

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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PREP FIRE

Hello and welcome to the first *View From The Trenches* of 1997.

I hope you all had a wonderful Christmas and got loads of ASL goodies - God knows there's enough of them available now! And '97 looks like being just as good a year for our favourite little game of WW2 tactical warfare, with *Pegasus Bridge*, the *ASL Annual '97*, and *Action Pack 2* coming from AH/MMP, a special and two regular issues from Critical Hit (as well as one or two other surprises Ray has lined up for us :-), *Time On Target 3*, and whatever the fertile minds of ASLers around the world can come up with.

Closer to home, the UK scene continues to grow, spurred on by the successes of both *VFTT* and *INTENSIVE FIRE*. The latter has inspired others to organise a mini-con in Blackpool in March (see back page for details), and UK scenario designers are beginning to make themselves known. On a more personal level, I'd like to make "Britain's Premier ASL Journal" more than just an idle boast, and give us UK ASLers a magazine to be proud of.

Unfortunately, the continuing growth of *VFTT* has necessitated a rise in its cost :-). In the past year I've doubled the size of *VFTT*, and thus the production cost, but the price, and thus the amount brought in, has remained unchanged. So, other than fold, rising the cost is the only option. I'm sure you'll all agree that *VFTT* is still good value at £1.50 an issue - in fact, some people at *INTENSIVE FIRE '96* were all in favour of me increasing the cost to £2!

Some years back, Jim Millard developed a 12 point CA system which saw print in the the now-defunct 'zine *Fire For Effect*. Jim has now updated the system and is looking for playtesters, before submitting it to (probably) *Time On Target*. So if anyone is interested in helping a fellow ASLer, drop me a line and I'll forward a copy of his article to you.

Well, until next time, roll low and prosper.

Pete Phillipps

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EMOTICONS

EMOTICON (noun): a figure created with keyboard characters and read with the head tilted to the left. They are used to convey the spirit in which a line of text is typed.

Some of the most common emoticons are:

:-) humour or smiley

:(sad

:o writer is shocked or surprised

<g> grin

As an Internet user I use emoticons on a regular basis, and find they are very useful. Expect to see them in View From The Trenches.

VIEW FROM THE TRENCHES is the bi-monthly British ASL journal. It costs £1.50 per issue (overseas £2.50), with a year's subscription costing £7.50 (overseas £12.50). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Issue 12 will be out early in March.

Copies of issues 7 onwards are available for the same price as a regular issue. *VFTT '95* reprints issues 1-6 and costs £3.00 (overseas £5.00).

All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your ASL experiences with others. *VFTT* allows you to communicate with other ASLers. Don't be a silent voice.

VIEW FROM THE TRENCHES
49 Lombardy Rise
Leicester
LE5 0FQ

E-mail:
Pete_Phillipps@compuserve.com

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

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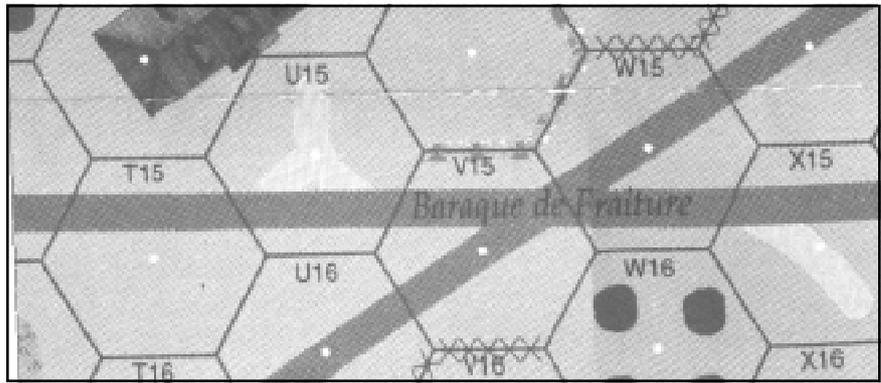
INCOMING

The third issue of *Time On Target* should be available in the UK any time now. The issue comes with a sheet of 64 full-colour mounted and die-cut counters depicting over a dozen of the oft-forgotten German vehicles from the Second World War, vehicles that have been left out of the standard *ASL* counter mix, including such monsters as the Neubaufahrzeug and the mighty Sturmtiger! The counters are complemented by complete historical notes and rules for each vehicle. Also included are thirteen scenarios, each printed in two colour on high-quality card stock, depicting historically accurate actions involving these and other rarely-used vehicles. The newsletter contains the usual articles on the scenarios, an interview with noted German armour author Tom Jentz, a bibliography, and other *ASL*-related items.

I had a chance to talk with *ASL News* editor Philippe Leonard at INTENSIVE FIRE '96. Issue 31 has been at the printers for some time now, but they just haven't printed it despite numerous requests by Philippe. "What can I do" he said, rather disappointedly. Issue 32 is also basically ready, but until he has sorted out issue 31 he won't try and get it printed.

There remains a possibility of the French *ASL* 'zine *Tactiques* reappearing as a bilingual magazine in the near future. If so, one of the first things the new publishers will do is publish English translations of the old material. If a revival is not possible, subscribers and advance purchasers will be refunded any monies owed.

CH have purchased the rights to *Soldiers of the Negus*, the module produced by ELR about the Italian-Ethiopian conflict, and plan to re-release it, complete with a historical booklet (by Italian Army expert



Adam Geibel) and a new scenario or two, professionally printed colour counters, and other, as yet unspecified, goodies. They have also come to terms with *On All Fronts (OAF)* and will have *OAF Pak I* out any time now, which will feature a dozen of the best scenarios from the oldest *ASL* 'zine in existence.

Ortona: Little Stalingrad is a *HASL* module under development by the Winnipeg *ASL* Club, which is based around the Canadian effort to take the Italian town of Ortona in late 1943. The historically accurate map covers downtown Ortona, and includes several new terrain types such as cobblestone, piazzas, and castles. There are three CG and eight scenarios, one of which sees the Canadians trying to capture a castle! No release date has been scheduled yet.

For those of you who hasn't purchased *Action Pack 1*, the OBA Q&A contained in it will be re-printed in the '97 Annual, which is currently scheduled for release in July.

There will also be an *ASL* greatest hits package released, which will contain 30 or more pages of the best articles from *The General*, the *ASL Annual*, and 16 of the best "T" "G" and "lettered" scenarios printed on cardstock. No release date or price has been fixed for it yet. The scenarios may also be available separately.

MMP have also released details on *Armies of Oblivion*. Although these are not fixed, it should contain four new boards, 16 scenarios, counters for the Allied and Axis minors AFV's and ordnance, and the appropriate Chapter H pages. There is also a chance that a few early war German vehicles that have not been released yet also will also be included, and perhaps even a Maus counter or two! The Chapter H notes for the new German vehicles appearing in *Pegasus Bridge* should also be included. As it stands right now, the Polish vehicles and ordnance are pretty much done, and work has begun on the Belgians. No release date or price has been set.

BARAQUE DE FRAITURE

BdF is a *HASL* scenario pack released by Front Line Productions which is based on the actions at the site more commonly known as Parker's Cross-roads, where a rag-tag US force held out for three days until being overwhelmed by the 2nd SS Panzer Division.

Physically, *BdF* is beautiful. The 22"x34" mapsheet depicts the cross-roads itself and the surrounding woodlands, and it as good as anything produced by Avalon Hill. As with the woods boards in *CoB* and *GH*, the hex numbers and hexsides are somewhat obscured in the woods - I wonder why no-one else has considered doing these in white like *ASL News* did for the map they presented in issue 28?

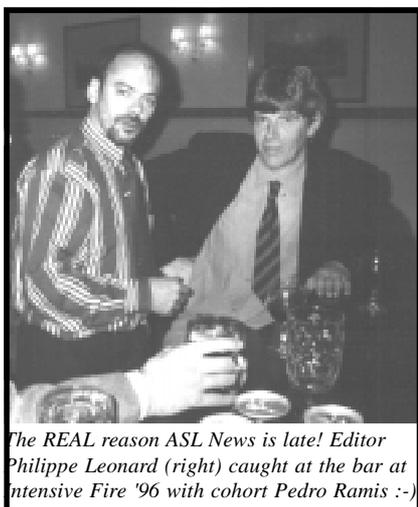
A nice touch is the presence of a CVP/VP/PF Usage Track on the map, along with additional tracks for recording ELR, SAN, NVR, and Battery Access. There is also a summary of the snow and cleared forest rules, very useful considering their use in all the scenarios.

There are nine scenarios, ranging from small 5 turn encounters to the full 12 turn final battle for the cross-roads. Most are straight-forward Chapter A-D infantry and vehicle actions, although there is one infantry, and one night action. Some may be disappointed that there is no CG, but this was considered unsuitable due to the nature of the battles - however they may consider doing one if there is sufficient demand.

The package is rounded out with a 12 page booklet containing an editorial, historical commentary (complete with maps and photographs), OB information, a bibliography, and design notes. The back page has a reduced copy of the map - a minor quibble, but it has no hex numbers on it :-)

I haven't had the chance to play *BdF* yet, but overall it looks like excellent value.

Ω



The REAL reason *ASL News* is late! Editor Philippe Leonard (right) caught at the bar at Intensive Fire '96 with cohort Pedro Ramis :-)

ALCOHOLIC ASL

Compared to 1995's tournament, alcoholic ASL seems to be an apt description for INTENSIVE FIRE '96. For some reason (80p a pint being one of them) ASL and alcohol seemed to be mixed together in greater quantities than in 1995, resulting in some weird and wonderful events.

Anyway, I'm getting ahead of myself here. For those of you who haven't heard, INTENSIVE FIRE is the UK ASL convention. Disappointed at the lack of a UK ASL tournament when compared to many other countries around the world, 1995 saw Neil Stevens decide to organise an UK get-together for ASLers. With no idea of how many people would be interested in such an event, he felt he would be lucky to get 20 players - over 60 actually turned up! With that success, it was inevitable that the event would be repeated, and planning began at the start of 1996 to make INTENSIVE FIRE '96 bigger and better (for more details about 1995's event, check out the report in *View From The Trenches 6* or *Critical Hit 4*).

Over 70 ASLers turned up this time, with Europe providing a good proportion of those numbers. There were even players from as far away as America and South Africa, so congratulations are due to everyone for their dedication to The Game. Condolences must go to Paul Saunders though (brother of Andrew, designer of "VF11 High Danger") who was fogged in on an oil rig and unable to attend :-(-



International ASL. America's Tom Slizewski battles South Africa's Bryan Brinkman. Who won? That remains a mystery, as neither handed in a result chit :-(-

It has occurred to me why we don't see the Americans at ASL tournaments in Europe: Surely these will need to go on for a couple of years before they'll all want to get involved. And then they'll want to take charge. And this only after a hostile buy out

attempt on TAHGC by SONY of course!

**Sounds vaguely familiar to me...
Trev Edwards**

Over heard in the UK: You know what's wrong with American ASL players? They're Over-aggressive, Over Lucky, and Over Here!

Sam Belcher

The convention is held at the Royal Military College of Science, in Shrivenham, near Swindon. This facility has a purpose built conference centre, and also offers excellent accommodation and food at a reasonable rate. Being a military college it also has a number of displays, including a tank shed, an artillery shed, a small arms armoury, and a military wargaming computer centre. These are not normally open to the public, but as Neil is a serving army officer, he was able to get permission for us to visit the tank and artillery sheds.

PRE-TOURNAMENT

Neil and myself got together on Wednesday to finish off the last minute organisational details, but we also managed to find time to get a game of "SP12 Piano Lupo" in during the evening, one of the scenarios from the *Schwerpunkt* scenario pack. For those of you who haven't seen it, this scenario sees half a dozen Italian squads well equipped with MGs and stiffened by the presence of a German squad, trying to prevent 5 US para squads from seizing control of a Fortified Building (overlay) and one of two pillboxes on board 11. I took the Italians, and set up the pillboxes on the hill, with the trenches adjacent to them, forming a bunker complex. The rest of my forces defended the fortified building. Neil deployed half his force in the woods west of Q10 and the rest along the Y10 road. The game started with a cautious US advance onto the board, followed by some minor Italian skulking.

The shit hit the fan at the start of GT2.

Neil opened up with a mortar against my HMG team who were sitting in a trench. A 3 TH DR was followed by a failed MC. Worse, he kept ROF, and followed up with a 2TH! 60mm mortar round straight into the trench, and the lynchpin of my bunker complex disappeared :-(-

The loss of this position allowed his units to swarm over the fortified building, and advance up the hill to attack one of the pillboxes in CC, eliminating the squad inside. While they waited to enter the pillbox in their last GT, my squad adjacent to them broke them all, disrupting one and pinning his 9-2 leader.

The final Rally Phase opened with a US 2 Rally DR for the disrupted squad. The Heat of Battle result was - BERSERK!

The manic Yanks rushed into the adjacent pillbox hex, only to be gunned down by a hail of fire.

The problem was that my unit had now First Fired, so other Yanks were able to move in. I Subsequent First Fired to no avail. In desperation, I Final Protective Fired, but the US unit was Fanatic and passed his MC!

At this point, we called it quits, since the US would be able to take the pillbox unopposed :-(-

Why, o why did the Italians fire here? They don't have to fire, because the berserkers aren't entering their Location.

Patrik Manlig (responding to the AAR we posted to the InterNet ASL Mailing List).

We both thought that the Italians had to fire because the berserkers entered their hex :-(- Whether it would have allowed me to win is another matter, although a 6-2 shot against other US units trying to enter the pillbox hex would have (hopefully!) caused him a few problems.

Despite Patrik pointing out our (game-deciding) mistake, Neil claimed A.2 to keep his victory :-(-

Needless to say, I won't lose that way again!



Tiger Ace Pete Phillipps (right) consults with his second-in-command Pedro Ramis (left)!

The first players began turning up on Thursday evening, with the trio from Italy arriving first, complete with a full set of ASL between them (God knows what Customs must think of 10,000 half inch counters - "Honest Guv, they're not ecstasy tablets!"). They were followed by Luis Calcada from Portugal, who turned up later than planned after spending the afternoon in the Imperial War Museum! Once we had got everyone's accommodation sorted out, Neil, Jon Williams and I went out for a curry and a beer, but by the time we'd had these it was too late for some gaming.

FRIDAY

The action really started on Friday, as more and more gamers turned up. It was great seeing people I had met for the first time last year, and being able to talk to them FTF rather than by email or snail mail.

A number of games were started during the morning, and the first result of the day went to Derek Tocher, who beat Christian Koppmeyer in a game of "CH61 Prothero's Hook".

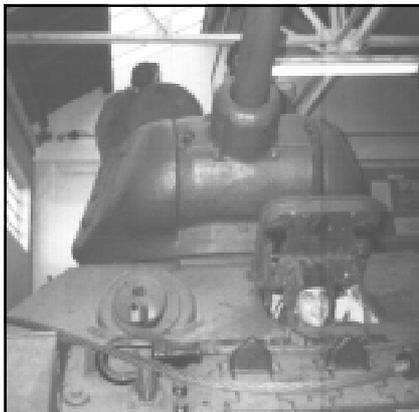
IF 96 was a great convention. Many fine guys and a lot of playing making this an absolute ASL highlight in the year. I managed to play 8 games with a 6:2 ratio in my favour. The experience to play FTF against so many different opponents is a great thing. Many different tactics and play skills. The best scenario was definitely "Test of Nerves" which is a really good (and balanced) one.

Christian Koppmeyer

The afternoon also saw back to back matches between Nick Edelsten and Luis Calcada, with Nick winning as the Germans in "A99 Clearing A Roadblock" and Luis winning as the Germans in "T16 Strayers Strays". Unfortunately there was no decider - maybe next time eh, guys!

Of course, many of us didn't play anything on Friday afternoon as we were in the tank shed, climbing all over the tanks they have there :-). As far as WW2 gamers are concerned, the most spectacular piece they have is a King Tiger, which you are allowed to enter and play Panzer Commander by sticking your head out of the commander's cupola. There is also a T34/85, and several modern tanks, including a Challenger and several (ex-)Iraqi pieces!

We had a couple of PCs running throughout the weekend, one running various ASL Game Assistance Programs



Comrade Andy Saunders, the driver from hell!

(GAPs) and InterNet activities, the other a Pentium Pro running *Close Combat* (the PC game that was originally known as *Beyond Squad Leader*), for the benefit of the non-computer types out there.

Close Combat's much better than fucking playing Squad Leader :-)
Will Roberts, heretic.

After the visits, I was able to get in my first game of the day, a game of "SP7 Delayed On Tiger Route" against Trev Edwards. A fellow Brit and drinker, it wasn't long before a few beers had been drunk and more than a few dice rolled. This is another excellent scenario from the *Schwerpunkt* pack, which sees a handful of SS supported by a StuG trying to delay the British paras attempting reach Arnhem bridge. The British force is quite strong, but needs to move fast to get a lot of it off the opposite mapedge. My basic tactic was to advance as rapidly as possible down both mapedges, probing to find his units (which all set up HIP). This wasn't difficult, as they seemed to find me first :-). Trev can lay claim to the luckiest roll of the game, a 3 DR at Long Range thru Smoke with a 658 and LMG eliminating my jeep, the AT gun it was towing and the crew :-). My most notable roll was a Self Rally for the crew who had broken prior to that - snakes, followed by a leader creation dr of 1! Although his Germans had won against my Brits on the fourth turn of seven, we felt it was still a very good game, and a lot tighter than our match suggested. Both of us seemed to be rolling 3s, 4s, 5s without fail, but the difference was that he was rolling low when attacking, while I was rolling low when Rallying :-).

We interrupted the game for dinner and a visit to the bar for a quick drink. From there we picked up several cans to take back to the hall as the gaming continued into the night.

There's nothing wrong with liquid morale!
Trev Edwards

At midnight, I asked if anyone fancied a game back in my room (oer missus!). Aaron Sibley took me up on my offer, and we chose "DASL1 Guryev's HQ", as I don't own Deluxe and wanted to try it out. A couple of others came back to the room to watch, including Nick Edelsten with 12 cans of beer! Despite the growing alcohol consumption, my plan of action seemed sound (a broad front assault into the first building, with LMG teams running down the flanks to cut off the road being the HQ to

EURO ASL

Tom Repetti (with comments from Lars Thuring)

For us Yanks who wish we were in England for Intensive Fire, here's what a European ASL tournament is like:

* Everybody clips his counters for that trendy Eurostyled look

Which is from one corner to another diagonally ("ha! take that you lousy PzVG - you won't malf MA again on me!"). No sir, no second chance here. If you don't cut it we cut you.

* Conversation overheard from nearly every game: "You like ABBA? I like ABBA too!"

I can't find this abbreviation in the index... Perhaps it is subindexed under "Revival, ...", "Erasure", or ...

* People wager in their own currency and everybody knows the right exchange rates

Wagering is now made in ECU (European Currency) and nobody know the exchange rates. Even less if ECU will still be around next week.

* People stagger in from the airport: "Whew, am I whipped! Had to cross 3 countries and 200 km to get here!"

Considering the service at some airports here this is very understandable.

* Nobody ever wants to take the Germans

Because of how it feels to malf the 88LL/128L MA as compared to one of those tiny 76LL thingies.

* People rejoice inwardly when the US loses

The US and THEY syndrome.

* The occasional American player runs around expecting everybody to know Monty Python routines by heart and saying stuff like, "Switzerland? Where's that, Africa or something?"

Actually, Monty Python is required learning in the schools here. It was the only way to get the UK to commit to the European Union. Question: How is drinking American beer like making love in a canoe? Answer: It is fucking close to water!

* People are actually allowed to smoke indoors

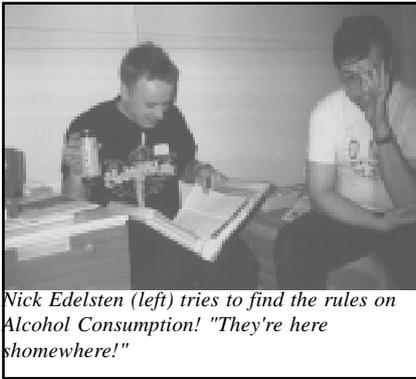
At least in their own homes, and if accepted by spouse(s) and children only.

* The worst swearing you'll hear is "Bugger it"

EXC: when THEY visit.

Oh, to be in England...

stop his reinforcements entering), as was much of my execution, but I let myself down with a bad decision mid-way thru the game



Nick Edelsten (left) tries to find the rules on Alcohol Consumption! "They're here somewhere!"

(I moved one of my squads covering the road into the HQ, which allowed his reinforcements to reach the HQ unmolested), and Lady Luck swapped sides, allowing Aaron to snatch a win. A great game, and the only one I feel I threw away :-). Since we finished at 4 in the morning, it was time for some sleep.

SATURDAY

The Fireteam tournament started on Saturday morning. For those of you who don't know about this, a few words are in order. Basically, the players were divided into three man teams, and each team was randomly paired up against three different teams over the weekend in a series of matches. Each match offered three different scenarios to chose from (ranging from simple to complex). The scenarios for Saturday morning were "ASL1 Fighting Withdrawal", "A22 Crux of Calais" and "VFTT1 High Danger"; Saturday afternoon offered "A80 Commando Schenke", "ToT32 Denouement" and "ASL59 Smertniki", and Sunday "A29 Meeting of Patrols", "CH41 Test of Nerves" and "ToT18 The Aller Waltz".

The prizes for the winning Fireteam would be a set of superb books; "Tigers in Combat Vol I", "D-Day Then & Now" and "Blitzkrieg in the West Then & Now". For the second and third placed teams a selection of goodies from Critical Hit and copies of *Schwerpunkt* were up for grabs. There would also be a copy of *Schwerpunkt* special prize for the player scoring the most CVP scored in CC during the tournament scenarios, along with a replica of the German WW2 Close Assault Award pinned to an INTENSIVE FIRE '96 t-shirt.

There would definitely be a new Convention Champion this year as Bernt Ribolm and the team from Sweden were unable to make it. <Sighs of relief from all over the UK!>

I went 0-4 for the weekend but was just happy to be there after a nasty 24 hour bug hit me on Thursday night. Typical of my luck - people have been dropping like flies in work all year but Crowley sailed serenely on until ... : (

Luck didn't improve in my first ever tournament game - faced Alexandre, one of the trio of eventual winners, in Fighting Withdrawal. Hey, at one point he asked for a ruling on what would happen if no one exited the map - he generously said it would be a draw but then went on to beat me : (

Anyway, picked up an opponent (fellow fire-team member Dave Schofield) for my first ever e-mail game. I will get in lots of training for next time. Need to increase alcohol consumption by about 50% though.

Steve Crowley



Australian Iain McKay leads the Japanese to victory against Andy Price's Russian in the only match of Smertniki played during the tournament.

"I deserve a CVP for being the only idiot stupid enough to play Smertniki!"

Iain McKay

As I wasn't taking part in the tournament, I was able to play friendly games all weekend, and I took the chance on Saturday morning to register my first win! I played Steve Grainger, who was only down for the morning, at another *Schwerpunkt* scenario "SP6 Udarnik Bridgehead". Four Spanish squads (represented by German 468s) have 3.5 turns to break/eliminate half a dozen Russian conscript squads from the area around the board 18 hill. My plan was simple - establish a 16FP killer stack on the hill opposite him (my 9-2, 467 w/LMG and 467 w/MMG), and move my other units through the woods to the base of the hill to mop up anything that broke. And that is basically what happened. The winning DR came when I fired at his last squad, getting a 3MC. He rolled a 3 to pass it, which activated my Sniper on a 1 dr, who moved straight

into the squad's hex, breaking him!

After lunch, and a short visit to the village pub :-). I lounged around for a while, taking the chance to look at *Action Pack 1*, which Shaun Carter had brought when he went to Oktoberfest the previous month. I had arranged to play Nick Edelsten at something after he finished his tournament match, and we decided to try out "AP4 L'Abbaye Blanche" thus giving the pack it's first (known) playing in the UK :-).

Nick's match took longer to finish than he thought, so in the meantime I grabbed Will Roberts for a quick game, and decided to play "SP6 Udarnik Bridgehead" again, but this time as the Russians. Knowing what to expect, I set up a couple of squads on the hill, and the rest further back out of LOS, so that I would be able to get shots at him as he moved across the top of the hill later in the game. This game came down to the last turn, with the Spanish having to move across an open ground hill to try and take out my last squad. Unfortunately, the squad was unable to do too much damage to the Spanish, and their Advancing Fire was able to break me for a Spanish victory.

At this point Nick and I got together for our game. We had a novel way of determining sides - we both needed some beers and I was the only one in a jacket and tie (required to enter the bar), so he got to set up while I went to the bar. And came back with 24 cans of bitter!

Until this game, I hadn't rolled higher than a 10 all weekend. My first DR of this match was a 12 :-). Closely followed by another for an SS squad MC, and a third soon after. With luck like that, I had no chance, and it was all over by the half way point. I don't often claim I was diced, but on this occasion, even Nick backed me up.

Massive public thanks to Neil Stevens for a superlatively organised and well-run Intensive Fire, although Jon Williams and (I believe) Will



Nick Edelsten (left) dices Pete Phillipps (left) at AP4 L'Abbaye Blanche :-). (Note the obligatory cans of beer :-).

Roberts also deserve a pat on the back for their sterling contributions to the weekend.

A little-publicised fact from this tournament is the excellent (Neil-inspired) house rule of a compulsory slug of Scotch for players each time they rolled a double-one. This has several benefits:

(i) A player rolling a lot of double-ones gradually gets more and more lashed, thus giving a convenient balancing mechanism to the game;

(ii) Everybody becomes overjoyed at the sight of the said double-one, rather than the player who rolls it (see (i) above);

(iii) By the end of the game, nobody gives a toss who won or lost, because everybody's had such a laugh (which as far as I'm concerned is exactly the way it should be...).

By early evening on Saturday, our team (Jon Williams, Simon Morris and myself) had had the best afternoons gaming we've had for months - and for that we need to extend our thanks to Nick Edelsten, Peter Bennet and Bob Eburne, who not only proved to be excellent opponents, but truly nice blokes who entered fully into the spirit (pun intended) of the day. Cries of 'Whiskey!' followed by riotous laughter punctuated the air with great regularity. Cheers chaps, let's do it again soon.

Never forget the sacred mantra: "Prep Fire's for POOFS"
Phil Nobo

By this time it was getting late, and at 2 O'clock, we locked up the convention centre. Unfortunately, there was a student ball going on that night, and several of us has talked about gatecrashing it, to see what we could find :-). We didn't expect to get in, but we did, and after that things become a blur of dancing, drinking lager and Southern Comfort, and God knows what else. About



Simon Morris (left) and Vincent Kamer dance if that's the right word :-). - the night away!



Pete Phillipps headbanging away to Take That. Or was it M. C. Hammer? Or Abba? Ah who remembers -0 who cares!

half a dozen of us were there, including Phil Nobo and Simon Morris, who apparently finished off the vodka at the bar! I have photos of them both in action at the ball, so that should give me two wins next year :-). None of us know what time we left, but the general consensus was that it was about 5.30, 6am!

Breakfast was at 9, and the only tournament game of the day started at 10. I woke up at midday! Oh well...

Phil and Simon had it worse, as they were in the tournament, and were still drunk as they started. Whether they played any better or not is open to question!

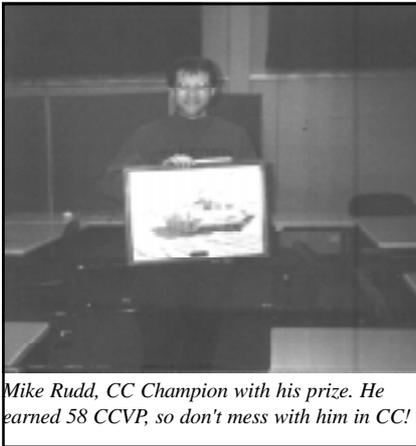


The winning Fireteam collect their prizes.

SUNDAY

In the Fireteam competition, two teams were neck and neck in the battle for the championship as the Sunday morning games opened. The Dutch team, consisting of Peter Hofland, Frenk van der Mey and Dirk Beijaard ran into stiff opposition from an international team consisting of Ian Daglish (England), Philippe Leonard (Belgium) and Iain McKay (Australia), while the Franco-Belgian team of the Tielemans brothers and Alexandre Rousse-Lacordaire took on a British team consisting of Robin Langston, Paul Ryde-Weller and Nigel Ashcroft. By mid-afternoon the matches had ended with the Franco-Belgian team proving too strong for their British opponents and were crowned Champion Fireteam. Second place was taken by Jean Devaux, Jean-Luc Baas and Francois Boudrenghien, who forced the Dutch into third place by just three CC CVP! Best individual performance went

POS	PLAYERS	PTS	CCVI
1st	Yves Tielemans Bruno Tielemans Alexandre Rousse-Lacordaire	13.0	10
2nd	Jean-Luc Baas Jean Devaux Francois Boudrenghien	12.5	21
3rd	Peter Hofland Frenk v/d Mey Dirk Beijaard	12.5	18
4	Joseph Arthur Mike Rudd Toby Pilling	11.5	40
5	Christian Koppmeyer Peter Michels Luis Calcada	11.5	31
6	Nick Edelsten Peter Bennett Bob Eburne	11.0	13
7	Derek Tocher Tim Collier Paul O' Donald	10.5	25
8	Ian Daglish Iain McKay Philippe Leonard	10.5	21
9	Trevor Edwards Steve Thomas Arthur Garlick	9.5	24
10	Bryan Brinkman Scott Greenman Tom Slizewski	9.0	18
11	Chris Littlejohn Kevin Beard Chris Courtiour	9.0	13
12	Robin Langston Paul Ryde-Weller Nigel Ashcroft	8.0	23
13	Dominic McGrath Paul Case John Sharp	7.5	23
14	Phil Nobo Simon Morris Jon Williams	7.5	17
15	Tim Macaire Justin Key Brian Hooper	6.5	11
16	Andrew Dando Martin Mayers Andy Price	6.5	6
17	Mike Standbridge Bernard Savage Gareth Evans	6.0	14
18	Carl Sizmur Aaron Sibley Ian Pollard	5.5	18
19	Michael Rhodes Steve Crowley David Schofield	5.5	11
20	Vincent Kamer Andrew Saunders Nigel Brown	5.0	23

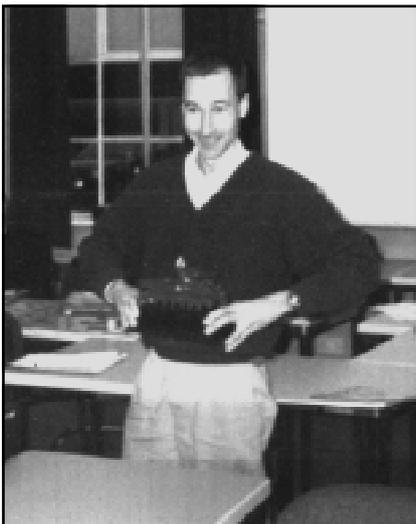


Mike Rudd, CC Champion with his prize. He earned 58 CCVP, so don't mess with him in CC!

to Derek Tocher (who also won last year, thus making him a contender for top British ASL player I guess), while Mike Rudd romped home to become the CC Champion with 58 CC CVP! Finally, the consolation Prize went to Andrew Dando, who went 0-5, but hopefully went home a wiser man :-)

I had a great time (and not simply because I won). The best thing about the whole weekend is, in my opinion, the camaraderie between the participants. I'm already looking forward to meeting old friends again next year.

Derek Tocher



Derek Tocher shows off the hand-crafted Sherman prize for his performance as the best Crusader player at Intensive Fire '96.

Despite my late arrival, I still found time to get in yet another Schwerpunkt scenario "SP4 The Getaway". This is an unbalanced dog :-) as it was all over in the first turn when he took out both my StuGs, and was able to exit enough of his Russian

force to win. This seemed to get a few plays though, and the general opinion was that is was quite balanced, with most going down to the wire. I'd like to pay this one again though, and see if it is possible to win as the Germans.

By now, I was 6-1 down, and the convention was starting to wind down. After helping tidy things up a bit, I decided to get in one final quick match, so Dave Booth and I sat down to "AP8 A Bloody Harvest". This match was a scream, going down to the wire, and being decided when his Germans moved a 9-2 and 2 squads adjacent to my squad with MMG. With a -1 DRM for FFNAM, a 2 DR was the last thing he wanted to see, but that was what I rolled! Wham, bam, thank you mam! With the loss of those units, he had too few forces left to clear my Poles out of the building, and I was able to get a second victory for the weekend. One notable thing about this game was the level of sniper activity - mine was running across the board with a single handed goal of killing every German in sight, whilst his didn't even wake up to load his gun!

THE LAST DR

I won't bore you all with the details of how I got home, suffice it that Dave dropped me off in Birmingham at 1am, and I then had a four hour wait until the train home was due :- (I crawled into home at 6.30, and went to bed, even though I was due at work an hour later.

I'd like to pay tribute to the organisers of Intensive Fire '96. In particular mention must be made of 'the main man' Neil Stevens who did a tremendous job under difficult circumstances (international tensions etc.!) Thanks Neil.

The games were excellent and I certainly made a lot of new friends and - more importantly - learned lots of tricks and rules 'interpretations', especially from those wily Belgian chappies. Thoroughly recommended!!

David Schofield.

PS try Schwerpunkt scenario "Getaway" - brilliant (what does Pete know!).

Overall then, an excellent weekend. With ASL and alcohol in large quantities, you can't really expect anything else :-)

Work has already begun on INTENSIVE FIRE '97, which is provisionally pencilled in for the same weekend, Friday 14th - Sunday 16th November, which gives everyone plenty of time to break the news to the wife, girlfriend, bank manager :-) Be there or suffer a plague of 12 DR!

SCENARIO	PLAY	ALLY	AXIS	DRAW
CH41 Test of Nerves *	18	11	6	1
A80 Commando Schenke *	17	6	11	-
A22 Crux of Calais *	16	2	12	2
TOT32 Denouement *	13	5	7	1
1 Fighting Withdrawal *	12	4	8	-
A29 A Meeting of Patrols *	12	5	6	1
WCW4 Cat Become the Mouse	4	3	1	-
VFTT1 High Danger *	3	1	2	-
SP6 Udarnik Bridgehead	3	2	1	-
SP7 Delayed on Tiger Route	3	1	2	-
SP10 Bring Up the Boys	3	3	0	-
23 Under the Noel Trees	2	0	2	-
A99 To Clear a Roadblock	2	0	2	-
T4 Shklov's Labors Lost	2	1	1	-
CH50 Simmon's Rebuff	2	1	1	-
TOT8 The Aller Waltz *	2	0	2	-
41 A Bridgehead Too Wet	1	1	0	-
59 Smertniki *	1	0	1	-
66 Rockets Red Glare	1	0	1	-
A68 Acts of Defiance	1	1	0	-
A104 In Front of the Storm	1	0	1	-
DASL1 Guryev's HQ	1	1	0	-
DASL11 Ripe Pickings	1	1	0	-
DASL15 Barkmann's Corner	1	0	1	-
T1 Gavin Take	1	1	0	-
T16 Strayers Stray	1	0	1	-
AP4 L'Abbaye Blanche	1	1	0	-
BB5 Going to Church	1	0	1	-
CH26 Close Order Dreil	1	0	1	-
CH31 First and Goal	1	1	0	-
CH36 Saving the Breakout	1	0	1	-
CH44 Operation Nordwind	1	1	0	-
CH61 Prothero's Hook	1	1	0	-
PB2 The RHA at Bay	1	0	0	1
TOT7 Tiger 222	1	0	1	-
SP2 Holding the Hotton Bridge	1	1	0	-
SP4 Point 270	1	0	1	-
SP8 The Getaway	1	1	0	-
SP12 Piano Lupo	1	1	0	-

Almost 10 days have elapsed since the "last shots" of Intensive Fire. What a great weekend we had there at Shrivenham. I've been quite busy since and wouldn't like to forget and emphasise the British Hospitality and all the good moments we spent in a friendly and fun atmosphere. It was great to play ASL and to meet our ASL friends again.

Special thanks to Neil Steven, William Roberts, Pete Phillipps, David Schofield, and Ian Daghish for the great time I had a IF96.

See you all in 97....

Luis Calcada

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TOMMY ATKINS ALONE

Bill Gunning

Although Avalon Hill have promised to support *SASL* with new tables to be released in the future, rather than wait I have created my own set of tables for British *SASL*, including generation tables for NWE 1944-45 and Italy. I have made no attempt to cover the PTO or desert, as these will need new Chapter S rules and Missions, but if this attempt is successful I am prepared to have a go at ETO 1939-42 (in fact I already have the generation tables done) and possibly a 79th Armoured Division or a commando-airborne-SAS variant.

FORCE INTEGRITY

The charts are quite complex because I am a modeller and have quite a knowledge of AFVs used in World War 2 by the British.

A type of force integrity is used to eliminate unrealistic vehicle combinations being generated. For example, the 1944-45 NWE Standard AFV table has three sections - armoured recce regiment vehicles, and armoured regiment vehicles for the armoured divisions, and tank regiment vehicles for the infantry divisions. If no historical background is known or the ENEMY is British a dr is made when the first B6 or B6b generation is required and determines which type is generated for the entire game.

To achieve the correct ratio of upgunned Fireflies and Achilles to standard vehicles, between 1/4 - 1/3 (in 1944) or 1/2 - 2/3 (in 1945) standard AFVs must be generated [EXC: the Sherman IIA fully equipped tank troops in 1945].

STANDARD AFV	UPGUNNED AFV
Cromwell	Challenger
Sherman	Sherman IIc (dr1-2)/Vc (dr≥3)
Sherman (Italy 1944 only)	Sherman IIA

No more than two of each type of CS AFV type may be generated during a Mission, including the Sherman IB in Italy. Reroll if necessary to achieve the right balance.

The infantry tank column also includes attached TD. No more than 20% of AFV generated from this column may be TD [EXC: TD generated on tables B6a and/or B6c are not restricted by the above].

TRENCHES

Reroll on the correct column if required.

CHAPTER S AMENDMENTS

17.81 Company Leader Type: only the generic drm is used.

17.821 The chart below supersedes the MMC Replacement Table:

dr ≤ 1 Elite
dr 2-5 1st Line
dr ≥ 6 2nd Line
The cumulative drm still apply.

18.5 A British CG Infantry Company OB consists of:

Leader x 3 (Platoon Leaders)
2-4-7 x 3 (Platoon HQ Sections)
4-5-7 x 9 (three Squads per Platoon)
LMG x 3
2" Mortar x 3
ATR or PIAT (see Chapter H for dates)
x 3 [all same]
1-2-7 x 6 (Platoon HQ SW Crews)

ENEMY RE TABLE AMENDMENTS

The following amendments should be made to the RE Table when the British are the ENEMY.

RE 02 A dug-in, HD, Immobile British AFV is encountered. Use B6 to determine the type.

RE 16 Use B6b for leading and trailing vehicles (EXC: if only leading vehicles, use B6), and B6t for towing vehicles.

RE 24 Use B6 on a dr ≤ 4, or B6c on a dr ≥ 5.

RE 25 Use B6 on a dr ≤ 4, or B6b on a dr ≥ 5.

RE 26 Use B6a on a dr ≤ 4, or British RE 01 on a dr ≥ 5.

RE 41 British Battle Harden

RE 73 Use B6.

RE 74 British paratroopers are 6-4-8 Squads.

THE MISSING COUNTERS

37mm Bofors AT: see *ASL* Scenario 58, SSR5 for details.

Airborne Armed Jeep: see *The General vol 26 no 5* page 55 for details.

Greyhound Armoured Car: see US counter and use old *Squad Leader* counters if available.

Weasel: use old *Squad Leader* counters if available.

Crusader Gun Tractor: an OT AFV that looked like a big carrier on a Crusader III chassis. AF and MP as Crusader III, but MP should be black (as should the Crusader AA). No armament. May tow 17pdr and

carry Crew and Ammo only.

Gun Tractor, Portee versions of standard lorries: make record of vehicle ID or use old *Squad Leader* counters if available.

OPTIONAL COUNTER CORRECTIONS

British Armed half-tracks (the M5, M5A1, M9, M9A1 and White SC) have an inherent driver only, not a vehicle crew. Any AAMG may only be operated by a CE Passenger.

Grant and Lee had no BMG. Grants used in India/Burma had the same 75 MA as the Lee. Lees used in India/Burma has the turret MG cupola removed, while those used in North Africa had the same 75 MA as the Grant.

Comet 77L MA may fire APDS as if 76LL but use the 88L column on the C7.32 To Kill Table.

Daimler Armoured Car may be fitted with a Littlejohn Adapter to fire APDS in 1944/45. Nominally 50% of Daimlers were so equipped, although they were often removed to enable 2pdr HE to be fired. Use 40LL column on the C7.32 To Kill Table.

All British (including British coloured) tanks (EXC: Crocodile and light tanks) had towing gear fitted during 1944/45. They may tow 6pdr and 17pdr AT Guns, with the Crew as Riders. The Gun suffers from Ammunition Shortage until joined by the correct tractor.

TABLE DESIGN NOTES

B1: same as the US and German tables.

B2: British conscripts not included. The DRM reflects the increase in short range FP late in the war, while higher Morale is offset by reduced ELR.

B3: based on the German table.

B4: the MMG and US MG allocation reflects the increase in "private" weapons as the war progressed.

B5: Outside only.

B5a: also used for standard Guns Inside.

B6: restricted to tanks. As noted above, the tables provide unit integrity to the various types of armoured formations in service.

B6b: The two tables for NWE 1944-45 reflect the two types of reconnaissance formations. This table also replaces B7a Escort Vehicles.

B6a: Morris CS9 often used against ground targets. Use B6 assault guns required.

B7: US vehicles usually in rear supply areas only. See B7t for special towing

tractor vehicles.

B8: British artillery was accurate, so scarce ammunition is offset by skilled gunners.

RE Table: in NWE 1944-45 and Italy 1943-45 vehicles and weapons were plentiful, so random numbers have been replaced by actual Troop/Section allocations.

If you have any questions, queries or ideas to improve these tables, please feel free to contact me at 14 Eagles, Faringdon, Oxon, SN7 7DT.

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UNARMED BUT DANGEROUS

Derek Tocher

So the pathetic cowards, who only a turn previously surrendered to that miserable second line HS, plucked up enough courage, when the sniper broke the guard, to pass a NTC (A20.55), survive a round of sequential CC (A11.33), and then managed to withdraw from the melee (A11.2) and escape. You now control one of these (1)-0-6 counters (A20.5), but what to do with it?

Perhaps you should have it run around in the backfield trying to make a DR = 2 every MPH in an attempt to rearm (A20.552) (an undoubted longshot), or more hopefully have them seek out a wreck to scrounge (dr =1-3, D10.5). But what if there is no wreck, are there other useful purposes this black on white counter can serve?

The answer to that question lies in the realisation that although these units may be unarmed they nevertheless are still Good Order as per the Index. Thus all of the fol-

lowing are possible:

- a) They put broken enemy units under DM when they come adjacent (A10.62)
- b) They prevent broken units from routing towards them, and hence are a cheap way to cut rout paths (A10.51) [They cannot however interdict a routing unit].
- c) They may search (A12.152).
- d) They may conduct an infantry overrun (A4.15)
- e) They may use/assemble/disassemble/repair/destroy or malfunction any SW or gun.
- f) They can gain Control of a hex/Location/building and deny that Control to an enemy unit (A26.1).
- g) They will frequently be able to count for exit victory points (A26.3).
- h) They may make kindling attempts (B25.11).
- i) They may participate in clearance attempts (rubble wire, set DC, roadblocks and flame) (B24.7).
- j) They may dig foxholes (B27.11).
- k) They may assist in pushing guns (C10.3).
- l) They may provide a temporary crew for an AFV (A21.22).

While it is not the intention of this list be exhaustive it demonstrates, I hope, a key feature of good play of our game, namely that to be successful one has to learn to use all the tools at hand to maximum advantage.

Ω

SCHWER PUNKT

Trev Edwards

Schwerpunkt is a soundly presented publication that is apparently unique in the present ASL product list. It is more than just a set of twelve new scenarios by various designers but it is less than a fully fledged magazine. The idea is to present the scenarios along with designer notes written by the designers themselves. The ethos is to leave total editorial control of each scenario with the designer throughout the publishing process.

What you get is twelve scenarios, printed back to back on six cards. These feature the familiar TAHGC layout and counter design but are printed in black and white only. The print quality is excellent, however. Accompanying this is a booklet which contains designers' notes for each

Continued on page 14



WAR DOGS

Jeff Harris

In 1943, the American forces in the South Pacific campaign were attempting to come up with a solution to the effective Japanese camouflage techniques. The Japanese had great ability to infiltrate American positions, stay hidden as their enemy passed them by, and hide snipers in deadly ambushes.

In November, the Americans invaded Bougainville. They brought along their new weapon; the War Dog. These were Doberman Pinschers, a breed noted for their ferocity and keen sense of smell. The use of these dogs was immediately successful at spotting snipers and rooting out concealed Japanese positions. At night, the threat of infiltration was lessened and the war dogs became a successful component of US operations on Bougainville.

E13 War Dogs: This SW was introduced in 11/43 to counter the effective Japanese concealment techniques. Use of war dogs (hereafter WD) in other than Bougainville is by SSR. Except as amended below, the WD is considered a SW for all purposes. They may not be deliberately malfunctioned.

E13.1 Starting in November 1943, during any scenario set in the Bougainville campaign, WD may be used. One WD counter (use Mine Dog counters or old SL PF counters) may be added to the US force for every six full-strength (FRU) squads.

E13.11 Any US SMC or MMC can "portage" a WD at 1PP. Japanese use and/or recovery of a WD is NA. Recovery of a WD does not suffer the penalties of G.5.

E13.2 Movement of a WD is that of a portaged SW if possessed by a US MMC/SMC. If unportaged/unpossessed, a WD will

move one hex in the APH in a random direction. A WD is unaffected by the CX status of it's possessing unit. A WD may not climb.

E13.21 A WD never has to gain CX status. A WD doesn't gain the benefit of Assault Movement but it's possessing unit does. A WD does not count against the PP total of a unit conducting Advance vs. Difficult Terrain.

E13.3 Fire Attacks: WD have no fire-power (EXC: CC) and are unaffected by all fire attacks against them except KIA, K, SAN, and Random Selection of their possessing unit. WD do not count in any Random Selection (EXC: CC) and share the fate of their possessing unit. A WD affected by any of the above attacks is removed from play. A WD has no VP value.

E13.4 Morale: WD suffer no effects from MC against their possessing unit. If a unit possessing a WD breaks, they must make a NTC to maintain possession of their WD. If the NTC is failed, the WD remains in the present hex, becomes unpossessed and can advance (13.2) if it is the US player turn.

E13.5 CC: WD are treated as SMC in CC. A Japanese unit has it's FP doubled in CC if vs. an unpossessed WD. A possessed WD may add 1FP to it's owners CC value, in addition to the +1 SMC bonus.

E13.51 WD cannot aid in Infiltration, or CC vs. an AFV. They may not Withdraw, attempt Capture, or conduct attacks vs. PRC if unpossessed. Unpossessed WD may attack any Japanese unit in it's hex in CC. Unpossessed WD have a -3 to their ambush die roll and must attack hand-to-hand as if it were an attacking/ambushing Japanese (G1.64)

E13.6 Concealment: WD share the Concealment status of their possessing unit. Unpossessed WD may not gain concealment. Use of a WD, even to "drop possession" is a concealment loss activity.

E13.61 Detection: WD modify Search dr by -2. Both the possessor and the WD become TI. A WD modifies the Casualty dr by +2.

E13.62 HIP: WD share the status of their possessing unit. If a HIP WD has a Japanese unit, unconcealed, in it's LOS, the possessing unit must make a Secret NTC. If the roll is failed, the units in that hex lose HIP status and are placed on the board concealed.

E13.63 WD negate G.4 in their hex during any phase.

E13.7 Snipers: WD modify Sniper Checks by -3 and become TI with their possessing unit. If a unit possessing a WD suffers any kind of SAN effect (even Pin), that WD is removed from play.



ASLAP

Paul Saunders.

"ASLAP, what the hell is that?" I hear you ask. Well, it is basically a Windows-based Game Assistance Program (GAP) for ASL. It has a very useful and extremely user friendly PBEM facility and is the only Solitaire assist program that I am aware of, as well as a host of other features which I will touch on in this review.

I find that GAPs take the strain when it comes to number crunching, those players familiar with the AH ASLGAP and the Zundel GAP will already appreciate how GAPs speed up play and let players concentrate on the tactical situation rather than continually checking the dice to see if a Sniper attack has been missed or ammo shortage has affected an MG etc. etc. ASLAP will take care of this and more! The program will watch out for Snipers, Ammo Shortage, Booby traps, changes in Weather, NVR, and will also keep track of OBA Chits, PF usage, Battlefield Integrity, CVP, EVP etc.

There are interactive pull down menus to take you through Bombardment, Spreading Fire, CC, HOB, Leader Creation, Placed/Thrown DC, Manhandling, Sewer Emergence, Clearance, Bog Check, Bog Removal, ESB, HD Manoeuvre, Dogfight and Aerial Sighting, just open up the menu, click on the DRM which apply, click on 'Roll Dice' then read 'em and weep!! It will work with the IFT or IIFT, although it seems to default to the IIFT so the 'purists' will need to watch what FP they type in. For playing a FTF game combat results are not shown, you need to go into the PBEM assist mode to get the results.

The PBEM Assist Mode is really good and could well become the standard means of playing ASL by email. In PBEM each action taken opens a window where the unit details are typed in, for example you want to fire at hex 24H9 using a 447 w/lmg in hex 24G3. Click on the IFT button on the main screen, a window will open prompting you for the location of the firing unit, unit

description, FP, and any applicable DRM/drm, click on Roll Dice. The result (including DR for MC, TC, and any Sniper activation dr) will then be entered automatically on the PBEM window in the normal PBEM fashion, saves a hell of a lot of typing and standardises the PBEM format into the bargain.

The Movement system is really neat, go to the PBEM assist log (all on Pull Down Menus) type in the starting hex at the bottom of the window and the unit you wish to move, select the type of move you wish to make, Mov, AM, or DT. Next to these buttons is a rosette, click the direction you wish to go in and the program will automatically calculate the row and column of that hex! You may also click on the number of MF expended per hex, all this info is automatically logged and updated in the PBEM Window. When you have finished your PBEM session copy it to clipboard and then paste it into your next e-mailing, it doesn't get any easier than this I can tell you :-)

There are three dice rolling modes, Random, 36 Pool and 72 Pool. Random will do exactly that, at the end of 36 DR the average will not be 7.00 but after several hundred DR it probably will be 7.00, or very close to it. 36 Pool, each player receives a pool of 36 dr, dr are randomly picked from the 36 until all 36 are used after which a new set of 36 dr are chosen. Distribution will be, 1 two, 2 threes, 3 fours, 4 fives, 5 sixes, 6 sevens, 5 eights, 4 nines, 3 tens, 2 elevens, 1 twelve. The 72 Pool works in a similar fashion although it will not produce the bell curve of the 36 Pool the average will be 7.00. Could this be the end of DR whining? Does your opponent always seem to roll low for his attacks but high for your MC? Go for the 36 Pool option and your troubles are over:-) Maybe!

Finally there is the SASL system, the mode I have used the program in myself. It really does take the strain out of SASL. Features include quick access to activation dr, action dr, CMD DR, random board generation, random column generation and automated generation of random events. The Infantry Fire Command, Infantry Hold, and Advance attitude tables are also available in the programme. The Random Events for Normal, Russian, Germans, US, Partisans and South Africans are included.

So now we come to bottom line. How much does all this cost? Nothing, zip, nada! Yep, you read correctly. The program is free. For those of you who are not on-line, contact Neil Stevens, at 4 Monkton Down Road, Blandform Camp, Blandford Forum, Dorset, DT11 8AE who will send you a copy.

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DEBRIEFING

This is the latest set of ASL Q&A which was posted by MMP to the InterNet ASL Mailing List on 26th November. It includes all questions received from 3rd July to 14th September.

They are presented mostly as MMP received them, although some changes have been made in order to present the questions in a coherent fashion.

These questions (and their answers) should be treated just as if they had been mailed to TAHGC with a SAE, in which they were then returned to the sender. Some of these Q&A are destined for publication in the next Annual.

If anyone has any questions then feel free to pass them on to me and I shall post them to MMP.

A3.1 & ASOP If, during the RPh, enemy units in the same Location not in Melee (EX: if both are concealed) wish to recover the same weapon, who goes first?
A. The ATTACKER.

A4.42 & A4.51 Can a SMC and a MMC split the PP cost of one item? If both are CX and the MMC possess a 4PP SW, does the SMC have 0 to give to the MMC? Or could the SMC instead carry 1 PP and the MMC 3 PP, thus both are only 1 PP over their IPC?
A. No. Yes. No.

A4.63 & A8.15 A Dashing unit is attacked as it leaves its starting hex with a Snapshot. Assuming 4FP, no hindrances, what final FP and DRM apply?
A. One FP, zero DRM.

A6.7 & E3.1 Are LV hindrances (EX: night, Mist) cumulative with other hindrances regardless of range? (EX: at range of 2 hexes, one orchard hex between target and firer, EXTRA HEAVY mist and night LV applies, what is the DRM derived from LOS/LV hindrances?) Does the "range" statement in A6.7 refer to the range between target and firer? (Or just to the portion of the LOF that is crossing the "terrain" hindrance?).
A. Yes. (4.) No. (Yes.)

A8.2 Would firing at an empty hex in order to acquire it leave Residual FP?
A. No; you cannot fire at an empty hex to gain acquisition during the MPH.

A8.3 & A8.4 If a SW is not capable of Subsequent First Fire (EX: ordnance SW), can it fire vs an adjacent/same-hex unit as Final Fire during the DFPh if marked with First Fire?
A. No.

A8.3 & A9.21 If a MG's restricted CA prevents it from participating in its squad's SFF attack, must its use be forfeited as per A8.3?
A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.)

A8.31 If a unit fires as Subsequent First Fire its inherent FP and/or a SW, can it Defensive Fire any weapon/inherent FP later that turn, barring FPF?
A. No.

A9.223 If a unit fires a MG to create a firelane and then uses its Inherent FP as SFF later, does this cancel the firelane?
A. A squad can fire its inherent FP as First Fire after previously firing only its MG to lay down a firelane. A HS that has laid down a firelane (or a squad that has both laid down a firelane and used its inherent FP as First Fire) cannot use SFF unless in a TPBF situation (which cancels the firelane).

A10.51 A broken unit having routed to a woods/building hex that it was not able to "ignore", if that hex has become through the act of routing no farther from a newly-Known enemy unit, may the broken unit now ignore the hex and rout to a different, non-adjacent woods/building hex?
A. No.

A10.531 If a routing unit has a legal rout hex less than or equal to 6MF away, but greater than 6MF away if it uses an entrenchment

instead of Open Ground, must it use the Open Ground cost to get to the rout hex in one RtPh if not using Low Crawl?
A. No, it may enter the entrenchment even though doing so would prevent it from reaching its rout hex this RtPh.

A11.8 May Infantry using Street Fighting CC withdraw?
A. Only if they actually Ambush (A11.4) the vehicle in the CCPH. (Although they qualify for all the other benefits of Ambush, unless they actually Ambush the enemy, Infantry Street Fighting in a road hex must return to the building hex from where they came and Infantry Street Fighting a vehicle in Bypass remain in the Bypassed obstacle. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.)

A12.12 Must Dummy stacks consist entirely of OB-given "?" counters? May a non-OB-given "?" counter be placed on top of a Dummy stack by virtue of setting up out of LOS?
A. Yes. No.

A12.12 & A12.2 Do 5/8" dummies lose concealment as if they were Infantry or as if they were a vehicle?
A. Unless moving (or in Motion), 5/8" dummies are treated the same as 1/2" dummies (i.e., Infantry) for concealment Loss purposes.

A12.14 Do all types of MC cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit? If not, which types of MC do?
A. Yes.

A12.14 Do all types of TC cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit? If not, which types of TC do?
A. Yes, except for PAATC and the NTC to detonate a Set DC.

A12.14 Would a unit lose concealment by Advancing into an Open Ground foxhole within 16 hexes of a Good Order enemy ground unit? What if it had Height Advantage over all enemy units?
A. Yes. No; the foxhole would no longer be in "Open Ground."

A15.3 Does a unit which becomes Fanatic through Battle Hardening also rally as well?
A. Yes.

A24.4 If Smoke placed at ground level (level 0) affects levels 0 and 1, would smoke drifting from a level 4 location affect levels 4 and 5?
A. Yes.

A26.1 If a side is the only side setting up on a board, does that side start the scenario in Control of all Locations on that board? All Buildings of that board?
A. Yes. Yes. (EXC to both: P8.5).

B9.32 If a Player Turn starts with two adjacent Good order enemy units sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?
A. At setup, the side setting up first does; thereafter, the ATTACKER does.

B9.32 Is having Wall Advantage and using Wall/Hedge TEM considered the same for all purposes?
A. Having Wall Advantage vs an ADJACENT unit is essentially the same as claiming Wall/Hedge TEM vs that ADJACENT unit.

B28.53 May the presence of A-T mines on a paved road be marked with a counter that does not display the number of mine factors?
A. Yes.

B28.53 When A-T mines in a paved road Location are cleared by Infantry expending an additional MF, are they cleared at the end of the Infantry's MPH or at the end of the MPH.
A. At the end of the MPH.

C1.23 Was the Q&A about rolling a 2 on a "Random Selection DR" that was previously answered in *The General vol 24 no 2* and the '95w Annual dropped from the comprehensive list in the '96 Annual because Random Selection (A.9) isn't really a DR but rather one dr per object?
A. Yes.

C1.33 & C1.4 In the 27 Jun 96 compilation (found in *VFTT 9*), it says that a SR has to be corrected at least one hex. Do you really mean that I can't have a SR just sit in one hex, I have to constantly shift it back and forth one hex? Doesn't this contradict the published answer to C1.335?
A. That is indeed what we meant. Both Q&A, however, have been superseded by the "Comprehensive OBA Q&A" printed in *Action Pack #1*. The latest Q&A specifically allow an SR to stay in place if the Observer has a LOS to the Blast Height.

C1.54 Do units in a friendly Bombardment suffer a drop in morale level?
A. Yes; add "or Bombardment" after "HE/WP FFE".

C1.82 Do concealed units taking a Bombardment MC in LOS of Good Order enemy ground units lose concealment even if they do

not pin or break?
A. No; since this takes place prior to play, no such LOS exists.

C1.82 Are MC DR for HIP units/Fortifications in a Bombardment done secretly?
A. The DR are not secret. One way to do this would be to record secretly each HIP unit/Fortification separately, and openly roll the Bombardment MC DR for the recorded units/Fortifications.

C1.82 The order of Bombardment MC is not strictly defined. Do you roll for all terrain, then all units, then all equipment, etc...? Or do you roll for everything in each hex, continuing one hex at a time?
A. Where the order is not specified in C1.821 or C1.822, any mutually agreeable order is acceptable.

C1.822 A Q&A from *The General vol 24 no 2* says that a Roadblock has a Morale of 10, but the 1989 erratized rules list a Roadblock as having a 9 Morale. What is the Morale of a Roadblock?
A. A Roadblock has a Morale of 9, which is why this Q&A was not included in the '96 Annual.

C3.33 Can units out of LOS be hit via Area Target Type?
A. Only if firing a mortar and it first hits that in-LOS unit that is hardest-to-hit.

C6.2 If using Area Target Type at an empty hex, would Case K (concealed target) apply?
A. Yes, unless firing SMOKE.

C6.5 Can a Gun maintain acquisition to a target in its own hex?
A. Yes, unless it is attacked in CC.

C7.4 Do Shock/UK results apply to an Abandoned AFV? What happens if a crew enters the Shocked/UK AFV?
A. Yes. The crew suffers the fate of the AFV.

C9.3 May you designate a new Spotter as long as the original Spotter remains Good Order? If the original Spotter escorts prisoners off the Friendly Board Edge?
A. No. No.

D1.83, D3.12 & D2.51 In the 27 Jun 96 compilation (printed in *VFTT 9*), the question on these rules, part d ("May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG? A. No.") If the AFV can fire its MA and its AAMG, may it change its VCA or TCA?
A. Yes.

D2.32 & D3.2 If a vehicle in Bypass is hit by an ordnance weapon from within the same hex, is the Target Facing that is hit determined by D2.32 (side) or by the last part of D3.2 (random)?
A. By D2.32 (side).

D8.2 Does a vehicle exiting a stream hex into a woods hex take one or two Bog Checks? What DRM would ordinarily apply to a fully-tracked AFV with Low Ground Pressure not using all its MP?
A. Two; first in the hex being exited, then in the hex being entered. Zero DRM for exiting the stream, +4 DRM for entering woods and gaining elevation.

E7.32 Since a Final Sighting TC DR >= 12 cannot be a successful TC, should this instead read Original Sighting TC DR of 12?
A. No.

P8.6141a & A21.21 Is it possible to re-man an unarmed vehicle with a Temporary Driver in the RePh?
A. No.

KGP II LG map The two map sheet disagree as to whether the M29-N28 hexside is a slope hexside or not. Should it be?
A. Yes.

KGP U.S. Reinforcement Group Chart The chart specifies that a Pre-Registered hex recorded prior to set-up is required for the Bombardment placement. Does a friendly unit need to have a LOS to the Bombardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed anywhere regardless of LOS?
A. No. Yes

DASL A11 "Sicilian Midnight" The scenario card depicts Italian 3-4-6 squads with a boxed "1" indicating their first-line status, but only 3-4-7 Italian squads have a boxed first-line designation; 3-4-6s are not boxed. Are the squads supposed to be 3-4-6 first line troops?
A. Yes.

ASL A59 "Death at Carentan" Are the hedges (bocage) along hexsides O1/N0 through O4/N4 covered by the overlay in play?
A. Yes.

ASL T15 "The Akrotiri Peninsula" Are the squads in the security platoon allowed to use HIP?
A. No.

ASL A96 "In Rommel's Wake" Would any Set DC received be

able to use HIP? How would the DC lose HIP? Can the MMG be portaged on a bicycle if the balance comes into effect?
A. Yes. As a Fortification (LOS within 16 hexes of GO unit.) Yes.

ASL A104 "Mayhem in Manila" Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?
A. Yes. Yes. No.

The following unofficial errata has also been noted for *Action Pack 1*.

60+ OBA FP line ONLY applies to U.S. light MTR OBA - not to French or other nationalities' OBA.

The Radio Contact box should have a "leadership NA" triangle in the upper right hand corner.

In the Contact and Access portion, the black circle pointer to the FFE:2 section should read "Go to FFE:C" instead of "Go to FFE:2".

A square in the IR section that says "Place IR either in target hex, or along Observer's LOS" should be a polygon instead and should also allow for the option 3 six-hex method of placement.

The last oval in the Rockets section should be orange instead of green.

HILL 112 REVISITED

Ian Darglish

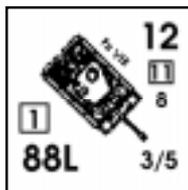
This is a brief account of a campaign game using Critical Hit's module *Operations of SS Panzer Abteilung 102*, played over an AHIKS weekend at Gerrards Cross. Taking part were Bill Durrant and Kevin Croskery at the Brits, and Derek Tocher and myself as the Germans. Views and opinions expressed are the author's responsibility.

TERRAIN

The module uses six ASL mapboards, with one half board sized overlay whose level one open ground represents the summit of Hill 112. As anyone who has visited the battlefield will testify, the gradients are very gentle and the field of vision wide open. At first glance therefore, the game map appeared much too small and offering far too much cover. In particular, board 13 with its elevated road bares little resemblance to the country east of the hill. However, in play these points were no great problem. Always remember John Hill's assertion that the stated ground scale of 40 metres per hex was very much an approximation!

RULES

There are some holes in the campaign rules, but nothing that cannot be resolved amicably. Incidentally, the all-important Tigers are the VIE(L) variant - with Nahverteidigungswaffe.



STRATEGY

The campaign game is split into "Phases", each phase being effectively a large scenario. As a rule, the British player gets a completely new order of battle for each phase, while the German strength depends in part on what is left over from earlier combat. There are various Victory Conditions: from sudden death if the German loses 14 Tigers; to campaign victory points if the British gain more CVP in a phase than the Germans; to individual phase VC based on occupation of the hill. In practice, we found the sudden death element unlikely (it would take a rather careless German!) and we eventually gave up recording the CVP as the British were taking heavy losses (interestingly, the Germans still went on killing more of the enemy even though this was not strictly necessary; old habits die

hard!). In the end, the game turned on who held the hill.

TACTICS

It is always a challenge to play a new ASL situation, and I for one always look back on a first effort and wish I had done some things differently. In this case, handling the German Panzers, I regretted not making the most of the opportunity to move straight across the board to block the enemy's obvious entry points (in my defence, my colleague pointed out that this might have risked side shots from HIP 6 pounders). More seriously, by leaving my Tigers too close together, I exposed four to a single 150mm FFE (my loss was only one tank, but unbeknown to my opponents, the one with the 9-2 leader; in fact I do not think I had told Derek I had lost him - sorry Derek!).

With so much British artillery around, it really was a case of closing with the enemy fast to make him think twice about the location of his FFE. Short of any Luftwaffe support to engage the British Aerial OP in aerial melee (weird concept!) the German really does have to pray for loss of contact and red Battery Access chits!

SUMMARY

Overall, the 'feel' of the fighting seemed just right; close, bloody, and as ever the phases tended to end with the Germans desperately husbanding his few remaining infantry units.

Battle fatigue among the British, and some excellent play by Derek led to an abandonment before the night phase (with Crocodiles!). I shall remember my dozy Tiger crew who were about to fall short of an important To Hit, then remembered to wake up their 9-1 leader who made all the difference; also, Derek's Tiger immobilised with its front facing an ATG which proceeded to pump 6 pounder shots for so long that we lost count of the - ineffective - hits.

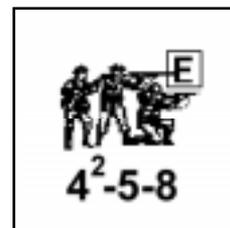
Recommended for three to four players who have an uninterrupted day and a half.

Ω

Ω



A rather splendid example of a dice tower (or should that be dice pillbox?), produced by Arthur Garlick.





All of you should by now have received a letter from me with your personal and fireteam results from INTENSIVE FIRE '96. I hope this information was interesting and also that it was correct! I have found one or two discrepancies as I have double checked the results but nothing to cause an international crisis.

As I write we are now into 1997 so the first thing I should really do is wish you all the very best for the New Year. I do hope that Santa brought you lots of ASL goodies. If he didn't and you are having to now purchase your own ASL stuff then of course you can come to me for help. Elsewhere on this page you will find a revised price list for all third party ASL material. I have taken the step of revising the price list to make life easier for both you, the person ordering, and me. If you compare the prices carefully with the previous ones you will notice that one or two products have increased in price and one or two have decreased. The way I have worked this out is by equating \$10.00 of the cover price to £8.00. Whilst this is above the exchange rate it allows for postage from the States and does mean that a small amount is made on each sale. Additionally I now plan to charge 10% postage and packing for non-Crusaders on any order made. I undertake to place all orders in bubble wrap or cardboard envelopes to protect your orders. If you, as a Crusader, order direct from me (i.e.FTF) and there is no p & p charge then you still receive a 10% discount. This bottom price (i.e. £7.20 for a \$10.00 product) is about the lowest I can reasonably go. I would also like to point out that any money I do make is ploughed straight back into INTENSIVE FIRE and is used to order more stock. You might also be interested to hear that I do use a considerable amount of my own money (I hope the wife is not reading this!) to order stock.

I would also like to mention product availability. I am ordering products in 10s, 20s or even 30s but it is difficult to know how much stock of certain products I need. I know that the PTO *Leathernecks* scenario

pack will not sell as well as some of the more standard ETO stuff and as a result I am still trying to find levels of stock that will mean I am not tying up too much money with as yet unwanted products and yet I am still able to provide a service. All you have to do is look at the number of items I have or intend to stock and you will realise this is no easy task. My point is; bear with me. Do please phone before you order to ensure I have things in stock. After IF'96 I was pretty well cleaned out and it will take some time to get back up to a reasonable level again.

Phew with those things off my chest I can get on with more mundane Crusaders matters!

Thanks to those that are sending in

REVISED PRICE LIST

Note it is advisable to telephone me on (01258) 459581 before placing an order to ensure items desired are in stock.

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<i>God Save The King</i>	£16.00
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<i>ASL News #28</i>	£8.00
<i>ASL News #29</i>	£8.00

All orders should have 10% added for postage and packing [EXC: Crusaders are exempt P&P charges] and be sent to me at 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.

AREA chits. After recent results I know for certain that I will not be bottom of the UK AREA chit ladder. Andrew Dando has submitted 2 more results, both losses, that will add nicely to the 5 defeats he received at INTENSIVE FIRE. A number of you have asked me about your new ratings after results/IF'96. I have only just submitted the IF'96 results to Russ Gifford having just double-checked everything to remove any errors introduced in the heat of the battle at IF'96. Therefore revised ratings are still a little way off. As for those who have submitted results earlier all I can ask is that you remain patient. I will keep reminding him and when I hear anything I will pass on that to you all.

If you have already read Paul Saunders' review of ASLAP, you will know that you can also get a free copy of it from me. If you haven't read it yet, ASLAP is an ASL Game Assistant Program for the IBM PC (Windows 3.x). It really is a useful tool.

Cheers,

Neil Stevens

SCHWERPUNKT

Continued from page 10

scenario and some brief guidance on how to play each side. This latter is useful should you be suddenly presented with the scenario to play at a convention or under similar circumstances. These scenarios were designed for use at the 1996 Florida ASL tournament.

The scenarios span the 1940-45 time frame with the majority set in the last two years of the war. There are two PTO scenarios, the others being set in familiar ETO terrain. Infantry only games and armour oriented/combined arms situations are represented. The SSR only invoke rules from chapter E that we should all be familiar enough with by now (ground snow and mud) but there is one which invokes light mist from KGP. You'll need to own board 42 to play three of the scenarios and there will also be a need to root out your overlays for the majority.

I have played five of the scenarios offered since IF 96 against various players and I've enjoyed all of them immensely. I would recommend *Schwerpunkt* to anyone looking for a new set of challenges. Nine out of ten.

A CALL TO ARMS

This is the latest edition of the UK ASL Players Directory.

It is broken down by country. Within the country, players are listed according to the county they live in.

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

ENGLAND

Neil Piggot, 35 Hebron Road, Bedminster, Bristol, Avon, BS3 3AE
Adrian Catchpole, 120 Somerset Road, Knowle, Bristol, Avon, BS4 2JB
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX
Martin Vodden, 21 Cheshire Park, Warfield Green, Bracknell, Berks, RG12 6XA
N. Quinn, 23 Haywood, Bracknell, Berks., RG12 7WG
Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ
Steve Crowley, 58 Portlock Road, Maidenhead, Berks., SL6 6DZ
Paul Kettlewell, 15 Willowherb, Watermead, Aylesbury, Bucks., HP19 3FH
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HJ
Peter Bennet, 84 Littlebrook Avenue, Burnham, Bucks., SL2 2NN
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire,
Iain Mackay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE
Andrew Dando, 66 Redhouse Lane, Disley, Cheshire, SK12 2HP
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW
Martin Sayers, 38 Syddall Street, Hyde, Cheshire, SK14 1JH
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR
David Schofield, 11 Longfiled Drive, West Parley, Ferndown, Dorset, BH22 8TY
Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW
Michael Rhodes, 10 Ringdale Place, Baldock, Herts., SG7 6RX
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent,
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU
Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU
Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH
Jon Williams, 4 Hanbury Drive, Biggin Hill, Westerham, Kent, TN16 3XN
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET
Jeff Hawarden, 9 Laburnum Road, Helmshore, Rossendale, Lancs., BB4 4LF
Shaun Carter, 3 Arnsdale Grove, Brightmeid, Bolton, Lancs., BL2 6PL
Charles Markuss, 23 Melrose Road, Littlelever, Bolton, Lancs., BL3 1DX
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG
Andrew Saunders, 22 Douglas Avenue, Layton, Blackpool, Lancs., FY3 7AL
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ
Steven Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA
Pete Phillipps, 49 Lombardy Rise, Leicester, Leics., LE5 0FQ
Philip Bohin, 2 Manor Road, Northorpe, Gainsborough, Lincs., DN21 4AA
Karl Brown, The Games Store, The Manor House, Lincoln, Lincs., LN6 9DG
Lee Brimmicombe-Wood, 128d Barking Road, Canning Town, London, E16 1EN
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, N11 1RF
Dr Mike, Batley, Doctors Mess, North Middlesex Hospital, Stirling Way, London, N18 1QX
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
Robin Langston, 84 Claverton Street, Pimlico, London, SW1
R. Cornwell, 6 Park View, 32 Chivalry Road, Clapham, London, SW11 1HT
Hugh Kernohan, 6 Parklands Road, London, SW16 6TD
Graeme Johnston, 50A Stapleton Road, Tooting Bec, London, SW17 8AU
Fleg, 38 Park Avenue, Hounslow, London, TW3 2LX
Mike Kerfoot, Rugby Tavern, Rugby Street, London, WC1
Michael Chantler, 201 Grays Inn Road, London, WC1 8UW
Santiago Lopez, TF 1.7 Owens Park, 293 Wimslow Road, Fallowfield, Manchester, M14 6HD
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW
Derek Jones, 12 Rakersfield Court, New Brighton, Merseyside, L45 1NR
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ
Garth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA
Tristram, Maclean, 9 Carlyon Mansions, Carlyon Road, Alperton, Middx.,
Chris Courtiour, 79 Belmont Road, Wealdstone, Harrow, Middx.,

Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA10 1AJ
Jackie Eaves, 1 Bowling Parade, Ridgewater Road, Wembley, Middx., HA10 1AJ
Lee Winterbone, 47 Locket Road, Wealdstone, Harrow, Middx., HA3 7NQ
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD
Phil Nobo, 6 Milton Road, Ickenham, Middx., UB10 8NQ
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., UB10 8NQ
Steve Balcum, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB
Michael Rudd, 52 Woodbine Road, Gosforth, Newcastle Upon Tyne,
Mike J. Harker, 22e Richardson Road, Newcastle Upon Tyne, NE2 4BH
Scott Greenman, 2 Oak Avenue, Killinghall, North Yorks, HG3 2RT
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts.,
Christopher Bunyan, 6 Dale Close, Ordsall, Retford, Notts., DN22 7UN
Geoff Gower, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Tony Hayes, 11 Upper Fisher Row, Oxford, Oxon, OX1 2EZ
Darren Clahanne, 40 Atwell Close, Wallingford, Oxon, OX10 0LJ
Jonathan Sharp, 3 North Hinksey Village, Oxford, Oxon, OX2 0NA
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, S17 4FR
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, TF5 0NW
Paul Case, 43 Exeter Road Caravan Site, Wellington, Somerset, TA21 9QA
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA
Derek Totcher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Derek Briscoe, 129b Melfort Road, Thornton Heath, Surrey, CR7 7RX
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU
Lee Bray, Flat 4, 13 Kingston Hill, Kingston Upon Thames, Surrey, KT2 7PW
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF
Ivor Gardiner, 27 Taylor Avenue, Kew, Richmond, Surrey, TW9 4EB
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Steve Granger, 23 Winterton Road, Birmingham, W. Mids., B44 0UL
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
Tim Collier, 71 Kinross Road, Leamington Spa, W. Mids., CV32 7EN
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Kevin Croskery, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP
Bob Groves, 56 Hall Orchards Avenue, Wetherby, W. Yorks, LS22 6SN
Toby Pilling, Cedar Court, Brookfield Close, Winterbrook, Wallingford, OX10 9EQ

SCOTLAND

Steven Trease, 67 Gairm Road, Aberdeen, AB10 6AP
Paul Saunders, 59 Grampian Gardens, Arbroath, DD1 4AQ
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA
Richard Adams, 14a Hill Street, Inverkeithing, Fife, KY11 1LP
Oliver Gray, 84 Tarvil Drive, Cupar, Fife, KY15 5BH

WALES

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

IRELAND

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

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

Ω

WANTED

Aaron Sibley

For the heinous crime of playing *That Collectible CardGame™* at an ASL convention!



BERSERK!

BLACKPOOL '97

**ADVANCED SQUAD LEADER CONVENTION, PRESENTED BY THE CRUSADERS
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THE EVENT

Come and enjoy an informal weekend of gaming to suit all strengths of player in the relaxing atmosphere of a sea front hotel.

The weekend offers the opportunity to take part in friendly or competition play. At present the final format is yet to be decided, but it is not anticipated that teams will be involved. The tournament will be arranged to encourage people to play as many games as possible.

A quiz and other events may be in the pipeline. ASL merchandise, courtesy of the Crusaders, will also be available.

THE VENUE

The Rosecrea hotel will have a sizeable room set aside for the tournament with a bar very close to hand. The Hotel offers accommodation at reasonable prices and has the usual amenities including en-suite and a swimming pool.

The hotel is situated less than 2/3 of a mile from the railway station and is a pebbles skip from the town centre and the wild night life of Blackpool. Fast food and more formal restaurants and eateries are to be found everywhere. The Fish 'n' Chip capital of the world!

Blackpool is easy to reach by land (rail or motorway) and even air!

So what are you waiting for?

THE COST

Entry into the convention is £7.00.

Crusaders get in for only £5.00.

Hotel Prices are as follows:

Bed & Breakfast £25.00

B&B and evening meal £30.00

4 Course evening meal £6.95

FOR FURTHER INFORMATION CONTACT

Steve Thomas,
19 Derwent House,
Samuel Street,
Preston,
Lancashire,
PR1 4YL

Or e-mail Trevor Edwards
100533.3125@compuserve.com

