IN THIS ISSUE

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COVER: A burning German Panzer III medium tank in Russian in June 1942.

PREP FIRE

Hello and welcome to the first *VFTT* of a new decade.

How many ASLers are there world-wide? It's a question I'm often asked, though not one I can really answer. The VFTT database lists less than 350 UK ASLers, of which less than half have updated their details within the last ten years. The ASL-AREA website (http://www.asl-area.org/index.html) lists almost 1,850 players, while the main Facebook ASL group has just over 5,000 members.

Probably the only people who can really answer the question are MMP, but since they don't share their *ASL* sales figures, we can only use the pre-orders as a guide, which tend to be around the 1,000 to 1,500 mark.

Whatever the figure, it's still probably low compared to Squad Leader, which had sold over 130,000 copies according to *The General Vol 27 No 2*!

'Til next issue, roll Low and Prosper.

Pete Phillipps

MMP IN FRANCE

Due for release at Winter Offensive 2020 in January is the reprint of *Crois de Guerre*. It will include the material from the original *CdG* (although maps 43 and 44 will be included rather than 40 and 41 as these were included in *Yanks 2*), as well as 22 additional scenarios taken from a variety of out-of-print official sources, and infantry counters for both the Vichy French (in two-tone French-blue-in-German-blue) and the Free French (using standard French blue with a Cross of Lorraine). Revised Chapter A rules and a National Capabilities Chart will cover the new French infantry counters.

It will also include *Dinant: Rommel at the Meuse*, a new *HASL* campaign covering the crossing of the Meuse at Dinant between 11-14 May 1940. As well as a CG there will be 10 scenarios accompanying it, all taking place on two historical 22"×34" map sheets with several new terrain types (including Road Tunnels, Railroad Embankment Underpasses, 15th Century Fortresses, Weirs, and Retaining Walls). New CG rules allow the Germans to build pontoon bridges and assemble ferries for men, tanks, and equipment to cross the river. As bonus 1944

scenario set on the map will also be included.

It will retail for $180, but is currently available to pre-order from MMP for $135.

Also due to be released at Winter Offensive will be a new *Winter Offensive Bonus Pack*, and possibly a new *ASL Journal*, although the latter may be delayed slightly as the *ASLRB* reprint and *Deluxe ASL Redux* are being sent to the printer before it.

MMP are also working on *ASLSK Expansion Pack #2*, which is expected to include the Allied Minors, the Commonwealth, and the Chinese, the Commonwealth. Playtesting is ongoing, and no release date has currently been determined.

BACK TO ORSHA

The long-awaited revamp of *Onslaught to Orsha* is due to be released by Bounding Fire Productions in the New Year. This will be an expanded reprint, with numerous new scenarios, maps and counters. The 10 new scenarios feature a range of river/bridgehead and mobile actions that took place during Operation Bagration, with two new double-wide mapboards (DW-8 and DW-9) in use. Many of the scenarios and the CG itself take place over the HASL map, made up of two 22"x 28" and one 28" x 28" map sheets. There will be 370 1/2" and 296 5/8" counters for many of the new unit types featured, along with rules pages covering them. There will also be rules for new terrain types and the CG, and a player aid detailing HBRs, procedures and tables during scenario and CG play. It will be available for $99.00 including shipping and handling ($124.00 for non-US customers).

A smaller module covering Operation Neptune, the British crossing of the Meuse in 1944 (featured in the VFTT product Operation Neptune) is currently being worked on for a possible Spring 2020 release.

LCP BEAR REVENGE

Königsberg – The Bear's Revenge (*KBR*) is the latest release from Lone Canuck, covering the Soviet assault by the Third Byelorussian Front on the German city of Königsberg. It will contain 48"x34" map (spilt into two halves), 280 1/2" and 88 5/8" counters, six scenarios and a CG, as well as special rules and a historical write-up of the battle. It will be available in Canada for C$75.00, the US for $60.00 and the rest of the world for $65.00 (prices do not include postage).

LFT FFS

Le France Tireur have released *Fight for Seoul* (*FFS*), the first *HASL* module set during the Korean War. The module actually contains two HASL modules, 'Smith's Ridge' and 'Seoul'. The former covers a fierce battle over rice paddies and entrenched positions in the hilly countryside near Seoul, depicted in 11 scenarios over two 33" x 23" mapsheets. The latter focuses on the
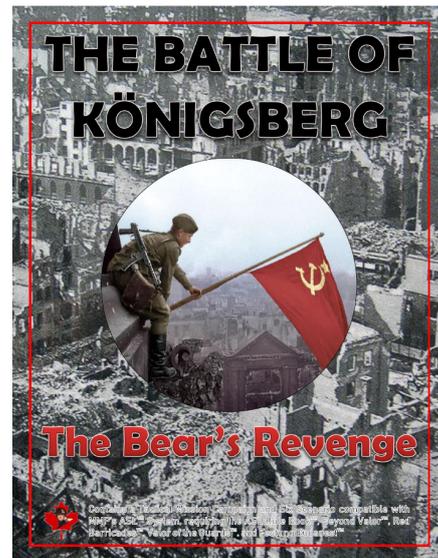
liberation of Seoul by US and Republic of Korea marines, with 10 scenarios set on the two 33" x 23" mapsheets. Both have their own rules booklet covering new terrain and the CG set on each map. The contersheet contains a mix of 1/2" and 5/8" counters.

It is available for $135.00.

ADVANCING FIRE

Advancing Fire, the new Italian gaming company, have placed both *Biazza Ridge* (which covers the actions of the Luftwaffe Panzerdivision Hermann Goering counter-offensive in the Gela-Scoglitti sector in Sicily over the period 10-12 July 1943, following the landings of the US 1st and 45th Divisions) and *Brevity Assault* (which depicts that battles that took place in May 1941 on the border between Libya and Egypt) on pre-order, although production will be cancelled and pre-orders refunded if they do not hit the pre-order numbers. *Biazza Ridge* can be pre-ordered for €82.00 (€85 for non-EU customers) while *Brevity Assault* is €91.00 (€93.00 for non-EU customers).

The company are also working on *Prokhorovka!*, which focuses on the fighting around Oktyabrskii State Farm and Hill 252.2 on 11 and 12 July 1943 during the Battle of Kursk, and The Battles of Orsogna, which covers the assault by the 2nd New Zealand Division on the village of Orsogna in Italy on 15 and 16 December 1943.

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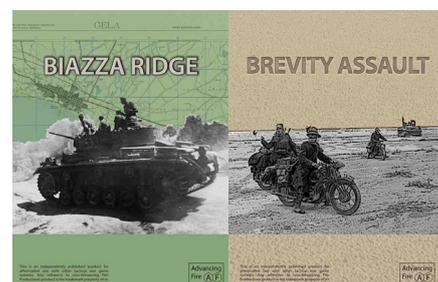
25:52
A report from Bounding First Fire 2019

Over 5 days in November over 25 ASLers gathered to take part in BOUNDING FIRST FIRE 2019. I arrived by 5pm on the Wednesday, and there were already nearly a dozen players there, with several friendly games taking place. Naturally I went to the bar to get a beer :-) And that's how the rest of the evening passed by.

I had made few plans for the weekend, other than drinking beers and just playing a few friendly games, although I hadn't arranged any games in advance. As a result, my first game of the weekend took place on Thursday morning against Neil Brunger. Neil had pre-arranged to play 'FrF73 Sledgehammers' against Toby Pilling, but Toby was late arriving so I took his place. I don't know if my plan of attack was the same as the one Toby had come up with, but it was effective and I had a win by lunch-time. Which was handy as it allowed to get in lunch and carry out the other half of my plan - drink beer :-)

All plans fail when they come in contact with the enemy, AKA Martin who needed one player to make up the tournament numbers so he put me in the tournament. Luckily I was drawn in the same group as Ian Morris, who I was hoping to play in a friendly game anyway at some point over the weekend. The tournament scenario was 'The Sicilian Snail' a tournament-sized scenario featuring British troops supported by a Sherman attaching a German para position on Sicily. As usual, we had a good fun game, with things going well for my Brits, with the game probably 70:30 in my favour at the start of turn 5. However they failed to break the lone squad on the hill, despite it being encircled by an ADJACENT squad and the Sherman, and in the German Prep pretty much all the Brits broke - game over. We felt it was fairly balanced, maybe just needing one turn less to put some time pressure on the Brits, but as it went 8-2 in favour of the Germans, what do we know!

The second tournament game on Friday was a new scenario from the forthcoming BFP *Onslaught to Orsha 2* pack, 'OtO-28 Desperate Bridgehead'. This sees a large Russian armoured force (17 tanks) with plenty of infantry smash into a light German defensive line during Operation Bagration. Everyone seemed to want to play the Russians in this one, which in hindsight was a bad idea. I played Iain Ainsworth and we diced for sides, with me getting the Germans. I had no real idea of what to do, so set up the majority of the Germans on the central hill, with the 28LL HIP on the right hand hill, and handful in the village by the bridge, while the left flank would be defended by the forces entering on GT1.

Note to self: the Russian 152 ART has AP, which is much more effective than HE against tanks if used!

The scenario went 9-1 in favour of the Germans, and with hindsight it does look tough for the Russians. But it is a LOT of fun, definitely worth playing.

After that it was time to go out clubbing for the night :-) Going out clubbing until 4am, and not setting an alarm for Saturday morning meant I didn't get up until midday, so I ended up forfeiting my Saturday game against Nick. We'd discussed this possibility the night before, so it wasn't a total surprise to Nick. Maybe we can get together to play it as a friendly at HEROES 2020....
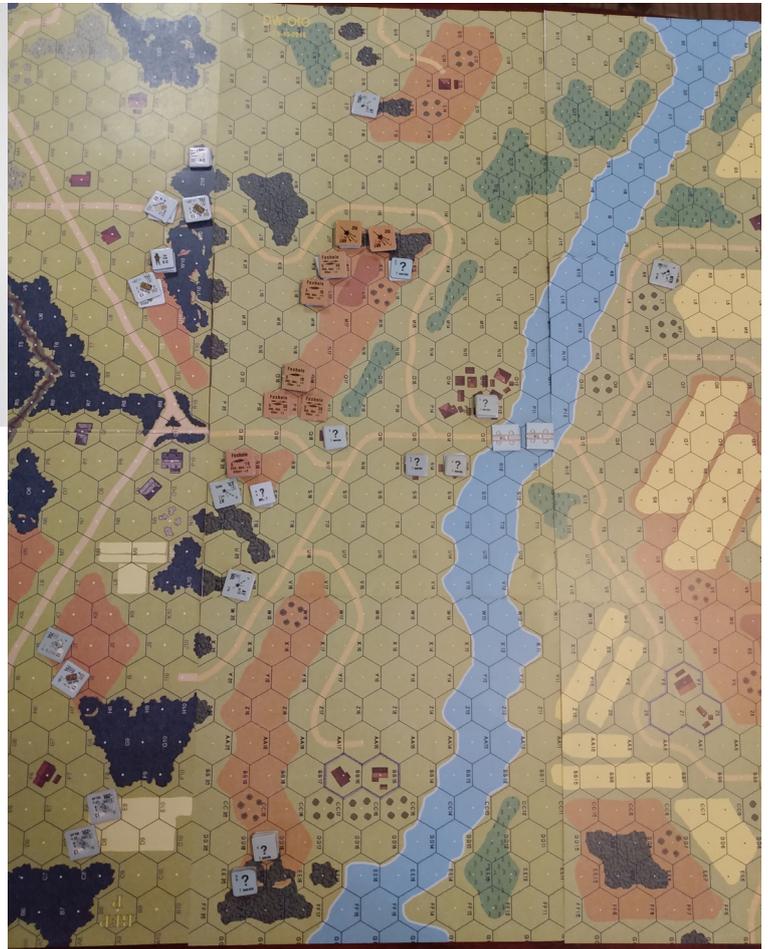
Having failed to qualify from the group, I was able to spend the rest of the weekend as planned, IE drinking beer :-)

Above: the main tournament prize, coutesy of Ian Willey.

Left: the first of many prizes I earned over the weekend :-)

Right: my German set-up/position at the end of the frist German turn in 'Desperate Bridgehead'

TOURNAMENT WINNERS

Main Tournament
Bounding Fire Winner	Craig Benn
Bounding Fire Runner Up	Matt Ellis
Group Winners	Craig Benn
Matt Ellis	
Neil Brunger	
Ian Ainsworth	

Minis
War in The East	Ian Morris
D-Day and Battle For France	Matt Ellis
Weekend Mini 1	Joe Arthur
Weekend Mini 2	Paul Legg
Weekend Mini 3	Martin Vicca

Miscellaneous
DtF 2 - Five To One   Toby Pilling
(March Madness Double-Blind scenario pack
donated by Ian Morris)

Snake Eyes   Joe Arthur
Box Cars   Joe Arthur
(Commemorative Sniper models donated by
Ian Willey)

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	8	4	4
Joe Arthur	9	5	4
Andy Bagley	8	2	6
Craig Benn	5	5	0
William Binns	3	1	2
Mark Blackmore	2	2	0
David Blackwood	7	3	4
Neil Brunger	8	3	5
Gerard Burton	6	3	3
Steve Cook	3	1	2
Stefano Cuccurullo	6	3	3
Michael Davies	1	0	1
Matthew Ellis	8	6	2
Tim Hundsdorfer	7	1	6
Paul Legg	5	1	4
Martin Mayers	1	1	0
Ian Morris	9	5	4
Pete Phillipps	4	2	2
Toby Pilling	3	2	1
Ian Pollard	3	1	2
Ray Porter	7	3	4
Nick Ranson	3	1	2
Simon Staniforth	2	1	1
Martin Vicca	4	4	0

THE SCENARIOS

SCENARIO	ALLIED	AXIS
00f NO MATCH - OPPONENT DID NOT	1	0
17 Lost Opportunities	1	0
A70 Wintergewitter	0	1
AP 128 Flight of Fancy	0	1
BFF2019a The Sicilian Snail	2	8
BFF2019b OtO-28 Desperate Bridgehead	1	9
BFF2019c Finn-X Karelian Sculptors	5	4
BFF2019d OtO-29 Schmidt's Roadblock	3	4
BFF2019e AM-K1 Dutch Mrines	2	2
BFF2019f DtF Pck 2 Five to One	1	0
BFP-23 Prelim to Death Night	0	1
BFP-85 Churchills at Kursk	0	1
BFP-97 Renewed Pressure	1	0
BtB 9 Norman "D"	1	0
FrF23 Elephants Unleashed	0	1
FrF4 Barbarossa D-day	1	1
FrF73 Sledgehammers	1	0
HOB LM 1 Recruiting Tactics	1	0
ITR-6 The Ceramic Factory	0	1
Q9 Long Day of Confusion	0	1
RP 138 The Chivres Shivaree	1	0
RPT72 Yangtze Doodle	0	1
SP181 The Elefant of Surprise	0	1
SP92 Seelow Seesaw	1	0
TAC47 Des Roses pour Vandervoot	1	0
TOTALS	**61** **24**	**37**

Although I did find time on Saturday evening to get a playtest in of a scenario for a forthcoming Lone Canuck pack, though we both made a mess of it as neither of us noticed the orchards in the valley when we were setting up - dark green orchard symbols + dark green valley + so-so lighting = LV Hindrance :-) I believe the final version of the map is expected to use a lighter green for the orchards so that they will be a lot clearer!

The winners from each group played in the semi-finals on Saturday evening, with Matt Ellis beating Gerard Burton, while Craig Been beat Neil Brunger.

Craig and Matt were unable to finish the final on the Sunday, but recorded the positions and arranged to resume at the start of December. Ultimately Craig beat Matt in a very close game that hinged on the HIP Dutch HS appearing to recapture four buildings on the last turn.

BOUNDING FIRST FIRE 2020 will take place at the same venue over the weekend of Thursday 19 November to Sunday 22 November 2002.

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Above: Ray Porter (left) and Stfano Cuccurullo go old-skool in a game of 'SP92 Seelow Seesaw'.

Below: Ulric Schwela (left) and Shaun Carter playtesting one of the stand-alone scenarios for the Kohima HASL module Shaun is working on.

Bottom left: Neil Brunger shows off his prize for topping his group, which included Toby Pilling!

The Crusaders
Open *ASL* Tournament Ladder
BFF 2019 Update

Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	87	79-2-6	4110
2	Mark Blackmore	136	105-0-31	4025
3	Derek Tocher	124	94-2-28	3935
4	Michael Hastrup-Leth	50	36-1-13	3820
5	Martin Mayers	167	99-0-68	3770
6	Steve Thomas	42	32-1-9	3755
7	Simon Strevens	86	60-1-25	3720
8	Mike Rudd	38	32-1-5	3660
9	Fermin Retamero	13	11-0-2	3650
10	Georges Tournemire	8	7-1-0	3640
11	Dave Schofield	153	111-0-42	3580
12	Aaron Cleavin	6	6-0-0	3565
13=	Bjarne Marell	36	26-0-10	3560
13=	Pete Bennett	14	12-1-1	3560
15=	Craig Benn	139	107-0-32	3545
15=	Steve Linton	17	14-0-3	3545
17	Sam Prior	108	67-1-40	3535
18	Paul Hasesler	17	10-2-5	3530
19	Martin Vicca	62	43-1-18	3515
20	Marc Hanna	23	16-0-7	3505
21	Michael Davies	131	75-1-55	3485
22	Simon Staniforth	141	83-1-57	3480
23	Jes Touvdal	24	16-0-8	3475
24	Tim Bunce	82	55-0-27	3440
25	Alan Smee	9	8-0-1	3435
26	Richard Domovic	17	12-0-5	3415
27	Lars Klysner	11	8-0-3	3400
28	Paul Jones	52	28-0-24	3385
29=	Matthew Ellis	35	21-1-13	3380
29=	Bo Siemsen	9	7-0-2	3380
31=	Ran Shiloah	11	7-0-4	3370
31=	Peter Struijf	10	8-0-2	3370
33=	Andrew Dando	48	27-2-19	3365
33=	Carl Sizmur	21	13-0-8	3365
35	Trevor Edwards	155	90-1-64	3360
36	Bernt Ribom	5	5-0-0	3350
37	David Ramsey	87	49-0-38	3340
38	Phil Draper	78	49-2-27	3330
39	Richard Dagnall	21	10-0-11	3325
40	Tom Jackson	39	21-0-18	3315
41	Frank Tinschert	15	10-0-5	3295
42=	Ian Morris	117	66-2-49	3285
42=	Philippe Leonard	9	7-1-1	3285
44=	Ralf Krusat	6	5-0-1	3280
44=	Will Fleming	3	3-0-0	3280
46=	Andy Smith	29	20-2-7	3270
46=	Dave Booth	7	5-0-2	3270
48	Ketil Hogenhaug	4	3-0-1	3250
49	Daniel Kalman	11	8-0-3	3245
50	Jackson Keddell	5	5-0-0	3240
51	Daniel Batey	4	4-0-0	3235
52=	Bob Eburne	57	33-0-24	3225
52=	Ray Woloszyn	31	18-1-12	3225
52=	Gordon Jupp	20	14-0-6	3225
55=	Christian Koppmeyer	15	8-0-7	3220
55=	Pedro Santos	9	6-0-3	3220
57=	Gerard Burton	161	95-2-64	3215
57=	Derek Cox	32	19-0-13	3215
57=	Ian Percy	12	8-1-3	3215
57=	Tom Slizewski	5	4-0-1	3215
61=	Nils-Gunner Nilsson	5	4-0-1	3210
61=	Klaus Malmstrom	4	3-1-0	3210
61=	Yves Tielemans	3	3-0-0	3210
64=	Simon Croome	63	34-0-29	3205
64=	Francois Boudrenghien	3	3-0-0	3205
66	Jamie Westlake	4	3-0-1	3195
67	Jean Devaux	3	3-0-0	3190
68=	Ulric Schwela	57	28-2-27	3185
68=	Armin Deppe	13	7-1-5	3185
70=	Dominic McGrath	200	120-3-77	3180
70=	Bill Durrant	5	4-0-1	3180
72=	Steve Crowley	47	21-1-25	3175
72=	Jonathan Pickles	8	5-0-3	3175
74=	David Tye	45	20-0-25	3170
74=	Eric Gerstenberg	32	18-1-13	3170
74=	Grant Pettit	7	4-1-2	3170
74=	Bruno Tielemans	3	3-0-0	3170
78=	Mel Falk	9	5-0-4	3160
78=	Rodney Callen	6	4-0-2	3160
80=	William Binns	109	56-1-52	3150
80=	Jeremy Copley	9	6-0-3	3150
82	Nick Edelsten	22	14-1-7	3145
83=	Joe Arthur	89	49-1-39	3140
83=	Andrew Whinnett	20	11-0-9	3140
83=	Peter Catchpole	5	4-1-0	3140
86=	Paul O'Donald	72	44-1-27	3135
86=	Frenk Van Der Mey	4	3-0-1	3135
88	Chris Courtier	13	7-2-4	3130
89=	Bill Sherliker	51	24-2-25	3125
89=	Paul Sanderson	41	21-0-20	3125
91=	Tony Gibson	38	20-0-18	3120
91=	William Hanson	18	11-0-7	3120
91=	Lee Brimmicombe-Wood	12	8-0-4	3120
91=	Paul Ryde-Weller	10	5-1-4	3120
91=	Philip Jones	5	3-0-2	3120
91=	Paul Chamberland	4	2-0-2	3120
91=	Anthony O'Boyle	3	2-0-1	3120
98=	Paul Saunders	27	15-0-12	3115
98=	Mark Walley	4	3-0-1	3115
100=	Aaron Sibley	64	38-0-26	3110
100=	Luis Calcada	43	21-1-21	3110
100=	Mick Allen	39	23-0-16	3110
100=	Stewart Tham	24	12-0-12	3110
100=	Luc Schonkeren	5	3-0-2	3110
105	Simon Morris	11	6-0-5	3105
106	Russ Curry	6	4-0-2	3100
107=	Nigel Brown	26	11-0-15	3095
107=	Mikael Siemsen	6	3-0-3	3095
109=	Iain Mckay	43	22-0-21	3090
109=	Kevin Beard	13	9-1-3	3090
109=	Martin Snow	7	4-0-3	3090
109=	Jas Bal	5	3-0-2	3090
109=	Peter Michels	3	2-0-1	3090
109=	Gary Lock	2	2-0-0	3090
115=	Paulo Alessi	6	4-0-2	3085
115=	Rob Bywater	1	1-0-0	3085
117	Dirk Beijaard	5	3-0-2	3080
118=	Billy Carslaw	11	4-0-7	3075
118=	Robin Langston	9	4-2-3	3075
118=	Chris Milne	5	3-0-2	3075
121=	Serge Bettencourt	3	2-0-1	3070
121=	Jean-Luc Baas	3	2-0-1	3070
121=	Robert Schaaf	3	2-0-1	3070
121=	Jeremy Howison-Haworth	1	1-0-0	3070
125=	Hakan Isaksson	49	23-0-26	3065
125=	Alexander Rousse-Lacordaire	4	2-1-1	3065
125=	Bob Runnicles	3	2-0-1	3065
128=	Ruarigh Dale	38	17-0-21	3060
128=	Patrik Manlig	16	9-0-7	3060
128=	Scott Byrne	12	7-0-5	3060
131	Stefan Jacobi	11	5-0-6	3050
132=	Martin Barker	42	19-1-22	3045
132=	Scott Greenman	8	3-1-4	3045
134=	Steve Pleva	6	3-0-3	3035
134=	Peter Burbery	2	1-0-1	3035
134=	Kieron Potts	1	1-0-0	3035
137=	Mark Warren	20	11-0-9	3030
137=	Andrew Cochrane	3	2-0-1	3030
139=	Peter Hofland	4	2-0-2	3025
139=	Daniele Dal Bello	4	1-0-3	3025
141=	Ian Daglish	150	70-2-78	3020
141=	Ian Ainsworth	19	9-0-10	3020
143	Vincent Kamer	4	2-0-2	3015
144=	David Blackwood	112	46-0-66	3010
144=	Andrew Saunders	33	15-1-17	3010
144=	Ian Willey	24	14-0-10	3010
144=	Colin Graham	5	3-0-2	3010
144=	Hans Brugge	4	2-0-2	3010
149=	Lee Bray	26	11-0-15	3005
149=	Allard Koene	7	4-0-3	3005
151=	Stephen Burleigh	37	15-2-20	3000
151=	Phil Nobo	11	6-0-5	3000
151=	Steve Grainger	8	4-0-4	3000
151=	Ian Kenney	4	2-0-2	3000
151=	Duncan Spencer	4	2-0-2	3000
151=	Martin Hubley	4	3-0-1	3000
151=	Nick Brown	3	1-1-1	3000
151=	Thomas Buettner	3	2-0-1	3000
151=	John Sparks	0	0-0-0	3000
151=	Alexis Seydoux	0	0-0-0	3000
151=	Andrew Kassian	0	0-0-0	3000
151=	Michael Parsons	0	0-0-0	3000
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151=	Wes Hope	0	0-0-0	3000
151=	John Mcloughlin	0	0-0-0	3000
151=	Gerard Linehan	0	0-0-0	3000
167=	Kris Pugh	14	6-0-8	2995
167=	Gilles Hakim	5	2-0-3	2995
169=	David Turpin	6	3-0-3	2985
169=	Paul Schaeffer	5	3-0-2	2985
169=	Matt Blackman	2	1-0-1	2985
169=	Eric Baker	2	1-0-1	2985
169=	Eoin Corrigan	1	0-0-1	2985
174=	Neil Andrews	10	6-0-4	2980
174=	David Farr	4	2-0-2	2980
174=	Malcolm Rutledge	3	1-0-2	2980
177=	Paul Kettlewell	89	42-0-47	2975
177=	Gary Norman	57	22-1-34	2975
177=	Brendan Clark	24	10-1-13	2975
177=	Sergio Puzziello	5	1-0-4	2975
181	John O'Reilly	5	2-1-2	2970
182=	Ben Jones	49	23-0-26	2960
182=	Stefano Cuccurullo	17	8-0-9	2960
182=	Joss Attridge	5	2-0-3	2960
182=	Elliot Cox	2	0-1-1	2960
186	Michael Maus	7	3-0-4	2955
187=	Simon Church	6	2-0-4	2950
187=	Gavin White	5	2-0-3	2950
189=	Pedro Ramis	6	3-0-3	2945
189=	David Murray	5	2-1-2	2945
189=	Laurent Forest	3	0-0-3	2945
189=	Alex Ganna	2	0-1-1	2945
193=	Jon Williams	14	6-0-8	2940
193=	Wayne Kelly	11	4-1-6	2940
193=	Paulo Ferreira	9	3-0-6	2940
193=	Bob Nugent	3	2-0-1	2940
197=	Magnus Rimvall	25	11-0-14	2935
197=	Martin Bryan	19	8-0-11	2935
197=	Derek Briscoe	1	0-0-1	2935
200=	Andy Price	3	1-0-2	2930
200=	Frazer Greenshields	3	2-0-1	2930
200=	Andrea Marchino	3	0-0-1	2930
203=	John Sharp	8	3-0-5	2925
203=	Paul Boyle	5	2-0-3	2925
205=	Tim Collier	17	7-0-10	2920
205=	Steve Allen	6	1-1-4	2920
207=	Nathan Wegener	3	1-0-2	2915
207=	Edo Giaroni	3	1-0-2	2915
209=	Brian Martuzas	5	2-0-3	2910
209=	Joel Berridge	3	1-0-2	2910
211=	Phil Ward	5	2-0-3	2905
211=	James Neary	5	2-0-3	2905
211=	Mike Kinley	5	2-0-3	2905
211=	Ian Gauman	3	1-0-2	2905
211=	Mark Caddy	1	0-0-1	2905
216=	Tim Macaire	72	37-0-35	2900
216=	Ivor Gardiner	19	10-0-9	2900
216=	Josh Kalman	10	5-0-5	2900
219=	Indy Lagu	38	14-0-24	2895
219=	Martin Kristensen	6	2-0-4	2895
219=	Mark Tomlinson	1	0-0-1	2895
222=	Bernard Savage	21	9-1-11	2885
222=	Jakob Norgaard	6	1-1-4	2885
224=	Michael Essex	61	28-0-33	2880
224=	Mat Haas	19	9-0-10	2880
224=	Sam Belcher	8	3-0-5	2880
227=	Patrick Dale	38	15-1-22	2875
227=	Steve Hunt	11	5-0-6	2875
229	David Kalman	5	2-0-3	2870
230=	Russell Gough	89	46-4-39	2860
230=	Peter Ladwein	21	9-0-12	2860
230=	Neil Piggot	4	1-0-3	2860
230=	Lutz Pietschker	4	1-0-3	2860
230=	Darren Orwin	2	0-0-2	2860
235	Neil Brunger	82	28-0-54	2855
236	Nick Angelopoulos	5	1-0-4	2850
237=	Pete Phillipps	265	116-0-149	2845
237=	Keith Bristow	69	39-1-29	2845
237=	Miles Wiehahn	57	28-0-29	2845
240	Bill Eaton	21	8-3-10	2840
241=	Mark Furnell	13	5-1-7	2835
241=	David Otway	5	1-0-4	2835
243=	Wayne Baumber	107	47-0-60	2830
243=	Shaun Carter	85	38-1-46	2830
243=	Daniel King	3	1-0-2	2830
246	Mike Daniel	5	2-0-3	2825
247	Mark Chapman	6	2-0-4	2820
248=	Ian Pollard	192	77-1-114	2815
248=	Joel Ayres	6	2-0-4	2815
250=	Michael Robertson	4	1-0-3	2810
250=	Alan Hume	3	0-0-3	2810
252	Paco Mainez	5	1-0-4	2805
253=	James Short	29	8-0-21	2800
253=	Clive Haden	5	2-0-3	2800
255=	John Tait	13	5-0-8	2795
255=	Kris Koch	5	1-0-4	2795
257=	Kevin Croskery	16	6-0-10	2790
257=	Nick Sionskyj	8	3-0-5	2790
257=	Alistair Fairbairn	3	0-0-3	2790
260	Chris Littlejohn	14	3-2-9	2780
261	Graham Worsfold	3	0-0-3	2775
262	Richard Kirby	7	2-0-5	2770
263=	Paul Case	154	43-3-108	2765
263=	Bill Hensby	31	10-0-21	2765
265=	William Roberts	12	3-1-8	2760
265=	Andrew Hershey	10	4-0-6	2760
265=	Flemming Scott-Christensen	6	1-0-5	2760
268	Jonathan Townsend	4	1-0-3	2755
269	Peter Neale	3	0-0-3	2750
270=	Andy McMaster	34	12-0-22	2745
270=	Andy Waller	3	0-0-3	2745
272	Burnham Fox	23	10-0-13	2740
273=	Malcolm Hatfield	76	32-0-44	2735
273=	Nick Quinn	14	5-0-9	2735
273=	Rupert Feathersby	3	3-0-0	2735
276	John Martin	13	4-0-9	2730
277	Hamish Hughson	4	0-0-4	2725
278=	Andy Bagley	20	7-0-13	2720
278=	Marc Horton	6	1-0-5	2720
278=	Steve Cocks	4	0-0-4	2720
281=	Steve Cook	37	16-0-21	2715
281=	Ray Jennings	11	3-0-8	2715
283=	Paul Legg	258	103-3-152	2710
283=	John Turpin	7	2-0-5	2710
283=	Paul Treslove	3	0-0-3	2710
286	Colin Bell	5	1-0-4	2705
287=	Brian Hooper	189	69-2-118	2695
287=	Ray Porter	84	13-0-71	2695
289	Simon Hoare	4	0-0-4	2690
290	Jeff Hawarden	7	2-0-5	2685
291	Christain Speis	5	1-0-4	2680
292	James Crosfield	15	6-0-9	2670
293	Chris Walton	81	27-2-52	2660
294	Pedro Barradas	7	1-0-6	2655
295	Nigel Ashcroft	53	19-1-33	2630
296	Graham Smith	49	18-1-30	2625
297	Adrian Maddocks	12	3-0-9	2620
298	Arthur Garlick	21	2-5-14	2615
299	Bryan Brinkman	9	1-0-8	2610
300	Ian Parkes	10	3-1-6	2595
301=	Ian Gaughan	5	0-0-5	2590
301=	Lee Hyde	5	0-0-5	2590
303=	Neil Stevens	73	28-2-43	2585
303=	John Fletcher	6	0-0-6	2585
305	Oliver Gray	15	4-0-11	2580
306	Stuart Brant	63	20-0-43	2575
307	Chris Netherton	30	10-2-18	2560
308	Mike Standbridge	47	13-1-33	2555
309	John Johnson	14	4-0-10	2550
310	Michael Rhodes	43	10-0-33	2545
311	Gareth Evans	12	2-0-10	2530
312	Simon Taylor	37	10-1-26	2525
313	Robert Seeney	5	0-0-5	2510
314	Tim Hundsdorfer	26	11-0-15	2490
315	Damien Maher	9	1-0-8	2485
316	Justin Key	69	25-1-43	2470
317	Adrian Catchpole	16	3-0-13	2445
318=	Nigella Blair	298	105-1-192	2440
318=	Roger Cook	31	9-2-20	2440
320	Nick Ranson	131	23-2-106	2430
321	Andrew Campen	13	1-0-12	2405
322	Chris Ager	26	7-0-19	2400
323	Jackie Eves	45	12-0-33	2330
324	John Kennedy	26	6-0-22	2300
325	Morris Legge	10	1-0-9	2235
326	Nick Carter	18	2-0-16	2195

ASL Campaigning:
Without a Campaign Game

Luke Hay

For those *ASL* players old enough to live through it, the release of the *Red Barricades* module was a revelation in the game; no longer was Scenario E 'Hill 621' the largest slugfest you could find in *ASL*. With the advent of a Campaign Game (CG) you could fight your way across realistic terrain over many scenarios, with the need to husband resources for the next encounter (instead of fighting to the death to take that last building in a 'normal' *ASL* scenario). And since 1990 there has been a plethora of CG releases, from both AH/MMP and third party producers, to indulge even of the fussiest of *ASL* players (settings ranging from several urban slugfests, through the late-war Belgian forests, and into the Pacific War island assaults).

But what about all you *ASL* players out there who don't want to invest all that time and space (some of those CG map sheets are huge, Normandy landings anyone?) playing many scenarios over the same surface for months at a time? How can you campaign with ordinary *ASL* scenarios? I'm glad you asked.

My solution is to play a string of 'normal' *ASL* scenarios that all contain a common thread or theme.

Quite a lot of themed scenario packs out there are very playable as campaigns because they are set in one geographic area and both opposing sides remain the same. For example, MMP's *Action Pack # 9 To the Bridge* has (mostly) Japanese vs. British scenarios set in Burma during 1941-42, so the scenarios can be played in chronological order and the players can play all the games as either Allied or Axis commanders; the winner of the majority of scenarios gets to keep control of Burma (for their Empire, whichever one you were playing for). A great example of this type of campaign can be found in Texas ASL's *Banzai Vol 23 # 1* featuring a recount of Tom Kearney and Al Saltzman's play-through of all Bounding Fire's Kursk scenarios in their *Crucible of Steel* module. This article provides a great read-through of each scenario from the Soviet and German perspectives, and of course, states the winner of each scenario. The other titbit thrown in at the end of this campaign recap is a 'Campaign Game Leader' points chart (but more of this later).

Some scenario packs are released with a string of games designed to be played as a campaign, such as a few offerings from Lone Canuck like the *Blitzkrieg in the West* or *Hell's Highway* scenario packs. Pete Shelling's mini campaign creations produced in MMP's *ASL Journals* like 'Broadway to Prokhorovka' (from *ASL Journal # 3*) and 'Line in the Sand' (from *ASL Journal # 5*) have nice 'variable force pools' to make these short 3-scenario campaigns very re-playable.

I prefer creating my own campaigns, mostly because I am able to select scenarios from areas of WWII that pique my interest. If, like me, you have amassed a solid collection of *ASL* scenarios (both AH and MMP productions, as well as the plethora of third party producer's scenarios, and don't forget the freebies you find on the internet), then you will have a good selection of material to choose from. Simply pick a theme: theatre, unit, place, or even time period, that peeks your interest, then flick through all of your scenarios to gather together the relevant games that you want to play.

Internet resources to help you include:
- any of the 'Chronology of War' compilations that list scenarios by date and place (again, available in the Downloads section at Texas-ASL.com)
or
- search http://www.aslscenarioarchive.com/ for scenarios around a common theme. For example, if you select the Advanced Search toggle and enter 'Anzio' in the 'Location' box, the resulting search will bring up a complete list of *ASL* scenarios that have Anzio as a specific place name in the scenario card.

Another example for the Advanced Search from the Scenario Archive is: enter 'Italian' in the 'Attacker' box and 'Greek' in the 'Defender' box; a search list of 8 scenarios will appear. Now enter 'Greek' in the 'Attacker' box and 'Italian' in the 'Defender' box; a search list of 12 different scenarios will come up. I own two of the Italian Attacker scenarios, and seven of the Greek Attacker scenarios; a nice total of nine that allows an average sized campaign resulting in a definite result at the end of a spiteful clash.

It's always nice to have bragging rights when you take out a win, and a long campaign deserves a just reward; so, taking a leaf out of tabletop (miniatures) gamers campaigns, a little light-hearted alternative history incentive can be included in your head-to-head struggle with your regular playing partner. For example, I am currently starting a "First Week of Barbarossa" campaign that involves German vs Soviet clashes between June 22, 1941 and June 28, 1941. My selection of material includes scenarios set in all three sectors (north, centre and south), beginning with 'J185 The Haunted Castle' and ending with 'A80 Commando Schenke', 19 games in total. The victor in this series of battles may be judged something like in figure 1.

Another thing I like to add to home-grown campaign games to increase interest is a "Campaign Game Leader". "What's a CGL?" I hear you ask. Well, it's your own, personal, leader counter that you add to the existing scenario OBs and fight with throughout all the scenarios you play during the campaign. David Payne wrote a short article in the *ASL Annual '95* magazine entitled 'Warriors All! Campaign Game Leaders for ASL' that proposed the addition of a 7-0 leader to scenario games played in a themed series, with each players' personal leader accumulating 'Elan' and 'Cowardice' points earned by specific actions carried out through the scenario. For those who haven't got access to the ancient Avalon Hill *ASL Annuals*, the Texas-ASL *Banzai vol. 23 #1* (mentioned above) has the Elan and Cowardice points tables reproduced at the end of their *Crucible of Steel* article.

For example, if your 7-0 directs the fire of a squad that results in an enemy squad breaking, +2 Elan points are accrued; if a squad breaks in the same location as your warrior, a -1 Cowardice point is recorded. At the end of the scenario, all points are added and subtracted and if a total of 10 or more points are reached, your leader is promoted to an 8-0 for the next scenario in the campaign. Now, adding an extra leader to an established scenario OB has the potential of skewing play balance, but if both players each have an extra leader,

this should nullify any imbalance (unless it's near the end of the campaign and one player has an 8-0 with their opponent possessing a 9-2 leader).

I am eight scenarios into a 24 scenario Spanish Civil War campaign with one CGL for the Republican forces and (separate) leaders for the Nationalist and Italian forces, depending on the Republican's enemy during any given scenario. So far, the Republican leader has been demoted (!) to a 6+1 for breaking under fire in the same scenario that a squad was Fate-reduced under his watch, he then redeemed himself over the next few scenarios to earn his Corporals stripes back again. The Nationalist leader, after some ups and downs, was finally promoted to an 8-0 after the eighth scenario. So after a third of the campaign, there is still only a 7-0 vs. 8-0 'balance issue', and with large, mostly infantry-heavy clashes, the extra leader in each OB helps to rally the low morale troops back into the fight a little quicker than the 'balanced' scenarios. After playing a few CGLs in the past, the reality is that the Campaign Leaders die like flies (if this happens, simply start the next scenario in the series with a new 7-0 leader with a different surname), but sometimes you can husband them in the backfield for rallying duties, or directing long-range mortar fire, that accumulates enough positive points without exposing the leader to excessive danger, thereby giving your man a chance at promotion.

Personally, I enjoy a 'unit' campaign, IE pick a nationality and then choose a division (or regiment) within that nation's armed forces, then select any scenarios with that unit in it and play them throughout their war service. This type of campaign adds yet another dimension of depth to your play, as you are not only playing one 'side' of the conflict, but you can take an individual unit across several battlefronts, and even theatres of war. Of course, this only applies to one players forces; your opponent has to play 'the enemy' forces, but this in itself can be fun because they get to handle several different nationalities in differing settings over the series of scenarios. I have another campaign running (that's three concurrently, if you're counting) in *SASL* for the 198th German Infantry Division from Barbarossa in June 1941 until Germany in April 1945, switching from the Eastern Front in '44 to the French Riviera and Vosges in the late war against American/Free French forces.

There are innumerable 'unit' campaigns to cobble together, one lively example would be the Polish 10th Cavalry Brigade that started defending their Polish homeland in 1939, escaped to France and fought as the 10th Armoured Cavalry Brigade in 1940. They then evacuated to England to form the Polish 1st Armoured Division that fought through Normandy to Germany; lots of action in that campaign, from Allied Minor tin cans, to better French blue machines, to solid Free French (Polish) tan using British and U.S. made material, and all against the Boche over 6 years.

Another, more exotic, campaign would be the Japanese 5th Division that started, pre-WW2, in China, then invaded British Malaya in Dec '41-Feb '42, they then finished off the Philippines invasion in 1942, and elements went on to fight in New Guinea, remnants retreating to Rabaul, only to be shipped to Guadacanal and ending the war in the Dutch East Indies. A colourful campaign that involves enemy forces that would include Chinese Nationalists, British regulars, early war U.S. troops, Australian Commonwealth forces and the mid-to-late war U.S. juggernaut.

One great looking *ASL* campaign product that has not seen the light of day is called *Kampfgruppen Commander* that was in the throes of being playtested by the third party producer Heat of Battle. This looked like a fantastic concept that combined various aspects such as core units, attached elements (auxiliary units), different objectives, variable board configurations, all over a theatre-wide strategic map, such as France 1940. Unfortunately, with the passing of the HoB company, no producer has pick up this system and developed it to fruition.

In closing, I would thoroughly recommend to all *ASL* players to have a go at campaigning *ASL* scenarios (especially if you have a regular opponent) as it adds a different element to your gaming enjoyment. Also, a campaign can force you out of your *ASL* comfort zone: with large scenarios cropping up to challenge the 'tourney player', or a river crossing could be included in your scenario selection to brush up the hydrophobic players' boating skills set. There's an endless array of subject matter out there; it's a little bit of enjoyable historical research and a list of scenarios will materialise out of your collection to challenge your *ASL* Personal Morale Check.

Ω

Figure 1: Number of German campaign victories

1-2   Strategic Disaster – With timely forewarning from foreign diplomats and spies, Stalin heeds the advice of Stavka; together they successfully plan and implement a phased withdrawal of the bulk of the Soviet forces from the border regions, followed by a counterattack on the strung out German forces deep in the Baltic states and the Ukraine. When the Soviet masterstroke losses momentum at the end of autumn, the potential invaders are in disarray back on the western border of the U.S.S.R. The Eastern front is short lived and the Germans sue for piece within 6 months.

3-5   Strategic Loss – The spirit of Marshal Tukhachevsky lives on. The German assault on the worker's paradise is rebuffed by massive counterstrokes from the Soviet armoured corps, sending the attackers timetable into chaos. With strategic reserves fed into the defence, the Germans are held up around the Pripet marshes and the line of the Dniepr River. It is another 12 months of fighting before the invaders reach near Moscow and Leningrad.

6-8   Operational Loss – The German attack on the Soviet Union rolls forward, but with bitter resistance from border troops, encircled pockets of defenders fighting to the last, and effective localised counterattacks, the invaders are stopped 100 miles short of Moscow, and Leningrad has a rail lifeline through Mga. The Eastern Front becomes a stagnant frontline over the winter, after taking heavy German manpower losses.

9-11   Stalemate – As in history, the German Army breaks through the Soviet border defences, envelops large troop concentrations and advances over hundreds of miles of terrain, only to be pulled up short of both Leningrad and Moscow, before the Soviet reserves stage a winter counterattack.

12-14   Operational Victory – The Wehrmacht rages through the western and northern regions of the U.S.S.R. at the start of Operation Barbarossa. With armoured corps slicing through the paralysed Soviet frontier armies, the Germans encircle Moscow and lay siege to it during a terrible Russian winter. Leningrad eventually falls, and Rostov-on-Don is captured and held as a jumping off point for next spring, Sebastopol having been bypassed.

15-17   Strategic Victory – All three High Command objectives have been achieved during the operation against the Red Menace: Moscow, Leningrad and the Ukraine have all fallen to the might of the Wehrmacht. With the smashing of the Soviet armies, and the subjugation of most of European Russia, the victorious German forces are poised to leap over the Urals and Caucasus next campaigning season.

18-19   Emphatic Victory – The German Blitzkrieg has rolled on again. In what was widely predicted would be a short campaign, the Wehrmacht conquered all before them to bring the Soviet armed forces to their knees within a few months; Stavka sued for peace while the Politburo fled towards Siberia and a boat from Vladivostok. The scourge of world Communism had been eliminated, as the Russian (and other peoples) went under the yoke of Nazism for generations to come.

THE FIGHT FOR SEOUL

A Review of FfS
Ben Jones

I've played for more than 20 years.

I love caves and complexity. I can stomach more Bocage for its intricacies but Eastern Front has become very samey.

A long time ago I received the boards and playtest notes for KE's KW module, which, I believe eventually morphed into MMP's *Forgotten War* module. This was around the time I discovered the Korean War.

Wow, a war where the last war's victors had a hard time. Despite the fact they had all the toys; better air support, napalm on tap, jets, well trained TACPs, those late war tanks that didn't quite make it to the front in ww2.

Different terrain, different nationalities, fighting against Soviet style troops. Just like a DYO. Pershings versus T34s. The strategic flip flop between Pusan and Inchon. The sudden appearance, disappearance and reappearance of the Chinese. So similar yet so different to what I was used to.

I remember being super excited at the KE's playtest notes. They included everything I found exciting.

Fast forward 20 years FW is released, not much written about it. Seems a bit flat. Looks like none of my buddies are interested in Korea.

However, following the announcement of *Fight for Seoul*, I

purchased the last *FW* in France. Whilst *FW* by itself wasn't too interesting it does provide the framework for a KW CG which I can tell you *is* very interesting.

So onto the review.

Box

The box is slightly larger and heavier than *KGS*. A different style, rather than the locking flap of *KGS* it's a normal lift off the top style box. It doesn't look very sturdy but I'm not planning on driving over it.

As well as the normal blurb, there is a line on the back of the box that states "Ownership of the *ASL Rulebook* and all the game system is required to play this module". This is good advice. Whilst I couldn't say exactly which bits are needed I've got a very full collection and it's the first time I've had to look for more foxholes, more bank counters, more FFE counters. Make no mistake this is a man's *ASL* module, you're not going to jump into this from the *ASL Starter Kits*.

Inside, you have three plastic wrapped rulebooks, 4 heavy paper maps and a lot of scenarios and play aids and a single counter sheet.

The package is enticing, glossy and weighty, when you pick it up you feel like you have your money's worth. Like a good wife.

Maps

There are 4 maps, same size as the *VotG* maps so I think the 'normal' size MMP maps. One word about the maps. The hexes are normal size, not the larger hexes of

VotG for example. So, on the *VotG* map you have hexrows A-OO hex number 1-50 for a total of 1550 hexes and half hexes. Smith's Ridge is A-TT 1-58, for a total of 2668 Hexes. That's 72% more hexes than *VotG*. Same size, more map. Magic. It's larger than the *KGP* maps. Is this officially the biggest *ASL* map?

What does this mean? Well more space means more room to manoeuvre; in 'Smith's Ridge' your companies will be traversing 15 hexes of paddy fields, under fire to reach the MLR. It means mandatory fire direction. If you've ever played CH's *Omaha* packs you'll understand how deadly a 1-4 ROF 3 is.

Your L and LL guns suddenly become very important, as does shooting ATT. Some of your weapons will be outside of effective range. The 60mm company mortars cannot hit the whole map.

To give you an idea of scale, in *VotG* a German HMG, given LOS, can shoot clean from one side of the map to another. On Smith's Ridge your .50 cal's can shoot about 2/3rds of the way across.

One potential negative with regular size hexes is counter density. In two CG scenarios of 'Smith's Ridge' I haven't encountered this. Whilst playing 'Besting Basilone', one of the Seoul scenarios, we did encounter significant counter density. However, one finds this in many other products. It would be a nice idea if LFT could put a few blown up maps available for download for the scenarios that may need it.

(Please note my comments on the maps, whilst generally applicable to both maps, are mainly based on the 'Smith's

Seoul Terrain Summary (1/4)

Terrain & Rule #	Terrain & Rule #	LOS Obstacle/ Hindrance	TEM/ Indirect†	MF/MP Cost	
Steep Hills* (S3.3) (EX: Y13)	**Brush** (B12.) (EX: V37)	½ Level Hindrance	0	Normal	
Stream (5.1) (EX: EE47)	**City Wide Boulevards** (S3.1–11.) (EX: N36)	—	−1 vs. all units	Normal	Also applies to unpaved road OO14.)
Sunken Railroad (6.1; B32.) (EX: JJ31)	**Crag** (14.1) (EX: V10)	½ Level Hindrance	+1	Normal	Concealment and Ambush Ter
Tramcar Lines (7.) (EX: HH6)	**Culvert** (13.1) LOS to ADJACENT Loc. only	Depression	0	DOT	
Trench (S8.)	**Dense Urban Terrain** (4.1) (EX: X6×X7)	1 Level Obstacle	+2	2 MF. Vehicles as wooden building.	Stacking = 2 Squad-Equivale pass NA across hexside wit across hexside with building
Wooden Rubble (B24.) (EX: H27)	**Elevated Road** (B5.) (EX: M34)	1 Level Obstacle	Normal	Normal	
Wrecked Rail Cars (6.3–31; V4) (EX: B15)	**Factory** (S12.) (EX: O20+P19)	1½ Level Obstacle	Normal	Normal	Multi-hex building with la have Rooftop locations (FF
	Foot Bridge (S3.23) (EX: DD46)	—	Normal	Normal. NA all vehicles	At water level (B6.41 and I
	Fortress Wall (10.1–12) (EX: N42/N43)	1 Level Obstacle	NA	NA	Treated the same as a Facto Hex(es) as if a Single-Stor treated as a building for St

Terrain listed in red is Concealment Terrain
†: Indirect Fire TEM is listed following "/"

Ridge' map because I've played a lot on it.)

In terms of quality, the maps should make everyone happy. Heavy, matte paper. Great detail on the map, you can make out roof tiles and thatch, the crest lines are well marked. The map uses official terrain symbology.

There are two new terrain visuals on the map. One is Korean Graveyards which took me a while to realise is not woods and the second is Village Terrain. This basically utilises B.1. Some building depictions cross over hexsides thus blocking bypass and LOS. When you see pictures of the terrain at the time it really represents the tight urban/village terrain. The map feels much more organic and a lot less predictable than a standard everything-fits-in-one-hex MMP style map. I haven't yet found a hexside where one needs to measure the thickness of a counter to determine if BP is allowed. Clear and well done.

And there is a village called Yom Dong. Which is cool.

One very minor point with the Seoul map, an oddity even. The map text, as normal, aligns north, however the hex grid aligns south. It makes no difference to play, in fact, I kind of like it.

When one plays a board game normally one player has the 'advantage' of sitting *with* the text whilst the other plays with the text *against* him. This way one player has the map text and the other player has the hex grid. For some reason this generated a page of Mea Culpas on GS. It really is not an issue. However it is clearly Yom Dong Repetti's fault.

So, to summarise the maps, big, very big, interesting, clear and well done.

Rulebooks

The three rule booklets have a lovely smooth quality paper cover and glossy (but not too glossy) interior pages.

The first booklet is the CG rules. These cover the rules which are shared between the two CGs. So the Refit Phase etc. is all covered in one booklet. It's much

easier to reference this than the MMP binder pages.

The other two booklets are for each of the CGs. They look relatively meaty but one of the first entries in each book basically says don't panic there are a lot of rules shared between the two CGs but repeated in each booklet. Well printed with large font for you silverbacks out there. I have noticed only one error where an illustration of sample terrain is incorrect.

(One thing to say about my take on the rules, scenarios and CGs in general – just because I say there are no errors doesn't mean there aren't. *VotG* has 46 pages of Q and A on Gamesquad, and that's a much simpler module).

There are a number of new terrain types which for the most part are based on familiar concepts – high walls acting like factory interior walls for example.

One of my favourite rules sections is the enshrining into law of footnote W 16. 768's now break down into three 248s. Think about this for a while, as it's

a fundamental shift from A1.122 which was one of the first rules you ever read. Your squad can now break down into three! One 248 mans the mmg on Opp Fire, one 248 scouts and the third follows up with a candygram for Mongo.

To give you an example, in 'Smiths Ridge; you have a Marine company that needs to cross 15 hexes of paddy field against OBA mortars and MGs. Your 9 768s can deploy (freely) into 27 248s. That's a lot of targets.

There are other interesting, low rules overhead additions. Assault Engineers can make bridge assessments, Rockets from FBs are easy to use, and there are rules for flak and SEAD.

There are extensive and interesting footnotes.

One nice touch is that the CG booklets do not contain the CG setups, initial SSRs or RG charts, they are on separate sheets. This is great because you mustn't continually flip pages between the four or five charts you
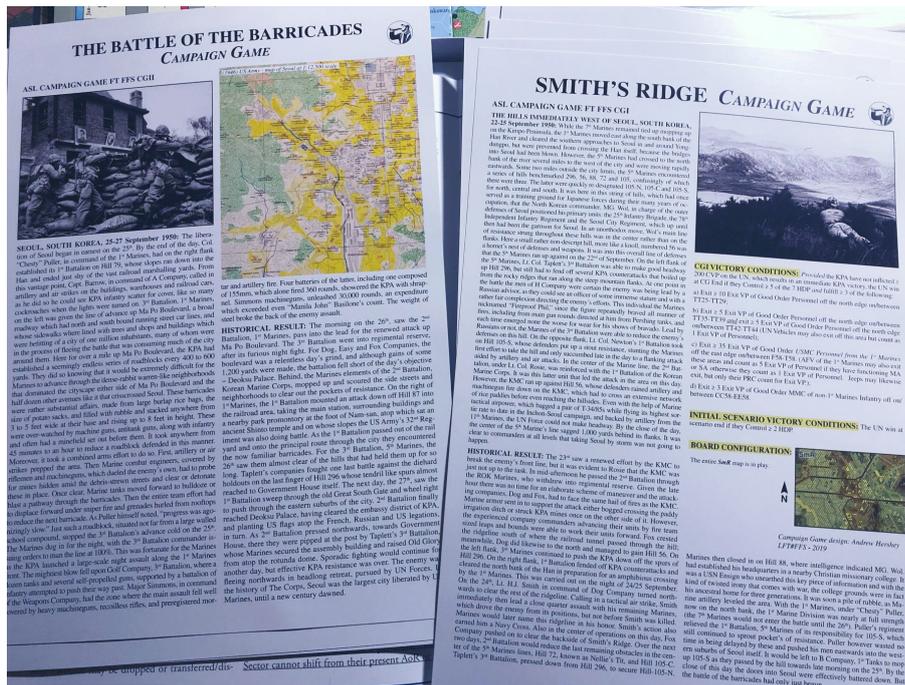
need to set up, as is normal with MMP ring binder CGs. Each CG booklet also lists the scenarios in ascending order of complexity, which is a nice touch.

Counters

The counter sheet. I'm happy that there is only one. Whilst new counters used to be lovely I think we've got enough now. I can't be bothered clipping and more importantly *storing* unnecessary counters.

So you have about 30 768s and half squads. Can't get around it, they are needed for the CG. Your average player doesn't have enough.

There are plenty of FB counters showing different bomb loads. I believe that a FB with rockets, VT bombs, cannons and napalm doesn't have to make excuses as to why he is in my new game. So welcome boys, make yourselves at home.

There are a few other necessary counters, I didn't check, but its stuff like in culvert, under bridge etc. Boring stuff that you actually need. There are some VBM counters which are cool.

However, the true highlights of the counter sheet, indeed the module and possibly my gaming life are the WTF and the hourglass counters. Both 5/8ths so your opponent can clearly see them. To have a counter marked WTF in a Module called *FfS* is just poetic. The hourglass is to indicate to your opponent that he is playing too slow. These two counters are going into my dice case to make sure I have them everywhere.

So, in terms of the counters themselves. They are slightly grey core, again, not important to me. They don't literally fall off the sprue if you look at them like the *KGS* counters did, but they don't have the 4 points of attachment like early MMP counters. They drop out easy, easy to clip, no problems.

However, the infantry counters aren't as good as BG counters. Mind you, no one's counters are as good as BGs counters. *FfS* counters are perfect - if you've never had BG counters. They are full colour, crisp and clear, however the figures and numerals only take up 2/3rds of the counters I would prefer larger text and figures on the counters.

One minor issue with the counters concerns red dots or rather the lack of red dots. Again it's a non-issue.

I think it would have been a good and representative idea to have at least one USMC SMC counter of maybe a 7-0 eating a crayon.

The Game

On to the game itself. Contained in the box are two distinct and separate CGs and 21 scenarios.

The scenarios are all based on the historical maps. I think this is great, why make me play scenarios on geoboards when the map goes to waste.

The scenario cards (and CG cards) are all full colour with LFT's own counter art. They are really attractive. There is a good mix of small and large, simple and complex. I'm not going to do a Desperation Morale Style review of which contain OBA, night, armour etc. None of the rules are difficult. But, to be absolutely clear, and I'll expand on this later, if you've bought this module you got to be ready to play with the big boys. You're pretty far from Kansas and vanilla now.

I've played one scenario, 'Besting Basilone', and I've also soloed through the first two dates of the Smith's Ridge CG to get a feel for the rules. To be clear I don't know the scenarios or the intricacies of the CG, but then, at the moment no one but the play testers does.

As usual, there will be some great scenarios, some mediocre and maybe even a dog. However, the process of finding out which is which is going to be great.

So highlights from my games so far:
Losing a TACP and a mg stack to a pair of mortars engaging at 68 hex range
Losing a FAC and a FB to heavy AA
Becoming a

master of rice paddies and realising why bank movement is dangerous

Bringing down 4, yes count 'em, WP FFEs in a single phase

Realising what a difference steep hills make

Deploying a company of 9 768s into 27 248s and charging across 700 metres of rice paddies at 7 companies of entrenched Norks with artillery support

Using my bank counters for the second time

Fighting at extreme range

Using TACPs, heavy and light AA

Enjoying the on map strategic maneuvering. Smith's Ridge is 4.2km2 of real estate, a normal board is .5km2 These battles develop slowly

Realising that this is beautifully produced, cutting edge *ASL*, using a new chapter with brand new rules and watching the parts fit together.

Why Should I Buy this?

The whole point of a review is to provide information, normally used to decide whether to buy or avoid. Or to attack the producer. So should you buy it?

Well there are a number of reasons why I think you should

It's cost effective, you receive two CGs on two separate maps and 21 scenarios.

You support a company that has upped the quality of ASL products over the last few years. This should have a knock on
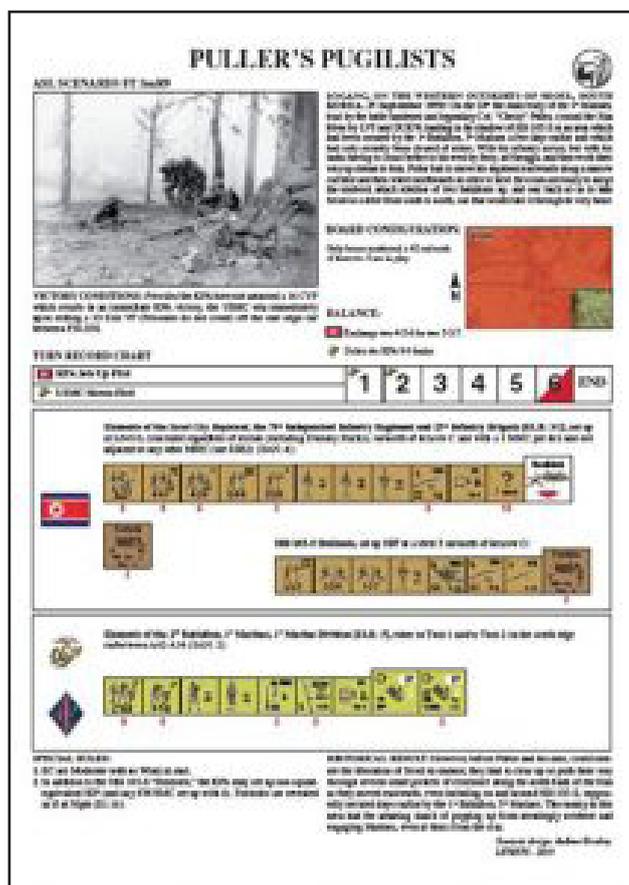
effect across the industry, even SP is using counter art now.

You support a designer who has shown us that ASL can be more than it is.

Indirectly you support MMP as ASL is a prerequisite, it should help to shift FW.

It will one day be out of print.

It's nearly Christmas, what other competition do you have? Deluxe Boards Reprint, a reprint of OtO (which is actually very good), a reprint of CdG (admittedly with a new CG which does look very good).

These are general reasons.

Personally I feel that this product oozes quality and detail. It's professionally produced, it's beautiful, it seems to avoid problems that have historically plagued other products.

I mentioned upstream that this module means you get to play with the big boys. I really believe that if you can play chapters A through D then the rest is easy. As complicated as this module may *look* it really isn't. It doesn't add many new rules, but it does combine lots of rules that you may not play often. It will make you a better player, more familiar with some of the dusty corners, better able to get the most out of your counters in more vanilla scenarios.

As the USMC you have the opportunity to fight a new holistic kind of war, your air support is an integral part of your way of fighting, your armour is intimately tied to your infantry, your squads work in new ways.

As the KPA you need to undo this puzzle, taking lessons from the Japanese and applying them to your Russian hardware and methods. You will not be human waving your way to victory. How will you defend from the massive air support? How will you break up the tank infantry teams?

If you're still on the fence, read Ike Fenton's story. It will tell you the story behind that face, a story the equal of any Arnhem, Bulge, Stalingrad or Iwo Jima picture.

Good luck, reader in your decision to purchase or not. I for one am happier with this module than any other I have ever seen.

Ω

Mario Magic
Alan Hume

Many of you will stick with the tried and trusted whisky glass but for those of us *ASL*ers that have seen the light a proper dice tower is clearly the way forward. It provides proper randomisation of your rolls and neatly displays the results. A good dice tower will always stand by you and your cardboard troops in the heat of battle.

Based in Italy, Mario Aceto is not your ordinary *ASL*er, oh no, Mario actually contributes more to the hobby than most as he makes the most amazing *ASL* dice towers (and penholders and coasters) you will ever get your grubby mitts on. Not satisfied with just making plain wooden towers Mario goes one step beyond and will make custom towers to your exact specifications featuring genuine *ASL* graphics. Yes, that's right you can have your towers covered in the illustrations from *Squad Leader*, *Cross of Iron* and all the rest as well as your choice of map (my friend John Martin got his covered in the new Lone Canuck Publishing Konigsberg map along with that famous Russian soldier we all know and love.)

Those have to be seen to be believed they really are quite stunning. I bought two, one for me and one for my friend Rod (he loves his by the way). They would make excellent presents for your *ASL* friends if you're feeling generous.

They come in various shapes and sizes and some even have extra sections

to place your RAACO trays in (well, Olli Gray's do anyhow.) Mario listens to his customers and strives to meet their demands and the extra slots for the RAACO was Olli's idea. Mario simply picked it up and ran with it.

Mario provides a fast and friendly service, I got my towers shipped direct from Italy and I think it only took about a week or so. They were VERY well packaged and there was no risk of them being damaged in transit. Shipping was fairly expensive it has to be said so if you were to make an order I would suggest buying multiple towers at the same time (I didn't foolishly and had to pay an extra 30 Euro to ship my second tower, live and learn I guess.) Buying multiples would probably be the way to go for American *ASL*ers who may well have a customs charge slapped on their towers to boot. I didn't pay any customs charges luckily as when I bought mine the UK was still in the EU (we're still in the EU aren't we?) My towers cost me about 30 Euros each which, for the quality, I thought was very reasonable. I'm not sure of what Mario's current prices are but that's what mine cost me anyhow.

I must admit I didn't actually need to buy one of Mario's towers as I have a perfectly good one already (well, what I thought was perfectly good before I saw Mario's it has now been relegated to the shelf) and it got a lot of use before Mario's arrived. I have to admit though it isn't a patch on Mario's; it is just finished in plain wood, it's very boring. It's also VERY loud. I have to say here that Mario's towers are virtually silent they are padded that well with the felt colour of your choice. Even the baffles are felted which I think makes all the difference.

I also own one of Olli Gray's famous aircraft aluminium towers and it is great,(it is not a 2-piece like Mario's but is a single piece of metal) I use it as a travel tower as it is relatively small and will only take the smaller dice (I can't wait until Olli makes BIG towers I will have to buy one of those as well.) So, while Olli's tower is my kit of choice for travelling I play at home with Mario's tower

HEROES 2020

ADVANCED SQUAD LEADER TOURNAMENT
5TH - 8TH MARCH (THURSDAY THROUGH SUNDAY) 2020
HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2020 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 hase 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 Headlands Hotel is familar to those who have attended in recent years 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 10 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 1 March 2020 (entry is £20.00 after that date).

- -

HEROES 2020 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 HEADLANDS HOTEL) to Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. You can also telephone them on 01253 341 179 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						

A Trip To Deutschland

Alan Hume

Well, here we go again, November 2019 and my second ever trip to Germany's premier *ASL* Tournament GRENADIER, now in its 21st year (I must of course mention the up and comer CONSCRIPTS as well as I hear very good things about that too but I have never been). I have to admit I really was surprised when I discovered that they play *ASL* over in Germany, I always knew they were HUGE on traditional boardgames and Euros but something involving the war I would have thought would be taboo. Not so I am glad to say, *ASL* is alive and well in Germany and, if anything, I think it is getting bigger.

I'm not much of a tournament veteran, I have only been to HEROES twice (though me and the guys are going again in 2020) so GRENADIER really is kind of all new to me. GRENADIER really is what I would consider the tournament to go to for European gamers (apart from me and John there weren't really any other UK players there either of the two times I have been but there where plenty of Americans, hello Ray and co.) but, as I say, it is getting some healthy competition now from the up and coming CONSCRIPTS.

I stayed over at my friend John Martin's place in Broxburn on the Sunday night before we flew as we were travelling together, it made good sense. We were up early on the Monday morning and, after grabbing a hasty breakfast, braving the rush hour traffic in our taxi to Edinburgh Airport we got in line and went through all the rigmarole that flying anywhere today entails (it's not much fun is it?). We picked up a few English language magazines to keep us going in Germany (for some reason there is an awful lot of WAR material at the airport, I got the latest copy of *History of War* and it was all about WW2) and had a coffee, there isn't much else to do when you're waiting for a flight (although John did buy a lovely bottle of JURA whisky to share at the convention).

We were flying to Munich to stay at our friend John Tait's place before driving up to Hergarten at our leisure. The flight went well, only 2 hours so it was faster than I expected and John was waiting for us at the airport when we landed (I kept him waiting while I ran off to buy myself a couple of Munich fridge magnets for my collection, heh,heh,heh. I love fridge magnets, can't get enough of them.)

That evening we had a lovely Greek meal with John and his partner Valli, it set us up nicely for the day ahead, you can't beat German restaurants they really are top notch. We were up early the next morning but we didn't set off on our road trip until about 11am, no rush. We played some music on John's extremely expensive audio set up and kicked back a while just getting geared up to go.

Driving up was fun, we played lots of great tunes in the car which made the time go faster (although I have to be honest, sorry John, but Porcupine Tree really aren't my bag, Hawkwind seem to be my go to band at the minute. I just went to see them live in Edinburgh the night before we travelled) and enjoyed the autumnal scenery, traffic was flowing pretty well until we got to Frankfurt then it all jammed up but we were on our way at least. It's really nice to drive through Germany, past ancient castles and over mighty rivers, it's a grand trip truly it is.

We got to Hergarten and the NationalPark Gastehaus (venue for GRENADIER) in the early evening on Wednesday, still in time for dinner which was suitably Germanic and sausagey (the food throughout the whole weekend was good, hearty and German :-)) There were a few people here already but most would arrive on Thursday morning in time for the Minis tournament (Uwe wasn't here this year sadly) . GRENADIER runs a mini for those just wanting to dip their toes into the water so to speak and the main tournament over the weekend proper.

I wasn't in the minis, heck, I wasn't even in the main tournament either I just went along for friendly gaming but there was enough of that to be had, certainly more than last year with some new players turning up this year.

It has to be said the new players were thoroughly welcomed and taken under the wing of the veterans who helped to show them a thing or two. Myself, I've been playing for over ten years but still consider myself a beginner (I just don't get enough games in to be consistent) and yep, I did learn a few things over the weekend (even if I did get one of my setups completely wrong).

I have to admit I did find the weekend somewhat tough though as, seeing as how I suffer from really bad paranioa I find social gatherings difficult at the best of times (still, by turning up I was trying at least) and not really knowing many people I found it hard to interact and get games going. I have to say though, everyone that knew me was top notch and very welcoming and, despite myself, I did manage to sit down and get on like a house on fire with some people who were, at the start of the tournament, complete strangers to me. I really did miss Uwe not being there though, I know I only met him last year but he seemed a true gentleman to me and I hope he is doing

alright.

I was very happy to get some playtesting in of a new scenario I am working on with the tournament director, Michael Koch (A great and published scenario designer); 'No Love Lost' featuring The Lincolnshire Regiment. We played it through and discussed it and, yes, there were some changes that had to be made. Michael took a copy and is going to run through it again for me so I eagerly await what further changes may need to be made. I hope to submit it to MMP if it makes the grade. I am having a good go at designing scenarios, and enjoying it for the most part, the hardest part to me, being honest, is just getting the darn things playtested (apart from my small group here in Scotland I don't know anyone else to ask for help really. As Pete says most people that are happy to playtest are already doing it for MMP, Lone Canuck and the like so finding people able to help is rather difficult) so having Michael actually come up to me and ask to help was tremendous (I had dumped my scenario on him first of course).

Although I wasn't playing in the tournament itself I still collected my scenario pack (as I had nothing with me it would give me a good choice of scenarios to play in friendly games). There was a good mix of scenarios from big to small, Eastern Front to France 1940, Korea to the Pacific. There was even one from Michael Koch himself in there, 'Easy Day at Volupai'. I must say I like Michael's designs and hope he does more for MMP. Overall, I think the scenario selection really provided something for everyone.

Michael runs a great tournament, easily up there with the best of them from what I can see and I would wholeheartedly

recommend those of you who haven't been to give it a try (although it is very close to BOUNDING FIRST FIRE at Blackpool so perhaps that is why not so many UK players make it over). Space was at a premium this year with all the rooms available being used for gaming (there were a lot of people here this year), I still managed to squeeze in a few games while borrowing John Tait's kit (I hadn't brought any as we were flying and I didn't think I could carry it but seeing as how we had a 41KG baggage allocation I guess I probably could have. John Martin plans to take at least some kit next year I think so I'll probably just borrow his :-))

Phillipe Briaux won first place with Florian Mentl second and Alex Koestler third while my good friend John Martin came fourth (pretty amazing as he won the booby prize last year). There were prizes aplenty, with sponsorship from MMP and Bounding First Productions amongst others and some specially made mugs (there was only one t-shirt made as a prize and, believe it or not, I ended up with it as John Martin chose it and a mug, for Olli, as his prize). I only bought one mug which I regretted as I should have got one for my friend Rod back here in Edinburgh.

The awards ceremony that was held at close of play was a nice touch, no booby prize this year just lots of happy winners. Many people had already left to catch their flights home by the time everyone gathered together to toast the winners but those that remained put on a good show. It was a treat to see John's face when he found out he was fourth!

We drove back down to Munich, taking time out to pose with John's recently bought copy of *Objective Schmidt* in the village of Schmidt itself! That was

tremendous, driving around where so many WW2 battles had been fought was both educational and very moving. John got a bargain with that pack as he only paid 70 Euros for it. I didn't buy much myself this year, I only got a copy of *Le Franc Tireur 13* (and a mug), I didn't have it and it was well priced at only 30 Euros.

We stopped off at KFC on the way back and John Tait kindly paid for everyone, it was my Birthday Meal as I just turned 50 when we got back. We downed some whisky (believe or not John still had a drop of JURA left) to toast my birthday (boy, do I feel old now) and, eventually, went to bed.

It was an early start in the morning, John was kind enough to drop us off at Munich airport on his way to work but it meant we had a long wait until our (delayed) flight in the afternoon.

Still, it was a good trip and I hope that we will be going again next year. I was disappointed that Olli couldn't make it, he was hoping to come but he was still working out in the Middle East so there was sadly no chance of him coming, maybe next time.

So, GRENADIER, if you haven't been I recommend giving it a go, especially if you are coming from the UK (although I hope you could still do BOUNDING FIRST FIRE as well). Definitely Europe's Premier *ASL* Tournament.

Ω

MARIO MAGIC

which is also big enough to take the rather excellent BATTLESCHOOL 16mm dice (in fact Chris's dice make the perfect partner to Mario's towers.) I made damn sure before I bought the towers that they would take BATTLESCHOOL dice as I really like playing with them (it's neat to roll with Screaming Eagle dice when you're playing the 101st Airborne Division. Now if only he would make some for 15th (Scottish).)

Mario's towers will of course suit most games, not just *ASL*, I have seen them customised for *Paths of Glory* and *Combat Commander* amongst others. I'm pretty sure, if you asked him, Mario would make one for your game of choice.

You can find Mario on the *ASL* Facebook group or over on the Gamesquad forums where he goes by the monicker of SGT ESSIG.

All I can say to finish is that his dice towers are excellent and I highly recommend them, they really add loads to the overall *ASL* experience.

Ω

15

Like A Bolt Right Out of the Blue

Snipers in *ASL*

Martin Vicca

Snipers are one of the concepts of *ASL* which appear in almost every scenario. An understanding of how they operate and interact can inform your play.

The sniper rules are fairly straightforward, comprising only a page of the *ASLRB* (A14.) but as with all *ASL*, the ramifications can be quite steep.

Almost all *ASL* scenarios use snipers. The very few exceptions tend to be all armour affairs, 'The Puma Prowls' or 'Clash Along the Psel' being classic examples. Snipers, though, should not be thought of as representing merely the hunter with the rifle but can be expanded to include any area where one side enjoys an advantage over the other. This might be by way of long range covering fire (do you really want to operate a 2 FP OBA mission?) or booby-traps and mines left over from previous bouts of fighting over the area. The likelihood of activation is controlled by the SAN number (which in itself is tautologous since SAN stands for Sniper Activation Number! It's a bit like taking of your PIN number for your bank card.). They will often differ. If one side consists of two allied Orders of Battle, it will still only have one SAN. The only exception to this is the rare three player scenario.

The sniper is represented by the placement of the Sniper counter following set-up but prior to the start of play. Players are restricted as to where the counter may be placed. It must be placed, if possible, within six hexes of at least six enemy occupied hexes. The number of counters in those hexes do not matter, merely that they are at least occupied so two hexes with three squads in each would only count as two hexes towards this number. Concealed stacks count as enemy occupied hexes regardless of whether they are dummy stack or not.

If the enemy is entering entirely from off board, the six of six rule cannot be complied with. In such a case, the sniper counter may be placed anywhere on board. In all cases the counter must be placed in an unoccupied hex. Unoccupied in this case means empty of units: there may be fortifications in the placement hex.

If in doubt, the DEFENDER sets up their sniper first. DEFENDER in this instance is not defined as the definition of defender is:

DEFENDER (the player whose Player Turn is not presently being played): A.13

Which is not really helpful as since the sniper counter is placed prior to the start of play; there is no player whose turn is currently being played! It is the author's opinion that this means the player who moves second is the DEFENDER in this instance. Even if that player sets up second but not if that player is the SCENARIO DEFENDER.

One aspect to consider when placing the sniper counter is where the fighting will take place. If you can, place him where the action will be thickest. If the enemy enters from off board, place him near your units. If he activates early he will probably attack the enemy sniper counter but that is preferable to him hunting broken units in the back field in the late game ten hexes away from where the action is and when those units will be unlikely to contribute in any case.

Activation

A sniper attack occurs when the enemy makes a roll equal to the SAN. Only certain phases may cause the sniper to attack and also only certain rolls cause it. The Sniper will activate in the Prep Fire, Movement, Defensive Fire and Advancing Fire Phases (all marked with an asterisk on the QRDC), it will not go off in the Rally, Rout, Advance or Close Combat Phases.

Causes

Only certain rolls will cause an attack. All must be original rolls not consequential ones. Thus a specific collateral attack will not cause a SAN since although it is a roll on the IFT it is originally a To Kill roll and so will not cause a SAN. To Hit, Morale Check, Task Check, non-OBA IFT or Entrenching rolls all have the potential to set the sniper off.

One of the first things you may note is OBA will not cause a SAN. The effect roll is specifically excluded from the list of activations and the radio contact roll is not a Task Check. A surprising aspect is that an aircraft sighting Task Check and an attack by an aircraft (whether MG IFT roll or bomb/rocket To Hit or effect against soft targets) can cause a SAN.

Rolls which can have no effect whatsoever other than cause a SAN are not made (with the exception of a declared shot where the LOS is shown to be blocked.) This causes a bit of a wrinkle. What of a situation where the shot is not blocked but the modifiers are such that there can be no possibility of an effect (say a 1 +4 shot). If the shot is blocked, the answer is clear but this situation is not directly covered.

Another situation that can arise is when a unit that is already pinned suffers a PTC when Booby Traps are in effect. Since an unbroken unit must take a PTC but there will be no effect other than SAN or booby-trap activation, does the roll need to be made? It does but where a unit would normally be immune to a PTC it must still roll for the Booby-trap but this roll will not activate the SAN as per B28.9

Effectiveness

A sniper attack occurs whenever a side's SAN is rolled by an appropriate roll. Not every sniper attack is effective though. For it to be effective, a subsequent dr of 1 or 2 is required. If this is rolled the player then has a couple of options.

Firstly, he may reposition his sniper counter within the terms of the initial set-=up restrictions. If he chooses to do so, his Sniper Activation finishes there. This is often a good thing to do when your sniper counter has wandered too far away from the action. Note, the decision to do this must be made prior to the rolling of the random selection DR.

Secondly he may move his counter to a randomly determined location (C1.31). Make a DR with the coloured die determining the direction and the white die the distance. If there are Eligible Targets or the enemy sniper counter in the final hex that is where the attack will occur.

All units (counters capable of movement without being portaged, pushed etc.) are eligible targets with the exception of AFVs with no vulnerable PRC, subterranean units, interior building hexes (Except in Festung Budapest per SSR

FB6), prisoners or hidden/friendly/aerial units. Certain other units may be ignored at the sniper player's option: an unarmoured vehicle with no PRC may be considered ineligible. Remember if a vehicle is armed, it will have an inherent crew.

If neither an eligible target nor the enemy sniper counter is present in that hex then an alternative target must be selected. This will be the closest in hexes to the sniper counter and if two or more are equidistant, the hex with the lowest TEM. Smoke and fortifications will affect the target determination. A still hidden fortification may be revealed at this point (contrast this with the revelation of a HIP unit which must be done prior to the rolling for random location to affect the target). The CE modifier of an AFV is a DRM and not a TEM and so does not affect the target determination. An AFV in bypass of a building will generally be in Open Ground (zero TEM).

Once a location is selected the final target must be determined if there is more than one possible target. Certain targets may be selected at the sniper player's option in lieu of Random Selection. These are the enemy Sniper counter, vulnerable crew of an AFV (by not vulnerable Passengers or Riders) or an unarmoured vehicle.

If there are concealed units as well as unconcealed ones in the target hex, the entire concealed stack is treated as one unit for Random Selection purposes. EG a hex contains an unconcealed 4-6-7 and 9-1 and concealed LMG, 4-4-7 and 4-3-6. The initial RS roll is made with 3 dice and if the concealed stack is selected, a further roll with 2 dice is made. Thus a roll of 3,1,2 would result in the 4-6-7 being selected while a 1,2,3 would require a further roll. Despite there being 3 counters under the top ? counter, the attacked player must declare the number of eligible targets that are in the stack. Any number of dummy counters constitutes one eligible target. This differs from the normal RS procedure where a die is rolled for every counter under the top concealment counter and if a Support Weapon is selected, its possessing unit is affected.

In the event of a tie in the Random Selection roll for the target, the sniper player gets to choose which target is affected and to reroll another attack against the other selected units. The sniper player receives no information about the nature of the targets which he does not already have prior to making this choice. Thus is the example above if the RS roll was 3,1,3 then the sniper player is not told of the number or nature of units which make up the concealed stack. If he opts to attack the 4-6-7 and reroll against the concealed stack, the attack on the concealed stack, if it is effective, will have to go through random selection to determine which unit(s) is affected.

The Result

One the target has been selected you have to determine the effect. A "big" (1) sniper will eliminate an SMC, Dummy Stack or Sniper, although that means it reduces the enemy SAN by one. If it is ever reduced to less than 2, the enemy Ssniper counter is removed from the map and no longer acts as a target. It Stuns/Recalls a CE AFV, breaks an MMC, Inherent Crew of an unarmoured/partially armoured vehicle. If an MMC cannot break (e.g. Berserk squads) it is reduced instead. Japanese MMC are step reduced as per G1.12.

A couple of points, a partially armoured vehicle is never immobilised by a sniper. As per A14.33, either the vehicle or the PRC of an unarmoured vehicle may be attacked. Once immobilised, no further effect can be had on the vehicle. Only

the initial immobilisation will cause an Immobilisation Task Check.

A "Small" (2) sniper eliminates a Dummy Stack. It wounds an SMC (with a wound severity roll required), Stuns an AFV, pins an MMC not immune to pin results, Inherent crew of an unarmoured/partially armoured vehicle or sniper.

If the final location of a sniper attack results with a target that the attack will have no effect upon it is still resolved against that target rather than a new target being selected.(e.g. a 2 result against an already pinned MMC or against an already broken and DM unit).

If the Sniper is pinned then that side's Sniper may make no more attacks that Player Turn.

Snipers only ever affect enemy units even when firing into melees or at a unit with prisoners. I guess they really are crack shots!

Defence

Against all this is there anything that you as a player can do to protect your cardboard troopers? Despite the randomness of the generation there are a few things you can do. Firstly, retain your valuable units in high TEM. If the side you are playing has a dearth of leaders, never leave them by themselves and if possible have a nearby unit is a lower TEM.

Dummy units can absorb Sniper attacks. Once your opponent has worked out where your dummies are, there may be little point in leaving them in the front line, they are not going to have deterrent effect, merely being "bumped" and overrun. Thus try to pull them back where they can lay down their helmet-on-a-stick for a good cause.

Remember to gain concealment when you can but it can be worthwhile to surrender concealment to protect a leader. A stack with a leader and 3 squads has a 25% of the leader being selected. If however the leader and two squads are concealed and one squad left there flapping in the breeze, that unit will fall prey to the sniper 50% of the time leaving the leader to be targeted only 16% of the time (1-3 squad 4-6 the concealed stack, if a 4-6 then further selection among the 3 units there thus 16.667% of the leader being targeted as opposed to 25%).

Be aware that be the judicious use of a bypassing vehicle, you can cause another hex to be selected as the vehicle is in zero tem. Although the sniper player may select the vehicles vulnerable crew, he does not have to and the whole hex's contents may be subject to random selection.

Finally, you can go sniper hunting. This occurs most often when the enemy with a low SAN enters from off-board and you are able to place your sniper counter well away from his units but close to his sniper counter. A couple of "1"s and his sniper is gone.

Sniper Checks

During the game, you have the option of performing a Sniper Check. Any Good Order Infantry (not Cavalry or PRC) in the target hex that have not moved or fired this turn may try to eliminate the Sniper. All participating units become TI. Generally, this will be an inefficient use of units but if those units are not doing anything else and have no targets that turn… If the Sniper targets your rally hex it can be worthwhile performing a Sniper Ccheck during your opponents turn. You have no opportunity to move and this hex will hopefully be out of LOS of enemy units to avoid a DM being placed on it.

"THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory, and includes all UK ASLers whose information has been confirmed within the last ten years (as shown by the date [in dd mm yyyy format] at the end of each entry.) It is broken down by country and then by postal code region.

England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (20 Apr 2019)
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (10 May 2017)
Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)
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)
Shaun Carter, 3 Arnside Grove, Breightmet, Bolton, Lancs, BL2 6PL (02 Nov 2019)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018)
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20 Jan 2012)
Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (11 Jun 2018)
Ken Watson, 18 Arrendene Road, Haverhill, Suffolk, CB9 9JQ (18 Apr 2011)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (10 Dec 2019)
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 (03 Apr 2019)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (10 Nov 2019)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (09 Dec 2019)
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)
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (27 Oct 2019)
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (09 Dec 2019)
Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (27 Oct 2019)
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (25 Jan 2016)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (07 Nov 2019)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (18 May 2018)
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4PL (13 Jun 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)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03 Apr 2019)
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb 2016)
Neil Andrews, 40Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (16 Jan 2019)
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (03 Jul 2019)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (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 (13 Jul 2019)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (26 Apr 2019)
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (25 Dec 2019)
Damien Maher, 21 Cresttor Road, Woolton, Liverpool, L25 6DN (25 Aug 2019)
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)
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)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (23 Sep 2019)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
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)
Stuart Brant, Flat 37, Penrose House, 16 Newsholme Drive, Winchmore Hill, London, N21 1TW (16 Sep 2019)
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)
Colin Bell, RAF Cranwell, Sleaford, Lincd, Ng34 8hb (24 Jan 2017)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20 Feb 2018)
Paul Williams, The Cottage, Robins Lane, Devauden, Chepstow, Monmouthshire, NP16 6PB (14 Aug 2010)
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (13 Sep 2018)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (09 Dec 2019)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (25 Feb 2014)
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (25 Oct 2019)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (16 Apr 2019)
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)
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Jeremy Howison-Haworth, 15 Balcarres Road, Leyland, Preston. Lancashire, PR25 2EL (20 Jul 2017)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (16 Jan 2019)
Richard Webb, 14 Kitsmead, Copthorne, West Sussex, RH10 3PW (14 Aug 2010)
Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (08 Dec 2019)

Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (12 Dec 2019)
Joel Ayres, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (04 Apr 2018)
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (10 Dec 2019)
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (15 Jul 2013)
Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (09 Dec 2019)
Andrew Campen, 15B Mauldeth Close, Heaton Mersey, Stockport, Cheshire, SK4 3NP (08 Feb 2018)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (03 Apr 2019)
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (20 Nov 2019)
Adrian Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (04 Jul 2019)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10 Sep 2011)
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)
Peter Catchpole, 8 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (28 Jun 2019)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)
David Tye, 35 Redburn Street, London, SW3 4DA (25 Jun 2010)
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Nov 2018)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (25 Jan 2015)
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (06 Feb 2019)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)
christopher bourne, 52 horsenden lane north, greenford, middlsex, ub6 0pa (04 Dec 2014)
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, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (24 Jan 2018)
Matt Dean, 64 Northfield Lane, Horbury, Wakefield, West Yorkshire, WF4 5JL (13 Jun 2019)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019)
Peter Burbery, 18 Charles Way, Malvern, WR14 2NA (16 Mar 2019)
Ian Morris, 21 Lombard Street, Lichfield, Staffs., WS13 6DP (10 Dec 2019)
Andy Evans, 232 Bushbury Road, Wolverhampton,, West Midlands, WV10 0NT (27 Apr 2010)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (22 Feb 2019)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (27 Aug 2019)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (09 Dec 2019)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (30 Aug 2019)
William Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (28 Aug 2019)
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (09 Dec 2019)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
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 (05 Jun 2019)
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 2019)
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (19 Jan 2019)

Wales

Chris Dalgety, 4 Library Street, Canton, Cardiff, Cardiff, CF5 1QD (30 Dec 2014)
Nick Rijke, Aneddfa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)

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

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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!

2020
FEBRUARY
SCANDANAVIAN ASL OPEN

When: 26 February – 1 March.

Where: Probably as the same venue as 2019, the Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. In 2019 accommodation was available at a cost ranging from 510 Danish Kroner (about €70) per person for a single room to 210 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – contact the organisers for a price.

Fee: Similar to 2019, which was 200 Danish Kroner (about €27).

Format: The tournament is a five round Swiss style affair, running from Friday to Sunday with one or two days of optional friendly gaming Wednesday and Thursday.

Contact: Michael Hastrup-Leth, Tofthoejvej 14, 3650 Olstykke, Denmark, or email at hastrupleth@gmail.com. For the latest information visit the website at http://www.asl-so.dk/.

MARCH
HEROES 2020

When: 5 – 9 March.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. 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 by the end of 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. Opportunities for 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 Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email if@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vftt.co.uk.

JUNE
DOUBLE ONE 2020

When: 25 – 28 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 the organisers by email at lasl.double.one@gmail.com. Check out the web site at https://londonasl.siterubix.com/double-one-2020/ for the latest details.

OCTOBER
ASLOK XXXV

When: 4– 11 October.

Where: Four Points by Sheraton, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850.

Fee: To be confirmed, but in 2019 it was $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. Check out the web site at www.aslok.org for the latest details.

NOVEMBER
BOUNDING FIRST FIRE 2020

When: 19 – 22 November.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. 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: £20.00.

Format: To be confirmed but expected to be similar to previous years, IE a five round tournament beginning Friday morning, with an unpublished scenario in use in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. A mini tournament will run throughout the Thursday, and there will be similar minis throughout the weekend for later arrivals who cannot make the main tournament but would like a structured tournament setting. There'll be plenty of opportunities for friendly play for those who would prefer it, and Starter Kit mentoring sessions/refereeing for anyone interested in attending who is relatively new to the game.

Contact: For more details or to register contact Martin Mayers or Simon Staniforth by email at boundingfirstfire@gmail.com. For up to date information check out the web site at https://boundingfireblackpool.co.uk/.

DECEMBER
NEW YORK STATE ASL CHAMPIONSHIP

When: 3 – 6 December.

Where: The Best Western Albany Airport Hotel, 200 Wolf Road, Albany, NY 12205, phone 518-458-1000. Room rates in 2018 were $80 per night including breakfast. The hotel has a free shuttle to and from the airport (5 minute ride). The shuttle also picks up at Amtrak station (10-15 minute ride).

Fee: To be confirmed but in 2019 it was $50 for the weekend or $30 for a single day.

Format: Six round tournament beginning Thursday morning, with three scenarios to choose from in each round. All scenarios will make use of the Pleva Bidding System. There will also be a three player mini tournament on Saturday and Sunday.

Contact: For more details or to register contact Joe Leoce, 39 Ashton Drive, Staten Island, NY 10312 or email asl726@aol.com. For up to date information check out the web site at http://nys-asl.com/.

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Double One 2020

Thursday June 25th to Sunday June 28th

The London ASL tournament "Double One" is set for the weekend of June 25th to 28th, 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 26th 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 around March 2020.

The venue

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

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

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

Participants intending to stay overnight should book their B&B accommodation directly with the college (£36.00 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 https://londonasl.siterubix.com/ or contact the organisers by email at lasl.double.one@gmail.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 2020