

VIEW FROM THE TRENCHES

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VASL



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LIGHTER THAN A FEATHER - defending with the Japanese

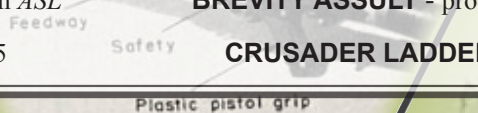
D1 2020 - ASL tournament action from a virtual Chelmsford

ZEN AND THE ART OF MG MAINTENANCE - thoughts on MG use in ASL

BREVITY ASSULT - product review

APOCALYPSE '45 - The British campaign in French Indo-China in 1945

CRUSADER LADDER - updated



Plastic pistol grip

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COVER: War throughout the world.

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

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All issue of *VFTT* can be downloaded for free from:
<https://www.vftt.co.uk/vfttpdfs.asp>

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PREP FIRE

Hello and welcome to a new issue of *VFTT*.

And on time for a third issue in a row! Which is surprising as the original plan to have a Korean War-themed issue complete with a couple of scenarios fell through fairly late in the day. Luckily a couple of other articles turned up around the same time, so with a quick change of plans I was soon back on track.

Planning to achieve a target, and adapting that plan as circumstances change so you still succeed is obviously something we as wargamers are use to doing, as it's something we encounter in every game we play, to one degree or another. How often do you set up your defence, only for a key unit to break on the first turn? Or find that your attack is held up by a stubborn HS that refuses to break no matter how much FP you throw at it?

'Til next issue, roll Low and Prosper.

Pete Phillipps

LASL L o n d o n ' s A d v a n c e d S q u a d L e a d e r s

London's Advanced Squad Leaders (LASL) welcome *ASL* players.

Meetings are being conducted using VASL due to the Coronavirus lockdown. Check the website at <https://londonasl.siterubix.com/> for the latest updates, or send your name and contact details to lasl.double.one@gmail.com to arrange a game and ensure there are no last minute problems.

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UK STOCKISTS OF *ASL* PRODUCTS

LEISURE GAMES, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327, e-mail them at shop@leisuregames.com or go to www.leisuregames.com.

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

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

BATTLEQUEST GAMES, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to www.battlequestgames.com.

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

INCOMING

PRE-ORDERS FROM MMP

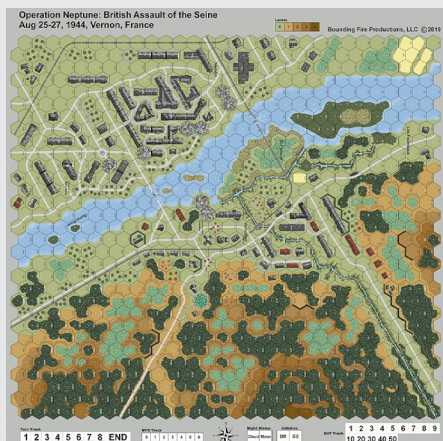
Having returned from a Covid-19 enforced closure, MMP have recently shipped the latest reprints of the *ASLRB* and *For King and Country*, and released a new produce, *ASL Starter Kit Expansion Pack #2*, which introduces the Chinese and overlays to *ASLSK* players. Unlike regular *ASLSK* modules this release requires players to own all four of the *ASLSK* modules to make full use of it. The bagged kit includes two new mapboards (k and l) and an overlay, one countersheet, a four page rules supplement, a four page QRDC and eight new scenarios set in locations ranging from China, Java, and New Guinea to Burman and India. It is available now for \$36 / £38.

MMP have also begun to release electronic versions of some of their *ASL* products, including all the *ASL Annuals*, the majority of the *ASL Journals*, and *Out of the Attic*. The full range of products can be found at <https://www.wargamevault.com/browse/pub/16529/MultiMan-Publishing?src=browse16529>.

In the pipeline is a pocket version of Chapter H, which is currently undergoing proofing and final checking. Although it will not incorporate an errata, it will include all Chapter H material released to date, included the revised French notes from *Croix de Guerre 2*. No release date or price has been announced, but MMP expect to make one "real soon now".

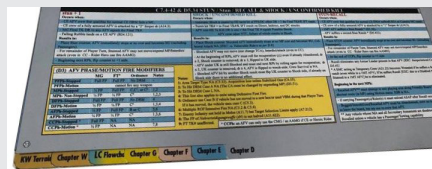
An updated Pocket Rulebook, which will have the latest errata incorporated, is also expected to be released at the same time. An electronic version of this is also planned to be released.

The *Supplemental Map Bundle* hit its pre-order number during the Covid-19 lockdown,



although no release date has been announced; the retail price is currently \$160 (so probably about £160).

MMP hope to release the updated reprint of *Hollow Legion* (which will include the *Soldiers of the Negus* module covering the 1936 Ethiopian War) at Winter Offensive 2021 (IE January 2021) although they are unsure if this will go ahead as planned due to Covid-19.



BIGGER RATS

Le Franc Tireur have released an updated set of *Rat Charts*. The new version 3 set contains 52 pages of charts and tables, and is available in laminated and un-laminated versions. The main additions relate to the release of *Forgotten War*, with a Chapter W section containing the Korean War specific charts. The national capabilities charts have also been expanded to include the Korean War nations, the Spanish Blue Division, the new Italian units from *LFT 14* and updated French for a future *LFT* module. It is available for €40 / £42 from <https://lefranc tireur.org/> or various stockists.

The future module will depict the fighting that took place between 15-28 May 1940 between German and French infantry units in a remote and heavily wooded area close to the Belgian border. The new units include Colonial troops and the French Foreign Legion, while there will also be some additional rules represent some OBA elements such as Interdiction and Counter Battery fire. The number of scenarios has yet to be confirmed but three CG are expected to be included.

Map samples from forthcoming products by LFT (top left), BFP (bottom left) and LCP (below).



FASCISM TO DIE ANOTHER DAY

With the annual ASLOK tournament no longer taking place as a FTF tournament in October due to Covid-19, the release of *Not One Step Back*, the second Death to Fascism scenario pack, has been delayed, and is now expected to be released at ASLOK 2021 instead.

50 BUNKER

Work is proceeding on *Dispatches from the Bunker 50* and it is currently expected to be released in late September/early October. Play-testing is ongoing for the scenarios which will be included, with two being East Front actions (one taking place during Barbarossa and the other for Red October) lined up. There will also be a late war German vs American scenario and 'Fury On the Logging Trail' the latest scenario in the Bougainville series.

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 aslunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com.

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<https://www.nhs.uk/oneyou/every-mind-matters/>



<https://www.samaritans.org/how-we-can-help/contact-samaritan/>



<https://www.mind.org.uk/need-urgent-help/using-this-tool>



<https://www.thecalmzone.net/help/get-help/>

VIRTUAL DOUBLE ONE 2020

Following Derek Cox's 'retirement' from running DOUBLE 1 after last year's event, Morris Legge and Gary Norman volunteered to take over the job, with Simon Staniforth assisting them. Had they know what lay ahead, I'm not sure they would have been so eager to take on the role!!

All the planning for DOUBLE 1 2020 went out of the window in March following the Government's announcement of a national lockdown to combat the spread of Covid-19. The situation had a devastating effect on the events industry, as events by their very nature involve bringing people together. Many large events, such as the Edinburgh International Book Festival, which take months of work to get ready, were cancelled soon after the announcement as it became evident that the lockdown was likely to remain in effect for several months. While smaller events often have smaller lead times, attendees may still have travel and accommodation plans to arrange, something difficult to do when there is every possibility the event will be postponed or cancelled. Therefore it was not a surprise in late April that the DOUBLE 1 organisers announced that it would not take place as normal. Instead they would run a VASL version of the tournament instead.

The idea of running a VASL tournament is not new, there have been a number of VASL tournaments running in recent years, but with FTF tournaments unable to proceed as normal many have switched to a VASL format instead.

This also led to a change in the structure of the tournament. Normally an assortment of themed minis take place on the Friday, while the three rounds of the main tournament take place on the Saturday the Sunday. This year, there would be no min tournaments, instead there would just be the main tournament, with a single round running on each day. There would still be three scenarios to choose from for the opening and final rounds, while the second round would still be the 'Blind Panic' round with a mystery scenario to be announced on the day.

To make things even easier for players, the organisers provided set-up files for each of the scenarios, with the boards, terrain changes and forces all ready for the players to start playing straight away.

THE SCENARIOS

SCENARIO	ALLIED AXIS		
AP143 Late for Chow	2	2	
BFP-52 Kachin Rangers	0	3	
FrF30 Bidermann's Escape	1	3	
HF6 Jackpot Jones	5	8	
LFT231 Cub Cub Hills	2	0	
RPT72 Yangtze Doodle	4	3	
SP259 Corridor To Extinction	3	2	
TOTALS	38	17	21

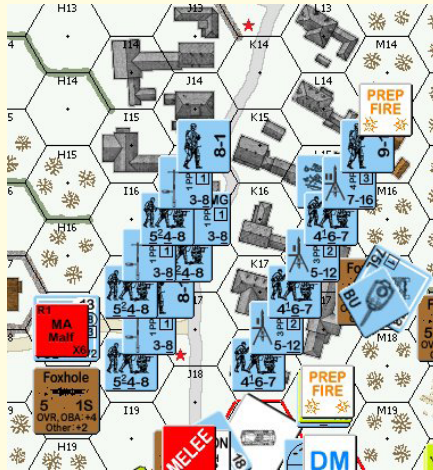
As usual, players were divided into groups of 4 (roughly based on ladder rating), and the groups were announced several days before the tournament was due to start, giving players a chance to contact their opponents and decide on their scenario selections. A couple of players even managed to get their first round games played before the Friday.

My first round game was against Paul Legg, and we both fancied play 'LFT 231 Cub Cub Hills', an Italian vs. French action from the recent LFT magazine. Set in Eritrea in 1941 this sees a small Italian force (7 squads and a pair of 65mm Inf Guns) defending three level 5 hill peaks against a dozen French squads, who must cross a lot of open ground to reach their objectives.



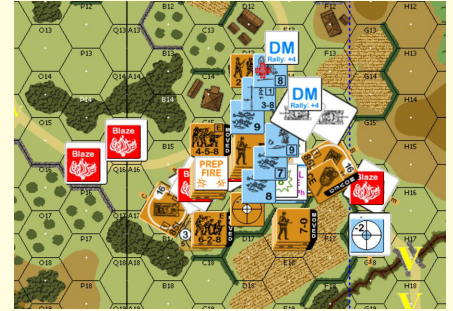
The good news for the French is they only need to seize a quarter of the level 4 and 5 hill hexes to win, and the Italians aren't strong enough to defend all three peaks. As the Italians I basically ignored Hill 803, but unfortunately there was one more level 4 hill hex on it than I thought as I hadn't noticed I3 was level 4 due to the brush!

The mystery scenario on Saturday was 'HF6 Jackpot Jones', from MMP's HASL module *Hatten in Flames*. I've never even punched my copy of the module so it was good to have a chance to play something from it. Unfortunately my American defenders crumbled in the face of Stefano Cuccurullo's assault, particularly from the withering firepower of his three kill stacks.



My final game was against Chris Doary, of Battleschool fame, on Sunday, and we decided to play 'SP259 Corridor To Extinction'. My Germans were set

up around the crossroads, with PF-toting SS squads surrounding the HIP vehicles (a JagdTiger and two Panzer IVs), with the intention of making it difficult for the Russian tanks to get close enough to take out my tanks. And it might have worked if the SS had been able to pass morale checks or find their PF to stop Chris swarming me and allowing him to ultimately wipe out my force and securing the crossroads.



So I went 0-3 for the weekend, my worse ever tournament result. Nil was also the amount of alcohol I consumed over the weekend, another tournament first for me - obviously sober play does not suit me :-)

The group winners were as follows:

- Group 1: Richard Dagnall
- Group 2: Michael Urquhart
- Group 3: Ian Ainsworth
- Group 4: Chris Doary
- Group 5: Mick Allen
- Group 6: Derek Cox
- Group 7: Dave Ramsey

Fingers crossed DOUBLE 1 will be back at the Writtle College in June 2021.

Ω

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	3	3	0
Mick Allen	3	2	1
Joe Arthur	3	1	2
Andy Bagley	3	2	1
Stuart Brant	3	2	1
Peter Burbery	3	0	3
Derek Cox	3	3	0
Stefano Cuccurullo	3	2	1
Richard Dagnall	2	2	0
Chris Doary	3	3	0
Bill Durrant	2	0	2
Matthew Ellis	2	0	2
Tony Gibson	3	2	1
Tim Hundsdorfer	3	1	2
Steve Hunt	3	1	2
Kris Koch	3	1	2
Paul Legg	3	1	2
Dominic McGrath	3	0	3
Santiago Penabella	3	1	2
Pete Phillipps	3	0	3
Sam Prior	2	1	1
David Ramsey	2	2	0
Magnus Rimvall	3	2	1
Ulric Schwela	3	1	2
Michal Sedlacko	3	2	1
Michael Urquhart	3	3	0
William Willows	3	0	3

The Crusaders

Open ASL Tournament Ladder

Virtual D1 2020 Update

This is a list of all active players (IE those who have attended a UK ASL tournament in the last two years).

The full ladder can be viewed on the VFTT website at

<https://www.vftt.co.uk/ukladder.asp?type=full>

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	87	79-2-6	4110	38	Dominic McGrath	203	120-3-80	2970
2	Mark Blackmore	140	108-0-32	3905	39	Bill Durrant	7	4-0-3	2965
3	Martin Mayers	167	99-0-68	3770	40	John Tait	19	8-0-11	2955
4	Martin Vicca	66	47-1-18	3690	41=	Santiago Penabella	3	1-0-2	2930
5	Craig Benn	144	111-0-33	3615	41=	Frazer Greenshields	3	2-0-1	2930
6	Marc Hanna	23	16-0-7	3505	43=	David Blackwood	120	49-0-71	2895
7	David Ramsey	95	55-0-40	3500	43=	Indy Lagu	38	14-0-24	2895
8	Michael Davies	131	75-1-55	3485	45	Andy Bagley	25	10-0-15	2890
9	Sam Prior	110	68-1-41	3480	46	Paul Legg	266	107-3-156	2885
10	Derek Cox	35	22-0-13	3420	47	Michael Essex	61	28-0-33	2880
11	Richard Domovic	23	16-0-7	3400	48	Steve Hunt	14	6-0-8	2860
12	Richard Dagnall	23	12-0-11	3365	49=	Wayne Baumber	107	47-0-60	2830
13	Simon Staniforth	146	86-1-59	3315	49=	Shaun Carter	85	38-1-46	2830
14	Gerard Burton	167	99-2-66	3290	51	Joel Ayres	6	2-0-4	2815
15	Ian Morris	122	69-2-51	3250	52	Kris Koch	8	2-0-6	2810
16	Ian Ainsworth	28	15-0-13	3235	53	Paco Mainez	5	1-0-4	2805
17	Tony Gibson	46	25-0-21	3230	54	Steve Cook	41	18-0-23	2800
18	Gordon Jupp	20	14-0-6	3225	55	William Willows	3	0-0-3	2790
19	Pedro Santos	9	6-0-3	3220	56	Alan Hume	4	0-0-4	2755
20	Chris Doary	3	3-0-0	3205	57=	John Martin	17	5-0-12	2740
21=	William Binns	109	56-1-52	3150	57=	Morris Legge	15	5-0-10	2740
21=	Mick Allen	42	25-0-17	3150	59	Malcolm Hatfield	76	32-0-44	2735
23	Peter Catchpole	5	4-1-0	3140	60	John Turpin	7	2-0-5	2710
24=	Ulric Schwela	60	29-2-29	3115	61	Pete Phillipps	270	117-0-153	2705
24=	Paul Saunders	27	15-0-12	3115	62	Paul Case	155	43-3-109	2700
24=	Michael Urquhart	3	3-0-0	3115	63	Gary Norman	61	23-1-37	2685
27	Joe Arthur	98	54-1-43	3085	64	Neil Stevens	74	29-2-43	2675
28	Magnus Rimvall	35	16-0-19	3075	65	Stuart Brant	70	23-0-47	2665
29=	Michal Sedlacko	3	2-0-1	3070	66	Peter Burbery	9	3-0-6	2660
29=	Jeremy Howison-Haworth	1	1-0-0	3070	67	Brian Hooper	193	70-2-121	2625
31	Neil Brunger	90	32-0-58	3045	68	Ray Porter	91	14-0-77	2610
32=	Matthew Ellis	44	25-1-18	3025	69	Ian Pollard	195	77-1-117	2585
32=	Stefano Cuccurullo	20	10-0-10	3025	70	Tim Hundsdorfer	29	12-0-17	2515
34=	David Turpin	6	3-0-3	2985	71	Adrian Catchpole	16	3-0-13	2445
34=	Rod Lobban	2	1-0-1	2985	72	Nigella Blair	298	105-1-192	2440
34=	Eoin Corrigan	1	0-0-1	2985	73	Andrew Campen	13	1-0-12	2405
37	Neil Andrews	10	6-0-4	2980	74	Nick Ranson	136	23-2-111	2260

Bounding Fire

Blackpool 2020

18th-22nd Nov '20

Headlands Hotel

Blackpool, UK



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.com, and we'll get back to you asap.

Thank you for your interest.

Lighter Than a Feather

Defending with the Japanese

Craig Benn

Duty is heavier than a mountain; Death is lighter than a feather - 1882 Imperial rescript to soldiers and sailors

Picture this, you're playing someone who preps instead of moves, who concentrates on rallying his broken troops rather than taking risks, and never tries to get behind you. Sounds pretty good...except you're the Japanese, and because you stripe, this means your troops have melted away and the accursed Gaijin have won.

So how do you defend with the Sons of Nippon?

I love the Japanese in *ASL*. Defending. Attacking. Fighting with them, fighting against them. Perhaps because I'm a law abiding, career civil servant and upstanding citizen... their sheer sneaky evilness really appeals. If you want to get the best out of them then you're going to have to embrace that inner evil buried deep inside you and revel in it. We do not fight fair and we do not give easy shots.

1. No shots for free

A stripe is a quarter of a squad dead. Two stripes is a half squad dead. A firefight where you break one of theirs and they stripe one of yours is a losing

proposition. You should only risk stripes when you can inflict Casualty Reductions/ KIA back.

Generally (not just in PTO) you defend in one of two ways. Either you stand off at long range and hurt the attacker on the approach (herd thinning) or hide from the attacker's superior firepower behind LOS obstacles (reverse slope). You then hit his assault troops at close range and retreat just before they're about to fully strike back. With the Japanese it's almost invariably going to be method two.

But that still leaves the problem of how do you kill rather than break.....

2. The art of camouflage - 10% HIP

Say a squad foolishly moves adjacent to your HIP 4-4-7 in Open Ground, what are the chances of a Casualty Reduction?

Well, an 8 minus 2 shot gets you a Casualty Reduction or better on a 5 or less (10/36 or 27.7%). Adding a -1 leader ups it to 15/36 or 41.66%. Making the adjacent hex kunai lowers it to 16.6%, jungle to 8.33%, while firing at someone in the open at 2-4 hexes range is also 16.6%.

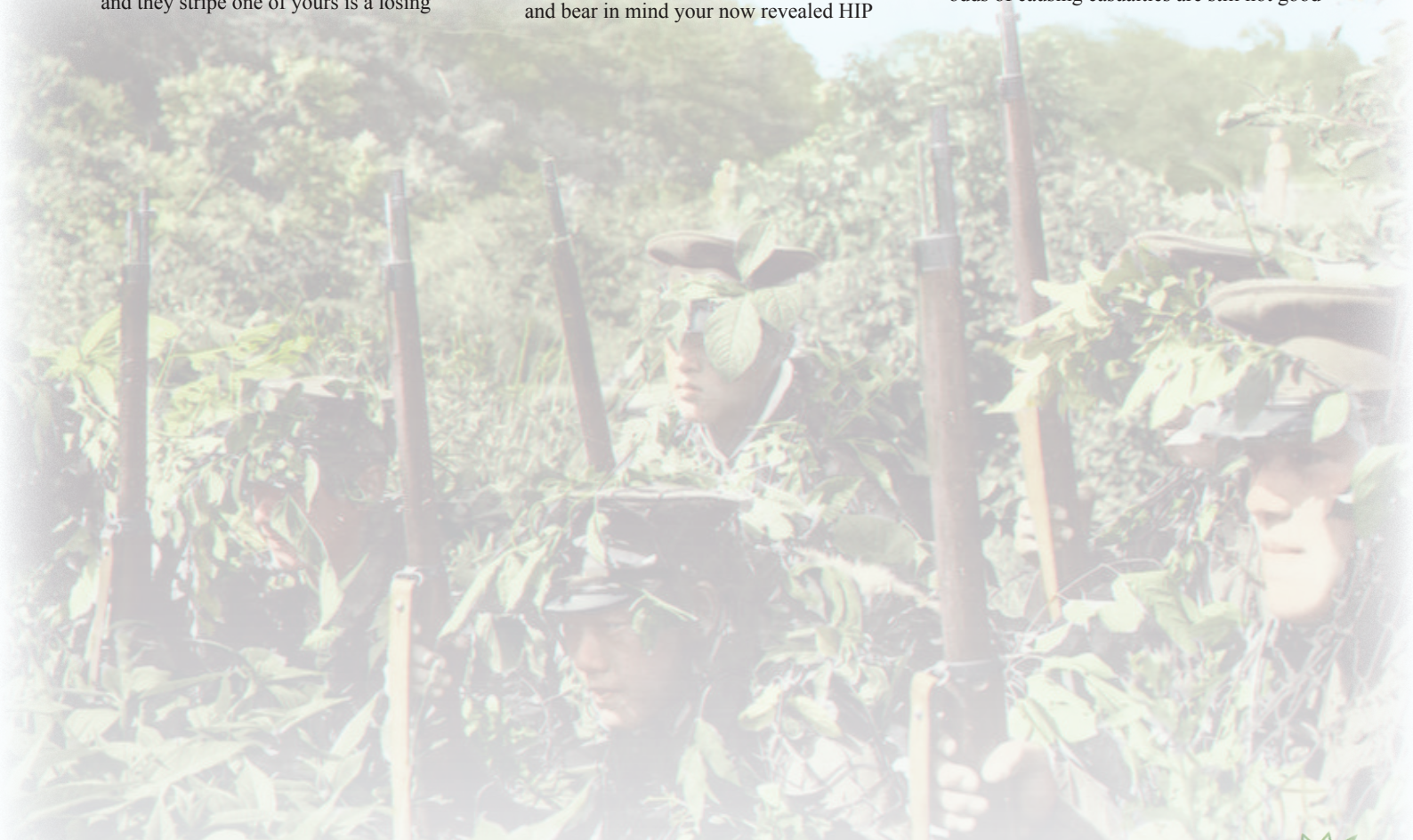
Now take a look at these numbers and bear in mind your now revealed HIP

squad is very likely going to be striped, striped again and most likely killed - especially if too far forward - for a 27% chance of a Casualty Reduction or better.

These are of course extremely rough numbers that don't take account of 12 MCs, covering, final firing (but you won't get a -2 for that) and other factors. But the basic principle is good. Even pimping up your HIP 4-4-7 with a LMG doesn't really help much - 8 and 12 FP attacks have the same chances of causing a Casualty Reduction or better, although it helps with longer range attacks. Adding a -1 leader doubles the CVP you're potentially going to lose so you need to inflict more damage to get your moneys worth.

So.... HIP Japanese are not for firingnormally. Rather than a 27% chance of inflicting casualties, you want a 100%+ chance. Which means hiding them in a position to kill by failure to rout ("FTR"), or close combat.

This is where G.4 comes in - stealthy HIP infantry (so not 2nd line unfortunately) in jungle, kunai and bamboo are not revealed when you enter their hex. You can either fire as TPBF or let them pass. Hint - you are not at Verdun. If you TPBF and they break they can rout away, and the odds of causing casualties are still not good



enough. Even a squad with a LMG on the 16FP table with a -1 in kunai is a 5 or less for a casualty reduction - so still 27%.

So a natural place for HIPsters is 2 hexes ahead of your defence line.

In the example opposite, the US squad moves forward from R7, through S8 and into T8 where it breaks and is eliminated for failure to rout. Of course if he doesn't break on your fire, you then have the option of using the HIPster for encircling fire. Of course you don't want to reveal a HIP unit before the Advancing Fire Phase but at the start of the Rout Phase if you can. And it usually makes sense to deploy two HIP half squads to block more rout paths.

Searching is not an attractive proposition vs. HIP Japanese. The search dr receives a +2 modifier (G1.63), a bamboo hex counts as 2 hexes, and there will normally be a -1 on the casualty dice for a stealthy defender. More likely is recon by fire, or even WP grenades in the MPH.

3. Those HTH numbers are obscene....

So if two hexes in front of your line is a little too obvious, maybe put them somewhere else? Like somewhere near a rallying point...

Consider this - a 4FP Japanese squad attacking a broken 4FP squad gets a result on an 11 or less with an Ambush. Base 7 for HtH, with -1 Japanese hand to hand, -1 ambush, and -2 vs. broken unit. Three pips on the ambush dice is a 58% chance of an ambush (-2 concealed, -1 stealthy, +1 advance vs. Jungle/kunai/bamboo, while the defender is +1 broken). Even a 1:4 attack gets a result on a nine. That's a lot closer to the 100% casualty infliction rate you're looking for.

If there's a leader with the brokies, then you need to have set up your HIP guys within 2 hexes of the rally point so you can Assault Move/advance. Otherwise you lose concealment and the brokies can rout away.

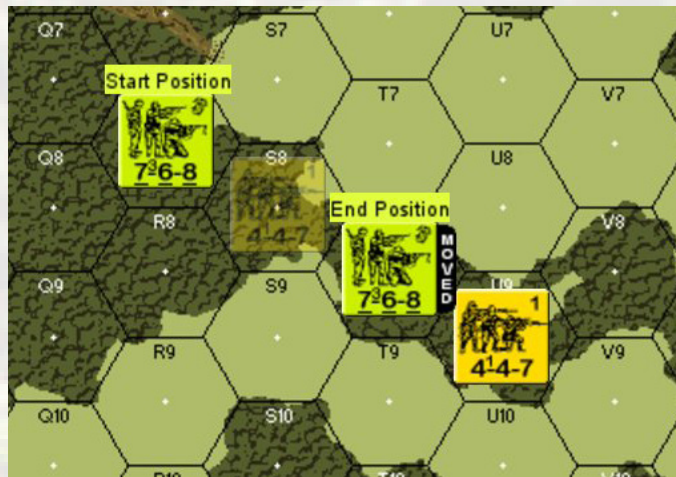
In the example opposite the Japanese squad sets up in M2, as the most likely routs are to N0, N1, N2, N3, O1, O2 or O3 rather than P1, P2 or P3 which leaves brokies in sight of the revealed Japanese positions and getting re-DM'd if shot at.

4. Double breaking

It should go without saying that rather than trying to break lots of units, you concentrate your fire on already broken units. This can be easier said than done with the typically limited LOS of jungle fighting.

It's usually worth FPFing if you have a -1 leader and the enemy has just spent a lot of MF. For example in the MPH, if the Allies move a concealed stack adjacent to you uphill in jungle (4MF) so you know there is a leader present.

As Japanese leaders function as commissars, a -1 leader bumps up infantry



morale by two pips. If you're lucky enough to have a 4-4-8 with a LMG, then you can get four consecutive 6 flat attacks (assuming the first attack nixes concealment which it will do on an 8 or less). You only stripe on 11s. Obviously 12s are bad but I never promised it would be risk free, did I?

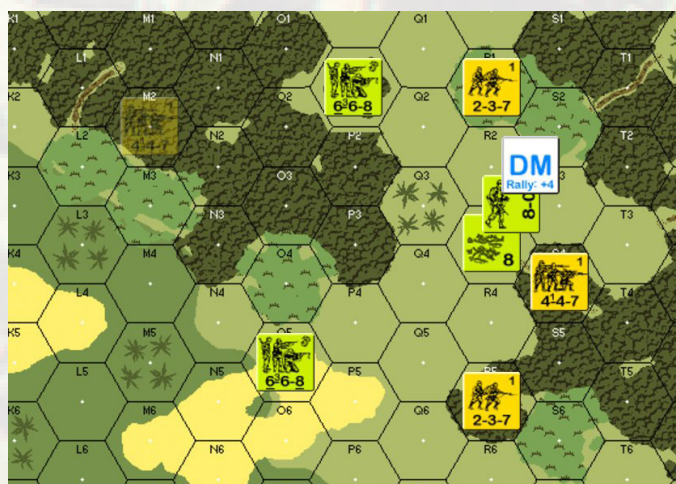
That leadership commissar effect and the fact that Japanese half squads broken morale isn't one lower like normal half squads is great. Voluntary break a 2-3-8 half squad, get it back to a -1 leader and rally terrain and it rallies on 11s. Well worth doing when your pinned CX half squad is about to be jumped on by a filthy marine 7-6-8 and 8-1 combo. A squad can voluntarily break (G1.13) into two broken half squads, but if striped only to one.

5. Japanese pill boxes are things of beauty

They really are. You don't appreciate them enough. Go and read G1.632 and then burn some incense at your local Shinto shrine in thanks. Finished? Okay...

Firstly they and their contents are HIP in concealment terrain on top of your 10% allocation. Note that you don't get the G.4 benefit in jungle, kunai or bamboo though - if someone enters your hex, you get revealed.

But think creatively. Say there's a



big field of kunai. You could stick the pillbox in the middle of it, and in your main defence line behind the pillbox set up some fire lanes that go through that hex. Your opponent should avoid that hex. Point the pillboxes covered arc away from the avenue of advance and back at your own guys. You're in the same position to set up encircling fire shots and stop routing that we discussed above.

But you're completely protected from recon by fire through your NCA.

Firing at the hex with the pillbox in it doesn't reveal you. The pillbox is a separate location from the hex, so your opponent would have to state they were firing at a hypothetical pillbox (and through the CA not the NCA) or use Area Target Type (see B30.34). There's a Gamesquad thread on it;

<http://www.gamesquad.com/forums/index.php?threads/hip-unit-in-hip-pb-reveal-question.156969/>

It's fair to say some people don't like it but all the accounts I've read stress it was virtually impossible to spot Japanese pillboxes until you were literally feet away from them.

If this wasn't enough every pillbox gets a free tunnel. You can't find a tunnel by searching. It has to be used in the LOS of an opposing unit (B8.63).

There are all kinds of tunnel shenanigans. But here are a few - put the tunnel exit at a likely enemy rally point. You get to advance concealed into that hex. Although I much prefer fighting people who won't strike back in close combat, it can also be worth using it to attack unbroken types. You automatically come out concealed, and because there is no LOS between the tunnel and the exit Location, the defenders don't get to fire at you or voluntarily break (although they can break from other units).

Also for any type of victory conditions which involve capturing pillboxes, that tunnel exit can be to a HIP unit in jungle, kunai or bamboo - nearly impossible to find. And if the pillbox is left garrisoned, you move into the tunnel on the last turn and advance concealed into the

pillbox Location.

But the great thing is the NCA small arms immunity. The one thing to fear as the Japanese is a large number of attacks with a moderate chance of inflicting a MC. Eventually that results in stripes, but if you compartmentalise the battlefield into slivers it's much harder

for the Allies to create either a large multi-hex firegroup or generate lots of moderate attacks.

A pillbox's main vulnerability is to Close Combat. Allied firepower is usually superior in raw numbers, so it's not as easy to mutually annihilate each other (no Hand to Hand with the -1 Japanese bonus) and there's a +2 on the ambush mods.

Wire and mines or both in the same hex if you have them is good. But mostly you need to cover a pillbox with fire from other positions, and possibly re-man it via tunnels if the original occupants are killed.

A HIP unit outside the pillbox but in the same hex is another option. The pillbox cannot be attacked in CC if there's a friendly unit outside (B30.6). Crucially the unit outside does not get the +2 ambush modifier for the pillbox. No portion of the Japanese player's CC force is in a pillbox (A11.4).

6. We are attacking.... defending....counter attacking!

A sustained firefight is rarely in the Japanese interests, so naturally you'll want to counter-attack to kill those units that have just broken. Otherwise they'll just rally.

The Japanese on the attack is a subject in itself and possibly an article for the future. So I'll just say timing is everything, and may never arise in a scenario. On the defence you will almost certainly be outnumbered so you have to balance the risk to your OB from defensive fire vs. how much you can hope to achieve.



7. Anti-tank tactics

Do it properly. Go away and read G1.421 on tank hunter heroes (particularly G1.422 on HIP ones in 1944-45), G1.6121 on anti-tank set DCs, G1.613 on daisy chains, and G1.62 on immunity from PAATC.

You might lack anti-tank guns with decent TK values but there's more than enough in your bag of tricks to keep armour at a distance.

The rules for tank hunter heroes have changed and unfortunately some of the more sleazy stuff is no longer allowed. It used to be worth dotting HIP Tank Hunter Heroes around the map waiting for unsuspecting CX squads to advance into their hex. Even with 1 FP Japanese HtH combat made the numbers respectable. Alas those days are over. The opposing side has to have AFVs in it's OB, THHs are eliminated when revealed involuntarily, and you can only lose HIP voluntarily to make an attack. Enemy squads that walk into their hex during the MPh kill them and can carry on moving...unless jungle/kunai/bamboo (G.4 still applies).

So after moaning a bit about how much better it was in the old days, what is the best way to use them?

We'll look at the mechanism for using them - an 8MF banzai by a heroic SMC who is eliminated at end of Player Turn if he doesn't get to attack. He might die outright from -2 shots. But if he fails a MC and wounds, and has spent more than



3MF already he will Pin if not already in the AFV's Location to die uselessly at turn end.

Put yourself in the mind of the opposing AFV commander. Where is the best position for his vehicle so he can fire at your boys. Now set up your hero so you have cover to get to that hex, kunai rather than Open Ground to stop the -2. But ideally in the Prep Fire Phase you'll smoke the tank - which is why you got that 50mm mortar in the first place. Save your special ammo for then.

If you have more than one THH HIP, separate them. Ideally you want to come at an AFV from opposite sides so the second hero doesn't eat the same residual that stopped the first. You want to be within 3MF of that target hex if possible. If the opposing AFVs have flamethrowers, you want to be right in front of that high value HMG bunker so you can CC Reaction Fire. If Gun-armed it will probably stay further away and your heroes will generally have to be further forward of your main line (provided G.4 applies).

I generally choose to HIP most of my allotment of THHs if I can, but leave one or two spare for in-game creation. Separating them out means you don't have to sweat the 50% chance of failing to create one when you need to, suffering concealment loss and a possible Pin.

Anti-tank Set DCs will turn any AFV into a blazing wreck and hit any accompanying infantry on the 36 column. The downside of course is that you can only stick them on a road (EXC: bridges). You can use a HIP tank hunter hero to press the plunger and his 9 morale for the Task Check seems more attractive than a 7 morale squad. However he is eliminated if revealed so a MC from OBA or recon by fire means you lose that DC.

You can surprise someone who doesn't know the rules, but the simple counter-tactic is to keep the AFVs off the roads. So the main value is as a threat - you don't want it to be found by searching, and you want to concentrate your other A-T assets off-road.

Immunity from PAATC doesn't need much explanation. My view is that it changes the rule of thumb from "Don't CC Reaction Fire" to "Do it" as it nearly doubles your chances of affecting a moving AFV. Situation dependent of course. One minor benefit is if roads are in play you can stay concealed in jungle-roads without having to roll for it. Combined with striping rather than breaking you can put squads (but not half squads) in outpost positions that you wouldn't normally consider because of their vulnerability to AFVs.

Apocalypse '45

Britain's Vietnam War

I wrote this years ago to accompany the 'Kukris at Long Kien' scenario that I worked on in the late 1990s and which was ultimately printed in the VFTT100 bonus. With September 2020 being the 70th anniversary of the start of the British operation in French Indo-China, now seems an appropriate moment to print it - Pete

If the Korean War is the Forgotten War, then the British operation in French-Indo China in late 1945 is almost an unknown war, yet the British fought the Communists insurgents before the French or the Americans, in the days and months following the Japanese surrender and the end of World War Two.

In September 1940 Japan took advantage of Germany's recent defeat of France to force the Vichy Government to accept the deployment of Japanese troops and aircraft in French Indo-China, from where they could strike against China. Soon after, Ho Chi Minh founded the League for the Independence of Vietnam, or Viet Minh, and in 1944 began a moderately successful guerrilla war against both the French and the Japanese. In March 1945 Japan formally took control of French Indo-China and imprisoned the French troops there. Following the Japanese surrender six months later, the Viet Minh quickly declared the independence of Vietnam, established a government under Tran Va Giaou, and set about trying to prevent the French from resuming control.

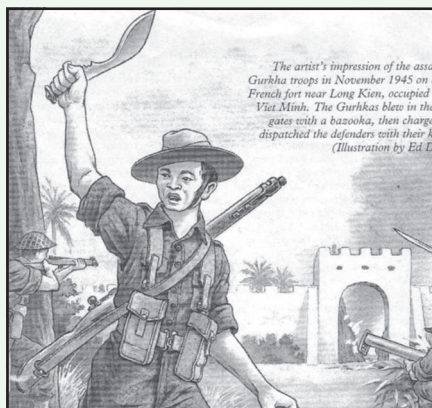
The first Allied force to arrive in French Indo-China was the elite 20th Indian Division under Major General Douglas Gracey, which began to arrive in Saigon on 11th September as part of Operation Masterdom. Gracey was under orders not to become involved in the conflict and just disarm the 70,00 or so Japanese troops in the country. Despite this Gracey was persuaded by the French to re-arm their local colonial

infantry regiment, some 5,000 men in strength.

On 21st September Gracey declared martial law throughout Indo-China south of the 16th parallel, and then began to ease the Viet Minh grip on Saigon. Things went peacefully at first, as the Viet Minh troops were replaced by his own, who then gave way to the few French troops of the 5th Colonial Infantry Regiment arriving from France. However, on 23rd September the local French commander Colonel Jean D'Cedile regained full control of Saigon in a bloodless coup. On the night of 24th/25th September a Vietnamese mob rampaged throughout the city and many French civilians were butchered. The Viet Minh attacked the Allied forces in the Saigon area, and numerous skirmishes and attacks on Saigon took place during October.

At the end of October a British/Indian/Japanese force known as Gateforce (after its commander, Lieutenant Colonel Gates) began a series of operations which slowly pushed the Viet Minh away from Saigon.

As more French troops arrived,



The artist's impression of the ana Gurkha troops in November 1945 on a French fort near Long Kien, occupied Viet Minh. The Gurkhas blew in the gates with a bazooka, then charged and dispatched the defenders with their bayonets. (Illustration by Ed D.)

The Gurkha charge at Long Kien as depicted in Practical Wargamer Vol 10 No 7 (Jan/Feb 1997).

they assumed control from the British, and control of Saigon was turned over to the French in early December. Thereafter the British began to withdraw, and by the end of March 1946, only a few command and security elements remained. British casualties were around 40, with the Japanese and French suffering similar losses. Viet Minh losses were estimated at over 2,500 dead.

RE-FIGHTING THE WAR IN ASL

British, Indian, Gurkha, and Japanese troops were all involved in action against the Viet Minh from September 1945

to March 1946, while the French fought against them from September 1945 to the end of the French Indo-China War in July 1954.

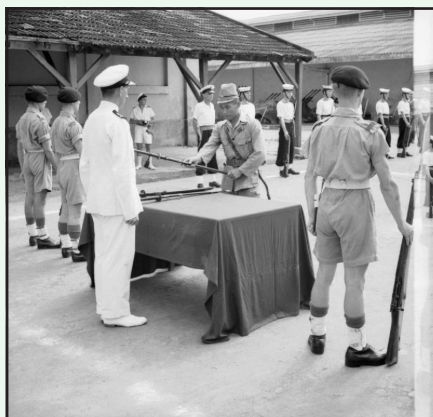
British, Indian, and Gurkha troops are treated exactly as per *ASL*. Because of their elite nature, use 4-5-8 MMC to represent British units.

The initial Viet Minh uprising disrupted British efforts to disarm and repatriate the Japanese. Because of their limited numbers, the British drafted the Japanese into the fight against the Viet Minh. The Japanese fought as courageously for the British as they had against them. These forces are treated exactly as per *ASL*.

The first French forces to serve in Indo-China consisted on the whole of re-armed former POWs. Thus they are represented by French rules and counters. From 1946 to 1954 units of the reformed French Army served in Indo-China. Because they were armed largely with the same weapons they had started World War Two with they are treated exactly as per *ASL*. However, French Army morale was much improved because of its war-time experiences, and so their broken Morale is increased by one (this is N/A to Green MMC). Because of restrictions on the deployment of conscripts overseas, Green MMC may only be brought into play thru Unit Substitution. French Foreign Legion troops are represented by elite MMC and are considered to have an underscored Morale factor.

From 1945 to 1946 the French used a number of captured Japanese tanks, mostly Type 89 Mediums and Type 94 Lights. All normal captured equipment penalties apply to their use. Thereafter, they used M4A3 Shermans and M24 Chaffee tanks. Captured equipment penalties do not apply to their use.

The Viet Minh are treated as Partisans, except they use a mixture of French, Japanese, and Chinese SW. They do not suffer captured weapon penalties when using these SW. They may conduct Human Wave assaults (A25.23), and exchange leaders for Commissars as per A25.22 at all times. Only Viet Minh Guard MMC may



A Japanese naval warrant officer surrenders his sword to Sub Lieutenant Anthony Martin in a ceremony in Saigon.



Vietminh forces in 1945.

Deploy.

For DYO purposes, British units use the 44-45 row of the British Chart on p.H71; Japanese forces use the 7/44-45 row of the Japanese Chart on p.H98; French units use the 12/43-5/45 row of the Free French Chart on p.H127 [EXC: from 1946 onwards the LMG# is 6, the MMG# is 12, and the HMG# is 15]; the Viet Minh use the 42 row of the Russian Chart on p.H6 (they must also make a dr for each allotted SW; on a dr ≤ 2 they receive the Japanese version, on a dr 3-5 they receive the Chinese version, and on a dr ≥ 6 they receive the French version. There is a -2 drm during 1945, a +1 drm during 1946-1948 and a +2 drm thereafter).

In the absence of appropriate information each side should be given an ELR of 3 in a DYO scenario. The Viet Minh, being Partisans, have an ELR of 5. French ELR is 2 during 1945. French Colonial troops always have a basic ELR of 2. French Foreign Legion units have an underscored Morale factor and always have an ELR of 5.

The majority of the actions were similar to later actions fought by the Americans in Vietnam, although the Viet Minh did launch several conventional attacks (for example, 13th October 1945 saw a Viet Minh attack on Tan Son Nhut airfield which was barely repulsed by its French-Japanese defenders).



British General Douglas Gracey (right) relinquishes command in French Indo-China to French General Jacques Leclerc.

FURTHER READING

There is little written about the British involvement in French Indo-China in 1945, with most books about the French-Indo China War/Vietnam War not even mentioning it or dismissing it in a couple of sentences. Peter Dunn's *The First Vietnam War* (Hurst, 1985) is one of the few books written solely about it, although it is long out of print and difficult to get hold of nowadays. *Practical Wargamer Vol 10 No 7 (Jan/Feb 1997)* featured an article on gaming actions from the campaign with miniatures. More recently, there was an article about the campaign in *Britain at War 101 Sept 2015*. There are also a number of online articles that look at the campaign.

Ω

Brevity Assault

The Desert is a Hard Mistress

Luis Calcada

Brevity Assault (BA) from Advancing Fire, an Italian publisher, is a fresh new evolutionary approach for the *ASL* ecosystem. The idea is to link *ASL* scenarios with the immediate upper level of military decision, where full companies and support units are handled, using an "engine" that looks promising and playable for small operations. Operation Brevity, in North Africa looks like a perfect fit for this new system.

BA is not just a Campaign Game with an *HASL* map, where you have a front line and interconnected scenarios, but a much more wide area for your units to operate on.

Three different approaches can be used for this module, to get some fun and quality time from your investment.

1. Just play the scenarios

Is this a module where you show up and start pushing some counters and roll some dice? No. However, if you are already proficient with the desert rules, you just have to read a couple of pages of SSRs and the local terrain rules to play the seven given scenarios.

Of those, two are played on the desert geo maps, and the other five on the three somewhat thin but gorgeous maps. These should be unfolded and folded carefully.

The scenarios are medium sized and depending on the players knowledge of chapter F may be played on a single, albeit long session. The subjects are unusual and

interesting to say the least.

"BA1 Good Morning at Halfaya"
- can a company of Bersaglieri stop six mighty Matildas?

"BA2 Capuzzo" - the storming of desert Fort Capuzzo

"BA3 Halfaya to the Sea" - the last stand at Halfaya North

"BA4 The Taking of Sollum" - the British attempt to seize Sollum

"BA5 The Tail of the Scorpion" - The Germans retake Halfaya North

"BA6 Pastor's Surprise" - how a battery of 88s obliterated a British armoured assault

Playing on these historical maps it's a privilege...

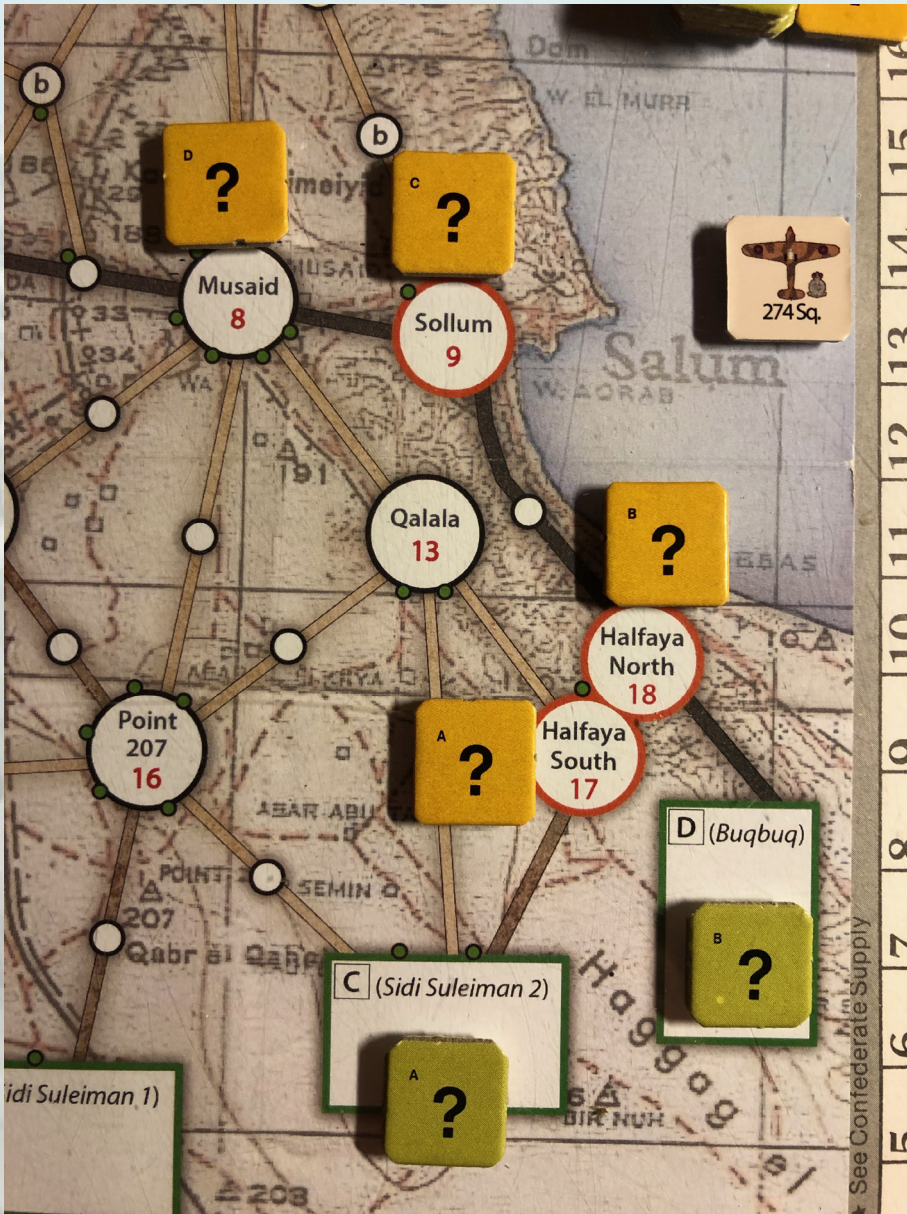
2. Play the game just on the operational level

BA has an operational map only slightly larger than a A4 sheet. The playing area is defined by a network of nineteen Main Locations (MLOC). Those are connected by roads and tracks to Secondary Locations (SLOC) and bordered by staging areas (entry boxes). Each MLOC has a predefined historical map composed of *ASL* geo desert maps (26-31), seasoned with overlays, and three *HASL* maps used for Halfaya North, Halfaya South and Sollum.

Should combat happens in Secondary locations (SLOC), a physical location has to be generated with 3 geo maps.

There is a choice of three





Campaign games to simulate/play/”Role Play” “CG1 Operation Brevity” is the full operation with 18 turns, “CG2 Halfaya Sollum” covers the right flank and lasts 5 Turns/CG dates, and “CG3 Capuzzo-Sidi Azeiz Sector” covers the left flank for 9 turns.

Each days has nine turns, from 07:00 to 20:30. Each operational turn is 1.5 hours. Each unit on the operational level has a morale number based on *ASL*, that dictates the willingness to engage the enemy.

The *Brevity Assault* order of battle lists all the involved operational size units. All the Italian, German and British units are there. Trento and Ariete Italian divisions, 15th Pz and 5th Light, the British 22nd Guards Brigade, the 7th Support group and the Royal Australian Army. All this over 24 clear pages, where each unit has the operational counter side by side with all the *ASL* components. An *ASL* “historical” document.

The operational units depict three man silhouettes for infantry companies, like *ASL*. I would have used the simple NATO symbols here to mark a difference. The vehicles silhouette are adequate and well designed.

A few new concepts are introduced to deal with the operational stage.

Operational units run on two modes, Moving and Setup. There is a movement phase, and a Combat Phase

During the Movement Phase you can do actions such as:

- Change the mode of a unit/stack,
- Move a unit/stack,
- Deploy available Air support,
- Refuel your units.

Move your units on the operational map, and if you enter a location with enemy units, a combat (*ASL* scenario) might develop, sometimes depending on an Operational Task check (oTC).

All the operational units have operational movement points (oMP). The German ACs (wheeled) are the fastest vehicles with 15 oMP , the tanks (tracked) have 6 oMP, and Matildas, 2 oMP. The ACs spend 3 oMP for each road path, 3oMP for each good track and 5 oMP for each Poor track. Tanks spend 2 / 2 / 3 and Matildas 1 / 1 / 2 oMP respectively.

A Combat Phase follows the Movement Phase

BA gives an alternative simpler way, of resolving combats. On the company level, there are modifiers for setup, movement, AFVs, Matildas, 88s etc. This combat do not require an *ASL* scenario to be played which means a shorter game instead





the alternative quick way of solving an *ASL* scenario.

The desert is a harsh mistress....

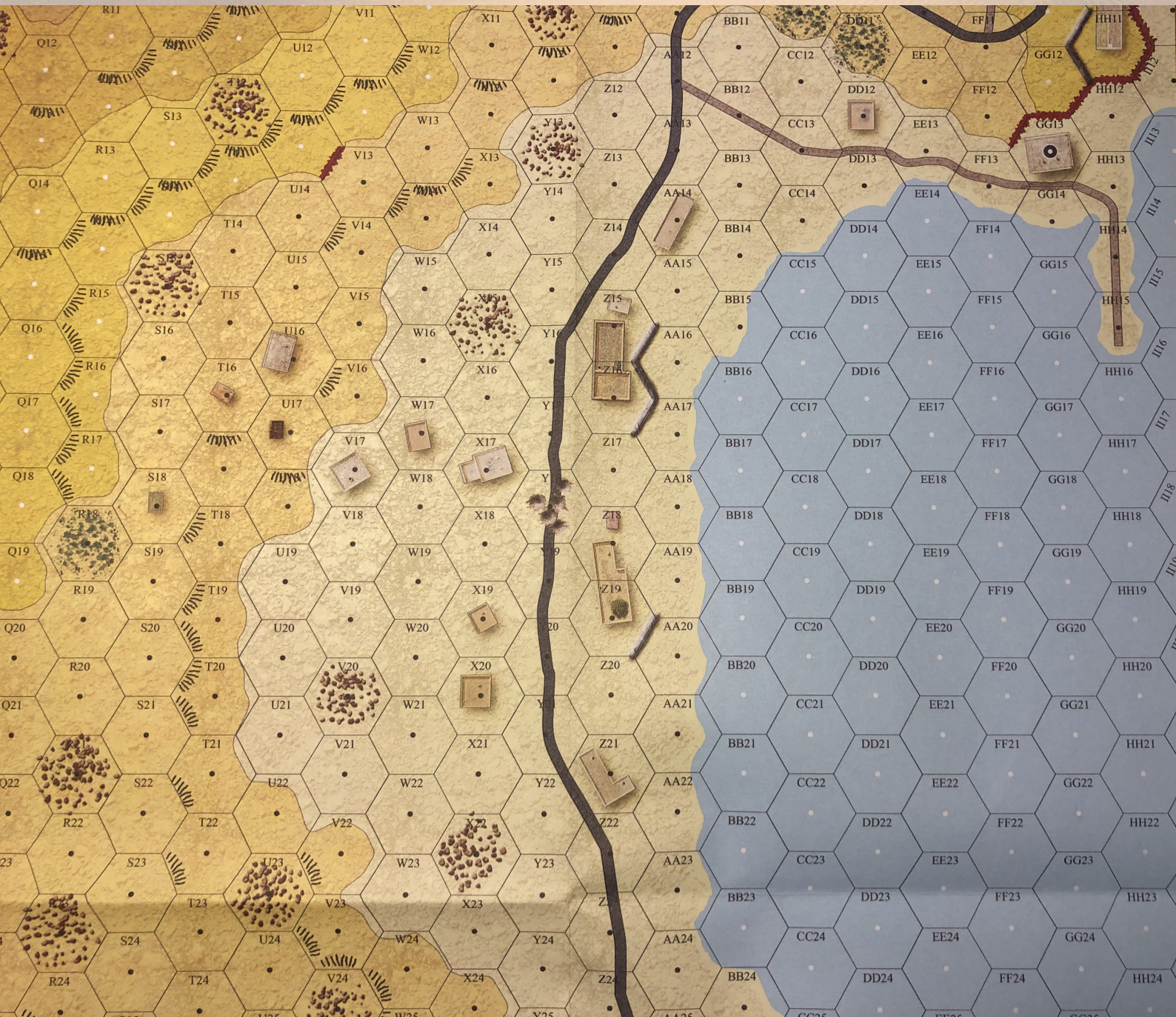
Brevity Assault might be seen as a labour of love, a simulation, a time

machine, or just a game, depending on your perspective. Nevertheless, hats off to Sebi Caltabiano for this piece of the African campaign history.

If this is your first *ASL* desert adventure, dive in. Read the vernacular version of chapter F (see *VFTT 10* for a

copy of these - Pete), take some time to understand the maps, picture the elevations, choke points, roads and tracks, and play your first scenario.

Brevity is an operation and operations need planning. However if you have reached this point in *ASL*, the planning





is as workable and fun as is playing.

Why should the desert (a flat, arid and barren environment) requires so many rules? It is not that the terrain is complicated, but by adding dust, hindrances, moving vehicles, formations and cunning manoeuvres, you have complexity enough for analysis paralysis...

Start with "CG II Sollum" with five turns starting at 07:00, to be finished at 13:00. Literally one morning duration.

Read the CG VC and focus accordingly. Where do you get points? How much time (turns) are needed to reach these locations? Do you know the road/track network available? Alternatives? Fuel needed? reserves? And expected opposition?

Focus on the reinforcement alignment and air support. Plan accordingly.

Fuel is of utmost importance on the desert. A vehicle is only a valuable asset while mobile and properly used. Hence, avoid having your Matildas or any other tanks, stampede through the desert without refuel plans. There are no counters for tankers but lack of fuel will lose you a turn, which can prove lethal...

The war in the desert is dynamic

and speed is important. This is the place where the flimsy armoured cars (AC) shine. The movement and manoeuvre are vital to attain success.

Get used to the operational stacking rules. Three platoons equal one company. Figure out the DVP of each formation.

Get used to DUST/SMOKE, trailing from any vehicles moving. Pre-Calculate the possible hindrances, gun type (L, LL) and distance drms. Study Platoon movement, Sun blindness, Heat Haze and all desert quirks. It will speed play.

Do you like Carriers? Learn their proper use before playing. There are a couple of excellent articles on the Annuals, Journals.

Do not squander your vehicles. You will lose mobility which is essential in the desert.

The OBA support can be used as Counter battery fire (CBM), adding red cards to the enemy OBA modules or even silence them. A very good idea.

Bibliography and Games

The playing of this ASL module can be enormously enhanced by reading the

Operation Brevity story on the following books:

Desert War Then and Now - Jean Paul Pallud (After the Battle, 2013)

Tank Combat in North Africa - Tomas Jentz (schiffer Publishing, 2004)

Brazen Chariots - Robert Crisp (W. W. Norton, 2005)

The Campaign of North Africa - Jack Coogins (Doubleday, 1980)

And how to fight in the desert:

Elite 162 - World War II
Desert Tactics - Paddy Griffiths (Osprey Publishing, 2008)

Gunned-up in the desert - A West of Alamein adventure (*The General Vol 25 No 3*)

For those of you who appreciate comparison analysis on a similar scale the following games might be of some use for Operation Brevity

Operation Crusader (GDW)
Campaign for North Africa (SPI)
DAK (The Gamers)
Blazing Chariots (MMP)

Ω



Zen and the Art of Machinegun Maintenance

Craig Benn

Can you think of a scenario that doesn't have machineguns in it? 'Retaking Vierville' maybe - possibly some all armour clashes between gun only AFVs... but you'd be struggling right? They're only a humble part of an OB and often taken for granted. If you want to improve your game you tend to concentrate on the more complicated - vehicles, OBA etc. but it's important to get the basics right first...

On the defence

The most important consideration is range. Your 4 FP MMG has the same value as many squads but with a range of 10-12, squads are halved firing back at best and maybe completely out of range. So...

Rule 1: Keep your distance

Especially if the machine gun is four portage points or more so you can't rout with it. Always embarrassing to get shot at by your own weapons.

Rule 2: Stay out of enemy LOS at setup (usually)

This is easier if you obey Rule 1. Make sure the enemy kills stacks are moving into your LOS and not the other way round. This also stops you getting smoked in.

Rule 3: Keep firing

You're going to attract a lot of return fire. So you need to mitigate the risk of fire breaking or killing your boys. So as a rule of thumb, keep a spare half squad or crew nearby in case the original owners get whacked. Using a leader to deploy a manning squad is also an option.

Put it in a position where it is unlikely to have to move during a scenario - so not necessarily in/near a VC area but somewhere that covers the approaches to a VC area.

Rule 4: Don't keep firing

You also want to keep firing until the end of the scenario. A B11 machine gun has a 1 in 12 chance of malfunctioning. A B12 machine gun that uses sustained fire has a 1 in 6 chance of malfunctioning or breaking. A 4FP machinegun needs a -1 modifier to have a 1 in 12 chance of causing a Casualty Reduction or better. A 6FP machinegun has a 1 in 12 chance if the mods are flat. Of course it can be worth taking low odd chances (EX: to DM a big stack) but you don't have to fire every turn. Let the barrel cool. Intimidating the other guy into not risking -2 shots is also valuable.

Rule 5: Good LOS and Bad LOS at the right times

Good LOS when opposing long range firepower is weak, Bad LOS when the opposite is the case. Good LOS usually means upper levels of buildings or hills, Bad LOS can be pillboxes, caves or simply spots where you can only see a sliver of the board due to LOS obstacles.

Think on this - even with a ROF3 weapon, 50% of the time you will only get 1 shot. 25% of the time you will get 2 shots. 12.5% of the time you get 3 shots etc. (assuming cowering isn't an issue.) Unless you roll fairly low on the IFT, the average result you can hope for is a MC. If you want to kill an enemy squad, by breaking, double breaking (down to a HS) and triple breaking (eliminating the HS) - it takes 3 shots. You don't need to see the entire enemy OB, as long as you have sights on an arc of clear ground that has to be crossed. This stops large multi-hex fire groups coming back at you.



The ideal position for a MG is a bunker (pillbox/trench) where you can switch between restricted and unrestricted arcs as you need. Buildings which stop you switching arcs due to field of fire limitations, but don't restrict incoming fire can be the worst. (Note Defensive First Fire in the MPh doesn't fix your Covered Arc in the Defensive Final Fire Phase [A9.21]).

Rule 6: Firelanes baby, Firelanes

See above for how many shots you're actually going to get rather than how many you think you're going to get. So if you're only going to get one shot, why not take that shot and have a firelane too. Note you can fire lane down a continuous slope.

Firelanes work best in tandem where two machine guns can fire down narrow corridors - protected from incoming fire - in an X shape. They're very hard to avoid.

Remember too a fire lane attacks all units in a banzai/human wave when placed and each impulse.

Rule 7: Watch out for the VBM

You're a priority target. Place your

MG nests near AT assets. Certain terrain is AFV-proof - crags, graveyards without a road, pillboxes (you can fire out even with a vehicle in the same hex), cellars. Upper levels of buildings will force an enemy AFV to go CE.

MGs can knock out thin skinned AFVs of course, and always be alert for underbelly shots. A StuG coming over bocage is Stunned/killed on a 4 or less from a .50cal US MG (Base TK5 +1 range - 2 aerial armour factor). Not too shabby when you factor in ROF.

Rule 8: Basic basics

Generally don't HIP as you want to be firing every turn and will reveal them quickly anyway.

Most people will stick leaders with MGs - and this is a good idea if you have unlimited leaders. You really don't want to cower a crucial fire lane! But if you have non-covering troops Finns, Brits, Fanatics etc. think carefully about it. If you've obeyed Rule 1, then your leader may be too far away or may be exposed to too much fire to rally your other brokies and that has to be the primary responsibility (EXC: -2 leaders in open-ish terrain).

But... if you have 5 portage point MGs, a squad without a leader has only 2MF and difficulty skulking. Advancing into a building with 2 MF causes CX.

Stacking multiple MGs is generally wasteful except in high TEM battles such as city fights.

It's worth firing a squad's inherent with a MMG because with zero modifiers a 6FP attack is three times as likely to cause a Casualty Reduction as a 4FP attack. If you have a HMG though, 8 and 12 FP attacks have the same chances - better to keep your inherent for someone else if you have a full squad

Rule 9: The most important rule

The most important rule is to know when to break the rules. Depending on the situation some of the above advice could just be plain wrong. So lets look at a 'real life' situation...

BFP 14 Opening Phase

The Germans have one HMG and two LMGs. Have a look at the map and decide where you'd put them. Of course no battle occurs in a vacuum (well maybe space battles) so from a quick look at scenario card what do we need to consider when

"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 (29 Apr 2020)
Martin Castrey, 32 Swallowfield, Tamworth, Staffordshire, B79 7SG (02 May 2020)
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, Brightmet, 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, Wrattling 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 (24 Aug 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 (23 Aug 2020)
Nick Ranson, 31 Ashlog Grove, Halstead, Essex, CO9 2QH (26 Jul 2020)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (23 Aug 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 (01 Aug 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 (23 Aug 2020)
John 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 (26 Apr 2020)
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 Burgin 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 (17 Aug 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 (18 Jun 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 (27 Aug 2020)
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, Gateacre, Liverpool, L25 4SW (15 Jan 2020)
Damien Maher, 21 Crestor 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, Elmets Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (17 Aug 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 (31 Aug 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)
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 (22 Jun 2020)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (25 Feb 2014)
Stefano Cucurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (25 Oct 2019)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (16 Apr 2019)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Jeremy Howison-Haworth, 15 Balcares 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, Cophorne, 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 (17 Aug 2020)
Joel Ayres, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)
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 Standon, 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 (24 Aug 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)
Frazier Greenhields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (13 Jul 2020)
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 (23 Aug 2020)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)
christopher bourne, 52 horsenden lane north, greenford, middsex, 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 Dunnoke 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)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (18 May 2020)
Ian Morris, 21 Lombard Street, Lichfield, Staffs., WS13 6DP (18 Aug 2020)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (25 May 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, 6/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (30 Aug 2019)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (01 May 2020)
Pete Phillips, 19 Main Street, Kirkcriston, Midlothian, EH29 9AE (23 Aug 2020)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
Alan Sheffield, 1 Barns Ness Terrace, Inverwick, 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 Dalgaime, Cupar, Fife, KY15 4JQ (04 Feb 2019)
James O'Neill, Flat 73 Woodside Tower, Motherwell, Lanarkshire, ML1 2HX (16 Jul 2020)
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.

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HEROES 2021

ADVANCED SQUAD LEADER TOURNAMENT

4TH - 7TH MARCH (THURSDAY THROUGH SUNDAY) 2021

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2021 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

The Headlands Hotel is familiar to those who have attended in recent years and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before 1 March 2020 (entry is £20.00 after that date).

HEROES 2021 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to HEADLANDS HOTEL) to Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. You can also telephone them on 01253 341 179 to book your room.

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