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INFANTRY TACTICS I - American Infantry Assault tactics

HEROES 2020 - ASL tournament action from Blackpool

ASL AND THE PANDEMIC - reflections on uncertain times

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COVER: German soliders surrendering to a solider of the American 71st Infantry Division.

PREP FIRE

Hello and welcome to the latest issue of VFTT, which includes my report from the HEROES 2020 tournament which took place back in March, where I note that I hope the new attendees will be back in the future.

That's if there is one. The spread of the coronavirus pandemic throughout March and April has already led to the cancellation of many sports and events, including *ASL* tournaments, around the world, and lock-downs introduced in many countries. When things will begin to revert to normal is anyone's guess at the moment, and as someone who works in the events industry in Edinburgh I'm not optimistic that we'll be seeing events resume any time soon. DOUBLE 1, which was due to take place at the end of June, has already been cancelled, and we can only hope that things will be better towards the autumn so that BOUNDING FIRST FIRE is able to go ahead as planned in November.

'Til next issue, roll Low and Prosper.

Pete Phillipps

UK STOCKISTS OF ASL PRODUCTS

INCOMING

CHINESE STARTER

MMP have placed the *Advanced Squad Leader Starter Kit Expansion Pack #2* on pre-order. This new pack will introduce *ASLSK* players to the Chinese and overlays. It will include two 8" x 22" geomorphic mapboards (k and l) and eight new scenarios in locations such as China, Java, Burma, and New Guinea. Unlike other *ASLSK* products, it will not be self-contained and owners will need *ASLSK #4* at a minimum to use it. It is currently on pre-order for $27.00 and will retail for $36.00.

Although *ASLSKEP 2* is likely to hit it's pre-order number fairly quickly, when it will be printed and shipped is currently unclear, as all non-essential businesses in Maryland (where MMP are based) are closed due to the coronavirus. What impact this will have on MMP's plans for the rest of the year, which included reprinting *For King and Country*, releasing a new *ASL Journal*, and placing the *ASL Overlay Pack* on pre-order, is not clear at the moment.

Although they are unable to ship physical products, MMP have begun making a range of out of print *ASL* products available in PDF format via their publisher page at Wargamevault.com. So far all issues of the *ASL Annual* and the first 10 issues of the *ASL Journal* have been made available (complete with *HASL* maps), with more in the pipeline. You can find the full range at https://www.wargamevault.com/browse/pub/16529/MultiMan-Publishing?fbclid=IwAR0wF7u6Z1q-VAqajihkYSRxUHuQ-02kxvcZE7uyki0rVJMMtRQ4Bxn4dmk.

Behind the scenes, they have hired Scott Blanton, who runs The Gamers' Armory store, to act as their Business Manager. If you have any problems with an MMP title he can be contacted at scott@multimanpublishing.com.

MARCH MADNESS FULL-ON

Although the March Madness tournament in Kansas had to be cancelled due to the Coronavirus pandemic, the organisers have still been able to release a new scenario pack. The *Full Scenario ASL Pack* contains 8 new scenarios which make use of some of the lesser-used sections of the ASLRB, including chapters E, F, G and H. Among the rules in use are those for walking wounded, elevated railroads, interrogation, cavalry, and night. It can be ordered for $17.00 from their website at http://kansascityasl.com/html/info_FullRulebookASL.html or from various retailers.

ADVANCING FIRE ADVANCE TO PRESS

Both modules being produced by new Italian gaming company Advancing Fire are currently being printed, but work has been delayed due to the Coronavirus lockdown in Italy which has held up printing, particularly of the counters. Work is expected to be completed soon after the lockdown is lifted, although shipping is likely to be slower than normal due to the current reduction in air freight.

Biazza Ridge 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, while *Brevity Assault* depicts that battles that took place in May 1941 on the border between Libya and Egypt. Both include numerous historical maps, scenarios and Campaign Games, countersheets and rules; Brevity Assault also includes an operational level game for fighting campaign larger than those covered by other *ASL* Campaign Games.

Biazza Ridge is currently priced at €82.00 (€85 for non-EU customers) including shipping while *Brevity Assault* is €91.00 (€93.00 for non-EU customers).
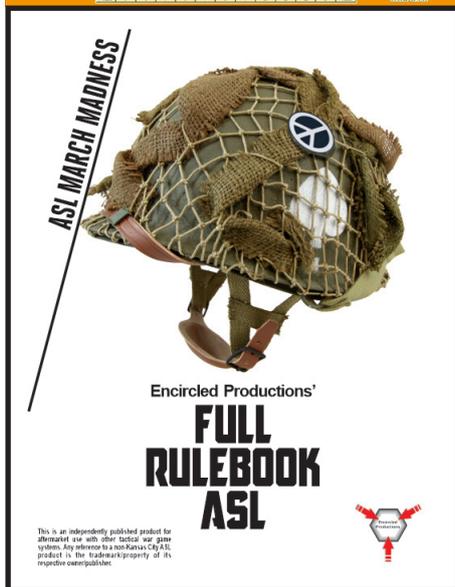
The company are also working on several other projects, including *Prokhorovka!*, which focuses on the fighting around Oktyabrskii State Farm and Hill 252.2 on 11 and 12 July 1943 during the Battle of Kursk, and The Battles of Orsogna, which covers the assault by the 2nd New Zealand Division on the village of Orsogna in Italy on 15 and 16 December 1943.

BUNKER BACK

Out now is *Dispatches from the Bunker 49*, complete with four new scenarios. 'Saint-Georges' is a combined arms action set in 1940 France, while 'Second Try At Ch'amyon-ni' sees the Americans and Communist Chinese clash in Korea. There are also two paradrop scenarios; 'Daredevil Desantniki' sees Soviet paras launch a raid on a German maintenance depot in July 1941, while 'Green Apples' sees Nationalist Chinese paratroopers drop to interdict Japanese transport across a Chinese river in July 1945.

To accompany the paradrop scenarios, Carl Norgueira continues his look at the paradrop rules; the issue also includes more Todd Rezal Line Chatter and the usual look the regional *ASL* scene and coverage of the local tournaments.

The milestone issue 50 is expected to be available in September 2020 and will probably have a Red October scenario, plus scenarios set in Russia 1941, the West Front in 1944 and one PTO action.

The release of issue 50 will also see a modest price, but until then a four issue subscription is $15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is $60.00. Individual PDF back issues are available for $3.00 each, except for issue 44 which is $6.00 due to the included *HASL* game, and issues 2-8, 10, 13, 16-19 and 28 which have had their material which was reprinted by MMP replaced and are only $2.00 each. Issue 1 is available for free upon request, by emailing them at aslbunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com.

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Scotland Wins Trophy
HEREOS 2020 Tournament Report

HEROES 2020 saw Scotland, in the form of Martin Vicca, manage to win to a trophy after years of sporting failure. The feat was accomplished against a larger field than normal for HEROES, though maybe made easier by the fact that no-one could "Shoot Vinnie" :-)

Normally I travel down by train, but this year I was able to get a lift with John Martin, who was also taking Alan Hume with him, and picking up John Tait in Lochaber. As a result, we were at the hotel by the middle of the afternoon, even with a break in Lochaber for a bite to eat. We arrived to see several others already there (including Neil Brunger and Joe Arthur, who had arrived late Tuesday evening) and a number of games underway. The friendly gaming continued on Thursday, while a couple of CG were also started as more and more people started to arrive - more people than in recent years in fact.

The main tournament at HEROES is normally a four round affair, with a round offering large, all-day scenarios on Friday, two rounds on Saturday, and the final round on Sunday morning. And that was the plan for 2020 with a week to go. At that point the number of people booking their attendance and planning on taking part in the main tournament shot up - instead of about 16 taking part, there were now 24 wanting to take part! Four rounds works for 16 players, but not more, so the normal plan if there's 17-18 players wanting to take part is to have a preliminary round to reduce the field to 16 players, but with 24 players that's not practical. So a last minute fifth round was added, meaning there would be an additional round to be played on Friday morning. However, unlike the other rounds, I did not announce the scenario choices in advance,

instead handing out copies of them on Thursday evening after pairing up everyone with their opponent for the opening round. This seemed to work out quite well, and I may well do the same next year for one of the rounds even if next year reverts back to being a four round tournament.

As MMP had announced the release of *Croix de Guerre 2* at the end of 2019, I had decided that the French would be the focus of the tournament, and all the scenario choices featured either the French or the Vichy French, with six of the eight scenarios from the original *Croix de Guerre* being among the selections.

As is often the case with a five round tournament that does not have 32 players taking part, it is possible to have a winner at the end of the fourth round as there will be only one undefeated player left at that point. And that was what happened at HEROES 2020, with Martin Vicca, Craig Benn and Ian Morris emerging from the Saturday morning round as the only remaining undefeated players. At this point, the highest Crusader Ladder rated player from the Win-Loss category below (IE a player with a 2:1 W/L ratio) is promoted so there are an even number of players. Pairings are drawn randomly by neutral players, in the manner of the FA Cup, with one person drawing the home player and another the away player :-) The draw left Martin playing Craig, and Ian playing Simon Stanisforth (the promoted player, who had suffered a shock defeat to Neil Brunger in the opening round).

At this point the performance of the promoted player is key. If he wins, then the other game will see someone emerge victorious and be the only remaining undefeated player. If the promoted player loses, then his opponent is still undefeated

and needs to play the victor of the other game in the Sunday morning round to determine the tournament champion.

Craig and Martin were done by about 6pm, and the game involving Nick Ranson and Stuart Brant to determine who won the booby prize was done by about 8pm (congrats to Nick on losing, but winning the traditional Monopoly special edition donated by Mike Davies, this year's edition being 'Game of Thrones'). At this point all eyes were on Ian and Simon (actually most of them were on the bar!) to see if Martin's win over Craig in '77 Le Herisson' meant he had won the tournament or would be playing against Ian on Sunday morning to determine who would be top dog.

Thankfully they didn't keep us waiting all night, as the game of '75 Strangers in a Strange Land' was over by about 10pm, with Simon winning. After that, prizes were handed out, and many beers were consumed for the rest of the evening.

With the tournament winner having been determined on Saturday night, there was no need to play the Sunday morning round, and many people headed home after breakfast rather than play a game and travel back in the afternoon. A few people stayed on and played, either because their travel plans were at fixed times or they were travelling home on Monday. Mark Blackmore probably regretted his decision to play a quick game against Paul Legg, as his rare defeat stopped him from deposing Toby Pilling from the top spot on the Crusaders Ladder!

As usual, everyone had a blast over the weekend, even with the threat of a coronavirus outbreak looming on the horizon (something we seemed to be more aware of than the government), and it was

Views of the both halves of the gaming room at the hotel, from the middle.

Mark Blackmore (left) and Mike Davies spent much of the weekend playing the Hatten in Flames *CG, while Martin Myers and Damien Mahers (right) played Lone Canuck's* Bloody Buron *CG.*

good to see some new faces in attendance - they seemed to enjoy themselves, so hopefully they'll be back in future.

HEROES 2021 is scheduled to take place at the Headlands over the weekend of Thursday 4th to Sunday 7th March 2021.

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TOURNAMENT RESULTS

POS.	PLAYER	P	W	L		CRUS
1	Martin Vicca	4	4	0	0	3300.0
2	Craig Benn	4	3	1	0	3195.0
3	Richard Domovic	4	3	1	0	3068.3
4	David Ramsey	4	3	1	0	3000.0
5	Ian Ainsworth	4	3	1	0	2651.7
6	Simon Staniforth	4	2	2	0	3202.5
7	John Tait	4	2	2	0	2910.0
8	Matthew Ellis	4	2	2	0	2782.5
9	Joe Arthur	4	2	2	0	2782.5
10	Steve Cook	4	2	2	0	2625.0
11	Tony Gibson	4	2	2	0	2622.5
12	Paul Legg	4	2	2	0	2622.5
13	David Blackwood	4	2	2	0	2617.5
14	John Martin	4	1	3	0	3100.0
15	Magnus Rimvall	4	1	3	0	3100.0
16	Ray Porter	4	1	3	0	2990.0
17	Brian Hooper	4	1	3	0	2260.0
18	Stuart Brant	4	1	3	0	2260.0
19	Nick Ranson	4	0	4	0	No Wins
20	Neil Brunger	3	2	1	0	2970.0
21	Ian Morris	3	2	1	0	2847.5
22	Gerard Burton	2	1	1	0	2625.0

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

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	6	3	3
Joe Arthur	6	4	2
Andy Bagley	2	1	1
Craig Benn	5	4	1
Mark Blackmore	4	3	1
David Blackwood	8	3	5
Stuart Brant	4	1	3
Neil Brunger	8	4	4
Peter Burbery	4	2	2
Gerard Burton	6	4	2
Paul Case	1	0	1
Steve Cook	4	2	2
Richard Domovic	6	4	2
Matthew Ellis	7	4	3
Tony Gibson	5	3	2
Brian Hooper	4	1	3
Alan Hume	1	0	1
Paul Legg	5	3	2
Morris Legge	5	4	1
Rod Lobban	2	1	1
John Martin	4	1	3
Ian Morris	5	3	2
Gary Norman	4	1	3
Pete Phillipps	2	1	1
Ian Pollard	3	0	3
Ray Porter	7	1	6
David Ramsey	6	4	2
Nick Ranson	5	0	5
Magnus Rimvall	7	3	4
Simon Staniforth	5	3	2
Neil Stevens	1	1	0
John Tait	6	3	3
Martin Vicca	4	4	0

THE SCENARIOS

SCENARIO	ALLIED	AXIS
153 Totsugeki!	1	0
174 Lagus Assault Guns	0	1
75 Strangers in a Strange Land	2	4
77 Le Herisson	6	3
79 Bridge of the Seven Planets	1	1
80 Play Ball	3	2
81 Fratricidal Fighting	1	0
A104 In Front of the Storm	2	0
A108 Sudden Death	3	0
A119 Showdown in Syria	4	1
AP135 Fuller's Folly	2	0
AP137 Fear Naught	0	2
ASL 195 Rocket's Red Glare	1	0
BB13 Triumph Atop Taraldsvikfjell	2	2
BFP-114 Engineering Defeat	0	2
BFP-135 No Shortage of Determination	1	0
BFP-23 Prelim to Death Night	0	1
BFP-90 Early Morning Action	1	0
BtB4 Firestorm in St Manvieu	1	0
DB001 Sargent Rudolf Brasche Series #1:	1	1
FT12 Sur le Toit de l'Europe	0	1
FT43 Infantry Probe at Argentan	1	0
FtSmR9 Puller's Pugilists	0	1
J183 A Real Barn Burner	0	2
J76 Ultimate Treachery	1	1
NOC SCENARIO NOT RECORDED ON	1	1
OA31 With Friends Like These	4	4
RP 140 Warwickshire at Wormhouldt	0	1
RPT24 Farmyard Affray	0	1
SP102 le diable noir	1	0
SP149 Labarthe's Charade	1	0
T4 Shklov's Labors Lost	1	0
WO33 One-Eyed Jacques	1	0
WO35 Heroes' Day	1	0
TOTALS	**76**	**44**	**32**

Martin Vicca makes use of dazzele camouflage to blind Craig Benn on his wait to victory!

The Crusaders
Open *ASL* Tournament Ladder
HEROES 2020 Update

Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	87	79-2-6	4110
2	Derek Tocher	124	94-2-28	3935
3	Mark Blackmore	140	108-0-32	3905
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	Martin Vicca	66	47-1-18	3690
9	Mike Rudd	38	32-1-5	3660
10	Fermin Retamero	13	11-0-2	3650
11	Georges Tournemire	8	7-1-0	3640
12	Craig Benn	144	111-0-33	3615
13	Dave Schofield	153	111-0-42	3580
14	Aaron Cleavin	6	6-0-0	3565
15=	Bjarne Marell	36	26-0-10	3560
15=	Pete Bennett	14	12-1-1	3560
17	Steve Linton	17	14-0-3	3545
18	Sam Prior	108	67-1-40	3535
19	Paul Hasesler	17	10-2-5	3530
20	Marc Hanna	23	16-0-7	3505
21	Michael Davies	131	75-1-55	3485
22	Jes Touvdal	24	16-0-8	3475
23	Tim Bunce	82	55-0-27	3440
24	Alan Smee	9	8-0-1	3435
25=	Richard Domovic	23	16-0-7	3400
25=	Lars Klysner	11	8-0-3	3400
27	Paul Jones	52	28-0-24	3385
28	Bo Siemsen	9	7-0-2	3380
29=	David Ramsey	93	53-0-40	3370
29=	Ran Shiloah	11	7-0-4	3370
29=	Peter Struijf	10	8-0-2	3370
32=	Andrew Dando	48	27-2-19	3365
32=	Carl Sizmur	21	13-0-8	3365
34	Trevor Edwards	155	90-1-64	3360
35	Bernt Ribom	5	5-0-0	3350
36	Phil Draper	78	49-2-27	3330
37	Richard Dagnall	21	10-0-11	3325
38=	Simon Staniforth	146	86-1-59	3315
38=	Tom Jackson	39	21-0-18	3315
40	Frank Tinschert	15	10-0-5	3295
41	Gerard Burton	167	99-2-66	3290
42	Philippe Leonard	9	7-1-1	3285
43=	Ralf Krusat	6	5-0-1	3280
43=	Will Fleming	3	3-0-0	3280
45=	Andy Smith	29	20-2-7	3270
45=	Dave Booth	7	5-0-2	3270
47=	Ian Morris	122	69-2-51	3250
47=	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=	Joe Arthur	95	53-1-41	3225
52=	Bob Eburne	57	33-0-24	3225
52=	Ray Woloszyn	31	18-1-12	3225
52=	Gordon Jupp	20	14-0-6	3225
56=	Christian Koppmeyer	15	8-0-7	3220
56=	Pedro Santos	9	6-0-3	3220
58=	Derek Cox	32	19-0-13	3215
58=	Ian Percy	12	8-1-3	3215
58=	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	Tony Gibson	43	23-0-20	3155
81=	William Binns	109	56-1-52	3150
81=	Jeremy Copley	9	6-0-3	3150
83	Nick Edelsten	22	14-1-7	3145
84=	Andrew Whinnett	20	11-0-9	3140
84=	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=	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
97=	Paul Saunders	27	15-0-12	3115
97=	Mark Walley	4	3-0-1	3115
99=	Aaron Sibley	64	38-0-26	3110
99=	Luis Calcada	43	21-1-21	3110
99=	Mick Allen	39	23-0-16	3110
99=	Stewart Thain	24	12-0-12	3110
99=	Luc Schonkerren	5	3-0-2	3110
104	Simon Morris	11	6-0-5	3105
105=	Matthew Ellis	42	25-1-16	3100
105=	Russ Curry	6	4-0-2	3100
107=	Nigel Brown	26	11-0-15	3095
107=	Mikael Siemsen	6	3-0-3	3095

Rank	Player	P	(W-D-L)	Pts
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=	Jean-Luc Baas	3	2-0-1	3070
121=	Serge Bettencourt	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=	Neil Brunger	90	32-0-58	3045
132=	Martin Barker	42	19-1-22	3045
132=	Scott Greenman	8	3-1-4	3045
135=	Steve Pleva	6	3-0-3	3035
135=	Kieron Potts	1	1-0-0	3035
137=	Mark Warren	20	11-0-9	3030
137=	Andrew Cochrane	3	2-0-1	3030
139=	Ian Ainsworth	25	12-0-13	3025
139=	Daniele Dal Bello	4	1-0-3	3025
139=	Peter Hofland	4	2-0-2	3025
142	Ian Daglish	150	70-2-78	3020
143	Vincent Kamer	4	2-0-2	3015
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
148=	Lee Bray	26	11-0-15	3005
148=	Allard Koene	7	4-0-3	3005
150=	Stephen Burleigh	37	15-2-20	3000
150=	Phil Nobo	11	6-0-5	3000
150=	Steve Grainger	8	4-0-4	3000
150=	Duncan Spencer	4	2-0-2	3000
150=	Ian Kenney	4	2-0-2	3000
150=	Martin Hubley	4	3-0-1	3000
150=	Thomas Buettner	3	2-0-1	3000
150=	Nick Brown	3	1-1-1	3000
150=	Jerry Broughton	0	0-0-0	3000
150=	John Sparks	0	0-0-0	3000
150=	Gerard Linehan	0	0-0-0	3000
150=	Michael Parsons	0	0-0-0	3000
150=	Brett Lynes	0	0-0-0	3000
150=	John Mcloughlin	0	0-0-0	3000
150=	Andrew Kassian	0	0-0-0	3000
150=	Wes Hope	0	0-0-0	3000
150=	Alexis Seydoux	0	0-0-0	3000
167=	Kris Pugh	14	6-0-8	2995
167=	Gilles Hakim	5	2-0-3	2995
169	Magnus Rimvall	32	14-0-18	2990
170=	David Turpin	6	3-0-3	2985
170=	Paul Schaeffer	5	3-0-2	2985
170=	Rod Lobban	2	1-0-1	2985
170=	Eric Baker	2	1-0-1	2985
170=	Matt Blackman	2	1-0-1	2985
170=	Eoin Corrigan	1	0-0-1	2985
176=	Neil Andrews	10	6-0-4	2980
176=	David Farr	4	2-0-2	2980
176=	Malcolm Rutledge	3	1-0-2	2980
179=	Paul Kettlewell	89	42-0-47	2975
179=	Brendan Clark	24	10-1-13	2975
179=	Sergio Puzziello	5	1-0-4	2975
182	John O'Reilly	5	2-1-2	2970
183=	Ben Jones	49	23-0-26	2960
183=	Stefano Cuccurullo	17	8-0-9	2960
183=	Peter Burbery	6	3-0-3	2960
183=	Joss Attridge	5	2-0-3	2960
183=	Elliot Cox	2	0-1-1	2960
188=	Paul Legg	263	106-3-154	2955
188=	John Tait	19	8-0-11	2955
188=	Michael Maus	7	3-0-4	2955
191=	Simon Church	6	2-0-4	2950
191=	Gavin White	5	2-0-3	2950
193=	Pedro Ramis	6	3-0-3	2945
193=	David Murray	5	2-1-2	2945
193=	Laurent Forest	3	2-0-1	2945
193=	Alex Ganna	2	0-1-1	2945
197=	Jon Williams	14	6-0-8	2940
197=	Wayne Kelly	11	4-1-6	2940
197=	Paulo Ferreira	9	4-0-5	2940
197=	Bob Nugent	3	2-0-1	2940
201=	Martin Bryan	19	8-0-11	2935
201=	Derek Briscoe	1	0-0-1	2935
203=	Frazer Greenshields	3	2-0-1	2930
203=	Andy Price	3	1-0-2	2930
203=	Andrea Marchino	1	1-0-0	2930
206=	John Sharp	8	3-0-5	2925
206=	Paul Boyle	5	2-0-3	2925
208=	Tim Collier	17	7-0-10	2920
208=	Steve Allen	6	1-1-4	2920
210=	Nathan Wegener	3	1-0-2	2915
210=	Edo Giaroni	3	1-0-2	2915
212=	Brian Martuzas	5	2-0-3	2910
212=	Joel Berridge	3	1-0-2	2910
214=	Pete Phillips	267	117-0-150	2905
214=	Mike Kinley	5	2-0-3	2905
214=	James Neary	5	2-0-3	2905
214=	Phil Ward	5	2-0-3	2905
214=	Ian Gaueman	3	1-0-2	2905
214=	Mark Caddy	1	0-0-1	2905

Rank	Player	P	(W-D-L)	Pts
220=	Tim Macaire	72	37-0-35	2900
220=	Ivor Gardiner	19	10-0-9	2900
220=	Josh Kalman	10	5-0-5	2900
223=	David Blackwood	120	49-0-71	2895
223=	Indy Lagu	38	14-0-24	2895
223=	Martin Kristensen	6	2-0-4	2895
223=	Mark Tomlinson	1	0-0-1	2895
227=	Bernard Savage	21	9-1-11	2885
227=	Jakob Norgaard	6	1-1-4	2885
229=	Michael Essex	61	28-0-33	2880
229=	Mat Haas	19	9-0-10	2880
229=	Sam Belcher	8	3-0-5	2880
232=	Patrick Dale	38	15-1-22	2875
232=	Steve Hunt	11	5-0-6	2875
234	David Kalman	5	2-0-3	2870
235=	Russell Gough	89	46-4-39	2860
235=	Peter Ladwein	21	9-0-12	2860
235=	Lutz Pietschker	4	1-0-3	2860
235=	Neil Piggot	4	1-0-3	2860
235=	Darren Orwin	2	0-0-2	2860
240	Nick Angelopoulos	5	1-0-4	2850
241=	Keith Bristow	69	39-1-29	2845
241=	Miles Wiehahn	57	28-0-29	2845
243	Bill Eaton	21	8-3-10	2840
244=	Mark Furnell	13	5-1-7	2835
244=	David Otway	5	1-0-4	2835
246=	Wayne Baumber	107	47-0-60	2830
246=	Shaun Carter	85	38-1-46	2830
246=	Daniel King	3	1-0-2	2830
249	Mike Daniel	5	2-0-3	2825
250	Mark Chapman	6	2-0-4	2820
251	Joel Ayres	6	2-0-4	2815
252	Michael Robertson	4	1-0-3	2810
253	Paco Mainez	5	1-0-4	2805
254=	Steve Cook	41	18-0-23	2800
254=	James Short	29	8-0-21	2800
254=	Clive Haden	5	2-0-3	2800
257	Kris Koch	5	1-0-4	2795
258=	Kevin Croskery	16	6-0-10	2790
258=	Nick Sionskyj	8	3-0-5	2790
258=	Alistair Fairbairn	3	0-0-3	2790
261	Chris Littlejohn	14	3-2-9	2780
262	Graham Worsfold	3	0-0-3	2775
263	Richard Kirby	7	2-0-5	2770
264	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
268=	Alan Hume	4	0-0-4	2755
270	Peter Neale	3	0-0-3	2750
271=	Andy McMaster	34	12-0-22	2745
271=	Andy Waller	3	0-0-3	2745
273=	Burnham Fox	23	10-0-13	2740
273=	John Martin	17	5-0-12	2740
273=	Morris Legge	15	5-0-10	2740
276=	Malcolm Hatfield	76	32-0-44	2735
276=	Nick Quinn	14	5-0-9	2735
276=	Rupert Feathersby	3	0-0-3	2735
279	Hamish Hughson	4	0-0-4	2725
280=	Marc Horton	6	1-0-5	2720
280=	Steve Cocks	4	0-0-4	2720
282	Ray Jennings	11	3-0-8	2715
283=	John Turpin	7	2-0-5	2710
283=	Paul Treslove	3	0-0-3	2710
285	Colin Bell	5	1-0-4	2705
286=	Paul Case	155	43-3-109	2700
286=	Andy Bagley	22	8-0-14	2700
288	Simon Hoare	4	0-0-4	2690
289=	Gary Norman	61	23-1-37	2685
289=	Jeff Hawarden	7	2-0-5	2685
291	Christain Speis	5	1-0-4	2680
292	Neil Stevens	74	29-2-43	2675
293	James Crosfield	15	6-0-9	2670
294	Chris Walton	81	27-2-52	2660
295	Pedro Barradas	7	1-0-6	2655
296	Nigel Ashcroft	53	19-1-33	2630
297=	Brian Hooper	193	70-2-121	2625
297=	Graham Smith	49	18-1-30	2625
299	Adrian Maddocks	12	3-0-9	2620
300	Arthur Garlick	21	2-5-14	2615
301=	Ray Porter	91	14-0-77	2610
301=	Bryan Brinkman	9	1-0-8	2610
303	Ian Parkes	10	3-1-6	2595
304=	Ian Gaughan	5	2-0-3	2590
304=	Lee Hyde	5	0-0-5	2590
306=	Ian Pollard	195	77-1-117	2585
306=	John Fletcher	6	0-0-6	2585
308	Oliver Gray	15	4-0-11	2580
309	Chris Netherton	30	10-2-18	2560
310	Mike Standbridge	47	13-1-33	2555
311	John Johnson	14	4-0-10	2550
312	Michael Rhodes	43	10-0-33	2545
313	Gareth Evans	12	2-0-10	2530
314	Simon Taylor	37	10-1-26	2525
315	Robert Seeney	5	0-0-5	2510
316	Stuart Brant	67	21-0-46	2505
317	Tim Hundsdorfer	26	11-0-15	2490
318	Damien Maher	9	1-0-8	2485
319	Justin Key	69	25-1-43	2470
320	Adrian Catchpole	16	3-0-13	2445
321=	Nigella Blair	298	105-1-192	2440
321=	Roger Cook	31	9-2-20	2440
323	Andrew Campen	13	1-0-12	2405
324	Chris Ager	26	7-0-19	2400
325	Jackie Eves	45	12-0-33	2330
326	John Kennedy	28	6-0-22	2300
327	Nick Ranson	136	23-2-111	2260
328	Nick Carter	18	2-0-16	2195

ASL and the Pandemic
Social Responsibility and Board Wargaming
Mark Pitcavage

The development of a highly contagious global pandemic threw an unexpected monkey wrench into the spanners of the *ASL* world this spring, causing a number of *ASL* tournaments and informal get-togethers to be cancelled around the world. While some have resorted to *VASL* to get their *ASL* fix in, other players have now found themselves spending more time playing other games with suddenly homebound children. Or other activities altogether, such as finding toilet paper.

While we all ought to be grateful that the pandemic does not have a fatality rate like SARS or, even worse, Ebola, it's bad enough. As I write, the number of dead in the U.S. in just a few months is 39,115, while the European death toll has surpassed 100,000 (and the true numbers are likely higher still for both). Even for those who survived the coronavirus, all too many people have had to be on respirators, have had trips to the hospital, or have suffered for up to weeks at home. I have one friend who had a "moderate" case of Covid-19 who was in the hospital twice, was extremely sick for weeks, and still has not fully recovered. It's nasty.

For health and work reasons, I was unable to attend the Winter Offensive *ASL* tournament in Bowie, Maryland, in January 2020. It was my first no-show in the nearly 20 years I had been going. Naturally, this has made me look forward to the other big tournament I regularly attend, ASLOK, held each year in Cleveland, Ohio, in early October. That's nearly half a year away, but it's an open question as to whether or not ASLOK will be held – or whether it should be held, or whether people should attend. And it's not just *ASLOK*. From *ASL* tournament directors to *ASL* players organizing "play days" with their local friends, the question of the coronavirus should loom heavily over decisions that people make for themselves or others in the coming months.

As the Covid-19 "curve" flattens around the world, and infection and death rates go down, different countries will slowly begin re-opening themselves, gradually emerging from the restrictions imposed to protect people from the pandemic. In the United States, it will be

on a state by state basis. In an ideal world, lockdowns would last as long as possible, but we don't live in an ideal world, and lockdowns put considerable strains on economies and societies. Though there will be variations, and different strategies, generally speaking re-openings will be slow ones. Few societies are going to say, "Well, it's over, whew, back to normal."

Societies with widespread testing will be the easiest to reopen. The United States, sadly, is nowhere even close to widespread testing. In Ohio, for example, where I live, less than 1% of the state's population has currently been tested for the virus. This means that, for practical purposes, we have no idea who in Ohio may or may not have the virus. Thus planners have to assume that anyone may have it. Which means that social distancing guidelines such as staying six feet apart are likely to remain in the workplace, as well as other places such as restaurants. In some areas, temperature checks may be required for people to return to work or engage in certain other activities. Widespread testing would make all of this easier, as would widespread antibody testing, once that is developed, but most places in the U.S., and many other places where *ASL* is played, are simply not there yet.

And we should remind ourselves that *ASL* is a game in which people sit facing each other for hours just two to three feet apart, all the time touching the same objects (and Covid-19 can remain active on cardboard for 24 hours). *ASL* is an activity almost designed to transmit the virus. I, like many *ASL* tournament goers, have caught colds, sinus infections and other bugs from time to time thanks to playing *ASL*. I, like many people, have groaned when a sniffling, coughing person has sat down across me at the gaming table to play the next scenario in the mini. "Why would you come to an

ASL tournament when you are sick," I can't help but silently bemoan, but at the same time I realize that many people plan for months and may travel hundreds or even thousands of mile to go to a tournament like *ASLOK*, and the thought of giving all that up (including the money spent on air fare, hotel, etc.) because of a last minute cold must be agonizing to people. So some show up. Only now, it might not be just a cold, it might be Covid-19.

We also ought to keep in mind the population that plays *ASL*. The average age of an *ASL* player is probably mid-to-late middle age, which means that a substantial number of *ASL* players fall into the Covid-19 vulnerable category just on the basis of age – leaving aside other conditions, such as diabetes, heart problems, lung problems, etc. The *ASL* community is, collectively, not exactly the sort of community likely to come through coronavirus infections unscathed. And, of course, every *ASL*er has other people – family, friends, co-workers – whom they might transmit the disease to, if infected.

So the question for people organizing *ASL* events is when or even whether to start having them again. In some places, continued social gathering restrictions may not make it possible for some time to come. But given that some states in the U.S. really don't seem to care if their citizens get the virus, there will no doubt be some states that more or less throw the gates open. But just because someone legally could hold an *ASL* event, does that mean one should?

Obviously, when and if a vaccine is developed, and people are able to be given it, all such decisions become easier. But experts tell us that's likely a year away at best. There are currently some promising antiviral treatments in testing that may make it much easier to heal and treat people who become infected. If any of those turn out to truly work, and are able to be cheap and widespread, that may make decisions easier, too. And if antibody testing becomes widespread as well, that would be great, because if people showed up at an *ASL* event with proof they have antibodies, they are not likely to be infected by anybody, nor to be infected themselves.

In the absence of one or more of these things, the only other option might be to wait until so many people in the population have had the disease that a true herd immunity effect becomes demonstrable, rendering it much less likely that the remaining population are likely to have the

disease transmitted to them. It's not clear how long that would take and, even then, there would be some risk.

All of this goes to say that *ASL*ers should not rush to organize, or to attend, *ASL* events, just because they legally can. Everybody has a responsibility to protect themselves, other *ASL*ers, and anyone they come into contact with from the coronavirus. We have already seen instances where gatherings like funerals and conferences have resulted in extensive coronavirus spread. We need to make sure that it is not an *ASL* event that ends up in such headlines in the future. We owe it to each other and to everybody else.

Every *ASL*er is eager to once more see carnage on the cardboard battlefield again. But *ASL*ers must be cautious, conservative, and responsible in "re-opening" *ASL* play, lest the casualties not be constrained to those engaged in fictional fighting.

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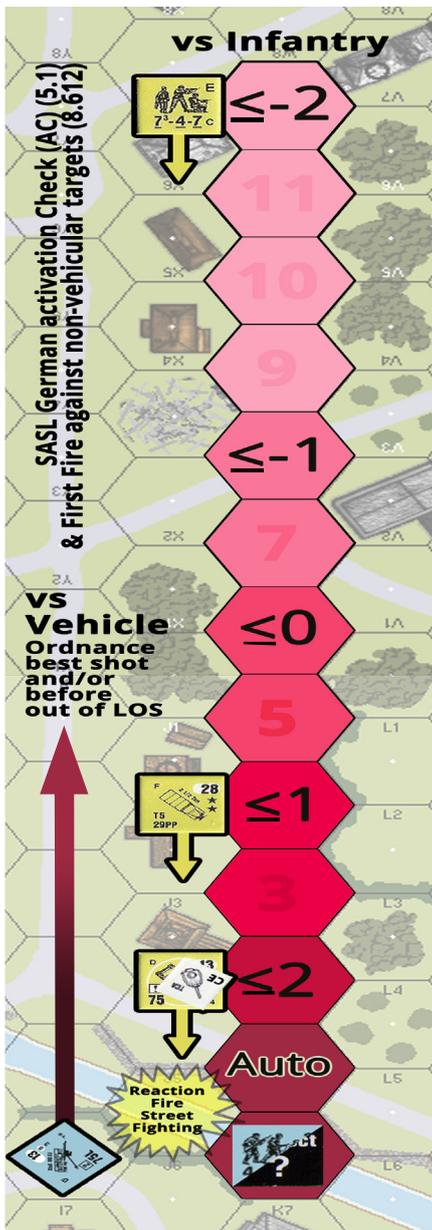
Not Moving or Firing
Getting a few percent more from your cardboard warriors...
Craig Benn

29th Marines. Motobu peninsula, Okinawa.
April 1945. Saturday. About tea time.

Sergeant Pyle looked at his rain soaked, tired and dirty marines and decided to cut them some slack.
'Ok boys, take five, smoke em if you got em.'
The squad gratefully collapsed into a semicircle and started to light up. There was a buzz of conversation and he could see odd flashes of white in smiles from dirty faces. But then Corporal Hernandez voice sounded with real dread...shit, it's gunny!
'YOU MAGGOTS. You are the lowest form of life on earth. Nothing but unorganised grab-ass-tic pieces of amphibian shit. You're not even disrupted conscripts with ammo shortage...'
He paused before a lanky corporal.
'You - how tall are you son?'
'Ehr I'm a half inch counter gunny.'
'I didn't know they stacked shit that high. You - where you from?'
'Ehr...Gung Ho 1st edition...'
'There's only two things come from Gung Ho 1st edition. That's second line doggies and goddamn chinamen! I don't see no blue with brown borders so I guess that makes you from the frakkin ARMY. No Marine would goof off like that you second line early war feck up!'
The squad was ashen faced as he continued his tirade.
'Didn't your parents show you enough love as a child? Repeat after me - This is my rulebook. There are many others like it, but this is mine. It is my best friend. It is my life. I must master Chapter G as I must master my life. I must roll lower than my enemy who is trying to kill me...'

Sometimes battle hangs on the thinnest of margins. I've won a scenario by clearing a roadblock in the final player turn. I've also lost when I needed to capture Japanese troops for double CVP and they committed seppuku. Gotta love this game. Most of the time it is better to move or fire but if it isn't don't just leave them there relaxing - Gunny will shout. So in the...

Rally Phase
Scrounge a wreck (D10.5) SMC recovery from a broken unit (A4.44) Transfer prisoners (A20.5)

Prep Phase
Entrench (B27.11) Kindle (B25.11) Change CA without firing (C3.22) Deliberately Malfunction a SW/Gun (A9.73) Mop Up (A12.153) Massacre prisoners (A20.4)

Movement Phase
Clear Fire, Wire, Set DC, roadblocks and Rubble (B24.7) also make paths in Jungle/Bamboo (G2.7) Abandon a vehicle and wreck it (D5.411)

Defensive Fire Phase
All the clearance and path making listed above, plus the SW/Gun malfunctioning and Massacring prisoners (A20.4)

Advancing Fire Phase
Change CA if haven't fired (C3.22) Don't forget you can massacre prisoners in this phase too (A20.4)

Rout Phase
SMC can immediately recover abandoned SW (A4.4)

Advance Phase
Transfer SW and prisoners at start (A4.431 and 20.5) Drop SW (A4.43) Change CE/BU status (D5.33)

Close Combat
Withdraw from Melee (A11.2) Not attack, retain concealment and not kept in melee (A11.15) Hara-Kiri (G1.641)

I've missed out the most obvious ones you already know about and no doubt missed a few but hey enjoy...

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SASL SOP / PLAYAID v1.0

Active ENEMY turn / **Active FRIENDLY turn** / All turns

RALLY PHASE
- Wind Change – also is RE DR (2.2)
- Reinforcement S? that are entering the EBE are setup off board on the hex-row/hex-coordinate that they will enter
- Crew will attempt to recover unpossessed Guns (7.3)   overstacking applies (6.223)
- SW/Gun recovery attempt by MMC – Gun only if working and has a target (7.3)
- Leader with no other activity recombines HS (7.5)

- Self-rally of 2 MMC (without boxed morale) with best chance of rallying. If ≥ 3 see priority list (7.1)
- Repair attempt on malfunctioned weapon (7.4)

- May retain DM if rally bonus terrain can be reached next RtPh - (best judgement) (7.2 & A10.62)

PREP FIRE PHASE
- Action check for each activated unit: in order from north to south
- AUTOMATIC ACTIONS – will be taken unless a panic (6.3)
  * MOVE (automatic – place MOVE counter)
   • FT unit without target within long range (6.306)
   • Motion vehicle – if panic: stop action only (6.309)
   • Vehicle in Melee (6.308)
   • Crew without HW, if unpossessed gun ≤ 6 hexes (6.310)
   • Vehicle crew will if Abandoned vehicle ≤ 6 hexes (6.310)
   • Unarmed MMC (6.301)
   • Flame Location – Move command A4 (6.304)
   • Human Wave (4.321, 4.323-.33)
   • IP in same location but not receiving IP TEM - if Target could be seen from IP – assault/advance into (6.3121)
  * FIRE (automatic – Prep Fire)
   • if FRIENDLY ADJACENT or in same Location (not in Melee) - use spraying fire if possible (6.311)
   • MMC in IP with target; If no target: HOLD = no action, ADVANCE = roll for activity (6.312)
   • HW (assembled) with target (6.313)
   • An acquired target (armed vehicle target takes precedence over acquired target) (6.314)
  * LEADERS (automatic – check in order)
   1. MOVE – if not in a Location with broken (ignoring any self-rally capable) units & broken units ≤ 5 hexes.
       N/A if broken units could rout to his hex in next RtPh or other leader there on his way (6.317)
   2. NO ACTION - if broken units are adjacent – can still direct fire (6.3171)
   3. NO ACTION - If units in hex have a fire action, leader stays to direct fire (6.3174, 8.3)
   4. MOVE – leader with a negative modifier will move to closest Location where he can direct fire (6.3174)
   5. If ADVANCE ATTITUDE remains with stack (if stack splits remains with best class with HW or with a SW)
   6. NO ACTION - If none of the above (6.3175)   otherwise Move Command 6 from Table A4b
  * OTHER
   • Crew with malfunctioned gun takes no action (6.13)
   • If has target, unassembled HW will assemble
   • HERO with MMC, who can use his FP/Hero DRM, will do same as MMC (8.4)

PANIC (6.21)
- Until end of turn or berserk/broken/battle hardened
- Equivalent to TI (A4.8)
- Not Good Order
- Retains concealment
- Motion vehicle in MPh stops (uses 1MP)
- Must use FPF/Intensive/Sustained fire against adjacent FRIENDLY (6.212)
- No panic dr needed for FPF
- +2 DRM to ambush (6.213)
- +1 in CC, -1 against in CC (6.213)

ENEMY Guard (see 6.303)

- ACTION DR for each remaining ENEMY unit/stack/hero/individual vehicle - place MOVE counter if instructed (8.4)
  * HOLD ATTITUDE – if infantry given FIRE command and no target – then entrench (can if LOS to target is across
                                    wall/hedge/bocage hexside (6.241) – if can't, NO ACTION
- MMC Recover same Location unpossessed weapon or attempt re-enter abandoned vehicle

DURING PFPh:
- FIRE target adjacent/same hex FRIENDLY unit – or roll on Attack Table A3a-d (8.11)
  • Unassembled HW, If it has a target is assembled (6.313)
  • FG - same Location only - one roll on A3a (8.51)
  • Mortar ≤60mm rolls on table A3a (8.2)
  • If SW fire independently then fire before inherent (to avoid cowering penalty) (8.22)
  • ROF maintained attack until target not in Good order – if still has ROF roll for new target (8.13)
  • Coaxial MG will fire with gun unless has an IFT DRM of ≤2 or less (6.314)

- TO HIT weapons: use priorities below in order otherwise roll on Attack Table A3a-c (8.2)
  • A vehicle mounted gun will fire at an acquired target unless a same Location target available (6.3141)
  • Armed vehicle takes priority over acquired non-vehicle/non-armed vehicle (6.3142)
  • Infantry target in order: Gun with highest TK, in-range LATW, acquired infantry, VPO location, A3d (6.3142)
    PF attempt if AFV if to hit is ≤4 (8.23)
  * To Hit considerations: ADJACENT target - will intensive fire at unbroken MMC or non-shocked vehicle with a
      weapon in CA that could eliminate them. If 2+ targets see priority (8.21)
  • Deliberate immobilisation attempt if final TK ≤4 (8.24)
  • Special ammo – at players discretion (8.25)

MOVEMENT PHASE

- Enter all ENEMY RE units along EBE (2.6)
  - Vehicles enter on road with shortest contagious path to FBE. If no path, then on road that extends furthest, then following shortest non-bog/obstacle route to FBE (9.32)
- Vehicles have ADVANCE ATTITUDE until it (or its platoon) has a target –next MPh adopts prevailing attitude (9.321)

- Berserk units (6.301, A15.43) move first followed by Human Wave (4.3), unless panicked
- S? in ADVANCE ATTITUDE: 6MP towards FBE, may use +1 road. No: Assault move, CX, Bypass (3.321)

- Vehicles of same type use platoon movement until a target seen – it must stop using ESB if necessary. Other vehicles attempt to move to see a target and then stop - will not enter another vehicle hex & only enter bog hex if only move possible. When stopped, any delay MP spent on bounding fire (9.33, 9.331)

- Remaining ENEMY unit/stack/hero/vehicle/platoon move in order from north to south (multiple units in hexes
- MOVE units roll on movement table (A4a-c)   randomly determine move order) (6.12 9.2)
- ADVANCE ATTITUDE
  - Activated infantry use same command from A4b (9.2)
  - If activated, S? stops (vehicles remain in motion)
  - Vehicles have individual commands (shared if using platoon movement)
- HOLD ATTITUDE
  - Units in odd/even hexes have different command from A4a (9.2)
  - Vehicles have individual commands (shared if using platoon movement)
- VPO
  - Move to VPO - if no VPO on map or all in ENEMY control, then move towards closest FRIENDLY unit in MF/MP with priority of: in LOS, not stacked with other unit, in Good Order (9.25)
  - In VPO and ordered to VPO, ignore current VPO and move in priority to VPO that is: FRIENDLY controlled, fewest FRIENDLY units in (US#), LOS, highest TEM (9.251)
- LEADERS
  - Within 5 hexes of a broken unit, move safest route towards. CX if could reach this turn - inc. APh move (6.3171 if multiple options 6.3172)
  - With a negative modifier, if no broken units in range and has not directed fire - move to closest Location where he can direct fire (6.3174)
- VEHICLES
  - BU after LOS to FRIENDLY unit within 12 hexes or within normal range of MMG/HMG (9.31)
    - Player may otherwise choose BU/CE status (9.31)
  - Radioless AFV not in platoon formation requires a TC to move (9.332)
  - Bypass used to avoid bog or prohibited Location (9.37)
  - Road intersection take road with most direct path to FBE (9.35)
  - Bog hex entered only if no other route – excluding the hex last exited (9.36 - if secret DR required 9.361)
  - Bounding First Fire at vehicular target – choose easiest to kill (9.341)
  - End of movement turn MA CA cover, in priority:
    - Closest vehicle that could destroy it, Closest known FRIENDLY target, Closest concealed FRIENDLY target (9.34)
  - End of movement turn MG CA cover, in priority:
    - Closest target with AT weapon, Closest Location with most infantry/PRC targets, Unarmoured vehicle Target in VPO Location, Target with least TEM (9.34)
- MOVE considerations (if unit could exit see 9.4)
  - No move into (move around it – taking route with most cover/least Bog Locations) (9.26):
    - FFE, known minefield, 2+ Enemy units, 4+ residual (unless adjacent to friendly controlled VPO), water
    - HW will not move into a Location it may not fire from (6.3131)   obstacle or offboard (9.26)
    - Overstacked hex, unless no other route (6.223)
  - When moving, choose safest route (6.317, 9.2)
  - Enemy unit moving 1 hex uses Assault Movement (n/a if min move)
  - Crew without HW move towards unpossessed gun ≤ 6 hexes (6.310) Recover if possible (6.315)
  - Vehicle crew move towards Abandoned vehicle gun ≤ 6 hexes (6.310) Enter if possible (6.315, D5.42)
  - FT unit with target in long range – assault move to best cover if LOS of armed FRIENDLY (6.306)
  - MMC with SMOKE exponent, use smoke if entering OG with a FFMO modifier (6.316)
  - IN Depression, with assault move or gain better TEM order, gain crest status if target is seen from there (9.28)
  - Hero on his own should try to move to stack with an MMC (8.4)
  - Overstacked Location – use Random dr to determine which units leave hex (6.307)
  - Panicked motion vehicle – stops and take no other action (6.309)
  - IP in same location but not receiving IP TEM - if Target could be seen from IP – assault/advance into (6.3121)
  - Stairwell – taken if only possible move (9.27)
  - Infantry unable to move marked as Opportunity Fire (9.2)

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- S? activated by FRIENDLY movement – check after all already activated units have fired at triggering unit and then only if unit is still Good Order – then roll for AC for most likely to activate (5.2, 8.61):
  - First Fire – no panic check (if can't/doesn't need to fire place under a "?") (5.3)
  - ROF/SFF if 2+ MF/MP used & target still Good Order (5.3, 8.61)
  - If more S? to activate & target still in Good Order then roll to activate another S? (5.31)
- Long range activation of S? – all must be met (5.32):
  - Moving unit is not a vehicle, if S? fired at it IFT DRM $\leq$ -2, within $\leq$ 16 hexes
  - If above met DR 2 activates S?. S? is not removed if not activated.
- S? activated as vehicle ends movement but remains in Motion (3.321)
  - Used minimum MP to enter current hex for FRIENDLY defensive fire purposes (3.321)
- Activated stack/AFV/Gun with a target must roll for Panic first (6.12, 6.13)
- First Fire vs non-vehicular targets
  - Fire if target would have caused a S? check (8.61)
  - HW First and Subsequent First Fire if within a weapon's long range and IFT $\leq$ 0 (8.611)
  - FG – same Location only (8.53)
  - If SW firing separately, then fire before inherent (to avoid cowering penalties)
  - ROF continues attack until target not in Good Order (8.13)
  - If target expended $\geq$ 2 MF/MP then SFF may occur (8.61)
- First Fire against vehicles
  - Player's discretion – best shot (range/facing) and/or before leaving weapons LOS (8.612)
  - HW First and Subsequent First Fire if within weapons long range and TH $\leq$ 0 (8.611)
  - CC Reaction Fire or Street Fighting – when possible (8.612)
- Final Protective Fire - TC (n/a if panicked), modify using target's TEM and any FFMO/FFNAM (8.613)
- Final Fire – Activated unit will Final fire – Automatic action or roll on Attack Table A3 (8.62)
- TO HIT weapons
  - Intensive fire at adjacent target:
    - if unbroken MMC or non-shocked vehicle with a weapon in CA which could eliminate them - if 2+ targets see (priority 8.21)
  - Acquired target tracked: if $\geq$ 2 track largest US# (2+ first seen Random dr to determine target (6.3143)
  - Deliberate immobilisation attempt if final TK $\leq$4
  - Coaxial MG fire with gun unless has an IFT DRM of 2 or less.
  - Special ammo – at players discretion
  - PF attempt if AFV to hit is $\leq$4

DEFENSIVE FIRE PHASE
- Units with a target roll on A3, unless automatic action (see list under Prep Fire)

ADVANCING FIRE PHASE
- S? activated by FRIENDLY DF receive auto Fire command unless panic is rolled (5.5)

- Multi-Location FG used to maximise – one roll on A3 (do not roll for panic) (8.53)
- VEHICLES - Bounding First Fire if target (not if B# $\leq$10) (9.342)

ROUT PHASE
- DM unit will always rout if:
  - could end its rout in/ADJACENT to Good Order leader (10.3)
  - could end in rally bonus terrain further away or out of LOS of FRIENDLY units without using Low Crawl or interdiction (10.3)
- Voluntary break at players discretion (10.5)
- LEADER
  - always routs with routing unit – unless could be interdicted and Good Order MMC is in original hex
- Rout route priority, in order – Low Crawl if would be interdicted (10.1, 10.2):
  - Location with Good Order leader
  - Out of LOS of all FRIENDLY units
  - Out of range of FRIENDLY units
  - Into rally bonus terrain
  - Location with highest TEM
  - Into VPO Location

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ADVANCE PHASE

- S? activation check after advancing (5.2)

- Activated unit in a depression advance to crest status if would have a target (11.3)
- Crew without HW advance towards unpossessed gun if ≤ 6 hexes
- S? in ADVANCE ATTITUDE make rosette dr - if can't advance reroll (depression may claim crest) (3.322)
- S? in HOLD – do not advance (3.31, 11.11)

- HOLD – activated non-crew infantry
  - Advance into CC if TC passed (see DRMs S11.4) or PAATC if AFV – (11.1, priority list 11.4)
  - *otherwise*
  - Has a target only advance if Not leaving VPO location, TEM > than current TEM, Could still see target after advance, would not drop HW (11.1):
  - Has no target, only advance if adjacent hex has TEM ≥ TEM and a target could be seen (11.1)
  - Otherwise no advance (11.1)

- ADVANCE ATTITUDE –
  - No advance if: HW assembled/functioning with target, or in VPO (11.2)
  - Activated non-crew infantry advance into CC if TC passed (see DRMs 11.4) or PAATC if AFV (priority 11.4)
  - *otherwise*
  - Closer to nearest FRIENDLY controlled VPO. (11.2 Priority list):
    - FRIENDLY occupied VPO
    - Highest inherent TEM
    - Highest hexside TEM
    - Towards most targets
    - Towards most unpossessed weapons
  - If no VPO on map, dr on Advance rosette – reroll if move direction impossible (11.2)
- LEADER
  - Into CC if TC passed and with at least 1 MMC (11.41)
  - Into MELEE if TC passed and would improve odds (11.41)
  - Towards broken units within 5 hexes (6.3171)
  - In hex with broken units – advance into accessible adjacent hex if has more broken units (in US#) (6.3173)
- No advance into:
  - FFE, known minefield, 2+ Enemy units, 4+ residual (unless adjacent to friendly controlled VPO), water HW will not advance into a Location it may not fire from (3.323)   obstacle or offboard (9.26)
  - Overstacked hex, unless no other route (6.223)
- Overstacked Location – use Random dr to determine which units leave hex (6.307)

CLOSE COMBAT PHASE

- Use Hand-to-Hand CC if eligible: if successful Ambush: if CC odds ≥ 1-2 (11.52)
- vs. Infantry
  - If ≥ 2 FRIENDLY MMC use A3e to determine targets (11.5)
  - Lone SMC attacks smallest target – US# (11.5)
- vs. Vehicle and Infantry (11.5):
  1. Personnel with smallest FP
  2. Personnel with highest morale
  3. AFV with functioning armament
  4. Vehicle with functioning armament
- FRIENDLY original CC DR 12 – non-Japanese will withdraw if (11.5, 11.53):
  - Unbroken US# of ENEMY < Unbroken US# of FRIENDLY
  - Withdrawal hex priority:
    1. highest TEM;
    2. with ENEMY units;
    3. LOS to FRIENDLY target;
    4. nearest to FBE.
- Broken guards – ENEMY units always try to escape (11.6, A20.55)

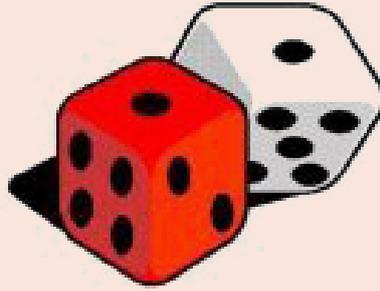| TARGET	HW	Sniper (8.8)
• In-LOS non-HIP FRIENDLY unit or Gun within long range of ENEMY unit	• SW ≤ 3 PP (assembled) • Gun	• Priority: VOP, best leader, CE AFV, highest stack, most HW, most leaders, most SW. • Always make sniper check (A14.4)

Double One 2020

Friday 26th, Saturday 27th and Sunday 28th June

Sadly, owing to the Covid-19 crisis, Writtle University College will not be able to host DOUBLE ONE this year.

In lieu of DOUBLE ONE taking place at the college, we will be running a truncated version of the tournament on *VASL* instead, running from the 26th to the 28th of June, which is open to anyone who can play during UK Summertime hours. We will run the standard four player group tournament as follows:

Friday 26th: Game 1 (Usual choice of 3 scenarios - including shorter ones to allow
                     evening play after work)
Saturday 27th: Blind Scenario
Sunday 28th: Game 3 (Usual choice of 3 scenarios)

If you are interested in joining in, then let us know by emailing lasl.double.one@gmail.com or by registering over at View From The Trenches (http://vftt.co.uk/uktournaments.asp?type=DOUBLE%201%202020) **BY THE END OF MAY**. Scenarios and *VASL* setups will be issued for the scenarios to all those registered in Early June, as will the group listings.

We will be issuing a refund to all those who have paid their attendance fee, and if you have already booked your accommodation at Writtle, please write to Jo Hasnip (jo.hasnip@writtle.ac.uk) who will arrange your refund for you.

Sorry again, but never fear - we'll be back next year!

You can keep up to date with developments by visiting the tournament's website at https://londonasl.siterubix.com/

ASL Infantry Tactics I:
The American Infantry Assault

Joey Sabin

The first thing to realize in gaining knowledge, is the fact that we are in need of it. Players can and often do simply push counters in the direction of their opponents and think that by utilizing the best terrain features, they are employing their forces with maximum effectiveness but nothing could be further from the truth. The fact of the matter is that there are huge amounts of data accumulated on this very subject by those who actually had to engage in, and succeed in combat utilizing their infantry forces and equipment. As a result, we now have a treasure trove of data to utilize in our desire to be as effective as we can be in our hobby. As we endeavour to be as effective as we can be in ASL, why reinvent the wheel? Why not simply tap into the wealth of information made available in the historical records, and adapt it to our needs?

After completing a career and finally retiring, I sought out games I used to enjoy playing in my youth. Among them was ASL, and I began reacquiring what is now a new and revised set of game modules. Among my purchases was the latest YANKS module version 3a, and its Scenario 12, "Confusion Reigns," in this game module we'll use as our prop as we explore American infantry assault tactics together. I chose this scenario because it utilizes the ideal formations for both sides, relatively equal in size and strength, give-or-take.

Generally speaking (there are always exceptions) but in the 1940's, the number 3 was the magic number in a military formation's composition. That is, there were 3 fire teams to a squad, 3 squads to a platoon, 3 platoons to a company, and the list goes all the way out until it reaches 3 army groups to a theatre of war. Armed with this knowledge we can clearly see that in our scenario, both sides will receive a reinforced company or Company (+) in infantry forces. Looking into the available forces a little deeper, we can identify heavy weapons made available as well. This then better refines our knowledge of available forces indicating we each get an infantry company with a heavy weapons platoon assigned or attached from battalion, as the terminology of the day would dictate. This generous allotment of weaponry means that all eyes are upon us as we carry out the battalion's main effort weather we be attacking or defending.

Looking strictly from the American G.I.'s perspective (German Tactics require a whole different posting), this allotment of supporting arms generally denotes a local commander's tactical level of offensive planning. Anything larger like OBA for example, and we might be just a small part of a much larger regimental effort. Regardless, we must now deploy our American forces but the question begs to be asked, how!? And to answer that question we must first understand that we DO NOT deploy our forces solely based on our opponent's deployment, but rather based on our first objective, and upon the general standards of American infantry deployment. That is, we first need to select our initial objective based upon the scenario's victory conditions.

In this case our victory conditions are based upon the elimination of our opponents' units based on 12 or better CVP plus double the CVP of our opponent. This is essentially orders to eliminate the enemy. Based on those orders, we will be relying on maximizing our firepower and eliminating the enemy in vulnerable positions as much as possible. Looking at our time allotted I'd say we have plenty of time to accomplish the task but there can be few delays due to poor SW results.

The extra time will allow us to properly manoeuvre in order to maximize our firepower while keeping our own losses at a minimum.

First, let up examine out opponents supporting arms, not for our setup but so we have an idea just how committed he or she is likely to be. In this case I'm pleased to report that our enemy is not totally committed to hanging on to their real estate based on a lack of supporting arms and SSRs, but is committed to taking American counters if carelessly given.

Next, we need to decide on an initial objective based upon the terrain laid out before us, and this looks like the best objective to begin our assault. It provides the most cover getting there and provides cover itself once taken. It also cuts half the map from our opponents use as now open observed terrain. With our initial objective selected, it's now time to Deploy our forces. Like you see here.

The American standard deployment is a tried, true and well tested deployment method that has served American commanders well. Whether it be 3 squads or 3 platoons the deployment is always the same. That is one Manoeuvre Element, one Support Element, and one Reserve Element. Of the three, the Support and Reserve elements are kept the busiest, while the Manoeuvre Element concentrates on infiltration and reaching its objective. You may have noticed there is no actual attack element, this is because initially at least, closing in on a barraged and fired upon enemy will yield the safest and most productive results.

The manoeuvre element moves to within one hex of its target, and if available uses its BARs (Assault Fire) capabilities

3 PLT
RES ELEMENT

2 PLT
SUPPORT
ELEMENT

1 PLT
MANEUVER
ELEMENT

OBJ
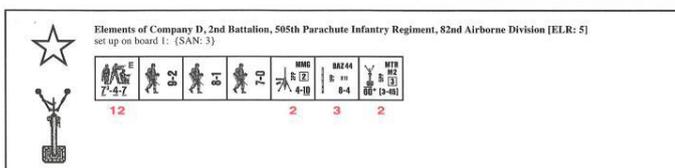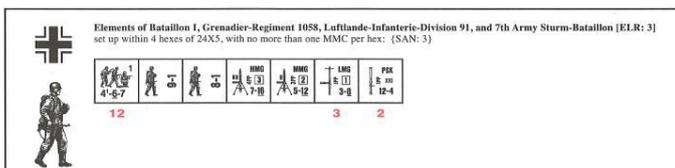
weapons platoon. The Reserve element also provides liter bearers, ammo deliveries, shuttles POWs to the rear, and anything else to and from the rear area as needed. In this particular I have taken the liberty to adjust my reserve elements location to coincide with the westerly leaning deployment of the opposing forces. I am fully aware that should activity occur on the right or eastern flank, the reserve force will be responsible for moving east in a hurry to deal with any threat there. The Reserve element rely's heavily on military intel to stay on top of the enemy's activities (ie, keeps an eye on all enemy movements and potential treats on the flanks.

Finally, there is the Support Element. This element is initially positioned in such a way so as to eliminate, rout or at the very least, pin the enemy in the objective location. If your opponent has supporting arms in close proximity to the objective, the heaviest of heavy weapons puts it out of commission as well, otherwise unless there is an overwhelming threat (like an 88 or something), distant opposing elements are virtually ignored by a weapons platoon. The mission of a Heavy Weapons platoon is a higher concentration of firepower in support of the objective saving lives as well as accomplishing the mission.

As you can see, this initial layout of forces allows you to accomplish your missions one right after another in succession. When you accomplish the seizure of your first objective, and have selected your second objective, the Support element now becomes the manoeuvre element, the Reserve element now becomes the Support element, and the Manoeuvre element becomes the Reserve element. This is of course dependent as to what condition each element is in at the time. This allows for the most effective recovery and replacement available, and in the hands of a skilled player this rotation can plow through the enemy like crap through a Goose.

Ω
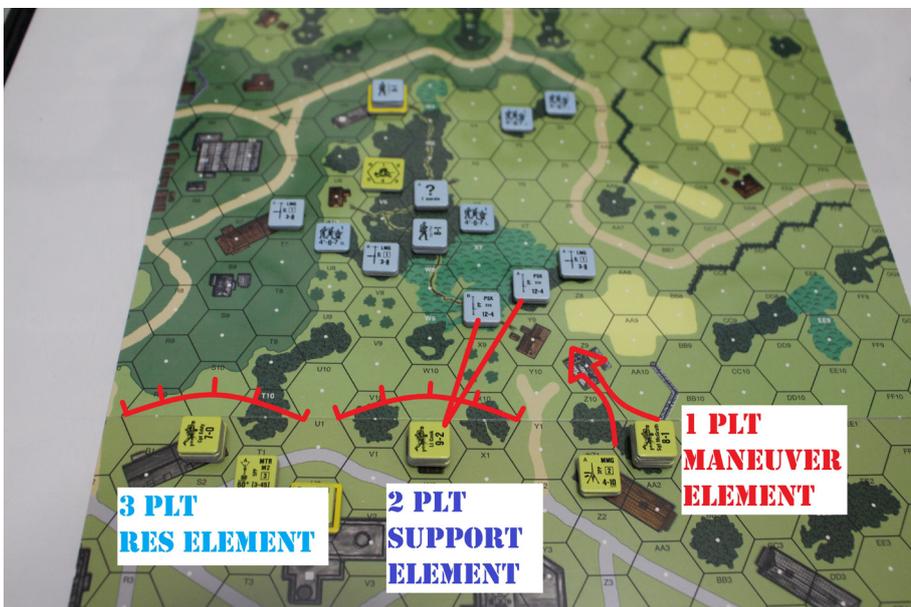
to dislodge any remaining threats from its objective hexes. The Support Element provides local small arms fire and as a result is generally found somewhere near the manoeuvre element. The Support Element is also a source of replacement units for the manoeuvre element as it takes casualties and

or broken units fade back and fresh units are sent forward as replacements. The Reserve Element is generally found behind the other two elements in the rear. These are your firemen. These are your security element ready to move so as to protect both flanks as well as provide protection for the heavy

In Defence of the Ugly Stepchild

Luke Hay

I have a confession to make. A dirty little secret that a majority of *ASL* players will excoriate me for. I like the Off Board Artillery rules. Please wipe the spittle from your computer screen and the foam from your mouth, and I will explain why: in short, OBA is a powerful tool in your arsenal, but wielding that weapon is a dicey proposition, and the increased 'Fog of War' is, in my opinion, a good thing in our game.

It has been discussed many times in the past regarding *Advanced Squad Leader* being a company/battalion level simulation/game and the degree of control the players have on the units they command. I think our game is a good representation of tactical level combat (by no means perfect, but fun and playable in a complex fashion), however, the amount of omniscience of the players can somewhat mar the ability of the game to really convey the chaos of battle. In any typical scenario, we know the terrain, the opposition's force composition, even when and where their reinforcements will arrive, as well as being able to guide our own forces across the battlefield with effortless command and control. To counter this, I believe the game designers incorporated lots of randomisation factors based around the bell-curve of two 6-side dice results. I also think that there are far more negative factors built into the randomisation processes than positive outcomes, and that this was deliberately done so as to stymie the ability of the player's units to do exactly their bidding (let's face it, it would be a fairly boring game if all we did was move our pieces about the boards and straight-up shoot). For example, not only are there more numerous 'bad' results on the Boxcars table than 'good' outcomes on the Snake-eyes table, but there are inherent troubles for your cardboard warriors in 'normal' rolls: rolling doubles cowers most leaderless squads; you can pass a Morale Check, yet still not move forward (Pin results); the Sniper, etc. To this end, I believe the ASL OBA rules have been purposely abstracted to represent the chance of overwhelming firepower descending on your particular sector of the battlefront.

In the original Squad Leader game, OBA was introduced in the fourth scenario (along with "Rural Terrain Types") as a new type of firepower and, in the section introduction, as a balancing factor in scenarios: "Should either player feel the provided scenarios are inbalanced [sic] he is free to choose the type and number of artillery Fire Missions to add to the weaker side". Apart from the *ASL* rules being a lot more complex (and more variety in OBA fire mission usage, e.g. bombardments, harassing fire, etc), the crux of the *SL* rules have remained into the present (hence the "ugly stepchild" of the title), in regards to radio contact, battery access, AR and SR placement, and so on. However, the *ASL* rules made the use of OBA a little bit harder (both in rules complexity and in predictability) and it is the, frustrating to some, fickle nature of OBA that I think adds more realism to *ASL*, even though it is one of the least realistic aspects of the game.

I believe the designers of *ASL* made it harder to obtain the desired result for the players by decreasing the control they have over the OBA process: for example, slightly above average radio contact numbers means that, even with -1 maintenance DRM, radio communication can frequently drop out [a 1-in-6 chance for an 8 contact radio maintenance roll], leading to inability to adjust SR/FFE when desired; the dreaded black/red chit ratio means that (unlike the SL designated number of Fire Missions between 1 and 4), ASL OBA can be removed without a stonk being fired; having to draw 2 black chits for concealed/unknown targets; having a different FFE resolution DR in each of the 7 hexes of the OBA Blast Area.

Now, the mere mention of all this is leading to gnashing of teeth and wringing of hands, but I can't remember the last Tourney-sized scenario I played that included OBA*, most current designers of small scenarios steer clear of including OBA (if they do include OBA, they provide an SSR for "first chit draw is Black"), so that most scenarios that do feature OBA are either substantial in size or length, or are Historical ASL games; and it's the bigger scenarios, bigger board area, bigger TOandE that allows OBA to be what is intended to be in real life, i.e. a massive aid to the attacker to obtain their goal, or large defensive counter-measure against an aggressive enemy. I don't believe the very valuable Artillery Corps Forward Observation Officer was sent out to the front too often to halt a platoon sized enemy foray; he was sent out to do a job at the battalion/regimental/divisional level to facilitate (usually)

set plans on attack or call in pre-plotted defensive fire zones. Therefore, I think the current OBA rules adequately represent the randomness of obtaining artillery support on a slender part of the frontline i.e. your couple of boards.

But enough of my blathering… I won't go through a 'How-To' of the *ASL* OBA rules, as there are lots of step-by-step examples on the internet via podcasts, blogs, forum pages, etc. just type in "advanced squad leader OBA" and take your pick of tutorials. The one must-have is the OBA flowchart, originally released in *Action Pack 1* and also with the *2nd Edition ASL Rulebook*, the *Hakkaa Päälle!* module, and LFT's *Rat Charts*; it's a great play aid, if somewhat convoluted, over 3 pages, that gets you the desired results in the end (a relatively pain free run-through the OBA process).

But *ASL* OBA isn't as mind-bogglingly complex as the 4 pages of rules appear. To begin with, the play of the OBA rules are only implemented at the beginning of one Phase per player turn: either the radio/battery owner's Prep Fire Phase; or the Defensive Fire Phase in their opponent's player turn. The rest of the OBA activity through the turn phases are simply dicing for results due to unit movement through current FFE blast areas (in the Movement, Rout or Advance Phases [and very rarely, the CC Phase]). The owning player's involvement in the initial OBA process can be boiled down to: a Dice Roll, a Chit/Card draw, a Die roll and possibly another Dice Roll; not that much bother for the possible payoff.

At the start of the OBA module owner's Prep Fire Phase or the opponent's Defensive Fire Phase, and if there are no SR or FFE counters onboard:

1. roll a DR for radio contact (Yes/No): if Yes, continue to step 2.; if No, stop.

2. draw a Battery Access chit or card (Black/Red): if Black, continue to step 3.; if Red, stop.

3. [after placing an AR counter] roll a dr for initial accuracy (accurate/not accurate), if accurate, replace AR with SR & stop.

4. [if the AR is not accurate] roll a DR for direction & extent of error, place SR in indicated hex & stop.

That's all the owning player does until the next player turn.

Once an SR or FFE counter is onboard, the OBA player has 7 choices next Prep or Defensive Fire Phase, and most are

pretty simple, after a DR for radio contact maintenance:

a) Do nothing – cancel an FFE
b) Start again – cancel an SR & place a new AR (follow step 1. above)
c) Call down fire – convert an SR into an FFE & resolve effects (must have LOS to base of SR hex, or LOS to blast height and known enemy unit adjacent to SR counter)
d) Let it ride – leave an FFE in place & resolve effects (must have LOS to base of SR hex, or LOS to blast height and known enemy unit adjacent to SR counter)
e) Mandatory correction – if no LOS to SR or FFE (or LOS to a known enemy unit adjacent to the counter) then the SR or FFE must be corrected or cancelled
f) Near enough fire – may declare moving an SR and converting to an FFE & resolve effects (must have LOS to SR blast height and requires an accuracy dr)
g) Stay or go – leave an SR in place or correct an SR or FFE (must have LOS to SR or FFE blast height)

In four of these options [a, b, c, and d], the SR or FFE counter doesn't move position (or is removed).

In two cases [e and f] the SR or FFE will need correcting, i.e. it will be moving from its current hex.

In the last case [g] there is the option to correct the SR or FFE.

So, to use an *ASL* analogy, the initial OBA process and the subsequent Fire Phase activity are basically the To Hit procedure for Off Board Artillery. Once a FFE counter is on the board, the rest of the of the OBA activity (resolution of the FFE:1 or FFE:2, and resolution against moving units) is the To Kill effects using the Infantry Firepower Table.

Now that I have called OBA simple, I'll complicate things by reminding players of some of the rules potentially missed when using their OBA:

- Ordnance Smoke must be fired before any OBA operations begin in the Prep Fire Phase.
- A leader with Radio Contact and a current SR or FFE onboard cannot move in the Movement Phase (as Radio Contact/Maintenance is a Prep Fire activity), but he may Advance in the Advance Phase.
- Drawing a Red chit/card removes all AR/SR/FFE counters from the board, cancels the Fire Mission and all OBA activity for that current Phase (but Radio contact is not broken).
- If the initial AR hex chosen by the OBA player (upon checking) has no locations in the Observers LOS, then the player's OBA actions for the Phase are completed, and, at the opponent's option, the current Fire Mission is cancelled i.e. an AR hex   SR counter.
- The height of a Spotting Round rises from the base hex, through the next two levels and can be seen over the top of (comparative) Level-2 obstacles without being obstructed or hindered.
- If drawing two chits/cards for Battery Access for an enemy unit not Known to the OBA Observer, the second chit (whether Black or Red) is replaced back into the chit/card pile.
- A Smoke FFE produces a +3 hindrance in every hex of the Blast area, whereas, a HE Blast area only produces a +1 hindrance for the whole 7-hex Blast area (not each hex).
- During your opponent's Player Turn, a FFE:2 already on board will attack any enemy units moving through the Blast area during the Movement Phase, then, during the Defensive Fire Phase the same FFE:2 will attack all units in the 7-hex Blast area, before being flipped to its FFE:C side. It's very dangerous to run into Artillery fire.
- For every Level above a unit in a building, a + 1 DRM is added to the TEM of the building hex e.g. an enemy squad on the Ground Level of a stone multi-storey building will have a +5 DRM against HE OBA resolution (+3 for the stone building, +1 for the Level-1 above the squad, and +1 for the Level-2 above the squad).
- OBA resolution is not halved versus Concealed units.
- 'Empty' hexes within a HE Blast

area should be rolled for resolution effects if:

the opponent has HIP capabilities in the scenario;
or the larger OBA calibres can cause rubble to buildings, or shellholes to Open
Ground, Woods, etc.

- Resolving OBA against units in Woods hexes has a TEM of -1 (indirect fire Air Bursts) just like Mortars.
- AFV turret strength or weakness (or ○) is relevant when calculating Armour Factor strength for OBA resolution i.e. all factors ≤ 4, or ≥ 8. For example, the increased turret strength on a French R35 tank's 4 AF will negate the -1 DRM, as not all factors or ≤ 4.
- Units in the Close Combat Phase (friendly or enemy) that Withdraw into an OBA Blast area are attacked by that Fire Mission (even FFE:C).

The list could go on; it's not surprising in our game that 4 pages of the *ASL Rule Book* can turn up a long list of Q and A, confusions, internet debate, and how-to-play examples, but at the heart of the matter, the Off Board Artillery is an integral part of *ASL* (inherited from the *Squad Leader* days) included in the rules set to represent the 'King of Battle' which no modern army can do without.

I will finish with a couple of pieces of OBA use that took me years of playing *ASL*, and reading tactical advice articles, to incorporate into my game:

On attack, don't use your 80mm OBA module to try and kill that pesky MG nest in the stone building (+3 DRM or more [remember upper level cover]); smother it in Smoke, if the SR lands on the enemy units, the following FFE will lead to a +4 DRM for firing from their Smoke hex, added to another +3 DRM from an adjacent Smoke hex in the Blast area, this will literally blind the enemy with 6+ LOS hindrance DRM's.

On defence, it is often the threat of OBA that can hold up an opponent's forward movement; a SR hovering around a tree line that enemy units have to advance through can be enough to push units wide of the area and expend extra MFs; or use Harassing Fire (a 19-hex, half strength OBA attack, declared before the FFE:1 is brought down) to cover the Open Ground/Grain area that the enemy may run across (if your defending an area 2 boards wide, this Fire Mission can cover a quarter of the ground, i.e. 5 hexes wide, in your defensive sector).

Good luck with your F.O.O. in the field, and remember to try and keep him under wraps, as he can operate his radio set and call down Fire Missions whilst retaining Concealment.

Unobstructed/Unhindered LOS
Observer on Level-2 Hill
Multi-story Building
Level-1 Hill
Spotting Round
Smoke
Ground Level

"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 (15 Mar 2020)
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 (02 Mar 2020)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (21 Mar 2020)
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)
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (07 Feb 2020)
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (15 Mar 2020)
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 (15 Mar 2020)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
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)
Richard Munroe, 104 St. Andrews Road South, LYTHAM ST. ANNES, Lancashire, FY8 1PS (04 Mar 2020)
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, 40 Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (11 Feb 2020)
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 (19 Mar 2020)
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 (21 Jan 2020)
Craig Benn, 29 Leybourne road, Gateactre, Liverpool, L25 4SW (15 Jan 2020)
Damien Maher, 21 Cresttor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)
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 (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (02 Jan 2020)
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 (15 Mar 2020)
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 9HH (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)
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 (15 Mar 2020)
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 2018)
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)
David Ramsey, 9 Pollards Way, Lower Stondon, Bedfordshire, SG16 6NF (07 Mar 2020)
Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (15 Mar 2020)
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)
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)
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)
Greg Jameson, 86 Fulbeck Ave, Wigan, WN3 5QL (23 Jan 2020)
Peter Burbery, 18 Charles Way, Malvern, WR14 2NA (06 Jan 2020)
Ian Morris, 21 Lombard Street, Lichfield, Staffs., WS13 6DP (15 Mar 2020)
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 (28 Feb 2020)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (27 Aug 2019)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (07 Mar 2020)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (30 Aug 2019)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (28 Aug 2019)
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (16 Apr 2020)
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)
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 (03 Mar 2020)

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.

Ω

IN DEFENCE OF THE UGLY STEPCHILD

* I lied, I remember playing AP 115 'Mook Point' with OBA and it's a great little scenario.

Thanks to Klas M. for correcting my mistakes, and Perry C. for informing me that Klas is always right. Any errors remaining are wholly my own.

Ω

ON THE CONVENTION TRAIL

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

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

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

JUNE
DOUBLE ONE 2020

When: 26 – 28 June.

Where: Due to the Coronavirus this will not take place at Writtle College as normal but will instead be run as an online tournament using *VASL*. The tournament will be open to anyone who can play during normal UK Summertime hours. If you wish to take you **MUST** inform the organisers by the end of May.

Fee: none.

Format: A three day tournament with one round on Friday (featuring the usual choice of three scenarios, including shorter ones to allow evening play after work), a Blind scenario round on Saturday and one on Sunday with the usual choice of three scenarios). Players will be placed into four player groups as normal. Scenarios and VASL setups will be provided by the organisers to everyone who has registered.

Contact: To register your interest in taking part email the organisers 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/.

GRENADIER 2020

When: 9 - 13 December.

Where: Nationalpark-Gästehaus, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zülpich and around 40 Km to Cologne. There is a railway station in Heimbach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Heimbach you need to take a taxi to Hergarten which is about six kilometres. Rooms are mostly three and four bed rooms with shower and costs €51 per night – single rooms are €6.50 extra.

Fee: €5 per day.

Format: The main tournament is a Swiss style five Round tournament running from Friday to Sunday. There will also be a series of mini tournaments taking place on the Thursday.

Contact: Check out the Grenadier web site at https://www.aslgermany.de/ for up to date information.

2021
FEBRUARY
SCANDANAVIAN ASL OPEN

When: 25– 28 February (TO BE CONFIRMED).

Where: Probably as the same venue as 2020, the Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. In 2020 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 2020, 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: 4 – 7 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 21 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.

Bounding (First) Fire Blackpool

The UK's newest ASL Tournament
ESTD 2018

Bounding First Fire Blackpool is a new UK *ASL* event where the main tournament will be played using unpublished scenarios.....

The scenarios to be used in the main tourney have been supplied by BFP, fully play tested, from upcoming releases .

The tournament will be run with 2 rounds on Friday, 2 rounds on Saturday and a Final on Sunday.

Time limits for play will be generous but also enforced to be fair to all participants.

Regular visitors to the existing Blackpool tournament, HEROES, will know our welcoming host Charles and his staff.

Now relocated to The Headlands Hotel, this venue offers a large gaming area with separate restaurant and bar.

The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

BFP have been a strong supporter of the ASL scene for many years and we gratefully acknowledge their support of this event.
Further information on BFP and their products is available on their website:
http://www.boundingfire.com/

Contact Us
Do you have questions about the Tournament? Send us a message to boundingfirstfire@gmail, and we'll get back to you asap.

Thank you for your interest.