrease game length by one game turn.

Grant(a)  
6

Stuart III  
3

Crusader II  
3

OQF 6pdr  
2

Trench OVR, OBA: +4  
Other: +2  
12

9-1

8-1

2-2-8  
2

7-13  
6

5-18  
3

5-15  
3

4-AT M10  
2

37LL 2/4  
6

37LL 2/4/2  
3

9-1

# HUSSAR HUSSAR

© 1997 Shaun Carter and Charles Markuss

## HISTORICAL ACCOUNT

**LOCATION:** Huppy, France

**DATE:** 27 May 1940

**COMMENTARY:** Following the stunning success of the Blitzkrieg, the German forces had created a corridor through the Allied armies in France dividing them into two halves. On the southern flank the Allies planned to counter attack forces holding bridgeheads across the Somme River. These troops included the lightly armoured tanks of the 1st British Armoured Division, French artillery and infantry support was promised to assist their endeavour.

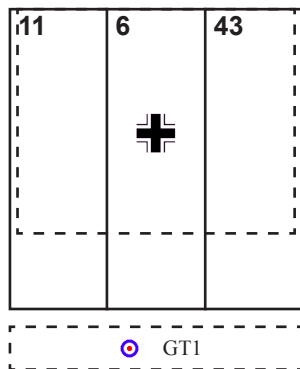
Due to a lack of communication between the Allies, including a dispatch rider being killed, the 10th Hussars attacked unsupported towards the village of Huppy. There they clashed with the dug in troops of 2nd Motorised Division. Their anti tank weapons proving deadly to the lightly armoured British tanks. In spite of several acts of heroism by Hussar crews they were forced to retire leaving numerous vehicles destroyed. A Knight's Cross was awarded to Schutze Hermann Brinkforth as a reward for knocking out 9 tanks, the first NCO to receive it.



## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]	1	2	3	4	5	6	END
⊙	BRITISH Moves First [xxx]							

## THE BATTLEFIELD AND CONDITIONS



All building hexes are Ground level.  
Treat all hill hexes on board 11 as Level 0 - the terrain in the hexes remains in effect.

EC are Dry with No Wind at start.

## VICTORY CONDITIONS

The British player wins immediately upon exiting at least 8 AFVs off the north edge.

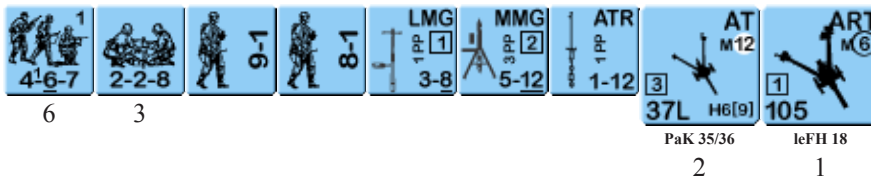
## SCENARIO SPECIFIC RULES:

None



**Elements of 25th Infantry Regiment, 2nd Motorised Infantry Division** set up on mapboards 11,6,and/or 43 north of hexrows X. Any German MMC plus any SW/SMC stacked with them may set up in trenches in suitable terrain.  
**BALANCE:** decrease game length by one Game Turn.

ELR: 3  
SAN: 3

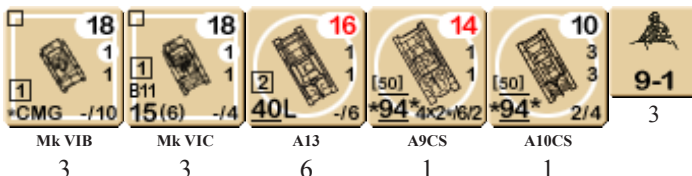


PaK 35/36 2  
leFH 18 1



**Elements of 10th Hussars, 3rd Armoured Brigade, 1st Armoured Division** enter on the south edge on GT1 (if necessary use A10 counters in the countermix to represent additional A13s).  
**BALANCE:** decrease the number of exited AFV's required from 8 to 6.

ELR: -3  
SAN: 4



3



# JEEP RAID<sup>v2.4</sup>

© 1999 Iain Mackay

## HISTORICAL ACCOUNT

**LOCATION:** Sidi Haneish (Landing Ground No. 12), near Fuka, west of Alamein

**DATE:** 26/27 July 1942

**COMMENTARY:** Having seen jeeps used effectively to destroy aircraft, Major Stirling devised a grand plan to obliterate the aircraft at one of the major airfields near Fuka. Basically a phalanx of jeeps would cruise around the airfield and the force of outward fire would stop any resistance. After many rehearsals of “formation driving” the SAS travelled 80 miles and began the raid.

After the shock of being “lit up like Brighton Beach”, the raid went well, the formation even stopped midway to check ammunition supplies. Wastage had occurred, but the raid resulted in the loss of 37 of 40 German planes, and 1 SAS soldier died.

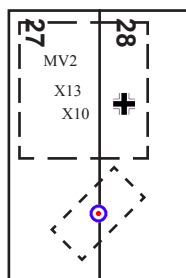


## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]
⊙	BRITISH Moves First [xxx]

1	2	3	4	5	6	END
---	---	---	---	---	---	-----

## THE BATTLEFIELD AND CONDITIONS



Place overlays as follows: **MV2** on 27I8/J7; **X10** on 27J5; and **X13** on 27H4/I4.

EC are Dry with No Wind at start.

Night rules are in effect, with a full moon and scattered clouds. The NVR is 4. The British are the Scenario Attacker and are Stealthy; the Germans are the Scenario Defender and Lax.

## VICTORY CONDITIONS

The British win as soon as they have destroyed 18 aircraft.

## SCENARIO SPECIFIC RULES:

**1** The glider counters represent German aircraft, mostly JU52's. They should be set up (Green side up) in: Board 27 - O1,N0, N1, N8, N9, M9, L4, K4, K5, J9, I9, I10, H5,H6,G6, D2,D3,C3; Board 28 - D5, C5, C6, H6,H7, and G7. The British player may place Blazes on three glider counters after all units set up.

**2** At the start of Game Turn 1, place a starshell in hex L6. This represents the brief illumination from all the landing lights. This starshell is removed immediately after resolving the resolution of the first German unit firing.

**3** To simulate the confusion, German forces have to make straying DR even when in enemy LOS or in illuminated location, or by a road. German units have +1 drm to starshell use.

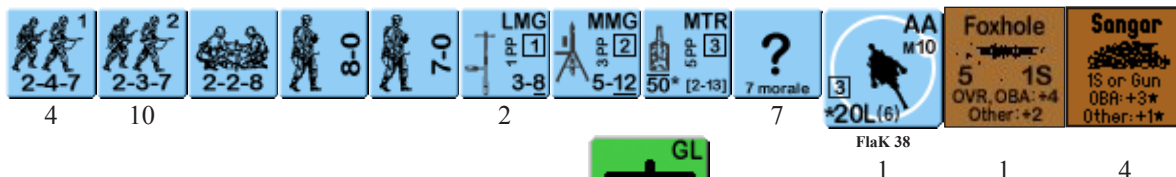
**4** If manned by a 2-4-8 or 3 SMC a jeep is considered to have 2 AAMG. Each has 2FP, a range of 10, ROF3, B#11 and R#3. They may not be removed or scrounged. Leaders can direct the fire of a jeep manned by a 2-4-8 in the same manner as an armoured half-track. Firegroups with other vehicles are N/A. If necessary use American counters to provide enough jeeps.



**Elements Afrika Korps and Luftwaffe airfield personnel** set up within 1 hex of the building (up to 4 MMC may set up elsewhere). No unit may set up HIP, nor in the same Location as another MMC or the AA Gun. All German units have Freedom of Movement from Game Turn 1.

**BALANCE:** add another FlaK 38, 2-2-8 crew and Sangar to the German OB.

ELR: 3  
SAN: 2



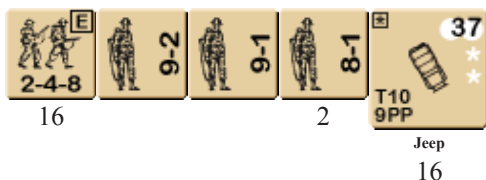
See SSR1



**Part of L Detachment and attached LRDG units** set up, with all Infantry as Passengers, in two rows from 28L8-27S5 and 28L7-27S4. British MMC may not recombine.

**BALANCE:** Add a hero to the British OB.

ELR: 5  
SAN: 2



# KUKRIS AT LONG KIEN

© 1997 Pete Philipps

## HISTORICAL ACCOUNT

**LOCATION:** Long Kien, French Indo-China

**DATE:** 22 November 1945

**COMMENTARY:** After the Japanese surrender, the British 20th Indian Division under Major General Douglas D. Gracey was sent to French Indo-China to disarm the Japanese troops occupying the country, and establish control until the French could send forces to re-establish the French colonial administration. However the Viet Minh, under the command of Ho Chi Minh, had fought an guerilla war against the Japanese and had no intention of allowing the French to take over, and had seized control of Saigon and Hanoi.

Throughout September, the British, aided by rearmed French POWs, eased the Viet Minh grip on Saigon. However the Viet Minh continued the fight in the jungle. Lacking troops, Gracey re-armed the Japanese and persuaded their commander, Field Marshall Terauchi, to fight on under Britihs control.

On 18 November a Gurkha patrol set out to Long Kien to rescue French hostages being held there. However they were unable to overcome the Viet Minh on the route and on the 22nd a stronger force was despatched. This force also encounter resistance, at one point being attacked by a Viet Minh force occupying an old French fort. The Gurkhas brought up a bazooka and blew the fort's ddoors apart, then drew their kukris and charged the startled defenders, finishing them off.

Long Kien were reached later that day, and although no hostages were found, some 80 Viet Minh had been killed by both sorties.



## TURN RECORD CHART

VIET MINH Sets Up First [xxx]	1	2	3	4	5	END
BRITISH Moves First [xxx]						

## THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG are playable.

Place overlays as follows: **G2** on 42Z3/Z2; **B5** on 42BB3/AA4, and **Wd2** on 42CC4/CC3.

PTO, including Light Jungle, is in effect [EXC: treat Bamboo as Brush].

The path W2-Y1 and the gap in the hexside W2/X1 hedge do not exist.

All walls are hedges.

All buildings [EXC: 42V2] are Huts.

Building 42V2 and the hedges surrounding it represent the French fort.

The hedge represents the compound wall and is treated as Bocage. Movement and Advance across the compound wall is NA [EXC: the side which Controls 42X2 may cross the 42W3/X3 hexside at a cost of 2MF] and only units inside the fort may claim Wall Advantage.

EC are Wet with no wind at start.

## VICTORY CONDITIONS

The British win if they have  $\geq 10$  VP at game end. They receive CVP for enemy units eliminated (Prisoners do not count), for friendly units exited off 42R3, and 5 VP if they Control building 42V2.

## SCENARIO SPECIFIC RULES:

**1** Once per scenario, at the start of the British MPH, the British player may voluntarily invoke Berserk status on one stack of units who have not Prep Fired and have a LOS to a Known enemy unit.

**2** The Hero in the Viet Minh OB is actually a Japanese deserter and should be represented by a Japanese Hero. Despite the use of a Japanese SMC, HTH Combat and Banzai Charges are NA.

**3** A compound wall hexside may be Breached by the BAZ44(a) if a KIA or K/# is scored on the IFT (no TH DR is required, thus no B# is possible). There is a -1 DRM against the 42W3/X3 hexside. If the compound wall is Breached, any targets directly behind it are affected by a seperate unmodified 2FP attack.



**Viet Minh Guerillas** set up within 3 hexes of 42U4, using HIP if in Concealment Terrain.

**BALANCE:** add a Japanese LMG to the Viet Minh OB - normal Captured Weapon penalties, and Ammunition Shortage apply.



ELR: 5  
SAN: 4

4



**Gurkha patrol from 20th Indian Division** enter on GT1 on the 42GG5 path.

**BALANCE:** increase the game length by one game turn.



ELR: 4  
SAN: 2

6



# 'LIGHTFOOT'

© 1997 Shaum Carter and Charles Markuss

## HISTORICAL ACCOUNT

**LOCATION:** El Alamein

**DATE:** 23 October 1942

**COMMENTARY:** The desert war was now at a decisive point. The Allied forces under General Montgomery were ready to attack the Axis fortifications of the El Alamein line. Unlike previous Allied offensives the British build up was both meticulous and overwhelming. Typical of the opening nights attack codenamed 'Lightfoot' was the experience of the 51st Highland division.

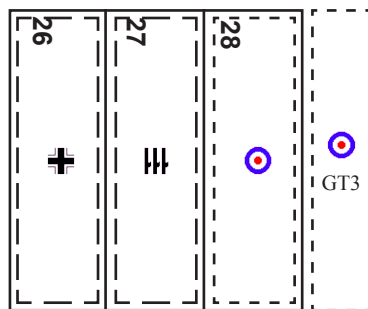
Marching in the wake of the massive artillery preparation the Highlanders met stiff opposition from the Axis defences. Rommel had intermixed Italian and German defenders to strengthen their resolve. In spite of heavy machine gun fire, mines and barbed wire the attack made significant gains. A long battle of attrition was about to begin.



## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]	1	2	3	4	5	6	7	8	END
⊙	BRITISH Moves First [xxx]									

## THE BATTLEFIELD AND CONDITIONS



Night rules are in effect. The British player is the Scenario Attacker and the Axis player is the Scenario Defender.  
NVR is 3 hexes.


EC are Dry and vehicle dust is in effect.

## VICTORY CONDITIONS

The British player must Control at least 10 Trenches at game end.












## SCENARIO SPECIFIC RULES:


1 After Axis setup a bombardment is conducted on Mapboards 26 and 27.











**Elements of 164 Infantry Division** setup on any whole hexes of mapboard 26. Up to 25% of Axis forces may be HIP (E1.2) and dummy counters equal to the number of squads of the nationality concerned (E1.2).  
**Balance:** the British must Control at least 12 Trenches at game end.


ELR: 3  
SAN: 4

 4 <sup>1</sup> 6-7 16	 2-2-8 2	 9-1 2	 8-1 2	 5-12	 7-16	 10	 40	 50L [75] 2	 OVR, OBA: +4 Other: +2 8	 MPh/RPh: dr=MF CC: +1/-1 15
---	---	---	---	---	---	---	---	---	---	---










  
ELR: 2  
SAN: 4

**Trento Division** setup on any whole hexes of mapboards 27.





 3-4-7 6	 9-1	 8-1	 2-5 2	 5	 20	 OVR, OBA: +4 Other: +2 6	 MPh/RPh: dr=MF CC: +1/-1 5
---	--	--	---	--	---	---	--

  
ELR: 4  
SAN: 3

**Elements of 1st Battalion Gordon Highlanders, 153 Brigade, 51st Highland Division** setup anywhere on Mapboard 28. British troops may use Cloaking.  
**Balance:** add 3 2-4-8 sapper squads to the initial OB.

 4 <sup>2</sup> 5-7 12	 2-4-7 3	 9-1	 8-1	 8-0	 7-0	 2-7 3	 4-12 3	 4 <sup>1</sup> 5-7 3
---	---	--	--	--	--	---	--	---

**50th Battalion, Royal Tank Regiment, 23rd Armoured Brigade** enter on GT3 on the east edge. Infantry must enter as riders.

 4 <sup>2</sup> 5-7 3	 8-1	 2-7 1	 10 6 40L -14 3
--	--	---	---

Valentine III  
3

# OBJECTIVE ORSHA

© 1997 Shaun Carter and Charles Markuss

## HISTORICAL ACCOUNT

**LOCATION:** Orsha, Byelorussia

**DATE:** 21 June 1944

**COMMENTARY:** The Soviet summer offensive code named 'Bagration' was now underway. The 11th Guards Army objective was the city of Orsha. In its path was the well equipped 78th Sturm Division.

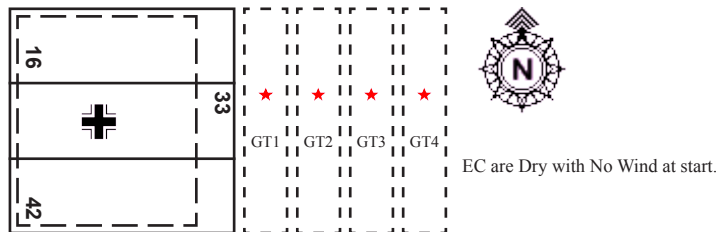
Following an ineffective artillery barrage which failed to destroy the well prepared German positions the Soviet infantry attack was preceded by an armoured task force. This became mired in powerful anti-tank defences. The 26th Guards Rifle Division outflanked these forcing a German withdrawal. Orsha eventually fell to advancing Soviet troops three days later.



## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]	1	2	3	4	5	6	7	8	END
★	RUSSIAN Moves First [xxx]									

## THE BATTLEFIELD AND CONDITIONS



## VICTORY CONDITIONS

The Soviet player wins if he has at least 40 VPs more than the Germans at game end. Soviet units exited off the mapboard and captured German units and equipment count double.

## SCENARIO SPECIFIC RULES

1 The T-34 M43s which enter on GT1 are equipped with mine rollers. For game purposes they clear minefield hexes as flail tanks (B28.7) and all flail tank rules (B28.7) apply. They are also hulldown on a subsequent dr 1-3 following a hull hit on a front VCA, have 12MP and no BMG. Their VP value is unchanged.

2 VBM is NA in a hexside adjacent to an AT ditch.

3 A trail break may only be placed in a minefield hex following a successful mine clearance attempt.

**+**

ELR: 4

SAN: 4

**Elements 78th Sturm Division** set up HIP on/west of hexrows 16Y/33I/42Y. Infantry may set up in Foxholes in suitable terrain. If two or more Foxholes are set up adjacent they become trenches. AP Mines may not be exchanged for AT Mines. Each of the eight A-T Ditches must be placed in a contiguous line.

**Balance:** add a Psk and 2-3-8 half-squad.

5 <sup>2</sup> 4-8	4 <sup>1</sup> 6-7	2-2-8	9-2	9-1	8-1	3-8	3-8	5-12	7-16	12-4	20	30
3	6	2				3						

75L 13 8 3	88LL 13 3 2	75L 2 1 8	9	8
2	1	2		

**★**

ELR: 4

SAN: 2

**Elements 16th Guards Rifle Division, 11th Guards Army** enter on the east edge on the GT shown.

**Balance:** the German player must set-up all his A-T Ditches and Wire on one board of the Soviet player's choice.

**Game Turn 1 (see SSR1)**

6-2-8	8-1	16 11 6
6		76L 2/4
		T34 M43 3

**Game Turn 2**

13 14 11	9-1
122L 1/4R2	
IS-2 2	

**Game Turn 3**

13 8 6
152
SU-152 3

**Game Turn 4**

4-5-8	9-1	8-1	8-0	2-6	2-6	4-10	16 11 6	17 11 6	16 4 1
9				2			3	1	2
							T34 M43	OT-34	SU-76M



# GLORIOUS GOODWOOD<sup>v0.15</sup>

© 1997 Shaun Carter and Charles Markuss

## HISTORICAL ACCOUNT

**LOCATION:** Cagny, Normandy

**DATE:** 18 July 1944

**COMMENTARY:** Following a massive aerial bombardment, the British armour of the 11th, 7th and Guards Armoured Divisions prepared to break out towards the Falaise plain. At the head of the armour were the Shermans of the 29th Armoured Brigade. In its path was Kampfgruppe Von Luck. Unaware of the tactical situation, Von Luck was convinced his troops were the only one available to stem the tide of Allied armour. The local Luftwaffe flak commander refused to engage the tanks, as aircraft were his priority. Von Luck drew his pistol and gave the officer the choice to “either die now on my responsibility or win a decoration.”

As a consequence of his argument, some 100 Shermans of the 3rd Royal Tank Regiment and Fife and Forfar Yeomanry sped past Cagny towards their objective of the Bourgebus Ridge. C Squadron of the Fife and Forfars was not so lucky however. In a matter of minutes 12 Shermans became blazing wrecks, their thinly armoured flanks exposed to the battery of 88s deployed on the outskirts of the village. The planned gallop of Operation Goodwood became hampered by the lack of Allied infantry support and ineffectiveness of the aerial bombardment in neutralising the in-depth German defences.



## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]	1	2	3	4	5	6	7	END
⊙	BRITISH Moves First [xxx]								

## THE BATTLEFIELD AND CONDITIONS

	16	12
		11
4		19
	33	



Treat all woods hexes on mapboards 4, 11 and 16 as Open Ground.  
Treat all level 1 hexes on mapboards 11 and 19 as level 0.

EC are Dry with No Wind at start.  
Vehicle Dust is in effect.

## VICTORY CONDITIONS

The British win if they exit 5 AFVs off the south edge of the mapboard.  
Each German Gun or AFV destroyed reduces the number required by one.

## SCENARIO SPECIFIC RULES:

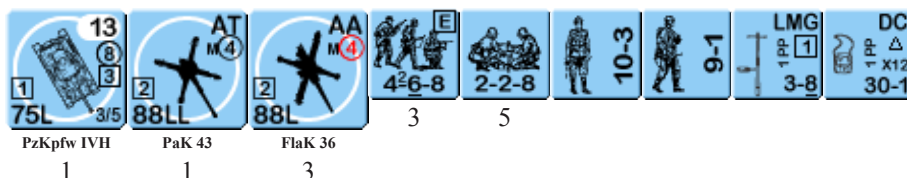
1 To simulate the disagreement between Von Luck and the Luftwaffe battery commander, use the following procedure. On Game Turn 1, the German player makes a dr; on 4-6 no AA 88mm flak gun may fire in the Defensive Fire Phase (88LL AT and Panzer IV are exempted). If unsuccessful, further attempts may be made at the start of each subsequent PFPh/DFPh by the German player, with a cumulative -1 DRM per attempt. Only one dr is made for all guns; once activated, no further dr are necessary.



**Elements of Kampfgruppe von Luck** set up on any whole hexes of mapboard 12 [EXC: only squads/HS, SMC and SW may set up in building Locations].

**Balance:** add a FlaK 36 and 2-2-8 crew.

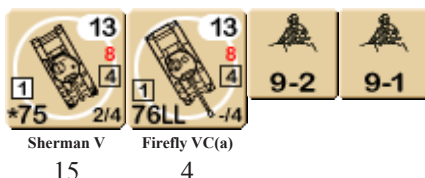
ELR: 4  
SAN: 3



**Elements of C Squadron, 2nd Fife and Forfar Yeomanry, 29th Armoured Brigade, 11th Armoured Division** set up north of hexrow Q on mapboard 33.

**Balance:** increase the game length by one Game Turn.

ELR: 4  
SAN: 0



# THE SHAMBLES<sup>v0.12</sup>

© 1997 Shaun Carter and Charles Markuss

## HISTORICAL ACCOUNT

**LOCATION:** St. Lambert sur Dives, Normandy

**DATE:** 19 August 1944

**COMMENTARY:** As the battle for the Falaise Gap drew to a climax, troops of the Canadian 4th Armoured Division sought to close the exit for the retreating remnants of the German Seventh Army. Major D. V. Curries' battlegroup of 175 men, 15 tanks, and 4 self propelled AT guns sought to occupy the village of St. Lambert sur dives.

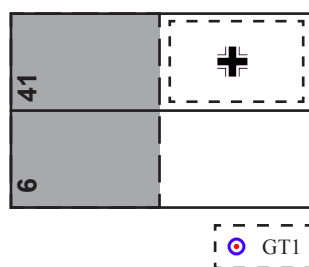
In the first of an epic series of actions, for which Major Currie was to be awarded the Victoria Cross for his conspicuous bravery and extreme devotion to duty in the face of the enemy, the Canadian battlegroup successfully occupied half of the village before being counter-attacked by the Germans. In the following thirty six hours, the Canadians succeeded in holding the village against repeated counter-attacks, thereby ensuring the fate of the encircled Seventh Army.



## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]	1 <sup>⓪</sup>	2	3	4	5	6	END
⓪	CANADIAN Moves First [xxx]							

## THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG are playable.  
Treat all Level 2 hill hexes as Level 1.  
The stream is Deep.

EC are Dry with No Wind at start.

## VICTORY CONDITIONS

The Canadians win by Controlling 50% of the buildings with a four hex radius of 41X5 (inclusive) at game end.

## SCENARIO SPECIFIC RULES:

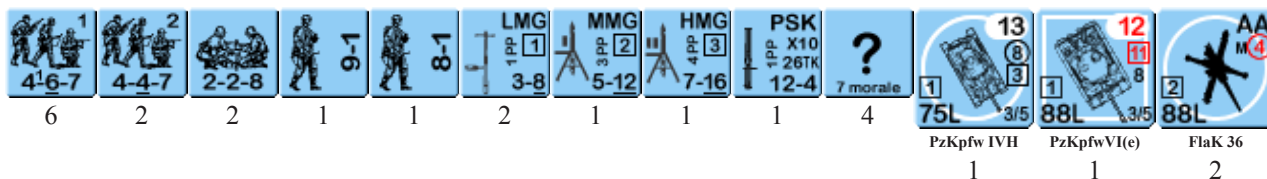
None



**Elements of Kampfgruppe Rauche, 21st Panzer Division** set on any whole hexes of mapboard 41. The German player may set up HIP two MMC and any SMC/SW which set up with them.

**Balance:** reduce the game length by one Game Turn.

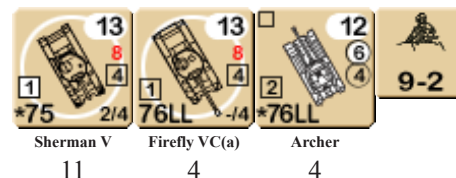
ELR: 4  
SAN: 4



**Elements C Squadron, 29th South Alberta Regiment and B Company, Argyll Sutherland Highlanders of Canada, 4th Armoured Division** enter on GT1 between 6R10 and 6FF10 inclusive.

**Balance:** increase the game length by one Game Turn.

ELR: 4  
SAN: 3





# SOME SORT OF SINBAD

© 1997 Shaum Carter and Charles Markuss

## HISTORICAL ACCOUNT

**LOCATION:** East of Gazala

**DATE:** 27 May 1942

**COMMENTARY:** As both Axis and Allied sides recuperated from previous battles, a frantic build up to launch a new offensive in the Western Desert began. Rommel launched a pre-emptive strike at the flank of the well prepared British positions at Gazala, a combination of fortified boxes and concentrations of armour.

Whilst in the middle of eating breakfast the British spotted vehicle dust rising from the east, a sure sign of enemy activity. The German advance brought a sluggish response from the British forces as they were expecting some sort of Sinbad i.e. a strong reconnaissance in force to be conducted that morning.

Due to a lack of good communications with the armoured car screen the Germans were able to gain tactical surprise and attack the British armoured formations separately. However the new Grant tank came as a rather rude shock to the attacking Germans as its 75mm gun was far more powerful than anything that they had previously encountered and inflicted heavy losses on both tanks and AT guns. The British armoured brigade was forced to withdraw after running out of ammunition and suffering heavy losses. The Battle of Gazala had got off to an inauspicious start for both sides.



## TURN RECORD CHART

⦿ BRITISH Sets Up First [xxx]	+1	2	3	4⦿	5	6	7	8	END
+ GERMAN Moves First [xxx]									

## THE BATTLEFIELD AND CONDITIONS

GT4	28	29
	27	30
	26	31



EC are Dry with no Wind at start.

## VICTORY CONDITIONS

The Germans must exit or accumulate 100 DVP by Casualty or exit from the northern map edge by game end.





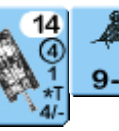


## SCENARIO SPECIFIC RULES:

- 1 An Armour Leader does not confer any benefits if Deployed in a Marder SP.
- 2 If necessary use Lee counters to represent the additional Grants.



**Elements of 15 Panzer Division** enter on any whole hexes of the southern edge of mapboards 31-29.

**Balance:** add a FlaK 36 (6DVP), a 2-2-8 crew and a Sdkfz 7.

 PzKpfw IVF1 2	 PzKpfw IIIF 4	 PzKpfw IIHH 6	 PzKpfw IIJJ 6	 Marder IIHH 1		
---	---	---	---	---	--	---


ELR: -  
SAN: 0

 PaK 38 2	 PaK 36r 1	 FlaK 36 2	 Sdkfz 11 3	 Sdkfz 7 2	
--	---	---	--	---	--




**Elements of 3rd Royal Tank Regiment and 8th Hussars, 4th Armoured Brigade, 7th Armoured Division** set up on mapboard 26-28, the Grants on hexrow B and the Stuarts on hexrow FF

**Balance:** add 1 module of 88mm OBA directed by an Offboard Observer (C1.63) on level 0. The hex containing the Observer is secretly recorded prior to set up and must be a hex on the North edge of the map board.

 Grant 12	 Stuart III(a) 6	
--	---	---

ELR: -  
SAN: 0

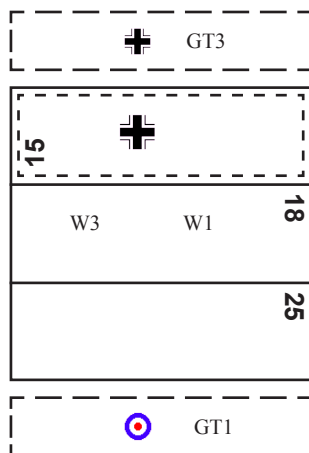
**Reinforcements** enter on GT4 on the north edge

 Grant 6	 Stuart III(a) 6		
---	--	---	---

© 1997 Shaum Carter and Charles Markuss



<div> <div>+</div> <div>GERMAN Sets Up First [xxx]</div> </div>	<div>1</div>	<div>2</div>	<div>+</div> <div>3</div>	<div>4</div>	<div>5</div>	<div>6</div>	<div>7</div>	<div>8</div>	<div>9</div>	<div>END</div>
<div> <div>o</div> <div>BRITISH Moves First [xxx]</div> </div>										



Chapter F rules are in effect.  
Place **W1** in 18H6/G6 and **W3** in 18T8/S8  
Treat all Gullies as Wadis.  
All woods hexes are brush.  
Treat all building hexes as Open Ground  
(EXC: building 15O8/R8 exists normally).

- 1 German player may receive up to 2 Stukas as air support as per E1.171.  
 2 The British receive one battery of 88mm OBA.  
 3 The Churchill tanks had APCR available for their 57L MA. Use a TK of 17 with a depletion number of 5. To represent their superior hill climbing ability the COT to change elevation is halved.

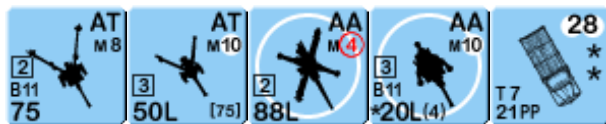


6

8

2

2

PaK 4  
2

2.

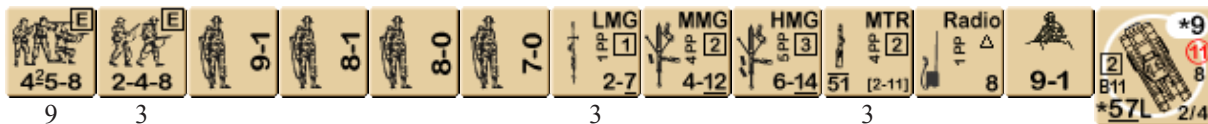
lak  
2

2

8



2



### Churchill IV

17



# WELCOME TO CAMBODIA

© 1999 Andrew Daglish

## HISTORICAL ACCOUNT

**LOCATION:** Near Sisophon, Battambang Province, Cambodia

**DATE:** 16 January 1941

**COMMENTARY:** Where threats and posturing fail, brute force might succeed. Siam, recently renamed “Thailand”, wanted the border provinces in Cambodia that were part of Vichy Indochina. The British wished to preserve the Thais, or Siamese, as a buffer against the Japanese. The Japanese, by no means all-powerful, wanted both to keep the status quo agreed with the beaten Vichy French in Indochina, and to bring Siam into a world war it did not want.

However, reckless Siamese nationalism and irredentism caused an outbreak of hostilities all along the border. Alarmed, the French attempted to reinforce their position with troops from Djibouti, but this was quietly stopped by the Royal Navy. Meanwhile the Indochina garrison, whose morale had been devastated by rapid defeats at the hands of both the Japanese and Germans, deployed to defend the threatened border.

On the 10th of January nine Siamese battalions crossed into Indochina at Poipet and turned to advance on Battambang. On the night of the 15th, the Vichy masse de manoeuvre, comprising four battalions with supporting armour and artillery, moved into position to launch an attack against the Siamese left flank. The ensuing Vichy attack was poorly directed, with the Siamese benefiting from good intelligence. As the Vichy commanders began to lose control of the situation, the Siamese counterattacked with tanks supported by Vought Corsair biplanes.

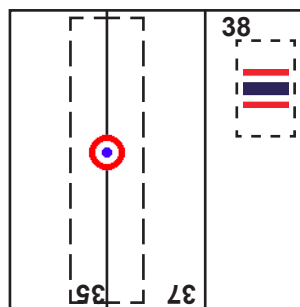
In a situation reminiscent of that played out on the battlefields of France eight months earlier, well-handled Siamese tanks enjoyed initial success but were stopped on the point of victory by anti-aircraft guns used in a ground role. Also their supporting troops were pinned down by colonial infantry hotly defending the last ditch. By late afternoon the Vichy forces were withdrawing, but the Siamese advance had been stopped with heavy losses.



## TURN RECORD CHART

<b>VICHY Sets Up First [xxx]</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>END</b>
<b>SIAMESE Moves First [xxx]</b>									

## THE BATTLEFIELD AND CONDITIONS



PTO is in effect. Treat swamp/marsh as kunai. Paddyies are Drained.

Place overlays as follows: **2** on 38N8-N9, **3** on 37V8-V9, **G5** on 38U9-V8, **RP5** on 37oO10-P9, **RP4** on 35P10-Q10, **Wd2** on 37oP8-Q7, **Wd1** on 38P10, and **X6** on 37oN2.

A footbridge exists in 37oL7 running west-east from 37oN4 to 37oN2.

EC are Moist with No Wind at start.

## VICTORY CONDITIONS

The Siamese win if they Control the temple (building overlay X6) at game end, or immediately if they Control both the temple and the Location of the 75mm Gun.

## SCENARIO SPECIFIC RULES:

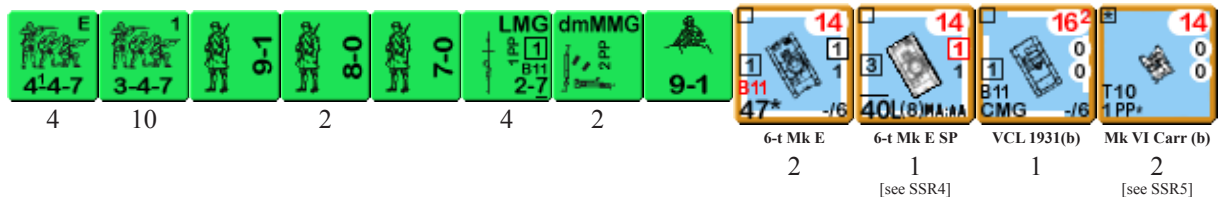
- 1 The Siamese receive random Air Support consisting of two '39 FB with bombs but no MGs.
- 2 Siamese Personnel become Berserk on HOB rolls of 9-11 and Surrender/Disrupt on rolls  $\geq 12$ .
- 3 All Siamese AFV may automatically pass (IE not roll) a D14.23 NTC if both Stopped and stacked with a Good Order friendly unit (inc. Armor Leader) at the start of the MPh.
- 4 The Vickers 6-ton Mark E SP is treated as a Vickers 6-ton Mark E (b) except that the MA is a 40L with ROF 3, IFE 8, fires HE only, is B12, and has AA capability (as signified by MA:AA). The vehicle is OT, a large target, has no MGs, and a CS of 5.
- 5 The Mk. VI Carriers are not OT vehicles, and are considered radioless.



**Royal Siamese Army** set up south and east of road depiction 38GG6-Z5-R6-O5-Q1.

**BALANCE:** add one 1st Line squad to the Siamese OOB.

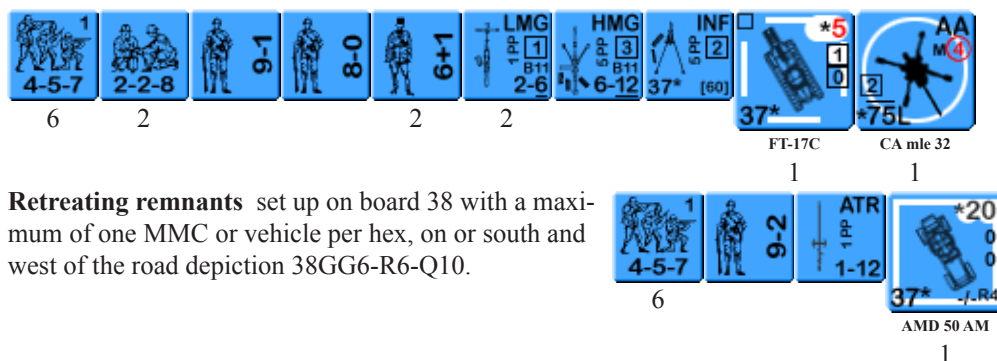
ELR: 3  
SAN: 3



**Vichy Indo-China garrison** set up within four hexes of any full hex formed by or adjacent to the junction of boards 35 and 37.

**BALANCE:** add one ATR to either force.

ELR: 3  
SAN: 4



**Retreating remnants** set up on board 38 with a maximum of one MMC or vehicle per hex, on or south and west of the road depiction 38GG6-R6-Q10.

# WET FUSES, SHORT TEMPERERS

© 1998 Iain Mackay

## HISTORICAL ACCOUNT

**LOCATION:** Baguish Landing Strip, near Fuka, west of Alamein

**DATE:** 7/8 July 1942

**COMMENTARY:** The recently formed SAS, under Major David Stirling, had established a successful means of destroying German planes using Lewes bombs, a mixture of plastic explosive and oil that had both an explosive and incendiary effect. They were easy to make, and very small and light.

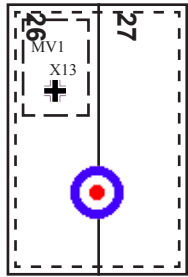
On this particular evening things went wrong. After the raiders returned to their vehicles they waited for the explosions of the bombs and were disappointed as many failed due to damp primers. A heated debate between Stirling and Captain Paddy Mayne followed. They came up with Plan B, using the extensively armed jeeps the SAS and LRDG used, and embarked upon a jeep MG attack. The plan was successful and was later developed further.



## TURN RECORD CHART

+	GERMAN Sets Up First [xxx]	1	2	3	4	PAUSE	5	6	7	END
o	BRITISH Moves First [xxx]									

## THE BATTLEFIELD AND CONDITIONS



Place overlay MV1 on 26D7/E7 and X13 on 26D5/D4.

An unpaved road runs from 26GG3 to 27I1.

Night rules are in effect, with no moon or clouds. The NVR is 3. The British are the Scenario Attacker and are Stealthy; the Germans are the Scenario Defender and Lax.

EC are Dry with No Wind at start.

## VICTORY CONDITIONS

The British win if they have  $\geq 12$  VP at game end. They receive 1 VP for each Glider unit eliminated and lose 1 VP per CVP lost.

## SCENARIO SPECIFIC RULES:

1 The glider counters represent German aircraft, mostly JU52's. They should be set up (green side up) on board 26 as follows: D8, D9, G8, G9, H8, K7, K8, L7, O5, O6, P5, L1, L2, M2, G2, H1, H2, C3, D2, and D3. Aircraft are treated as landed (green) Gliders in game terms. Use a Truck Wreck (or the Wrecked Glider counters from VFTT13) to represent destroyed aircraft. LOS to an aircraft counter stops British units Straying, but units may rout towards aircraft counters.

2 British HS may not recombine. Prior to the start of GT5 SAS infantry units may place a Lewes bomb on an aircraft counter in the same hex, expending IMF to do so (2MF for SMC). Place a DC on each aircraft that is affected. No aircraft may have more than 1 Lewes bomb on it. There is no limit to the number of Lewes bombs a unit may place. Placing a Lewes bomb is NOT a concealment loss activity.

3 Between GT4 and GT5 the game is paused. Any British unit within 3 hexes of an aircraft counter, the runway or the building is eliminated. All other units of both sides automatically rally. The British player then rolls a dr for each Lewes bomb. On a dr of 1, 2 or 3 the Lewes bomb detonates, turning the aircraft into a Blazing Wreck. After all Lewes bomb attacks have been resolved, all German units are moved to within 1 hex of a Blaze counter. A dr is made for each MMC; on a dr of 1 the Blaze is extinguished.

4 GT5 commences when disappointed SAS forces try to destroy the remaining aircraft with their jeep-mounted MGs, while the Germans are still fighting the fires. All remaining British forces re-start within 3 hexes of the roadblock, this time all available jeeps must be manned. It requires at least a HS or 3 SMC to man a jeep. Obviously, some SAS forces may have to start GT5 on foot. If manned by a 2-4-8 or 3 SMC a jeep is considered to have 2 AAMG. Each has 4FP, a range of 12, ROF3, B#11 and R#3. They may not be removed or scrounged. Leaders can direct the fire of a jeep manned by a 2-4-8 in the same manner as an armoured half-track. Firegroups with other vehicles are N/A. The AAMG may not be fired before GT5.

5 To simulate the confusion that followed the explosions, Axis units must take a Straying DR even when they have a LOS to an enemy unit or are in an Illuminated Location.

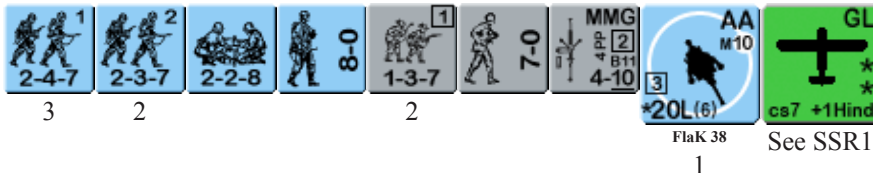
6 Both players should partake of large quantities of alcohol before play commences, and continue to partake during play.



**Elements Luftwaffe airfield personnel** set up within 1 hex of the building (up to 2 MMC may set up elsewhere). No MMC may set up in the same Location as another MMC or the AA Gun. No German unit may set up HIP.

**BALANCE:** up to 4 MMC may set up away from the building.

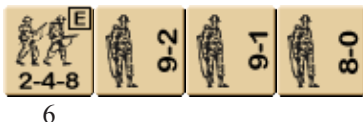
ELR: 3  
SAN: 2



**Part of Detachment L, SAS Regiment** set up Concealed but not Cloaked in any hex not occupied by a German infantry unit or Gun.

**BALANCE:** the British win if they have  $\geq 10$  VP at game end.

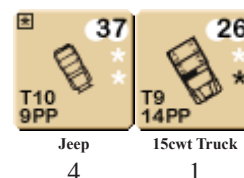
ELR: 5  
SAN: 2



set up on the road



set up Abandoned within 3 hexes of the road block





# WHITE HORSES

© 1997 Lee Brimmicombe-Wood

## HISTORICAL ACCOUNT

**LOCATION:** Keru Gorge, Eritrea

**DATE:** 21 January 1941

**COMMENTARY:** The sudden Italian retreat from Kassala had pushed the British prematurely onto the offensive in Eritrea. As the Italians slipped away to Keru, the 4th Indian Division, spearheaded by Brigadier F. W. Messervy's motorised 'Gazelle Force' pursued.

At Keru Gorge, Messervy found the road blocked by mines, demolitions, and the whole of General Fongoli's 41st Colonial Brigade. Under-estimating the enemy's strength, Messervy immediately launched an attack with the 4/11 Sikhs, supported by his field artillery.

As the Sikhs became pinned down by the Italian defenders, a threat to the British gunners began to appear from behind. While the gunner's attention was fixed to the front, they were charged by a squadron of Ethiopian cavalry, led by two Italian officers on white horses. Momentarily stunned, the gunners swung the trails around and began to engage the cavalry over open sights, while part of Skinner's Horse (the 1st Duke of York's Own Cavalry - here mounted on trucks) and the SDF joined in.

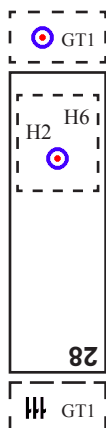
The cavalry withdrew, reformed and charged again before being driven off, leaving twenty three dead and sixteen wounded behind. The dead included one of the gallant Italian officers, killed by an ATR round in the head.



## TURN RECORD CHART

⦿ BRITISH Sets Up First [xxx]	♣ 1	2	3	4	5	END
♣ ITALIAN Moves First [xxx]						

## THE BATTLEFIELD AND CONDITIONS



Place overlays **H2** on 28BB4/AA4; and **H6** on 28CC9/BB9.

EC are Dry with no Wind at start.

## VICTORY CONDITIONS

The Italians win if at game end two or more British Guns have been eliminated/captured or are in hexes occupied solely by Good Order Italian MMC.

## SCENARIO SPECIFIC RULES:

- 1 The Italian player uses Partisan counters to represent the colonial Ethiopian cavalry. Normal Partisan rules apply.
- 2 Italian units may not voluntarily dismount on GT1.
- 3 The Morris CS9 represents a local adaption of the 30 cwt truck chassis by the Sudan Defence Force. For all intents and purposes it is treated as a CS9, except that instead of a 2FP LMG it mounts a 4FP CMG.



**Elements of 41st Colonial Brigade** enter on the south edge of the mapboard on Game Turn 1.

**BALANCE:** add a 3-3-7 and a 1S Horse.

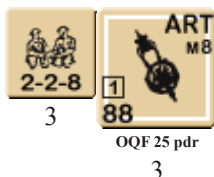
ELR: 5  
SAN: 2



**Elements of 25 Field Regiment, Royal Artillery, 5th Indian Division** set up between hexrows U and M inclusive, on hexes numbered 3 to 8. The Guns must set up in Open Ground hexes with their CA facing northeast and within two hexes of each other Gun. Boresighting is NA.

**BALANCE:** add a LMG to the British reinforcements.

ELR: 3  
SAN: 2



**Elements of Sudan Defence Force, and Skinner's Horse, 5th Indian Division** enter on GT1 along the north edge:

