

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 111

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ALPINI ALONE - using the Italian Alpini in SASL

SEE PAPER TIGERS RUN - a brief look at an *ASLSK* scenario

TANK HUNTER HEROES - quick reference guide

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COVER: The editor's cat Taz, plans his next move.

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 the first *VFTT* of 2021, which will hopefully be better than 2020 – surely it can't be any worse! (“Yes it can. And don't call me Shirley”)

Covid restrictions have made it difficult for people to get together over the past 9 months, and many have turned to *VASL* for the first time to get their *ASL* fix. Many events have been forced to go online to take place during 2020, and *ASL* tournaments have been the same, with many taking place over *VASL* rather than cancel. So I'd like to give a special thanks to Rodney Kinney for all his work back in the late 1990s developing *VASL* in the first place, and to everyone who's worked on it since then to improve it and turn what started life as a Java program for playing *ASL* online into the versatile game engine for playing online adaptations of hundreds if not thousands of different games nowadays. Head over to the website at <http://www.vassalengine.org/> and give it a try.

'Til next issue, roll Low and Prosper.

Pete Phillipps



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

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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

BRITS AND ITALIANS

Following a delay caused by the countersheets being incorrectly printed by the printers, MMP finally began shipping pre-order copies of the latest reprint of *For King and Country* just before Christmas, with retail orders due to ship in the New Year.

The updated reprint of *Hollow Legion* (which will include the *Soldiers of the Negus* module first produced by ELR in the mid-90s, which featured scenarios taking place in the 1935-36 Italo-Ethiopian War and included a countersheet of Ethiopian squads and Italian colonial troops) is expected to be placed on pre-order in January, with printing currently planned for February.

Although MMP's annual Winter Offensive tournament is not going ahead as planned in January due to Covid-19, a new *Winter Offensive Bonus Pack* is expected to be released in 2021.

Proofing and final checking continues on both an updated Pocket Rulebook, which will have the latest errata incorporated, and a pocket version of Chapter H (which will include all current Chapter H material released to date, included the revised French notes from *Croix de Guerre 2*; whether it will include the material from the reprint of *Hollow Legions* has not been confirmed). MMP are also working on a set of pocket charts to compliment the two pocket books. Electronic versions are expected to be made available at <https://www.wargamevault.com/browse/pub/16529/MultiMan-Publishing?src=browse16529>.

Looking further into 2021, MMP expect to place both *Sword and Fire: Manila* (a HASL module covering the 1945 battle to liberate Manila, which will include over 20 scenarios and 5 CG, along with half a dozen mapsheets and several countersheets) and the *ASL Overlay Pack*

on pre-order. *Special Ops #10* (which will contain the usual selection *ASL* and *ASLSK* material) is also scheduled for release in 2021, having been delayed in 2020. There are also plans to release a new *ASL Journal*, the first since 2017. Although the *Supplemental Map Bundle* hit its pre-order number during the summer of 2020, no release date has yet to be announced for it.

ADVANCING FIRE ON PROKHOROVKA

Italian company Advancing Fire are continuing work on their module *Prokhorovka*, which depicts the fighting around Oktyabrskii State Farm and Hill 252.2 during the battle of Kursk, and are aiming to place it on pre-order around February. The module is planned to contain ten scenarios and a CG, various rules pages, several countersheets, and half a dozen mapsheets, with four of these combining to form a 39.5"x116" map representing the so-called "Tank Fields" of Prokhorovka.

BUNKER AT DINANT

Dispatches from the Bunker 50 was released at the end of October 2020. 'Fury On the Logging Trail' is the 10th scenario in the Bougainville series, while 'To the Neman' takes place on the opening day of Operation Barbarossa and 'Morning Massacre' sees the Americans and Germans clash in France in August 1944. The final scenario is 'A Stalinesque Christmas' which takes place on a small portion of the *Red October* map and sees the Russians clash with a Croatian force attached to the German defenders of Stalingrad.

Prices have risen with the release of issue 50 and a four issue subscription is now \$20.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is



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



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



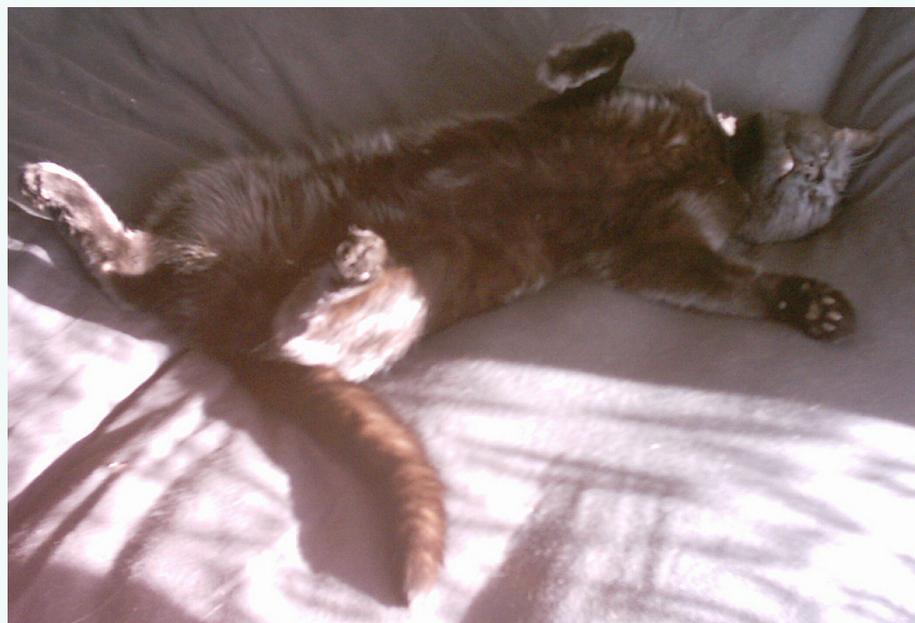
<https://www.mind.org.uk/need-urgent-help/using-this-tool>



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

\$75.00. Individual PDF back issues are available for \$3.00 each, except for issue 44 which is \$10.00 due to the included *HASL* game, and issues 1-8, 10, 13, 16-19 and 28 which have had their material which was reprinted by MMP replaced and are only \$2.00 each. Payment can be made by PayPal to PinkFloydFan1954@aol.com, and they can be connected by emailing them at aslunker@aol.com.

Ω



Taz relaxing in the sun in July 2003.

IN MEMORIAM

This issue of *VFTT* is dedicated to my cat Taz, who passed away peacefully in his sleep at 8am on Tuesday 17th November 2020, after several months of declining health. He was 19 (give or take, being as I found him as a stray in September 2002 and the vet reckoned he was no more than a year old at the time), which is a damn good age for a cat as they average about 14 years. He is sorely missed.

HOW PAPER TIGERS RUN

Pete Phillipps

John Martin recently sent an email to a number of local *ASL*ers asking them for their thoughts on how to play the Italian turn 1 in 'S10 Paper Tigers', one of the scenarios from *ASL Starter Kit 2*. The scenario sees an Italian force retreating from the Greeks during the early part of the campaign. Although the *ASLSK* rules are the same as those in *ASL*, there are numerous options not available, such as:

- No deployment
- No concealment
- No bypass movement
- No snipers (so you can roll as low as you like :-))

The VC are simple: the Italians win immediately upon exiting ≥ 10 VVP off the west edge, with each squad worth 2VP and each HS or Leader worth 1VP. The Italians enter on GT1 on the east edge, followed by the pursuing Greeks; a Greek flanking force can enter on the north or south edge on a dr of ≤ 2 on GT2, a dr of ≤ 4 on GT3 and a dr of ≤ 6 on GT4.

The Italian plan is simple - run away! There are four stacks each consisting of a leader and two squads, which form the exit force, while the rest of the Italians are expected to stand and die slowing down the pursuing Greeks.

The Italian exit forces CX on GT1 and move as far west as possible. Two squads (each with a LMG, and one with the malfunctioned MMG) move onboard and cover the A8-A10 entry hexes - any Greeks entering here will suffer a 4FP Defensive

First Fire shot with a -1 for FFMO if they Assault Move onboard, although they can avoid this by advancing onboard instead. These squads then fire in the Italian GT2 PFP against any Greek units in A8-A10 as these hexes have a clear LOS to J9, which the northern Italian exit force need to move through on GT2 to avoid taking the slower route through the grain.



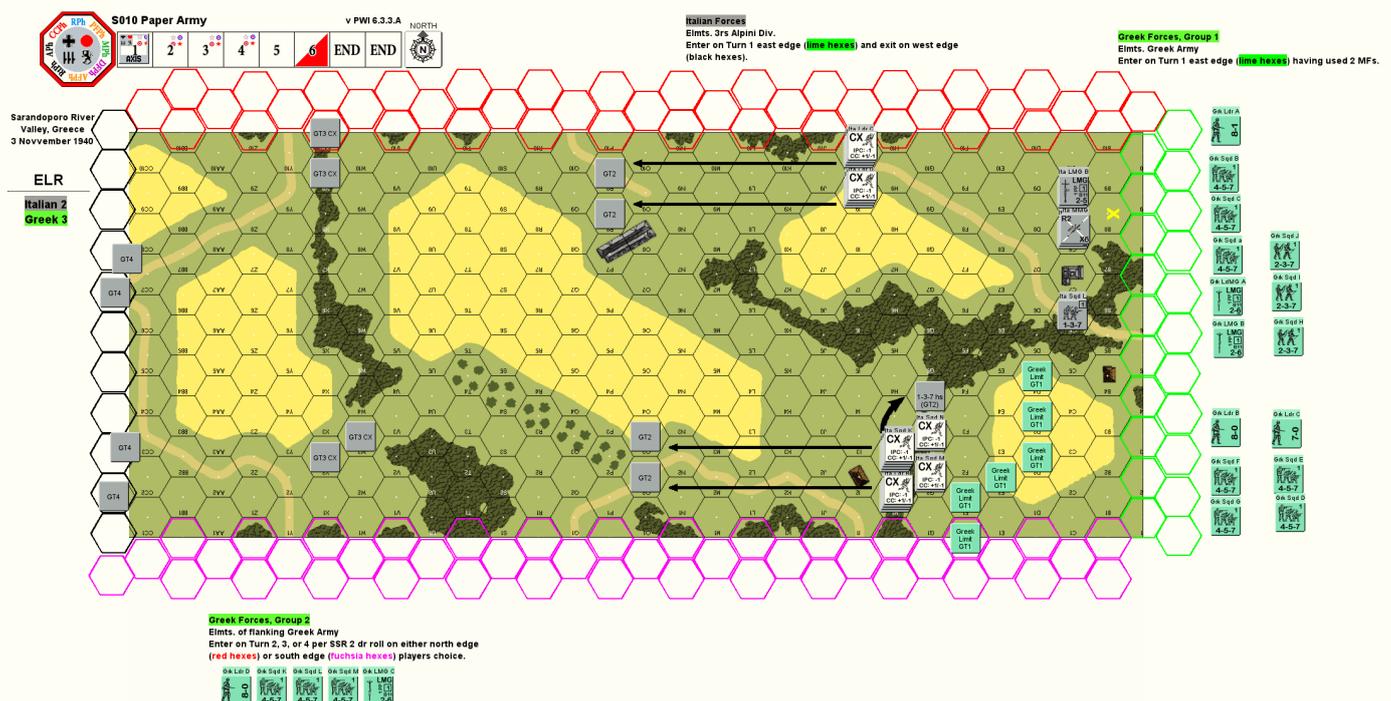
The HS on C6 covers the road, forcing the Greeks to move through the woods to approach it, which will slow them down as they enter having already expended 2MF. The other three HS enter with the southern exit force stacks but stay in the G2-G3 woods rather than advance into H1-H2 so they can screen the grain area around D2. Any Greeks entering along A1-A4 can only reach the edge of the grain along E2-E2 on GT1 by CXing leader stacks. These HS skulk out of LOS in the Italian GT2 MPH and Advance back into the G2-G4 woods in the APH to stop the Greeks moving forward on GT2 since they will have to enter the Open Ground hexes ADJACENT to the

HS and suffer 2FP shots with -1 for FFMO and -1 for FFNAM if they do so. This will stop the Greeks getting into positions in the woods to have LOS to the southern Italian exit forces when they move during GT3.

Greek success would appear to depend on when the flanking group enters. As enough of the Italian exit force can potentially exit in the Italian GT4 MPH, the Greeks need the reinforcements to arrive in their GT2 or GT3 to have any chance of stopping them. If they arrive on GT2 then a couple of squads in the X8-X9 will make it difficult for the northern Italian exit force, as they will have to go through the grainfields either side of the W6-X5-X5 woods or risk approaching the Greeks across Open Ground and taking them out in CC.

The third squad, with the LMG and the leader move to X4 to cover the southern route; in this situation the best Italian move on GT3 is to move to V3 and V4 then advance units into W3, W4 and W5 and force the Greeks to either Prep or move back in their GT3.

If the Greeks enter on GT3 and the Italian exit forces have reached X2-W3 and X9-X10 then the flanking force faces several problems. The first is that it needs to enter west of hexrow X to have LOS to the Italian exit forces as they move towards the west edge on GT4, but pretty much all the available entry hexes west of hexrow X are Open Ground hexes which can be hit by shots (albeit CX) from the Italian exit forces.



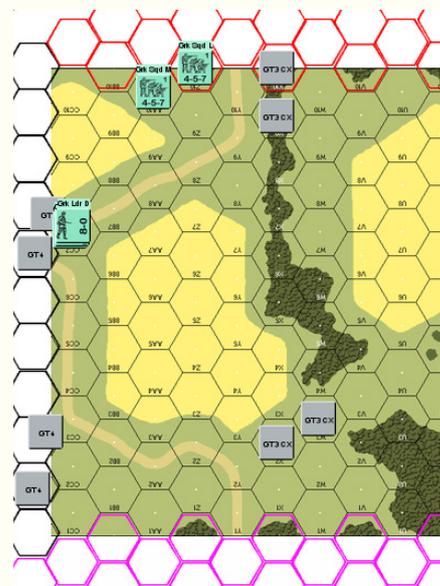
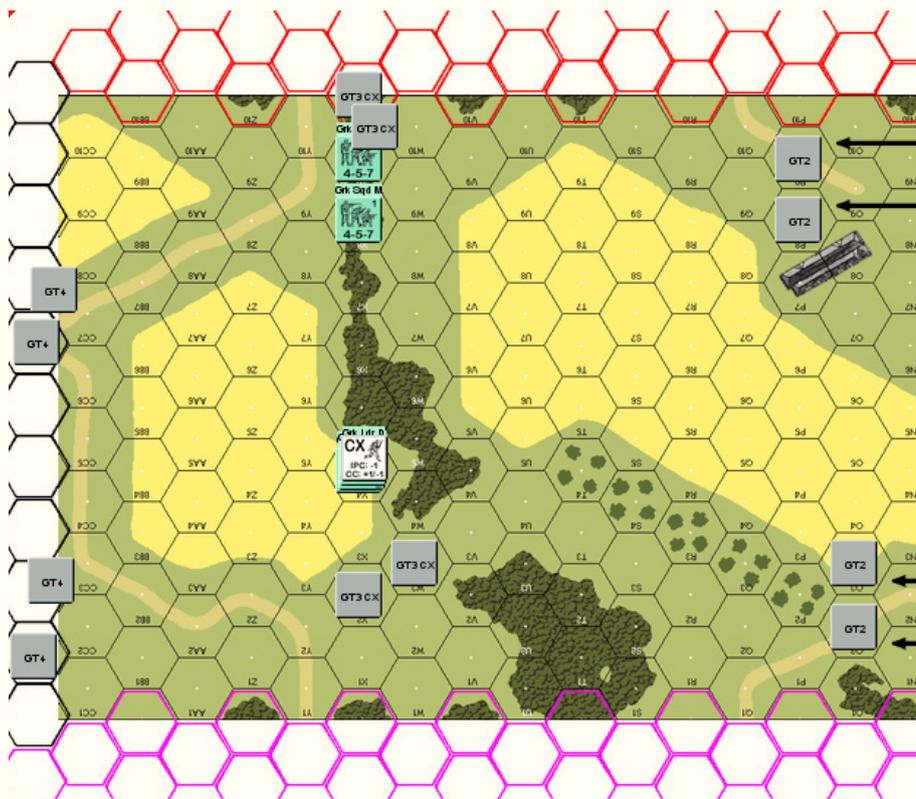
This is compounded by the fact that there are four Italian exit stacks, and only three squads and an LMG in the Greek flanking force. Each stack contains 5CVP of troops and the Italians need to exit at least 10CVP to win, so the Greeks must stop three of the four from exiting on GT4, meaning the Greeks have a 4FP shot against two different stacks and a 6FP shot (from a leader directed squad manning the LMG) against a third stack.

Since the Greeks can only enter on one mapboard edge entering on the north edge means that any shots against the southern Italian exit force will be at long range

through several grain hindrances, and the same problem exists for shots against the northern Italian exit force if they enter on the south edge.

With that in mind, the squad with the LMG and the leader enter first, moving from CC10 to CC8. Assuming they survive the Italian Defensive Fire against them (with CC10 offering the Italians their best shots) they then advance into CC7. From here they can make a 6FP shot with the -1FFMO and -1 FFNAM against any Italians entering CC2-CC5 (or at 4FP if they enter CC1, since it is long range for the squad).

The other two squads set up in



offboard hexes AA11 and Z11 and advance to AA10 and Z10, allowing them to shoot at the northern Italian exit stacks as they enter Y9 and Y10; if the Italians Prep Fire instead then they will not be moving and exiting.

Should the squad with the LMG and leader fail to reach CC8 during its movement then the squad in AA11 will have to move to AA10 and hopefully survive so it can carry on into BB9 and CC9 so it can advance into CC8, allowing it a long range shot against a southern Italian exit stack that moves to CC2; the other southern Italian exit stack then moves into CC1 where it cannot be attacked by Subsequent First Fire as CC1 is not in normal range of the squad in CC8.

Ω

BOUNDING FIRST FIRE 2020

Like many other tournaments in 2020, BOUNDING FIRST FIRE 2020 was held online using *VASL*. The tournament structure remained pretty much unchanged though, with a number of two round minis on the Thursday and the main tournament consisting of two rounds on Friday, two on Saturday and a final round on Sunday. A 'scratch scenario' was also available for play throughout the weekend, as were options for friendly gaming. As normal, the main tournament scenarios (and the scratch scenario) were currently unpublished designed provided by Bounding Fire.

I did not feel like taking part in the main tournament as I wasn't keen on spending 12+ hours in front of a computer playing two scenarios each day on *VASL*, but arranged to play a friendly game of

the scratch scenario against Neil Stevens on the Friday, and a friendly game of 'LFT257 Too Little, Too Soon' against Martin Mayers on the Saturday, but with my cat Taz passing away on the Tuesday I was not really up for gaming so neither of these took place.

That made BFF2020 the first Crusader Ladder rated UK tournament I did not take part in, ending a record of attending 63 consecutive tournaments stretching back to the very first UK tournament, INTENSIVE FIRE 95 which took place in November 1995!

The main tournament winner was Aaron Cleavin, who won the main diorama along with a copy of *Operation Neptune* from Bounding Fire when it comes into print. The runner up diorama went to Paul

Chamberland, who will also receive a copy of *Operation Neptune*. Third place went to Ian Ainsworth who won an *Action Pack* and a set of Battleschool Dice.

The winner of the final mini (played using the Semi Final and Final scenarios) was Joe Arthur who won a £25 gift voucher from Second Chance Games.

There was one clear winner of both the Snakeseyes and Boxcars prizes, with David Blackwood winning each sniper figurine will rolls of 32 and 30 respectively.

"Congrats to all winners and thank you everybody for taking part and making it a success somewhat against the odds."

BFF co-organiser Martin Mayers

NOTE CHANGE OF MONTH!

HEROES 2021

ADVANCED SQUAD LEADER TOURNAMENT

22ND - 25TH APRIL (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 11 April 2021 (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							

Across the Wire

AFV Desert Combat Training

Gerry Proudfoot

This was originally posted by Gerry to GameSquad, and is printed here with his permission – Pete.

On the afternoon of June 10th, Italy declared war upon France and England. At a single stroke, the fight had leapt beyond the confines of Europe to become a “world” conflict. On the 16th, two troops of B Squadron, 11th Hussars, were patrolling the frontier when one of the drivers spotted an Italian column of tanks and trucks, loaded with infantry, moving north along the track on the Libyan side toward Fort Capuzzo. This was reported by radio to the Squadron HQ, even as the leader of the second troop spotted another column eastbound on a converging course. Altogether, the British now had 29 Italian tanks and 70 trucks in view. The Squadron CO ordered an immediate withdrawal. But the first troop had already moved through a gap in the frontier wire and opened fire on the Italians.

Announcer: This is BBC London. Today we are pleased to bring to our sports fans Game 1 of the 1940 European Cup between Arsenal and AC Milan. We take you now “**Across the Wire**” to Nezvét Ghirba, Libya and our Sports Sunday team, Reginald Fitzroy and Tom Harris.

Fitzroy: Good afternoon to everyone here in northeast Africa, those at home in Britain and to all our allies and friends in the Empire, Commonwealth and elsewhere. I am Reginald Fitzroy coming to you live from the pitch near Nezvét Ghirba in Libya.

Harris: ‘Allo to all listening in. Oi’m Tom ‘arris and Oi must say that Oi’ve not seen a pitch in this sort of condition in all me years. Just look at all the rocks and scrub out there, it’ll be a wonder if anyfing but a camel could manage much distance out there. An’ the heat. Glory be, it must be 120 degrees out there.

Fitzroy: Aye, Tom, it is hot at that. Note the Light Dust (F11.71) and the Intense Heat Haze (F11.621). Why don’t you give the folks at home a description of these Arid Climactic Conditions (F11) and how they might impact today’s match.

Harris: Whoiy, I’d be delighted Reggie. Well, it’s quoit simple really. Light Dust adds a DLV Hindrance DRM equal to a subseequent dr that is halved (FRD) to awl IFT an’ TH DR. Note this don’t applio to OBA, DC, FT, Fire Lane or Specific Collateral Attacks.

Intense Heat Haze adds a DLV Hindrance DRM of +1 to awl attacks on the TH tables and the IFT against infantry at range of 7

hexes or more and continues to add +1 for every six hexes thereafter. Against a vehicle the same +1 DRM is applioid beginning at range 13 and adds an additional +1 for every 12 hexes after that.

Since Oi commented on the rocks and scrub, Reg, whoiy doant you explain t’ the lis’ners about their effects on movement, etcetera.

Fitzroy: Quite right, Tom. Well, there is not much to it you see. The rocky bits are called Hammada (F3). Fully-Tracked AFVs needn’t worry about Hammad and most other wheeled vehicles are not affected all that much as long as you stay out of the Hammada directly. Although, if one is in a lorry or on a motorcycle or sidecar one might want to apply some caution. A driver can offset many of the dangers by expending twice the normal MP cost to enter Hammada or a hex that is Accessible to Hammada.

A handy table is provided in the PRB, or, for those with the original Chapter F Rules, on the chapter divider.

As our boys from Arsenal are in armoured cars today they would not normally have to worry about hexes accessible to Hammada as long as they pay the extra MP cost. However, and this is important, both the Morris CS9 and the Royals Royce armoured cars use truck movement, so there is some danger of puncturing a tire or breaking a leaf spring. So ‘slowing down’ would be in order except in the direst of circumstances.

Harris: And Scrub, Reg. ‘ow will that terrain affect today’s festivities?

Fitzroy: There again, Tom, there is not much to it. Scrub is not an obstacle nor a Hindrance to LOS and is treated as Open Ground (1.1) other than for Gun Emplacement (F.1A), movement costs, (2.21), concealment (2.3), Hammada Immobilization (3.31), and when Accessible to Broken Ground (13.1). That said we’ll leave the more complicated items out of it for today as they won’t be applicable.

Movement cost for Infantry is one MF; cavalry and wagons, two MF; full-tracked vehicle, two MP; halftrack, three MP; armoured car or motorcycle; four MP; truck, six MP. Scrub is also concealment terrain but only for Infantry, Dummy Stacks, entrenchments and Emplaced Guns.

All very simple, really.

Harris: Thanks, Reg. That was a vewy

concois and informative description. Oi can jus’ picture both terrain types in me minds oi as we sit ‘ere.

Fitzroy: That should be easy, Tom. If you open your eyes you can see the Scrub and Hammada right out on the –

Oh, you cheeky devil, you were having me on. I’ll remember that.

Harris <guffaws>: Oi got ya there, mate. Anyway, time for a message from our sponsors and the Ministry of Supply.



Harris: Roight, welcome back everyone. The Ministry is roight, of course, so don’t forget to donate your old aluminium pots and’ pans and any other bits of metal you ‘ave lay’in about. Spitfires an’ ‘urricanes don’t grow on trees.

Fitzroy: Excellent point Tom. Looks like we’re only moments away from the coin toss so why don’t you give us all a rundown of the upcoming match.

Harris: Wot we ‘ave today is a motorized column from the 1st Libyan Division protected by a number of Italian assault guns and tank destroyers moving north just the other side of the border wire. Those AGs and TDs are manned by a number of drafts from the Milan Football Club. They are all new to the desert and their vehicles, so are considered Inexperienced Crews (D3.45), which means they all ‘ave a 6+1 armour leader and cwew morale. That is a handicap where TH DR and weapons Malfunction are concerned.

On this side of the wire the British will need that handicap as they will be outnumbered from the outset. A large number of our

lads from the 11th Hussars are drafts from London Arsenal and they have crossed over the border wif' the mission to interfere with the column's movement. Arsenal needs to score 6 VP more than Milan to win. That sets up the match.

Oi! 'ere comes the Ref, looks like he is ready for the coin toss. Up it goes,... and he is signaling that the British kick off the match with the first move.

Fitzroy: Inexperienced Crews, Tom? Combine that with the vehicle notes for the L3/35 and its aa and cc variants that will mean the crews will have the added problem of only being able to make attacks while being buttoned up.

Harris: You are correct Reggie.

Fitzroy: And here comes the Italian column moving onto the pitch. I see that they are moving quite slowly in order to avoid raising much dust. Very thoughtful for the passengers in all of those trucks further back. It must be frightfully hot in those assault guns with the hatches all battened down.

Harris [exclaiming]: There goes the whistle! The match is on. Second *Leftenant* Vyvyan Gape and his No.1 Troop lead the opening move. I see No 1 Troop has only two cars

this afternoon and it looks like Sgt Jenkins in Bravo is striking for the head of the column in the midfield, closing at high speed,... but still avoiding the Hammada.

Quoit the plume of Vehicle Dust (F11.74) being raised by Jenkins as he waces onto the pitch. Note that Vehicle Dust can exist whenever Light Dust is in play. A vehicle that *enters* a new hex at 2 MP or less will be followed by a Vehicle Dust counter. There are a number of weasons why a vehicle Dust cloud may not be raised but the one that concerns us today is if the vehicle expends a start MP in the hex it leaves. If so, no Vehicle Dust counter is placed.

Oh! And here comes Gape moving hard against the rear of the column and Milan's backfield.

Fitzroy: Very aggressive moves by Arsenal, Tom. I note that Milan seem nonplussed thus far and suspect they understand that since their assault guns are armed with machine guns only, and that they are in motion, their To Hoit chance would be abominable. They are probably waiting for the Def –

Ah! Yes, that's right. The two L3s towards the head of column – led by De Luca and Romano in call signs Echo and Foxtrot have pivoted to face Jenkins and attacked on the IFT. No doubt they are hoping for lucky

result that may Stun or Pin Jenkins' crew and force them to button up.

Harris: It's important to note that because the Arsenal armoured cars are 'open topped' the lads will need to fight this battle 'crew exposed' (D5.3). The Milan response does seem muted with all the other vehicles holding their heading. Gape and Jenkins engage targets in the centre of the column, L3aa models manned by Gallo (Alpha) and Ricci (Bravo).

Looks like play is now switching over to the Italian squad.

Fitzroy: No Prep Fire from Milan - Oh my! Would you look at that, the trucks are bolting away to the north, skirting Hammada and using the track as best they can.

Note that Milan's **vehicles have no radios and that SSRs prevent them from using Platoon Movement (D14.2)**. This means that each vehicle will have to roll for Non-Platoon Movement (D14.23) and with a moral of 6 due to being inexperienced, that could become an issue.

Harris [sniffing]: That may be so, Reginald but they seem to be making out awlroight. Look, Gallo, Ricci, Rocco in Charlie and Russo in Delta have sped north along with the trucks. It looks like Gallo and Ricci will keep going to protect the trucks while Rocco and Russo manoeuvre past De Luca and Romano. Only De Luca and Romano have stopped in place

Milan is going for the defence.

Fitzroy: Play is back with Gape and Jenkins. Jenkins lines up a shot at Russo as the L3 moves north but the dust and small target size of the L3aa is obviously spoiling his aim. A similar shot by Gape misses Rocco.

The Light Dust (+1 dr/2 FRD), Vehicle Dust (+2 DRM to hit), Motion (+2 DRM to hit) and Very Small target modifiers (+2 DRM to hit) are playing hell – OH, EXCUSE ME. <clears throat>The DRMs are playing the devil with shooting. Add to that Case B, Case C, and the chances of a hit drop into the improbable category.

Harris: We're mov'in into the middle uv the first half and Jenkins tries again for Russo,... the shot goes wide but by just the smallest of margins. Gape is starting up and has moved across the track to the west taking up a flanking position on De Luca and Romano but also giving him rear armour facing to Ricci.

De Luca and Romano focus their counter fire on Jenkins. Oh! A strike clear and hard, stitching across the front armour of Arsenal's Bravo call sign.

ACROSS THE WIRE

ASL SCENARIO A61



VICTORY CONDITIONS: The British win if, at game end, they have amassed ≥ 6 more Casualty DVP than the Italians.

TURN RECORD CHART

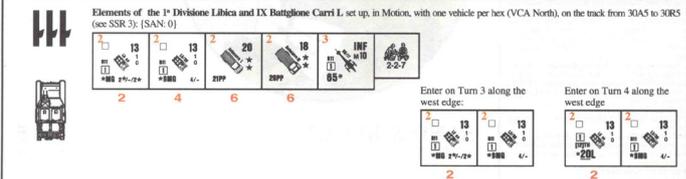
III ITALIAN Sets Up First	1	2	3	4	5	6	END
○ BRITISH Moves First							

BOARD CONFIGURATION:

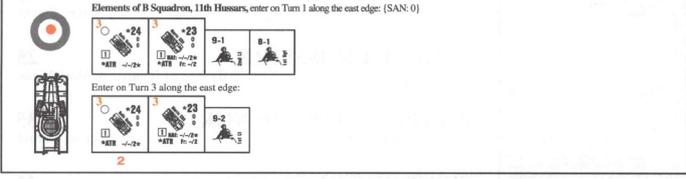
BALANCE:

- III Italian reinforcements enter one turn earlier than indicated (i.e., on Turns 2 and 3 as opposed to Turns 3 and 4).
- Italian reinforcements enter one turn later than indicated (i.e., on Turns 4 and 5 as opposed to Turns 3 and 4).

Elements of the 1^a Divisione Libica and IX Battaglione Carri L set up, in Motion, with one vehicle per hex (VCA North), on the track from 30A5 to 30R5 (see SSR 3); (SAN: 0)



Elements of B Squadron, 11th Hussars, enter on Turn 1 along the east edge; (SAN: 0)



SPECIAL RULES:

- EC are Very Dry, with no wind at start. Intense Heat Haze (F11.621) and Light Dust (F11.71) are in effect.
- Place Overlay HZ on hexes 31Z4-31AA5.
- A track (F9) runs through hexes numbered "5" from 30A5 to 30G5 inclusive. No Vehicular Dust is placed behind the Italian vehicles during setup.
- Italian AFV crews are Inexperienced (D3.45). Italian AFV may not use Platoon Movement.
- The 6517 Infantry Gun must begin play carried *en portee* (see Italian Ordnance Note C, Page H85).
- Commencing with the Italian MPH of Turn 3, Italian trucks (and the INF Gun with its crew) may exit the mapboard along the north edge (only) without being considered eliminated.

AFTERMATH: The noise of the gunfire reached Lt. Dier, nominally in command of the patrol, even as he was diving away from the wire. He promptly turned his tiny column back towards the battle. By the time Dier arrived on the scene, the British had knocked out two of the Italian L3s. But the tire of one of the British armoured cars had been punctured, and both were encircled. Dier opened fire, knocking out another Italian AFV, which caused the others to pull back to regroup. At this point, an Italian field gun opened fire from the track column. The Hussars wisely withdrew to the shelter of a low rise, from which Dier radioed back to his HQ news of the latest developments. Lt. Colonel Conroy himself ordered the lieutenant to hold his position and observe the column. The Italian, meanwhile, nervous after the skirmish, remained in a defensive ring until darkness fell. That night, elements of the 7th Hussars and a troop of J Battery of the 7th RHA would join with the 11th to pin and then break up the slow-moving Italian column.



Any damage? No,... no everything seem ok with Jenkins. Gape takes his Advancing Fire shot,... and,... it goes wide of Ricci. Again, all the positive DRM are making these sort of bounding fire shots highly unlikely to score a meaningful hit.

Fitzroy: Back to Milan now as De Luca and Romano ignore Gape and focus their attack on Jenkins. Tracers are flying towards Jenkins and,... no, no strikes this time. Most of those missed by some margin. I suppose they must find that staying on Jenkins is the best odds. If one L3 turns towards Gape this would expose the flank to Jenkins. No good options there.

Harris: The rest of Milan continues to dash north, Gallo and Ricci swing about to engage but they are out of normal range at the moment. Oi would think they are probably think'in of moving south once all the trucks are safely away to the north. Rocco and Russo stay with the trucks as they dash north. The trucks have split into two groups and it appears one came to Stop a short time ago. Perhaps it is immobilised?

No,... by damn, its unloaded a Gun!! A 65* Infantry Gun by the looks uv it. Low velocity but a very good AP shot when compared to Arsenal's armoured cars

protection. This certainly changes the match. Arsenal best watch their flank now, especially with No. 2 Troop due to arrive shortly.

Fitzroy: Both Gape and Jenkins are now engaging De Luca and Romano but I saw only one hit from Gape and it appears to have bounced off the flank of De Luca's L3.

We're coming down to the last few minutes of the first half and Gape has to know that Milan is also bringing more L3s into play. He does not appear to be willing to move. If he is not careful, he may be "caught watching the ball".

Harris: Jenkins open fire on De Luca, looks like No 1 Troop will double team Milan's defenders. The shots strikes but clearly bounces off the front plate. No luck yet for the crew of Bravo.

Decision time for Gape. Will he pull back and join Jenkins while No. 2 Troops move up or try his luck with another flank shot against De Luca?

Looks like a shot,... a strike an –

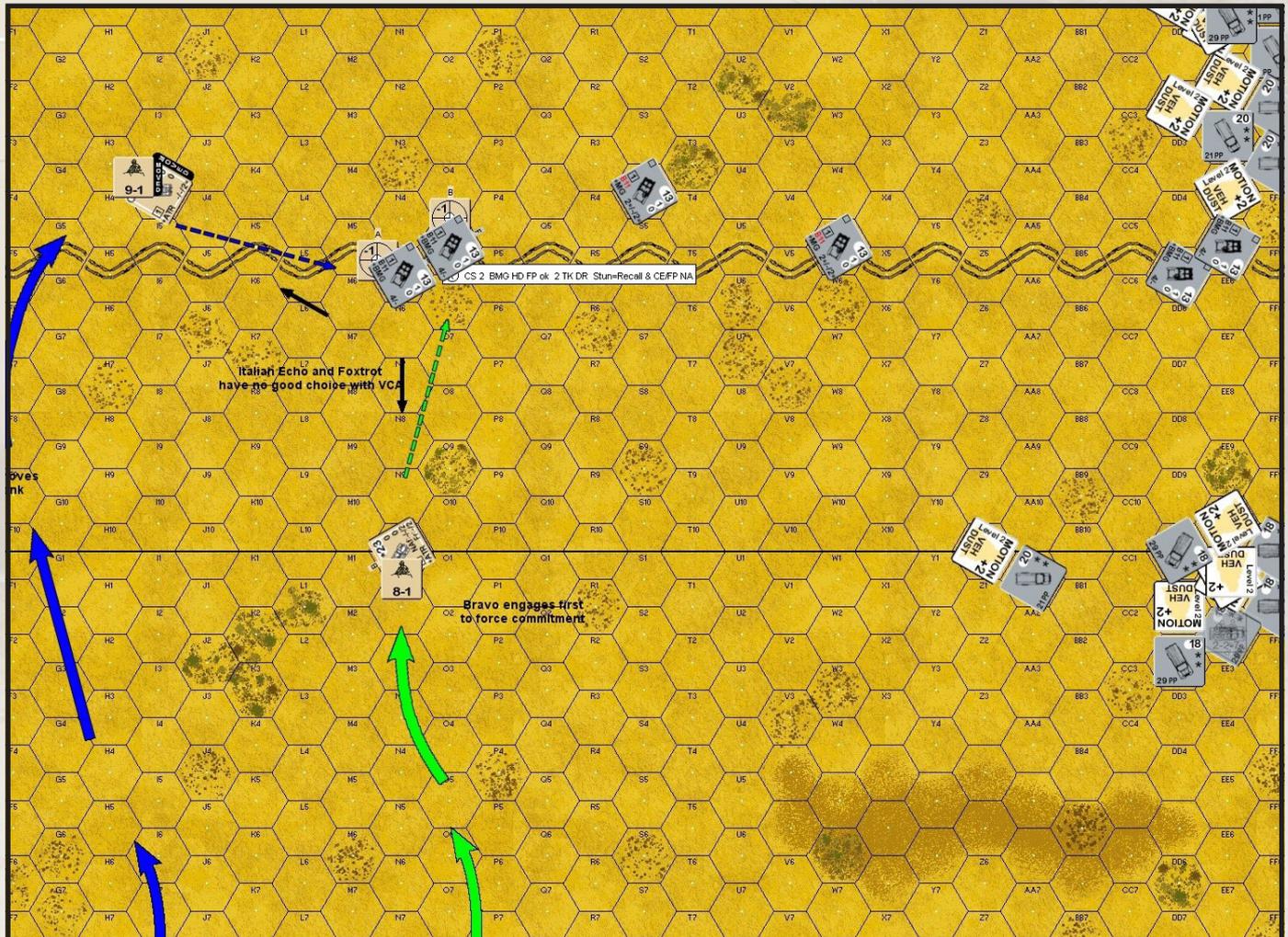
**GAOOOOOOOOOOOOOOOOOOOOOOOOO
OOOOOOOOOOOOOOOOLLLLLL!!!**

Fitzroy: That was just capital, Tommie. Oh, well done Leftenant Gape. First points on the board go to Arsenal.

Here comes back up from the rest of the squadron. Number Two Troop led by Second Leftenant Deir is in Charlie with Sgt DeFrys in Delta and Corporal Hughes in Echo. They move into a two up position just north of eastern end of the midfield, keeping the small Hillock (F6) between themselves and the Milan howitzer. Hughs is slightly back guarding the flank.

Note that a Hillock is the same as a very thick wall. If you are directly behind the Hillock you can see over it just as you can a wall. Your LOS then continues to the next Hillock (thick wall) and you can see to the hexes directly behind it. Not so complicated when you put it that way. Your LOS changes again if you are 'on' a Hillock but we'll cover that another time.

Harris: The Italian defence responds with Romano the only vehicle in position to make it count. Here comes the shot. Oh, my! A solid hit and,... it appears that Jenkins car is damaged. The front has sagged entirely and it looks like his front tires and perhaps suspension have been hit. The crew looks



The situation at the end of British turn 2.

based DRM remain (+7) but Target based modifiers Case L is lost and replaced by Case J for an additional +2 DRM. The final DRM is now +10 which means at range one the TH# drops to 0, or becomes an improbable hit.

Harris: That is remarkable. Even more so when one realizes 'ow quickly the DRMs can stack up in an armoured engagement.

Fitzroy: Too true, Tom. It's why understanding Chapter A, C and D are so important to winning such an engagement.

Harris: Ah! Final defensive move by Arsenal. Both Deir and DeFrys ignore the Milan moves an' shoot again at Gallo and Romano, Jenkins adds in his shot. No joy as the shots go wide. It looks like the score keepers forgot to flip the -1 Acq markers to -2 but that can be corrected.

And there you go, mate. Gape pivots his VCA towards De Santis in I3 but foregoes the shot. He is now set to dash out of VCA of Boscolo and even enter De Santis' Location, complicating any shot.

<<BWWEEEEETT!>>

Fitzroy: And there goes the whistle ending the first half! Well,... I don't know about you, Tom but things are getting quite exciting.

Harris: Too roight, Reg. Wif' just four VP scored so far Arsenal has not won this match yet and there are now eight Milan assault guns facing off against five Arsenal armoured cars. Milan has three more L3 to bring in after the half as well. This could go either way. "Sticky wicket" indeed.

Fitzroy: What's on for the listener's during the half-time break Tom?

Harris: A number of adverts from various ministries, some soap makers, ciggy rations,... Oh! 'ere's somethin' unusual. Seems the Trinidad & Tobago Coastal Observation Volunteers will be performing some Steel Band music for the crowd.

Trinidad & Tobago? Crikey, they're a long way from 'ome.

Fitzroy: Steel Band music for the crowd? I see four Bedouins, their camels, the RAMC ambulances and some Red Cross observers. What... crowd?

Harris: Want a pint?

Fitzroy: Make mine a sherry.

(We'll be back for the second half later in this issue - Pete)

Ω

What I Love Best About the Global ASL Community

Hong Kong Wargamer

This was posted on the Hong Kong Wargamer blog at <https://hongkongwargamer.com/2020/12/08/what-i-love-best-about-the-global-asl-community/> and is printed here with their permission - Pete

I have never met Mr Paul M. Weir. I know he played ASL solo because he looked at the *Advanced Squad Leader* system as a sandbox. I know he was a programmer and that he kept a few cats: Comet, Clovis (pictured), and Halo. I interacted with Paul more than a few times over the years. This man was an outstanding expert of World War 2 armour and weaponry and had lent his expertise on a few ASL designs.

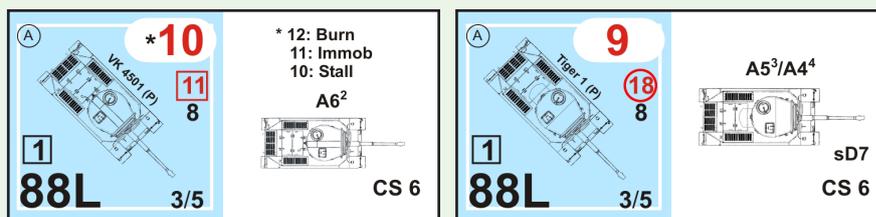
He was also a moderator in the GameSquad forum. I always loved his tone and the way he went about things.

Mr Paul M. Weir embodied what I love best about the global *Advanced Squad Leader* community. Mr Weir passed away suddenly on Dec 6. It had been such a great pleasure knowing him, I'd like to think there's some way he can still play with his beloved ASL sandbox in the Great Beyond.

Articles that Mr Paul M. Weir allowed me to post on HongKongWargamer.com:
[Chinese People's Volunteer Army Machine Guns](#)
[Paul Weir : Did the 1st SS at The Battle of the Bulge have any Tiger Is?](#)
[Paul Weir : What types of M4 Shermans did US forces use in Europe?](#)



Paul was a regular poster on GameSquad, and posted these counter images in response to a discussion on missing counters in ASL (<http://www.gamesquad.com/forums/index.php?threads/get-go-ing-counter-designers.130148/>), along with these notes to accompany them - Pete



The VK4501 (P) was the prototype Porsche competitor in the Tiger competition, losing to the Henschel VK4501 (H) which ultimately became the Tiger I. I gave it a lower speed and a ... sparkly ... engine to reflect its mechanical immaturity. None saw action. It shared the Krupp designed turret with the Henschel design, slightly different to production versions.

The Tiger I (P) was a matured VK4501 (P) hull that had a Tiger I early production turret but its front hull up-armoured to match the Ferdinand's front armour. Extra weight, lower speed and still mechanical weakness, though nothing as bad as the prototype. One acted as a command tank in sPzJg Abt 653. There were 2-3 Bergepanzer conversions along with the single Tiger I (P), the rest of the hulls were turned into Ferdinands.

I didn't bother to do a VK4501 (H) as it would be identical to an early Tiger I, with the only possible change being a reliability similar to the Panther D/VK4501 (P). In such a case you might SSR away the 9 ML as having a very unreliable steed might negate any armour advantage in the crew's mind.

Alpini Alone

The Italian Alpini Divisions in SASL

Nick Smith

The Italian *Alpini* divisions were the equivalent of the German *Gebirgsjaeger* divisions, hailing from northern Italy, and in fact are the oldest mountain infantry units in the world. Though outside the scope of this article, it is worth pointing out that they had built a distinguished military history, including fighting German and Austrian mountain units in WWI, before WW2.

Italy raised six *Alpini* divisions in the Fascist period, and all saw service in one theatre or another of Italy's conflict apart from North Africa (one *Alpini* battalion was sent to East Africa). The *Alpini* themselves gained a reputation as brave and determined fighters, but their TO&E shared their weaknesses of Mussolini's other divisions, namely insufficient size (the infantry component was based on two, not three, regiments) and insufficient anti-tank capability, which in the mountains might have been less of a problem but when exposed on the flat expanses of southern Russia was a definite liability. Mussolini's impetuous and ill-informed strategic decisions, made without sufficient organisation or preparation, also affected the units as they were thrown into campaigns at the dictator's whim.

The Alpini Divisions, 1939-9/43

The 1st Alpine Division *Taurinense* took part in the short-lived Italian offensive in southern France (10-24/6/40). It remained on garrison duty in France until 1/42 when it was sent to Croatia, taking part in the third Axis offensive against Yugoslav partisans (3-6/42). In 8/42 it was sent to Montenegro, and in 5-6/43 participated in the fifth Axis offensive against the partisans. Upon the 9/43 armistice and German occupation of Italy, the division was still in Montenegro. Most of it surrendered to the Germans, but some of the Alpini formed the Italian Partisan Division *Garibaldi* and fought under the command of the II Yugoslav partisan corps.

The 2nd Alpine Division *Tridentina* participated in the 6/40 invasion of France. In 11/40 it was sent to Albania as part of the reinforcements for the faltering Italian campaign there but was committed piecemeal. After refitting it was sent to join the Italian 8th Army in Russia at the same time as the *Julia* (see below). On 14/1/43 the Italian Mountain Corps was hit by the Soviet winter offensive which had already badly mauled the Italian units to their right. *Tridentina* was badly mauled but at least managed to escape encirclement and became

in fact the only combat-capable formation of the entire corps, leading the retreat of Alpini and other Italian and non-Italian Axis troops via the Battle of Nikolayevka (26/1/43) to the new Axis defensive positions. About one third of the division managed to escape.

The 3rd Alpine Division *Julia*, specifically mentioned in *ASL* as Elite, first saw action in the Greek campaign, but after initial success suffered heavy losses in the Battle of Pindus in the first two weeks, losing about 5,000 men (an even more significant number when one considers that Italian divisions, including the *Julia*, were based on two regiments, not three as was the norm in most countries). This may have been not so much due to the quality of the troops themselves as to Mussolini's impetuous decision to invade (shortly after the demobilisation of 600,000 men for the harvest!) and to the Italian senior command (General Visconti Prasca and his successor General Ubaldo Soddu were both dismissed for incompetence within six weeks of the start of the offensive). Despite this the *Julia* continued to fight in the campaign, defending against the Greek offensive to seize Klisura pass (1/41) and suffering further serious losses in the Italian repulse of the Greek offensive towards Vlorë in Albania (1/41). The division was however reconstituted for service in the Italian Eighth Army in the Soviet Union, 9/42 onwards. On 14/1/43 the Italian Mountain Corps was hit by the Soviet winter offensive and the *Julia* Division was almost completely destroyed with only one-tenth of the unit escaping.

The 4th Alpine Division *Cuneense* was formed in 1935. It saw participation in the Italo-French campaign of 1940 for just the final day. It was sent to Albania and participated in the Greco-Italian war (10/40-3/41) before being sent north to Yugoslavia to assist the German advance (4/41). After this the division saw no further combat until 9/42 when it was sent with *Tridentina* and *Julia* to join the Italian 8th Army in Russia. The Soviet winter offensive of 1/43 hit the *Cuneense* even harder than the others: marching in a column south of *Tridentina*, the last remnants of the division were eliminated by Cossacks, the last survivors of the 1st Regiment burning the regimental flag. Less than 10% of the division's men survived this operation. The three *Alpini* divisions so decimated by the Soviets did attempt to rebuild in Italy, but 9/43 saw this process uncompleted. (Players interested in the tragedy of the Alpini and their compatriots in Russia are referred to Hope

Hamilton's book, *Sacrifice on the Steppe*.)

The 5th Alpine Division "Pusteria" has a similar history to *Cuneense*, being formed in 1935 and enjoying a single day's participation in the Italian invasion of France before taking part in the Greco-Italian war. Like *Julia* it suffered heavy losses in the fighting for Vlorë. Following the Axis occupation of Yugoslavia the unit was sent to Montenegro 7/41, where it suffered heavily in fighting against the partisans. In 8/42 it was sent back to Italy for rebuilding and in 11/42 took part in the Axis occupation of Vichy France. Thereafter it was on garrison duty in Provence until 9/43, when part of the division surrendered to German forces and the rest returned to Piedmont where they disbanded.

The 6th Alpine Division "Alpi Graie" was apparently a short-lived unit formed from replacement units. It was mobilised in 11/41 and served in Albania 3-12/42, after which it returned to Italy. In 9/43 it surrendered at La Spezia (presumably to German forces). As Albanian resistance did not begin to get going until the last months of 1942, it is possible that this division saw little or no action.

The *Uork Amba* battalion was the single *Alpini* unit in Italian East Africa. It was attached to the 10th Grenadiers Regiment, itself part of the elite 65th Infantry Division "Grenadiers of Savoy" which was deployed in the eastern sector of the Italian area. In 1/41 the Duke of Aosta sent the division including the Alpini to Keren in Eritrea in time to meet the British attack which commenced in 2/41. The division fought with great determination, often launching hand-to-hand counterattacks, but by the end of 3/42 had been cut off and forced to surrender.

The Republica Sociale (9/43-45)

The only *Alpini* division to serve in the RSI was the 4th "Monta Rosa" *Alpini* Division. In fact this was not of the same stamp as the older *Alpini* divisions, as it was formed in early 1944 from new conscripts and despite receiving German instruction did not receive any specifically mountain warfare training. It was transferred to the Italo-German Armee Ligurien (active 8/44 onwards) and used as an anti-partisan force, but morale appears to have been low as the desertion rate was quite high. It surrendered in 4/45. Given the history of the unit, it would be more justifiable to represent it by

3-4-7 or even 3-4-6 counters rather than the Elite 4-4-7s of the older *Alpini* units.

Creating the Alpini in SASL

An *Alpini* company can be created by simply using the standard Italian infantry company but replacing First Line squads/HS with Elite equivalents (4-4-7s and 2-4-7s)]. Leader and SW allocation remains the same. All *Alpini* are considered Commandos for the purposes of Climbing (B7.) only. *Alpini* in Russia (9/42-1/43) automatically receive Winter Camouflage (E3.).

Should an *Alpini* company receive reinforcements in the form of 65* Inf or 70* Art Guns, use an equivalent number of 70* (this represents the mountain artillery).

To create an SASL *Alpini* campaign in rigorous historical detail, use a company for one of the divisions listed above. Details are summarised in table 1. Alternatively, to more quickly and conveniently create a generic *Alpini* campaign without having to hop between different units, use the dates in Table 2 for your company.

If you wish to stretch the bounds of historical credibility, insert two scenarios in East Africa, 2-3/41: if you win both of these, your *Alpini* unit is assumed to have escaped Keren and made it on to a ship leaving East Africa. Arid Terrain rules (F13.) should apply to East African scenarios.

ASL aficionados who find the Italians a frustrating and difficult side to play should give the *Alpini* a try. Being Elite they lack some of the disadvantages of the normal Italian units, and also offer the player a variety of theatres and conditions. At the same time the player's skills will be challenged as the *Alpini* are confronted by French or Commonwealth tanks, against which Italian AFV are outgunned, and certainly later on Soviet AFV which are not only virtually immune to their standard AT Guns but also very potent against infantry. To win with the *Alpini* will be a true victory of skill, not just of superior firepower.

Division				
1 st <i>Taurinense</i>	2 nd <i>Tridentina</i>	3 rd <i>Julia</i>	4 th <i>Cuneense</i>	5 th <i>Pusteria</i>
6/40 France	6/40 France		6/40 France	6/40 France
	11/40-3/41 Greece	10/40-4/41 Greece	10/40-3/41 Greece	11/40-3/41 Greece
3-42-9/43 Balkans vs Partians (offensive dates 3-6/42 Croatia and 5-6/43 Montenegro)				7/41-8/42 Balkans vs Partisans
	9/42-1/43 Russia	9/42-1/43 Russia	9/42-1/43 Russia	
9/43 surrender or become Allied unit fighting Germans in Balkans to 5/45				

Table 1: *Alpini* Division campaigns

Date	Theatre	Enemy	Notes
06/40	France	French	1 scenario
10/40 – 4/41	Greece	Greek	2 scenarios, 10/40; 1 scenario per month thereafter
3-6/42	Balkans	Partisans	1 scenario per month
9/42-1/43	Russia	Russians	1 scenario per month until 1/43, when two scenarios should be played: the first "Enemy Offensive" or "Tank Attack", the second "Withdrawal".
			Steppe Terrain should be used for at least one board of the configuration; use Random Selection.

Table 2: Generic *Alpini* campaign

Ω



T-H Tank Hunter Heroes

Luis Calcada

Quick
Reference
Guide v0.9

An armed, Good order Japanese squad/HS that:

in its **Mph** (during movement as well) is within **8 MF** and has LOS to an enemy AFV
at start of its **APH** is **ADJACENT** to an enemy AFV
During the enemy **MPh** may conduct a **CC reaction fire** attack against an enemy AFV
At start of its **CCPh** is the **DEFENDER** in the same location with an enemy AFV

Requirements

May attempt to create **one T-H hero** (except if marked with a Prep/Bounding/First/Final Fire or Pin/TO counter)

A **final dr ≤ 3 (Δ)** is needed, (cumulative drm are: +1 if HS, +2 if a conscript, -2 if possessing a DC)
An original dr of 6, pins that unit except if conducting a banzai charge.

How?

In each player turn, an allowed MMC could theoretically create 2 T-H heroes:

MPh+AFh as **ATTACKER** and
MPh+CCPh as **DEFENDER**.

Created
when?

When a T-H Hero is created or voluntarily loses HIP, he **must** immediately:

Make a Banzai charge at his designated target AFV, if it is the Japanese MPh; or
Make a CC Reaction Fire attack vs that AFV if it is the opponent's MPh or
Advance into that AFV location, if it his the Japanese APH or
Remain it that AFV's Location if it is the CCPh

Must do...

Luis Calcada, 052020

T-H Hero act creation is a ? loss activity, and does not cost MF.

An attempt during the CCPh, must wait for ambush resolution, and ATTACKER ambush attacks, in the location.

After the creation or HIP reveal, the AFV/unit/fortification that allowed it, becomes designated target

T-H Heroes may not attempt recovery, or be a spotter.

T-H Heroes may not detonate a Set DC, and may not become PRC

T-H Heroes have no Hero DRM, may not posses a gun or a SW other than a ATMM or a DC transferred to him

Rules

The **total number** of allowed T-H Heroes, per scenario may not exceed:

10% (20% against Russians) of the number of Japanese squads < 1943
20% 1943, 33% 1944, 50% 1945 (FRU all cases)

Scenario
Totals

In scenarios in 1944/45, if the enemy has ≥ 1 AFV, the allowed number of T-H Heroes, **may setup HIP**.

1944/1945



Across the Wire – The Second Half

Gerry Proudfoot

We now return to the action in North Africa, with the second half about to resume, with the Brits in the lead – Pete.

Fitzroy: Well, that was lively. I couldn't keep from moving in my seat as the tempo built. Thoroughly enjoyable.

Harris: That would raise the roof down at the Bell and Goat, that's for sure. Makes the 'Big Band' sound from back 'ome seem a bit,.... umm,.... stale.

Fitzroy: Ah, we are about to restart the action – yes, there's the whistle!

Harris: Play begins again wif' Leftenant Deir taking 'is shot at Romano,... hit,... and a bounce.

Over to Defrys as he lines up on his mark,..... he strikes! Ohhhh! The shot goes high and to the right over Gallo's shoulder.

Plays shifts to Jenkins who takes a quick shot. A hit!! And another bounce! Jenkins shoots again! Another hit!!! Ohhhh, moi, Gawd!! Yet another bounce!

The lads are just not getting through the Milan defence, Reggie. You 'ave to give Milan their due, they are definitely not rolling over in this match.

Fitzroy: Full points to Jenkins as well, Tommy. By all rights he could not be faulted for abandoning his armoured car and making for the sidelines. If he did and Bravo was killed he would deny Milan 2 points. I certainly hope there is medal in this for Jenkins and his crew. A 'Mention in Dispatches' at the very least.

Harris: Couldn't agree more, Reg. Brave lads.

Looks like Hughes is on the move! Ricci takes a shot from 'is hull down position, the tracers drop short as Hughes pulls away. He shifts left of Deir,.... Swings his turret to the right,.... Yes, he'll hold his fire until the Advance Fire Phase for the acquisition.

Fitzroy: Final moves now with Gape. Yes!!! He pops Smoke from his Dispenser (D13) in his position making any shot from De Santis and Boscolo even more tricky.

That move really jumped up the TH modifiers, Tommy. A quick run through gives us +7 TH DRM. That's +2 for being in motion, +2 for the Smoke, +1 for being Buttoned Up, +1 for being Inexperienced, +1 for being a Small target. Now there is no Case L for Point Blank, Gape is in Motion.

Boscolo shoots! No,.. no,.. not even close.

De Santis makes a slight adjustment and fires a long burst!!

That also goes wide of the mark. Gape shoves right past De Santis and swings around him and Boscolo. He heads east, closing on Sergeant Tomasi in Milan's Golf call sign. He comes to halt!! He shoots!!

Ohhhhhh! That was a close one for Tomasi. You could almost see the tracer literally scorch the paint along the left rear of the L3's superstructure.

Gape is on the move again, drifting south and east a bit more into Milan's backfield, he swings around and comes to a halt, turret swinging left.

Harris: Oi' think we're going to see a very fast paced second half, Reg. The air is literally aloive with excitement.

Fitzroy: I think you're right, Tom. Both teams seem re-energized and ready to give it their all.

Here comes the Milan defence. Ricci and Russo both take shots at DeFrys but fail to hit. To the west Gallo takes a long shot to try and pin or stun Jenkins,.... No, nothing even close. Romano takes his shot,.... he hits Jenkins another solid strike but the Arsenal defences hold.

That leaves Tomasi to the south. He signals a shot at Jenkins as well!!

No, there's something wrong with Milan's Golf call sign. Tomasi has thrown open his hatch and grabbed a tool kit, then buttoned up again. Looks like a Main Armament Malfunction (C2.28), Tom.

Harris: Yes, indeed, Reg. Although it looks loike the wrong marker was placed by the stadium crew. They'll 'ave to tidy that up in the Milan phase.

<BOOM!!>

Oh! Look! Mancini managed to repair 'is howitzer and is engaging Jenkins again. Oi think Mancini may want to have a word wif' Russo in Delta about not placing unnecessary Hindrances between shooters of the same side. That adds +1 to Mancini's TH attempt.

Fitzroy: Last action by Hughes. He takes a shot a Russo,.... a miss. He does get acquisition.

Speaking of acquisition, we should note that since Gape took a Bounding (First) Fire shot he could not gain acquisition. Only shots in the Advance Fire Phase can gain an "acq" after a vehicle moves.

Harris: Play shifts now to Milan and they'll bring up three more L3s to the end of the pitch.

Well, look at that Reg, two of the L3s have very long barrels protruding from their superstructures. These must be the new class of assault gun introduced in the last year or so. They call them "tank destroyers".

The Poles had a similar model last year before they were knocked out of the league. Always ahead of the rest of Europe, them Poles. I'm told the Germans have a larger model based on their own tiny Panzer IB.

Fitzroy: Good eye, Tom. Those L3cc have added punch as those 20L ATRs have a higher To Kill number than Arsenal's ATRs mounted in either the CS9 or Rolls Royce. Things will get hotter for Arsenal now.

What's this!!! Look! Tomasi has raised a red flag. His main armament must be disabled and he is now under Recall. That's a shame,.... he is out of the match and will be headed for the locker room.

Harris: 'ere we go. Mancini let's fly with the howitzer,.... its shot arcs,.... and drops in the sand short of Jenkins. Gallo in Alpha passes on his shot but he may try a move. Ricci in Bravo and Rocco in Charlie are out of position behind the Hillock so it looks like they'll try to make a move as well.

Russo takes shot at DeFrys,.... and his tracers also fly high. Not much success with Milan's strikes so far, Reg.

Fitzroy: Indeed, Tom. It appears both teams are struggling to strike home to any real effect.

Here comes Romano,.... he strikes again at Jenkins,.... oh, it looks like just a handful of bullets came from his guns. I'd say that's a Malfunction. Yes, yes,.... there's the grab for the tool kit.

Boscolo in Hotel pivots around on Gape,.... draws his aim,.... and,.... not surprisingly, the shot goes wild.

Pivoting a NT vehicle and shooting is always a chancy affair, Tom. The TH DRM were high from the outset - +3 for changing CA with an NT vehicle/Gun, +1 for Buttoned Up, +1 for Inexperienced Crew

Critical Hit t'me. As per C3.72 a CH, not applicable to machine guns, by the way, doubles the Basic TK# of weapon used. In this case the normal TK number of 5 for an ATR becomes a 10, which appears to 'ave been more than enough to overmatch the poor Russo's armour in this case.

If we also check C7.6 we see that if the final TK DR is equal to half or less of the final TK number then the vehicle becomes a burning wreck.

'ow you doing, Reggie?

Fitzroy <exhaling>: Just fine, Tom. Thank you.

Harris: Well,... that shot just put Arsenal within range of winning the match. They now have 8 points to Milan's zero. The 'alf is only about a third of the way through so Arsenal cannot rest yet but they are definitely in a better place than just two minutes ago.

Fitzroy: Look over at Milan's Mancini. He is livid with rage and has just dashed his helmet to the ground. Quite clearly the flames and Smoke caused by Russo's demise has complicated his line of site to Jenkins even further.

Harris: Hmmpff!! If Oi were the ref, I'd yellow card 'im for that display.

Fitzroy: Quite right, Tom. Despite everything, one must retain one's composure and be sporting about these things.

Harris: Aw'right, then. That just leaves Hughes and it looks like e'll take Rocco under fire. A shot,... it strikes the Hillock in front of the L3.

Eh! See that, Reg, hull down does work. If that Hillock wasn't there that shot would have hit the lower hull, maybe another kill.

Fitzroy: Not much action remains for Milan. D'Avanos and Sibille take their shots at Gape but they'll have to be satisfied with acquisition markers for now.

Neither Gallo nor De Santis look like they will risk a long-range shot at any crews. So, that's it, now we move into the midway point of the second half.

Fitzroy: Looks like Romano has not sorted out his weapons issues as he gives the thumbs down to his coach. Milan certainly does not want another recall, they need every gun now to try and score points against Arsenal.

Gape signals a move so Jenkins leads off for Arsenal with a shot at D'Avanos,... it's a miss. Deir shoots again at Romano,... a hit!! And yet another bounce!

This has to be some sort of record, Tom.

I don't think I have seen so many good chances for a kill come up empty in a very long time.

Ah! Another mislabel by the grounds crew. Deir should not have an "Intensive Fire" marker on him. ATRs cannot use C5.6. Grounds manager must be new at this.

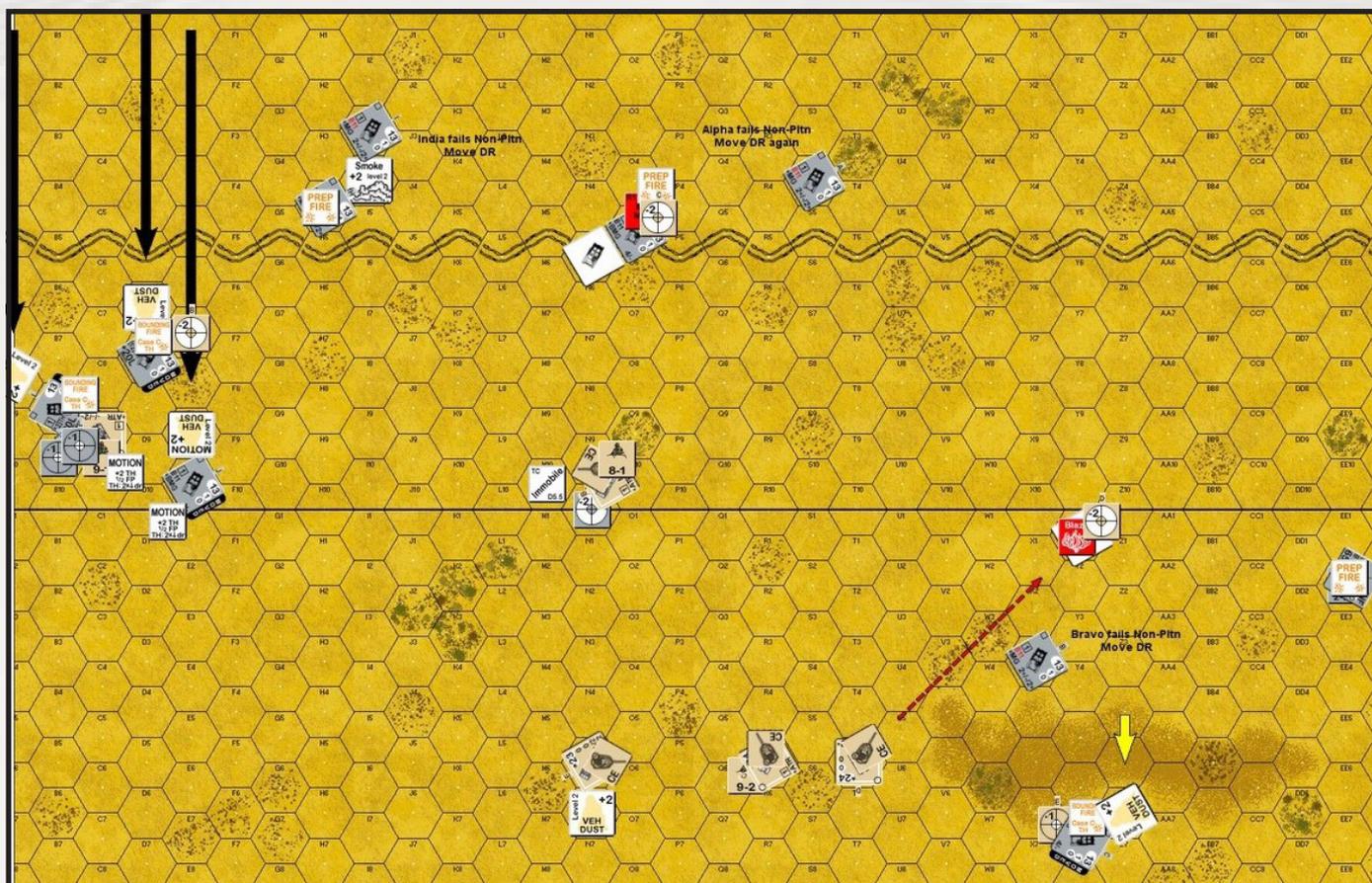
DeFrys also signals a move so it's on to Hughes. A shot,... and the Hillock absorbs another hit,... potentially saving Rocco from some trouble.

Harris: Gape looks like he tried for both his SD5 and crew smoke and both came up empty. Loik Oi'v said many time, Reg, both methods of smoke placement are nice to 'ave but don't count on 'em to save your backside lest you foind yourself gravely disappointed.

'ere we go. Gape charges at Sibille,... D'Avanos takes his shot! A miss!! Boscolo does the same! Ugh! Another miss.

Gape circles around to the east along the extreme edge of the pitch and then cuts north to join the line-up of Two Troop. Caputo and Sibille both take shots but their aim is off the mark once again.

It looks like Gape has also put himself just out of line of sight of the Milan howitzer. Gape does have a good head on 'is shoulders. That lad is really on the ball.



The situation at the end of Italian turn 4.

number there is a possibility the vehicle crew will be "Shocked" if an upper hull/ turret hit equals the To Kill number then the shock is automatic. Looks like this one is an automatic shock.

During the next Rally Phase the Milan coach will have make a dr and if the result is a 1 or 2, Gallo will be fine. On a dr 3-6 the marker will flip to a "UK" signaling an 'unconfirmed kill'. That will mean another dr in a later Rally Phase.

Mancini over at Milan's howitzer won't be happy. The Vehicle Dust raised by Gallo will make a hit against Jenkins almost improbable.

Harris: Too roight Reg. It seems that bit by bit this match is slipping away from Milan. If Gallo doesn't 'get back in' that's another four points for Arsenal.

'ere comes Ricci in Bravo. He starts up and comes over the Hillock and swings in behind Deir and Hughes.

While Ricci is in a good spot behind Two Troop he is exposed his own rear aspect to DeFrys.

We may be seeing a full attack by the Milan squad.

Fitzroy: I think you're right, Tom. Boscolo over by the track in Hotel has started up and raced forward so he has Gape, Jenkins and Hughes in range for shots.

Yes, there it is. Hughes swings his turret a bit and takes the shot,.... it goes wild.

Harris: Looks loike De Santis is again hanging back. He hasn't seemed too keen on engaging so far and being at long range all he can do is harass Gape with some bursts.

Fitzroy: Caputo is on the move and he also drives deep behind the Arsenal line.

You know, Tom, if Gallo had not been shocked, Arsenal would be boxed in at the moment by four Italian assault guns. Outside the box are five more assault guns and tank destroyers. This isn't over yet despite the time remaining on the clock and the Arsenal lead in points.

Harris: To roight, Reg. Milan is pressing hard and if they can convert a couple of the deep strikes into kills we may yet see Milan pull this out.

We're over to Arsenal's final defensive shots.

Gape draws a bead on Sibille,.... a miss. Jenkins tries again for D'Avanos,.... and yet

another miss.

Fitzroy: That leaves DeFrys in Delta. He is now facing Rocco's front armour as he takes the shot.

A Hit!! An –

Harris: **GAAA0000000000000000
OOOOOOOOOOOLLLLL!!!!!!**

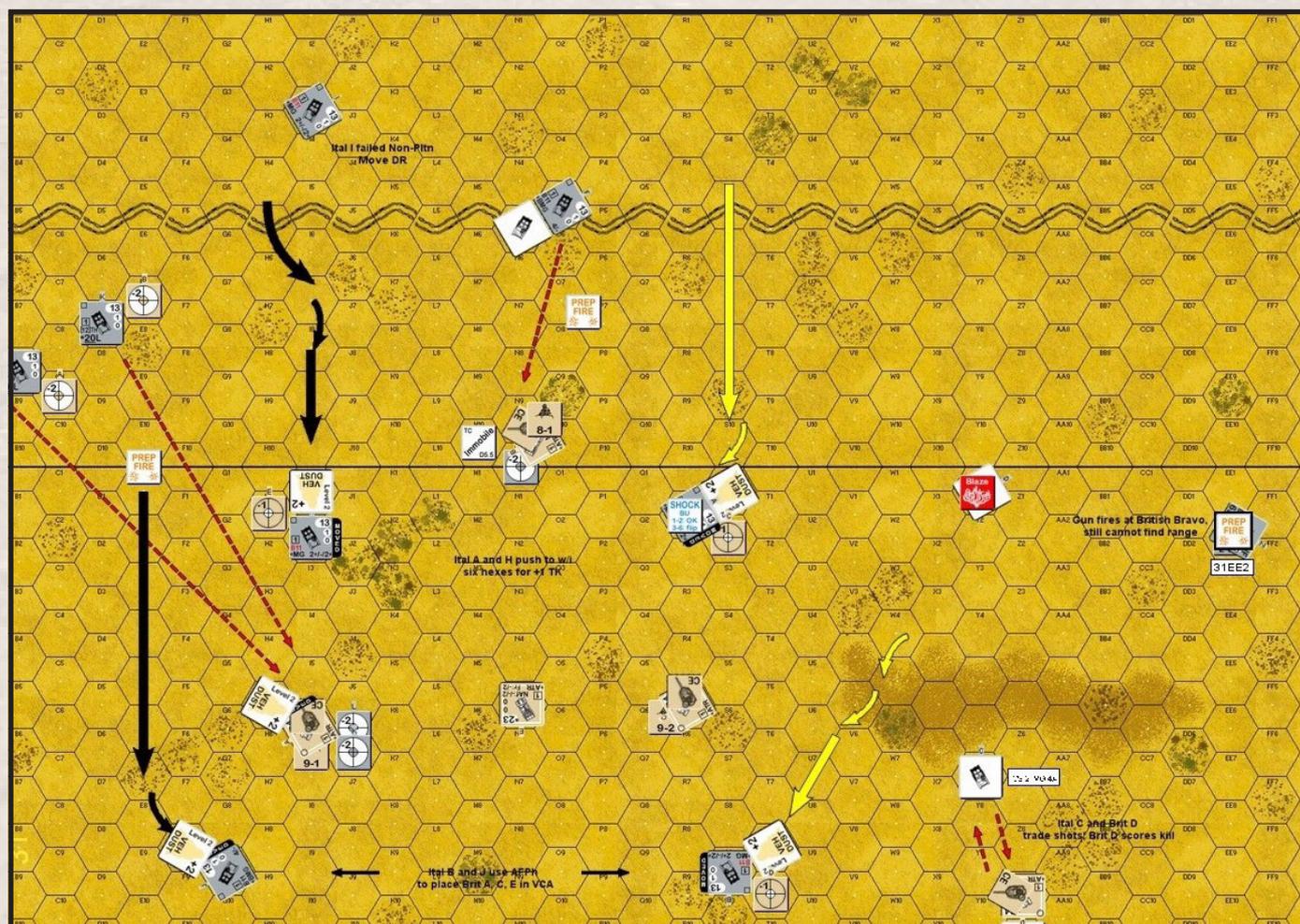
Fitzroy: I do love your enthusiasm, Tom.

Harris: Oh, my, Reg! Good on DeFrys for the kill *and* the move to put 'im in a position to make it. That was a cracking good shot and since no crew appears to have emerged that's four more points for Arsenal!

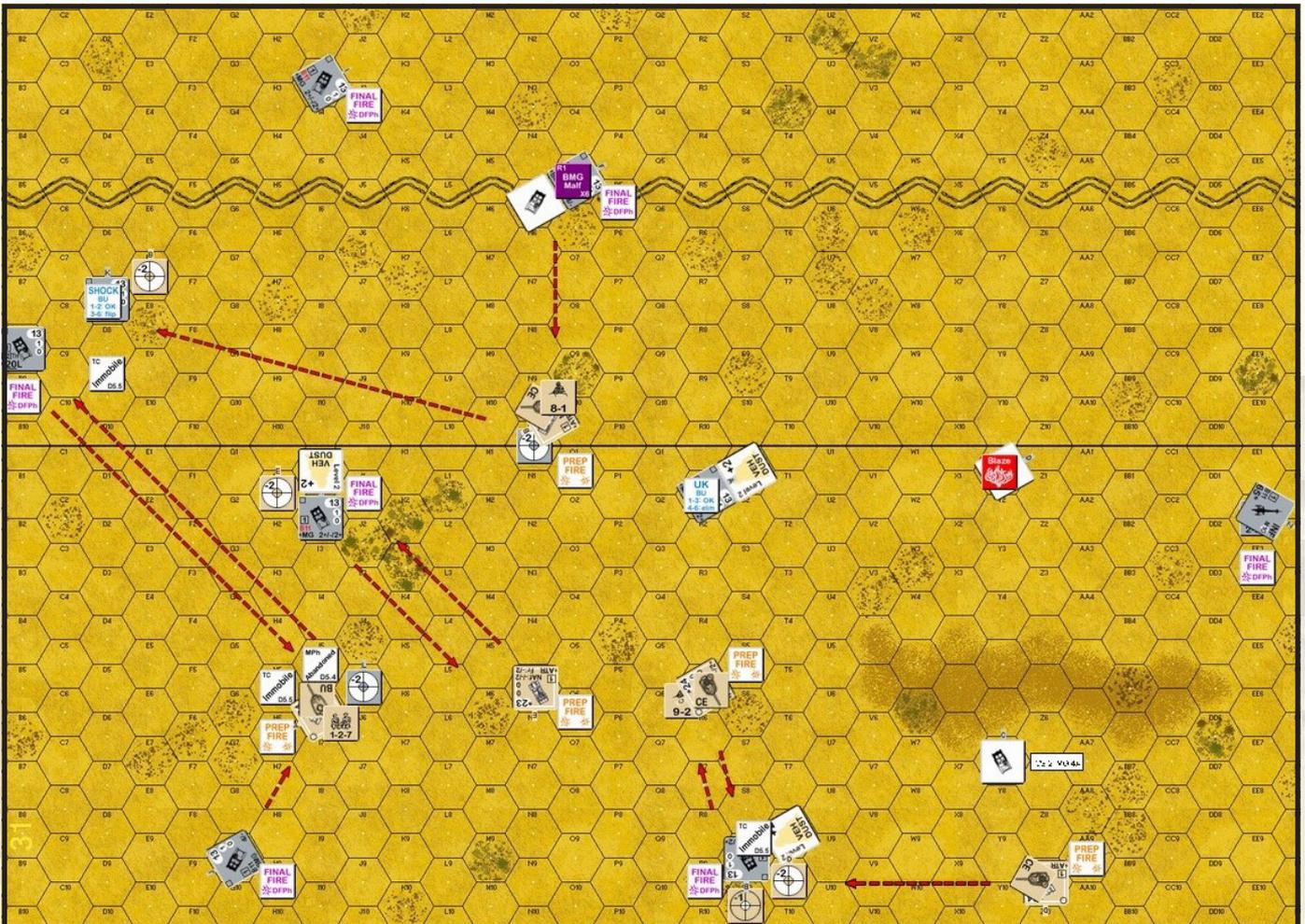
Milan needs to score and score quickly or this may be over. This is even more likely if Gallo doesn't recover from his shock.

Fitzroy: That is true, Tom. As we enter the last few minutes of the second half Arsenal has built a comfortable but not insurmountable lead.

There's not much Arsenal needs to do at this point but stay alive and try to get more points to pad the score. Milan must score at least two kills, one that includes a crew, in order to have a chance now. That is



The situation at the end of Italian turn 5.



The situation at the end of British turn 6.

providing they have no other assault guns or tank destroyers knocked out.

Harris: Milan has signaled that Gallo is indeed a "UK".

Gape opens Arsenal's attack with a shot at Sibille,... a hit! No, no damage again, Tom. Although there does appear to be a misplaced marker on the pitch. "Immobile",... the grounds crew will need to take care of that.

Harris: Jenkins is ready for 'is shot,... he hits,... and it looks like that may be a SHOCK against D'Avanos, Reg. Milan's coach is looking very agitated and 'as begun pacing up and down the sidelines.

Fitzroy: Deir has swung his turret completely around and shoots at Rocco. A hit! Looks like track damage, Tom. Here comes the groundsmen with a big white "Immobile" sign.

Is Rocco and his driver staying with the vehicle,... yes, they are.

DeFrys swings his turret left. Looking for another goal no doubt. He shoots!... No,... that shot went wide of the mark.

Harris: Hughes takes 'is shot at Boscolo,... A clear miss.

That should do it for Arsenal. With no moves signaled it's over to Milan's defence.

Ricci in Bravo takes 'is shot at Deir! Nothing. Tsk! Milan is just not getting those badly needed hits.

Fitzroy: Romano signals his latest shot at Jenkins. Oh, noooo!! Romano's guns are malfunctioned again. What bad luck for Milan,... and what good luck for Arsenal.

Boscolo looses off a long stream of bullets against Hughes. The rounds strike home,... Gracious!! Again the Arsenal armour holds and the Milan shots bounce off.

De Santis passes even on a long range shot versus Gape.

Harris: Looks loike a double teaming of Milan's Caputo and Sibille against Gape, Reg.

A blizzard of 20 mm and machine bullets have struck Gape's car and it looks like he's crippled.

Yes, yes,... There they come. Gape's crew

are abandoning their Royals Royce. Did Milan manage to retain any extra shots to try and hit the crew while bailing out?

No,... other than Mancini's howitzer that's it for Milan's defence.

Oi think Mancini has lost all hope. He's laying on the ground lazily throwing small stones in the air. His crew is still engaged but their shots are still going very wide.

While Oi grant that 'is To Hit probabilities are not great, he still 'as a chance. The range is 13-18 and he is on the red To Hit numbers so his base TH is 7. There is +2 for the burning wreck, +2 for the Vehicle Dust, +1 for a low velocity gun at this range and +1 for the Intense Heat Haze and then the variable Light Dust DRM.

Mancini does have a -2 for double acquisition so his final modifiers are +6 with a -2 ending up with a +4. That's a DR 3 To Hit plus any dust....

... Well, okay, I see what 'e means,... but 'e should stay in the game. When the Vehicle Dust dissipates that TH number will climb to a 5.

Fitzroy: We're down to the very end now,

"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 Withean 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, 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 (15 Nov 2020)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (26 Jul 2020)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (11 Nov 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 (16 Nov 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)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (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 Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb 2016)
Neil Andrews, 40 Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (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 (02 Oct 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, Gateacree, 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 Lyness, 2 Church Row, Little Stretton, Leicestershire, LE22 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmeste 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 (04 Sep 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, Lincs, NG34 8hb (24 Jan 2017)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chesham, 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 (23 Nov 2020)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (25 Feb 2014)
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (25 Oct 2019)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (16 Apr 2019)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Jeremy Howison-Haworth, 15 Balcarres Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 2017)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)
Nick Rijke, 59 York Road, Newbury, Berkshire, RG14 7NR (28 Nov 2020)
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
Kevin Croskey, 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 Greacas, 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)
Frazer Greenhields, 231 Staplegrave Road, Taunton, Somerset, TA2 6AG (23 Oct 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 (25 Oct 2020)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)
christopher bourne, 52 horsenden lane north, greenford, middlsex, ub6 0pa (04 Dec 2014)
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)
Dave Booth, 47 Dunnock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (24 Jan 2018)
Matt Dean, 64 Northfield Lane, Horbury, Wakefield, West Yorkshire, WF4 5JL (13 Jun 2019)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019)
Greg Jameson, 86 Fulbeck Ave, Wigan, WN3 5QL (23 Jan 2020)
Peter Burbury, 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 (12 Dec 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, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (30 Aug 2019)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (01 May 2020)
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (28 Nov 2020)
Darren Kilfara, 68 Wilson Street, Dunbar, East Lothian, EH42 1GG (09 May 2017)
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6hr (03 Feb 2013)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (05 Jun 2019)
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)
Steve Mackintosh, 54 Firthview Drive, Inverness, IV38QE (27 Jan 2013)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2019)
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)

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

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ON THE CONVENTION TRAIL

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

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

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

2021 FEBRUARY – MARCH ALBERTA ASSAULT 3

When: 22 February – 14 March.

Where: Online using VASL for 2021.

Fee: \$20 CDN (about £12, €13).

Format: Four player group round robin with round one running from 22-28 February, round two running from 1-7 March, and the final round running from 8-14 March. The scenario for each round being announced the evening before each round is due to begin.

Contact: For more details or to register contact Gerry Proudfoot by email at gerardproudfoot@gmail.com.

APRIL HEROES 2021

When: 22 – 25 April.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £15.00 if registering with the organisers by 11 April, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in mid-March.

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

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



JUNE SCANDANAVIAN ASL OPEN

When: 11 – 13 June.

Where: Danhostel Ishoj, Ishoj Strandvej 13, 2635 Ishoj, Denmark. Contact the organisers for information on accommodation; in 2020 accommodation was available at a cost ranging from 510 Danish Kroner (about €70) per person for a single room to 210 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – contact the organisers for a price.

Fee: 200 Danish Kroner (about €27).

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

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

DOUBLE ONE 2021

When: 24 – 27 June.

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

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

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

Contact: For a booking form contact the organisers by email at lasl.double.one@gmail.com. Check out the web site at <https://londonasl.siterubix.com/> for the latest details.

OCTOBER ASLOK XXXVI

When: 3– 10 October.

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

Fee: To be confirmed, but in 2019 it was \$30.00 before 28 September, \$40.00 thereafter and on the door.

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

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

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

NOVEMBER BOUNDING FIRST FIRE 2021

When: 18 – 21 November (TO BE CONFIRMED).

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £20.00.

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

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

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