

A TALE OF TWO SEABORNE EVACUATIONS - two designs of the same action HEROES 2021, COVID 19 - a non-AAR

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**COVER:** It's cold outside. The Finnish countryside in World War 2 (taken from SA-kuva, the Finnish Wartime Photograph Archive, <u>http://sa-kuva.fi/neo?tem=webneo-</u> eng)

*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

VIEW FROM THE TRENCHES 19 Main Street Kirkliston Midlothian EH29 9AE

Telephone: (0131) 629 1260

E-mail: pete@vftt.co.uk

World Wide Web Home Page: https://www.vftt.co.uk

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## **PREP FIRE**

Hello and welcome to the latest issue of VFTT.

This issue is a bit of a grab-bag of stuff I've found online, as I've got very little original material around at the moment. Finding material to print in *VFTT* is becoming increasingly difficult, though considering the number of options people have nowadays for publishing an article they've written that isn't surprising. And considering people have been writing about *ASL* for over 30 years now there's probably not a lot of rules areas left to cover. But there are thousands of scenarios that have had nothing written about them, and little seems to have been written about some of the more recent CG, such as Festung Budapest, Red Factories or Dinant, so there's still plenty of things to write about. And that's before you even start looking at all the third party products. We're in another Golden Age of *ASL* Products; let's see if that can be matched by a Golden Age of *ASL* Articles.

'Til next issue, roll Low and Prosper.

Pete Phillipps



London's Advanced Squad Leaders (LASL) welcome ASL (ASL ST

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

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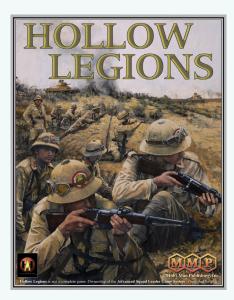
If you know of other shops stocking third party ASL products let me know so I can include them here in future issues.



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#### **ELECTRIC ITALIANS**

The long-awaited *Hollow Legions 3rd edition* was placed on pre-order at the end of April. This updated edition includes the material from the original module as well as the desert rules, mapboards, overlays, and scenarios from *West of Alamein*, an updated version of the *Soldiers of the Negus*, covering the Second Italo-Ethiopian War of 1935-36 that was originally published by ELR in the early 1990s, and 29 scenarios from various out-of-print publications such as *The General*, the *ASL Annual*, the *ASL Journal* and *Action Pack 3*. It will retail for \$172 but can be pre-ordered for \$129.



Having first announced plans for an electronic rulebook back in 2000 in the introduction to the 2nd edition ASLRB, MMP finally released an eASLRB in February. Available from https://www.wargamevault.com/ product/344879/Electronic-Advanced-Squad-Leader-Rulebook, it includes new layouts of Chapters A-G incorporating all known errata as of August 2020, as well as the complete Chapter H; and Chapters J, K, W and associated charts. MMP plans on updating older chapters (such as Chapter F and the Italian Chapter H pages when the new version of Hollow Legions is released) and adding additional chapters in the future; updates will be available at no extra cost to existing customers. It can be viewed on any device that can open PDFsA single purchase allows the buyer to use it on multiple devices so it can be used on a computer, phone

Also on the electronic frontier, MMP have



moved their website, which can now be found at <u>https://mmpgamers.com/</u>.

Both the reprint of *Rising Sun*, and the new *HASL* module *Sword and Fire: Manila*, which covers the 1945 battle to liberate Manila, have their pre-order numbers, although there is no indication as to when either will be fitted into MMP's print schedule. The reprint of *Rising Sun* included the contents of the original along with the map and five scenarios for the *Hell's Corner HASL* which originally appeared in *Operations Special Edition #3*. And will retail for \$225, while *Sword and Fire: Manila* (which will retail for \$132) will contain six mapsheets, four countersheets, 25 scenarios and five Campaign Games, as well as assorted play aids.

Still waiting to be placed on pre-order are *Drop Zone Ste. Mère Église* (the Normandy HASL) and the Overlay pack.

#### **CELLARS IN KOREA**

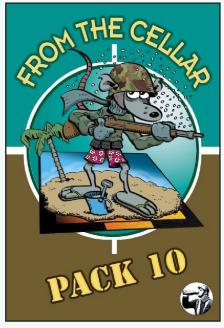
Le Franc Tireur are working on *From the Cellar 10*, which will feature 20 scenarios focusing on the actions of the American marines. The centrepiece of the issue is a historical map of Fox Hill which is used for 10 scenarios covering the actions of 7th Marine Division's Fox Company during the actions at Toktong Pass in November 1950. For those who are not keen on the Korean War the other 10 scenarios are set in World War 2. No price or release date has been announced, although it is expected to be released 'soon'.

#### **BUNKER AT DINANT**

Dispatches from the Bunker 51 was released at the end of March, with four scenarios from various theatres of war. 'Autumn Approach' sees a Welsh Guards force battle German paratroopers on the route to Arnhem, while 'Over the Ice' has a company of Finnish ski troops on Tytarsaari Island in the Gulf of Finland attacked by a Russian ski detachment; a hill and two ocean overlays are used to represent the island in the frozen Gulf of Finland. 'War to the Knife' sees



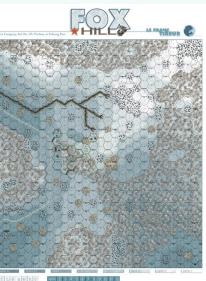
Map samples from Sword and Fire: Manila (above) and From the Cellar 10 (left). Below: sample of the draft NKPA SASL table which has been submitted to MMP.



a Greek force aided by local partisans attempt to stop a German motorcycle unit from reaching Kandanos. The final scenario, 'Delayed at Cogon' sees the drive of the US 77th Infantry Division to Valencia in the Philippines blocked by a Japanese position; the American forces include three armoured bulldozers to assist with clearing away the defenders.

There is also a primer on huts and the usual round-up of the local *ASL* scene.

A four issue subscription is \$20 (\$18 for renewals), while a 'WORKS order' containing PDFs of all prior issues plus a subscription is \$75. Individual PDF back issues are available for \$3 each, except for issue 44 which is \$10 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 each. Payment can be made by PayPal to <u>PinkFloydFan1954@aol.com</u>, and they can be connected by emailing them at <u>aslbunker@aol.</u> <u>com</u>.





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## **HEROES 2021, COVID 19**

Despite heroic efforts from all involved, it was not possible to run HEROES 2021 at the Headlands hotel this year. As advertised in the last issue of *VFTT* it had already been pushed back from its usual start of March date to the end of April, in the hope that that would give us a chance of holding it, but as January turned into February this began to seem less and less likely.

The announcement of the

government's roadmap out of lockdown initially raised optimism that it could be held in mid-May, and plans were made with the hotel for us to be their first guests upon reopening. Unfortunately several days later it became clear that while the hotel would be allowed to reopen from May 17th, it would not be allowed to host events until June 21st. With DOUBLE 1 already booked for the weekend of 24-27 June moving HEROES was not an option so reluctantly I decided to cancel the 2021 event :-(

HEROES 2022 will provisionally take place at the Headlands over the weekend of Thursday 3rd to Sunday 6th March 2022 (and hopefully BOUNDING FIRE will take place there in November 2021 as normal.)



Not a lot happened at HEROES 2021.....





# Double One 2021



#### Thursday June 24th to Sunday June 27th

2021 should hopefully see the London ASL tournament "Double One" return to its regular venue, Writtle College, following its VASL incarnation in 2020 due to Covid-19 (contingency plans are being made in case Covid-19 restrictions are still in place.)

Double One's college venue offers excellent value for money bed and breakfast accommodation, large gaming rooms, open for extended gaming times across the whole weekend, and is located close to Chelmsford, Essex, with easy access to London via a 40 minute main rail link, the M25, and Stansted international airport.

#### The weekend

The tournament starts on the Thursday with friendly gaming in the afternoon, and the now traditional curry evening at the college. The gaming room opens at 8.30am on Friday 25th June for several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon. On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating.

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website around March 2020.

#### The venue

The tournament's venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR - <u>www.writtle.</u> <u>ac.uk</u>. Room opening times are early afternoon (depending on arrival times of players) - midnight Thursday, 8.30am - midnight Friday, 8ammidnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm).

- The venue is less than 2 miles outside Chelmsford and is easily accessible:
  - By car the college is less than 15 miles from both junction 28 of the M25 and junction 7 of the M11.
  - By train Chelmsford station has a regular direct service on the London Liverpool Street line. Free pick ups and travel between the station and college can be arranged with the organisers
  - By plane London Stansted airport is less than 30 minutes from the venue, and for those flying into Stansted, free pick ups and transportation can again be arranged with the organisers.

Participants intending to stay overnight should book their B&B accommodation directly with the college (£36.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

#### Attendance fees

The attendance fee for the weekend is £15.00. Payment can be made by either <u>Paypal</u> to **lasl.double.one@gmail.com** (select SENDING TO A FRIEND OR TO FAMILY), cheque (email <u>lasl.double.one@gmail.com</u> for details), or cash on arrival.

For further details, please either visit the tournament's website at <u>https://londonasl.siterubix.com/</u> or contact the organisers by emailing <u>lasl.double.one@gmail.com</u>

You can also keep up to date with developments by joining the London ASL Google Group - LondonASL - Google Groups

We look forward to welcoming you back to Double One in 2021



## The Scenarios Of Hakkaa Päälle

This was originally posted by John at <u>http://</u> <u>twasler.666forum.com/166-a-review-of-the-sce-</u> <u>narios-of-hakkaa-paalle-long#93</u> and is used with his permission – Pete.

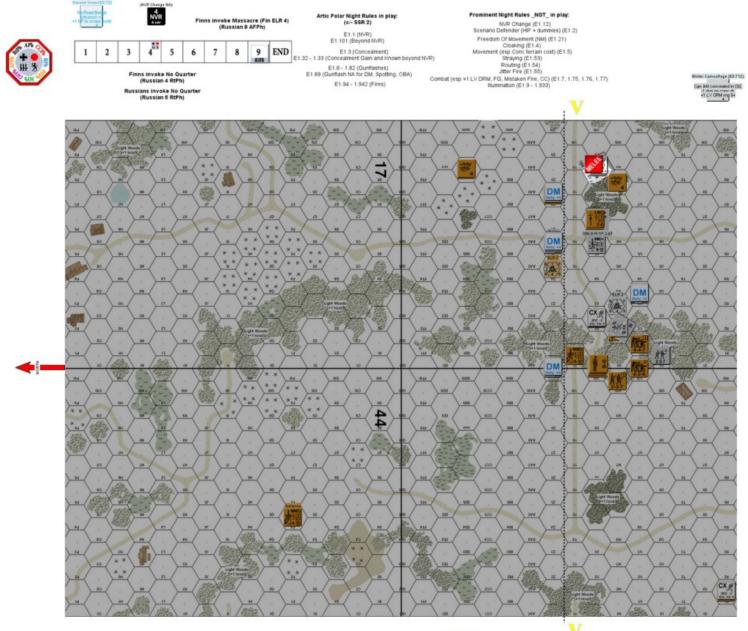
*Hakkaa Paalle* adds quite a facelift to the Finnish, by providing new squad types (548, 447, 437), new SWs (Russian issue, which were historically the most frequently used), and of course guns and AFVs. There are also a number of early war and rare Russian AFVs, Aerosans (D17), and some new rules for such things as Light Woods (B35), Prepared Fire Zones (B36), Russian Early War Doctrine (A25.212), as well as updates to the Finnish (A25.7) to bring them more in line with historical accuracy. It really is nice to now have a group of Finnish scenarios, which previously were something just played on isolated occasions.

Peter Palmer and I have been meeting on VASL regularly during weekends over the past couple of years. When I asked him what he fancied playing next, he suggested playing the scenarios of *Hakkaa Paalle*, starting with the first one, and carrying on through in numerical order, with him playing the Russians/Germans, and myself as the Finnish. Peter had already played one of the scenarios (170), whilst I had played 4 (164, 169, 172, 175), was half way through another (171), and had even play-tested a few of them (162, 163, 176). I'm always quite keen to new scenarios, especially those of core modules.

Beginning on March 11 2018, Peter and I kicked off. What happens follows.

#### ASL-161 "Arctic Crossroads"

This scenario takes place in arctic twilight, and uses a number (but far from all) Night (E1) to simulate this. To win, the Russians need to have 12 VPs, which they can earn by having Good Order units on/ south of row Y on boards 16/19, and 3 VPs for each controlled location containing a







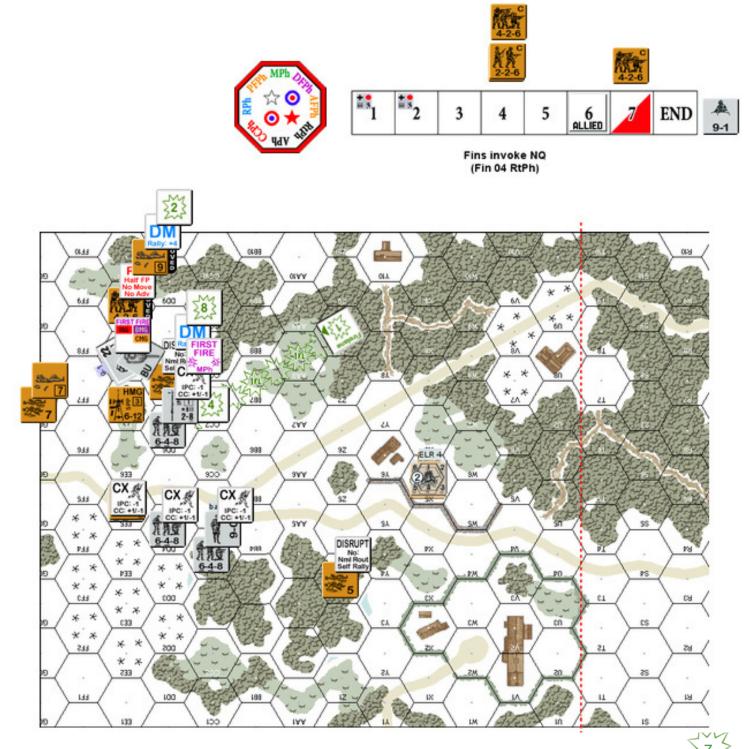
Finnish gun. The Russians attack with 18 squads, 3 leaders, and 4 SWs. The Finns defend with 3 crewed guns (two 87\* ART, and a 7.62 (8) AA), 7 squads, 1 leader, and 2 SWs. The Finns get reinforcements on turn 4, in the form of 7 squads, 2 leaders, and 2 SWs (plus an Ahkio to help slide them through the snow). In essence, the Russians will have an advantage in numbers early on, but the initiative will more than swing to the Finns when their reinforcements arrive, especially given the general superiority of the Finnish squads.

Initially, I thought this scenario wouldn't be quite to Peter's tastes, since he hasn't really played much Night (E1) in recent times. I've been in the VASL Night league for a few years now, so that has help me to keep in practice. However, the challenge for me would be having to remember which night rules didn't apply. When I set up the VASL map, I made a great many 'cheat notes' to give is a brief reference to the rules that applied, as well as a number that didn't. We played this scenario with Russian balance in effect (which adds a MMG to the Russians).

In our game, Peter was aggressive from the start and continued to be until my reinforcements evened up the odds. My guns had been overrun, but had taken quite a toll on the Russian squads, with a number blown to bits during their bloody charges. I felt that my reinforcements would have every chance of running down the Russians and recapturing the gun positions, but in the last 3 turns, the Russians generally had the better of the firefights, the Commissar was a rallying superhero, and Peter's Russians held on for a reasonably comfortable win in the end.

## ASL-162 "Armored Car Savikurki"

This is a small scenario played on half of board 42. 4 Finnish 648 squads, 1 leader, 1 SW, supported by (a 9-1 led) armored car entering along the east edge have 6.5 turns to exit 5 VPs of (non-crew) Infantry off the west edge. Opposing them are 7 Russian squads, 2 leaders, and 2 (MG)



SWs. Quite a small, simple scenario to play, where the armored car has to make an impact in order to allow the outnumbered Finns to exit safely. I had already play-tested this scenario, so we played this scenario with Russian balance in effect (which downgrades the Finnish 9-1 leader to a 9-0).

In our game, my Finns looked to try and wear down the brittle (ELR 2) Russians, but Peter generally managed to fall back mostly intact, and maintain a strong defensive line. Initially, I had kept the armored car out of most danger, but as time wore on, I needed to be more aggressive. Luckily for me, the breaks mostly went my way (especially for the BMG gunner, who frequently rolled 2's and 3's on it IFT shots), and I was able to disintegrate the Russians during the Russian turn 6 MPh, allowing a safe passage for my ready-to-exit infantry.



## ASL-163 "Stopped Cold"

This scenario is played on board halves of board 5 and 7. and features a Russian combined arms attack with Russian Early War Doctrine (A25.211). 25 Russian squads (mostly 426), 3 leaders, 4 SWs, and 6 light tanks entering along the south edge have 6.5 turns to exit 24 Exit VPs (6 of which must be infantry) off the north edge of board 5. The board 7 water obstacles are frozen, but the last sentence of SSR1 has it that ice will automatically collapse if entered by an AFV. The Finns oppose them with a much smaller, but well prepared group of 8 squads, 2 (228) crews, 2 leaders, 6 SWs, and fortifications (5 AT mines, 135 pillbox, 6 trenches, 4 wire, and 2 factors of PFZ). The Finns also get reinforcements on turn 4 in the form of 1 squad, 1 hero, and a DC.

I got to play-test this scenario several times, and my experience of it was that the Russian attack usually went as well as their FT AFV (OT-26) went. If it were successful, so were they. But if it got knocked out early or ran out of FT fuel, then the Russians ended up unraveling. The combination of ice and fortifications really channels the Russian AFVs, and that will give the Finns the opportunity to get close, and overcome them with MOL. This scenario is a lot of fun to play with its early war, twin turret Russian light tanks. We played this scenario with Russian balance in effect (adds a Russian 7-0 leader).

Once again, Peter's Russians attacked aggressively, with a devilmay-care attitude. As a result, a great number of Russian



squads broke, but my Finns always had their hands full with them, and I seldom got any good opportunities to hunt the AFVs. The OT-26 X-ed out it's FT MA on the first shot, and it's platoon partner (a T-26 M31), threw a track. However, the other 4 AFVs all gave useful support, and also managed to exit the map successfully. In the end, Peter's Russians did manage to exit 24 VPs, but only 2 Russian squads made it off, which falls short of the 6 VPs of infantry required. I felt like I had had my back to the wall in the face of an aggressive infantry attack the entire game, but in the end, I had stopped enough of them to grind out a close Finnish win.

#### ASL-164 "Torment At Tormua"

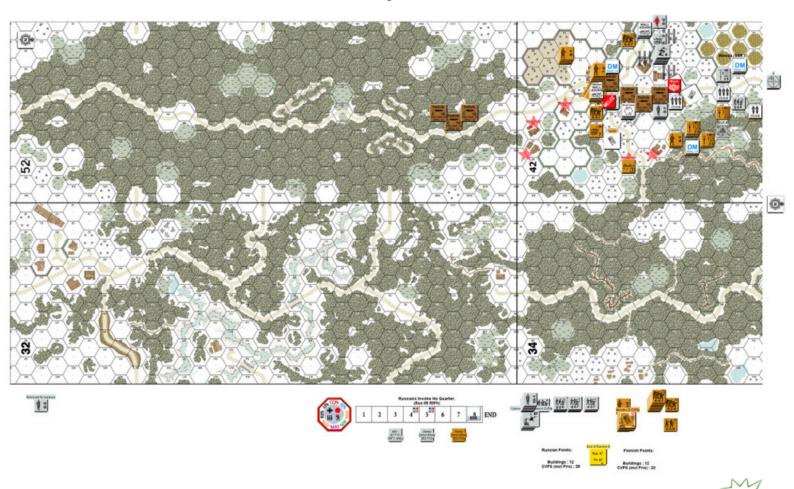
This scenario is played on 2 full boards (32, 52) and 2 half boards (34, 42) and features a meeting engagement around a village. To win, the Finns must outscore the Russians. Both sides get points for CVPs, as well as 2 points per board 42 building. The Fins begin the game with a group of 10 squads, 4 leaders, and 4 SWs defending the board 42 village, and 2.5 squads, 3 leaders, and 2 crewed 45L ATGs defending the forest road of board 52. Finnish reinforcements arrive on turns 4 and 5 totaling 9 squads, 3 leaders, and 3 SWs. The Russians have 2 groups of infantry; 19 squads, 4 leaders, 5 SWs on boards 32 and 34, and 10 squads, 3 leaders, 2 SWs, and 3 T-26 M33 tanks



in and around the woods-road hexes in the southern portions of board 52. In essence, the Russians have the advantage of numbers early on, but the late Finnish reinforcements bring some parity. The high number of leaders (10 Finnish, 7 Russian) makes for a fluid game, and both sides have strategic options, in regards to joining their groups up, or fighting out their own separate actions.

I had previously played this scenario as Finns, and although the Russians had run me close in points, had just hung on to win. One thing I recall was that there were a lot of CVPs tied up in the ATG ambush group on board 52. I thought this time around that I would pull them back to the village, with some double-time gun manhandling. We played with Russian balance in effect (BH a Russian 447, delete a Finnish 8-0).

In our game, the main Russian group was able to reach the outskirts of the village, but they were held there. The Finns on board 52 withdrew northward, and the guns proved handy in allowing the southern flank of the village to stabilize. The Russians took some more buildings, but with my reinforcements, I was able to take some back. In the end, we split the village 50/50, but Peter's Russians just edged me on points, and he won 47-45.



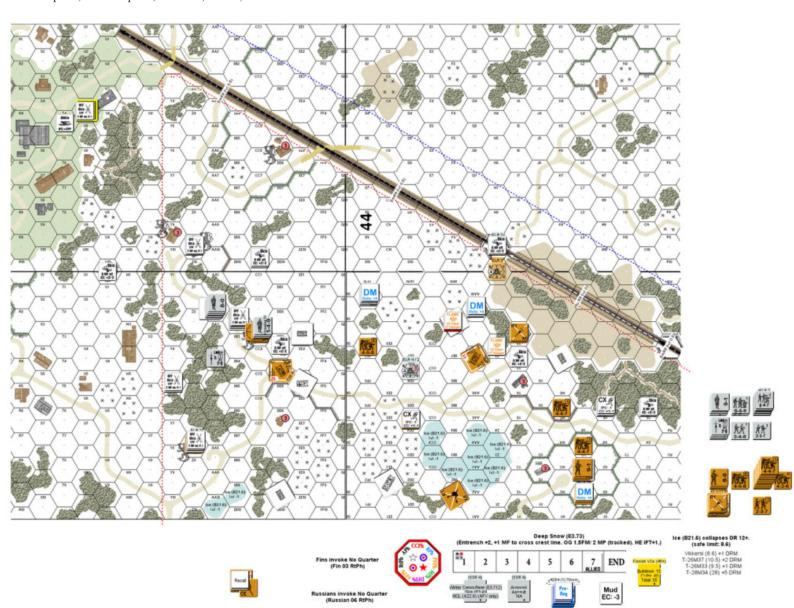
## ASL-165 "Nothing But Courage"

This scenario depicts Finland's first armored attack, which I might have referred to as a combined arms action. Historically though, it was a lack of coordination that proved costly for the Finns. The scenario takes place in Deep Snow (E3.73) on 4 half boards (17, 24, 42, 44), with a railroad running northwest to east. The Deep Snow makes non-ski movement slow, and somewhat restricts the ability of the Finnish AFVs to ambush the Russians, since the minimum MP cost per hex is 2MPs. To win, the Finns must score 40 VPs (45 VPs with Russian balance in effect), which they can do with CVPs as well as 3 VPs per building/ rubble location in the Russian setup area. The Finns attack in 2 groups, an onboard group with 6.5 648 squads, 2 leaders, 3 SWs, and 5 Vikkersi (Vickers) tanks, and another group entering along the west edge with 12 447 squads, 1 leader, and 5 SWs (with 2 Ahkios to help move them through the snow). The Russians defend with 3 458 squads, 17 447 squads, 4 leaders, 6 SWs, a

crewed 45L ATG, and 5 (abandoned at start) AFVs (4 T-26s, and a T-28). The Russians also set up under the E1.21 restriction of No Move, which is removed as per E1.12 or at the start of game turn 3.

The Russians enjoy quite a close parity in numbers and quality for the most part, but the VCs mean that they must avoid vehicle losses, and defend a decent number of buildings (there are 42 points worth of buildings), which makes this quite a tough scenario for the Russians. The reinforcing Finnish group has a low ELR (2), so the Russians have it within them to really cause this group to unravel. But if they can't keep vehicle losses to a minimum (note that they begin abandoned), then the Russians will be forced to defend too many buildings, and will most likely falter as a result of spreading themselves too thin. We played this scenario with Russian balance in effect (increasing the VP goal from 40 to 45). I was planning to playtest this scenario, but unfortunately never got the chance, since my FtF opponent that I was playtesting with had to return to Sweden.

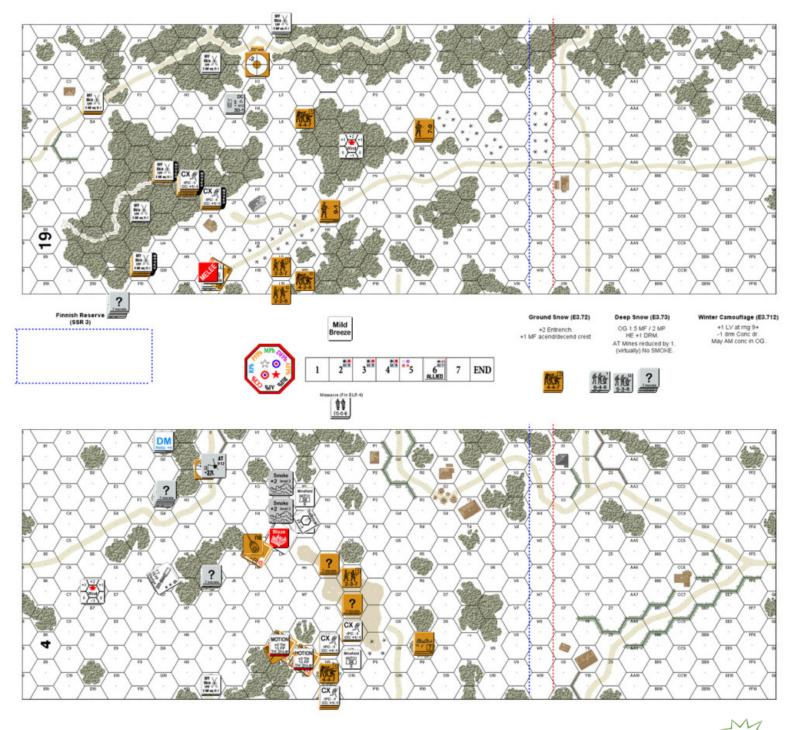
In our game, I had hoped that some 648s could infiltrate down the east side, but the Russian 9-1 led HMG was solid as a rock, and pretty much dominated the area around board 42 for the entire game. My reinforcements advanced eastwards at a slow but steady pace, taking little more in buildings than what the Russians gave them. However, in the tank fighting, it was the Russians who got the upper hand, and I ended up losing all 5 of my AFVs, whilst only destroying 2 Russian T-26s, and it looked like Peter's Russians might well prevent me from reaching my goal. The game went right to the very last CCPh, but fortunately for me, my CC DRs were vastly superior to those of Peter's, and this allowed me to rapidly increase my CVP tally in the final phase. A good fun scenario to play, supposedly a little unbalanced is what I'm hearing, but I'd still be happy to try out the Russians some time.



#### ASL-166 "Skiing In Lapland"

This scenario depicts a Russian attempt at a breakout from encirclement to rendezvous with friendly forces. Originally a very popular Friendly Fire scenario (FrF-035, named "Skiing In Laponia"), it was considered simply too good not to include (is what I hear), making it a rare case of a TPP scenario becoming a core module scenario (as opposed to an add-on). The scenario takes place on 2 separate boards (19 and 4) with Deep Snow (E3.73) in effect. The Russians have 2 groups (A and B), one of which set up on/east of row X on each board. Group A consists of 6 447 squads, one leader, 1 SW, and 4 T-26 M33 tanks. Group B consists of 9 447 squads, 2 leaders, 3 SWs, and a T-37. There is a third Russian group (ski detachment), which enters on skis along the west edge of any one board and consists of 4 458 squads, 1 (wounded) leader, and 1 SW. To win, the Russians have 7 full turns to have 1+ GO ski detachment squad and 1 GO Group A/B squad stacked together in 2+ locations at the end of any player turn. To oppose them, the Finns have 8 648 squads, 2 538 squads, 2 leaders, 4 SWs, a crewed 37L ATG (AP only), a sledge to tow it, and fortifications (4 dummies, 9 AT mine factors). All play on each board is considered separate, with no LOS between boards, and when the Russians commit their ski detachment group to one board, all play on the other board is discontinued. This scenario forces the Finns to keep reserves, ready to respond to the Russian advances.

In our game, Peter entered Group A on board 4 and Group B on board 19. I set up with 1 squad, 2 half-squads, and 2 dummies per board. The AT mines really need to be put in fields of 3, since the Deep Snow adds a +1 drm to their activation. I mostly defend the board edges to prevent any sudden rushes westward. Peter has contrasting form with his AFVs; malfunctioning their MAs, whilst rolling crisply low with their MGs. Each time I lose a squad, a reinforcement takes its place. Peter commits the ski detachment to board 19 at the start of Russian turn 5. I commit my last reserves at that point, but until they can arrive, I must keep the Russians out of the western board 19 woods. Unfortunately, I fail to manage that, and Peter is able to get past me and effect a rendezvous that satisfies the VCs in the Russian turn 6 MPh. A whole



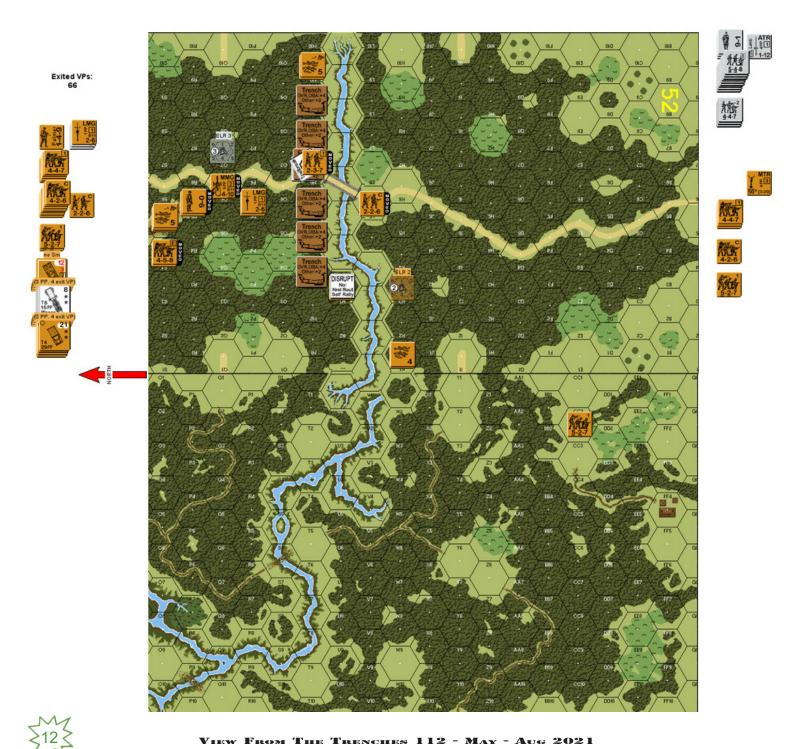
heap of fun to play this one, as it allows a rare opportunity in ASL to factor in the commitment of reserves.

## ASL-167 "Breakout From Praaza"

This scenario also depicts the Russians having to break out of encirclement (as the title suggests). The game is played on 19 rows of (the heavily forested) boards 32 and 52. To win, the Russians have 10 full turns to exit 40 VPs of units off the north edge. For this task, the Russians get 13 squads, 2 leaders, and 3 SWs setting up on board 52 (on/south of row D). They get 10 more squads, 2 leaders, and 2 SWs entering on turn 1, 5 squads, one leader, and a T-28 entering on turn 2. In turns 6 and 8, 4 each of wagons and trucks enter, each of which is worth 4 Exit VPs. To oppose this force, the Fins receive 12 548 squads, 2 leaders, 2 SWs, and an ATR armed 149 hero. There are also 2 AT mines in 52N6, which is right on the north shoulder of the single bridge.

In our game, my Finns were able to fall back and establish a defensive line along the banks of the board 52 stream easily enough. But the large superiority in numbers allowed Peter to attack aggressively . Having formed up the 3 infantry groups, he committed a number of Human Wave (A25.23) attacks, which allowed him to outflank my Finns, and I had to fall back into the woods. I was able to break a good number of Russian squads, but due to the great amount of time that the Russians had,





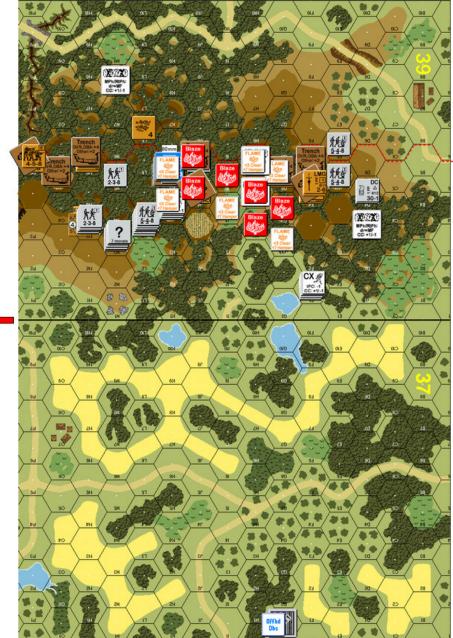
Peter was patient with their rallying, and kept the Commissar mostly uninvolved in rallying until well late into the game. Peter was first able to breach the minefield, and I would now have to rely on my infantry to block the exit. But I did not get the better of the forest fight, and after 8.5 turns, I had been completely eliminated from the map. In Russian turn 9, Peter was able to enter every vehicle, and a very healthy portion of infantry as well for a very convincing Russian victory.

#### **ASL-168 "Forest Bastion"**

This scenario is played on 2 half boards (37, 39) and depicts an assault on a fixed position. To win, the Finnish player has to eliminate/control all 3 pillboxes. The Russians defend the wooded hill of board 39 with 10 squads (2 458, 8 447), 3 leaders, 4 SWs, and several fortifications (3 135 pillboxes, 4 wire, 6 trenches, 10 PFZ factors). They also get a small group of 3 447 squads, 1 leader, and 1 SW that can set up HIP on board 37. The Finns start with 12 548 squads, 2 leaders, and 2 SWs. On turn 3, they get 3 more 548 squads, 1 leader, and 2 SWs. The Finns also get artillery support, in the form of an SSR delivered Smoke Barrage (E12), and one module of 80mm OBA with an offboard observer. Given the terrain and the complexities of controlling pillboxes, 8 turns is quite tight in time, so the Finns lack of overwhelming numbers has to be compensated by their squad quality.

In our game, I landed the Smoke Barrage turn 1 and used it to reach board 39 rapidly. It took about 2 turns to get into assault position, but once there, I was finding that the Russians were able to give as well as they took. One key factor was that somehow I lost 2 (of only 3) leaders, and this was a big problem for me. The rallying side of things is pretty well covered by the Finns ability to Self-Rally, but when you are assaulting up wooded crests (@ 4MF), a leader allows Assault Movement (to retain concealment) as well as simply a bit of extra movement range. Things got very complicated for me when the OBA started a forest fire (in spite of the Wet EC), which spread to the extent of really splintering my attack, and by the start of Finnish turn 6, I still hadn't captured a single pillbox. A blaze was also now in one of the pillbox hexes, and although it eliminated all the contents, the pillbox was unaffected (meaning that it's location remained). To win, I would need to remove the pillbox with a Critical Hit from the OBA, and also capture the other 2. I thought that it would be near impossible, so I conceded to Peter's Russians at this point.









#### ASL-169 "Night Fans"

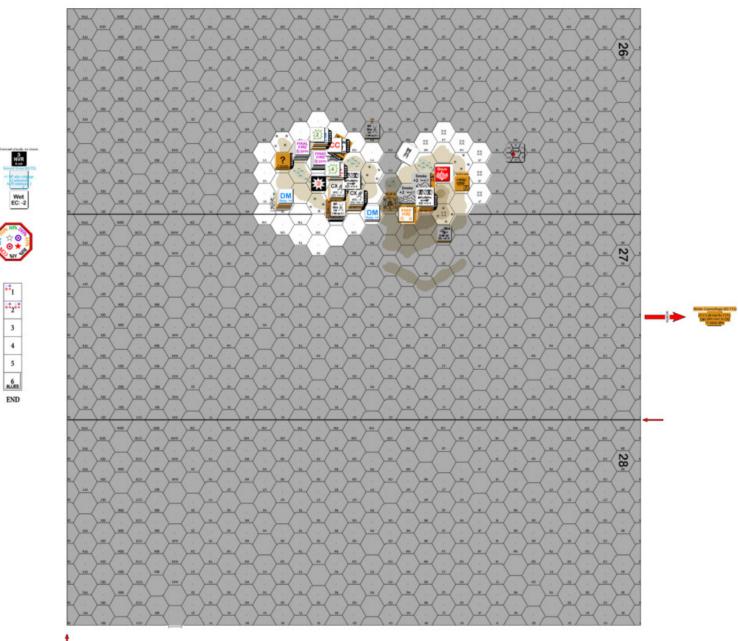
This scenario depicts a night assault on a small island across a frozen lake. In order to depict this, 3 desert boards (26, 27,28) and a number of hill overlays are used. Night (E1) rules are in effect (NVR 4), as well as Ground Snow (E3.72). To win, the Finns need to control hexes 26oS3 (wood building) and 26oM1 (level 3 hill hex) within 6 full turns without losing more than 18 CVPs. The Finns defend the small island with 9 squads (5 548, 4 447), 2 leaders, 4 SWs, and 2 wire counters. As a Night Scenario Defender (E1.2), the Finns also get 9 dummy counters, 3 HIP squad-equivalents, and all SMCs and SW that set up with MMCs can use HIP also. The Russians arrive in 3 groups, the first arrives turn 1 in the form of 6 628 squads, 1 leader, and 1 SW entering on the north edge.



On turn 2, 3 NKL-26 (armored aerosan) enter on the north edge, and 6 527 squads, 1 leader, 1 SW, and 6 NKL-16 (transport aerosan) to carry them.

This was my second playing of this scenario, I previously played as Russians. We played this one with Russian balance being in effect (adds an 8-0 to the turn 2 infantry group). I think that this is a real fun scenario to play, and that the aerosans are not overly complicated to learn. Another night scenario for Peter puts him in lessthan-familiar waters, but VASL is such an awesome medium for playing night, especially the way that the illumination really allows one to 'see' what is happening. For that reason alone, I knew Peter well enough to know that he would find it a rewarding experience.

In our game, I put the wire on hill hexes (26oM1, 26oQ2) solely to spoil the Russians ability to ski (I recall from my previous game that my Russians were able to pull off some deft moves down the slopes). Peter brought on his groups at a slow-but-steady pace for the first couple of turns. The pace of the game increased on turn 3, and Peter managed to overrun the hill by turn 5. I remember Peter using the aerosans to do overruns, and while this did result in him losing a few, they certainly helped the Russians stay on schedule. But during my turn 5, I had enough units to simply get in the way and limit Peter's final assault on the house to exposed frontal assaults. One of the key factors in taking the house is that you need to attack from the ice side. Coming down the hill into a





Mild Breeze

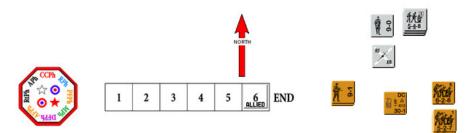


building at night will cost 4MF (unless cloaked, and you're not likely to have anyone still cloaked by then), so CX units cannot even advance in, and non CX units are going to be vulnerable in CC at best. In the last Russian MPh, my defensive fire was sufficient so that no Russian MMC would be able to enter (and thereby contest control) 260S3, which clinched the game for my defending Finns. I thought Peter could have moved a lot quicker earlier on, but managed the aerosans quite well, and overall played a good game of it. I think he enjoyed the VASL night experience plenty, too.

## ASL-170 "11th Company Counterattack"

This small scenario depicts a combined arms attack along a thin peninsula of land. To simulate this, 2 adjacent half board river banks are used (8, 40), with some Railroad (B32) overlays, too. The Finns win this scenario if there are no unbroken Russian MMC at the end of 6 full game turns. The Russians defend the peninsula with 6 squads (3 628, 3 527), 2 leaders, and 4 SWs. The Finns attack with 7.5 548 squads, one leader, and 2 SWs entering along the west edge on turn 1. On turn 2, the Finns receive 2 BT-42 (captured T-26 tanks with an artillery howitzer for its MA) for infantry support. These tanks can provide useful support, but their thin armor makes them vulnerable to the Russian MGs and ATR.

In our game, Peter slowly exchanged ground for time, and fell back towards the obvious 'Alamo' position of the 8C9/ D9 wooden building. My AFVs were well ready for this, and had taken ideal positions along the Elevated Railroad (ELRR) in 40EE10/FF10. This allowed me to somewhat close the net around the Russians, pounding the building with the 114\* gun, while my infantry rounded up the rest. But unfortunately, one BT-42 was lost to a LATW, and the other simply ran out of ammo before I could break the last remaining 628 squad, and Peter's Russians held on to win.





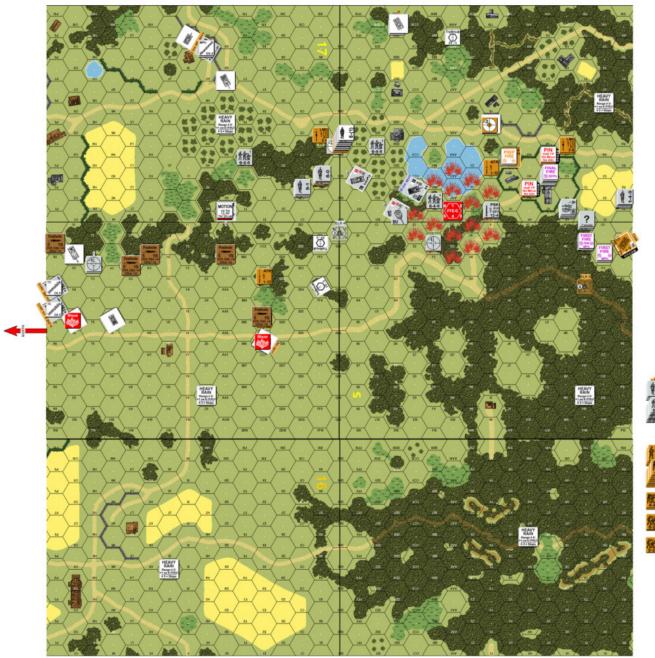
## ASL-171 "Retaking The VKT Line"

This scenario is a large, combined arms attack, where the Finns need to establish a dominant battlefield presence. 6 half boards are used (5,16,17,19,42,52), which always gives the impression that its a HUGE scenario, but in reality, its just 3 boards, and whilst large, it certainly isn't in any way a monster-sized scenario. To win at the end of 11 full turns, the Finns need to have 45+ VPs (calculated as Exit VPs) of Good Order units on boards 17/42. This total is reduced by the doubled CVP value of Good Order (non-crew) Russian Infantry on boards 5/16/19/52. The Finns enter in 3 groups, on turn 1, 15 648 squads, 3 leaders, and 5 SWs enter along the west edge. On turn 2, 8 648 squads, 2 leaders, 3 SWs, 2 armor leaders, a Sotka, and 6 Sturmi enter along the west edge of board 16. On turn 5, a Pitkaputkinen Sotka, a KV-1M42, and 2 Postijuna enter along the west edge of board 16 also. In Exit VP value, these 3 groups are worth 35, 67, and 26 points respectively for a grand total of 128. The Russians set up with 14 squads (4 628, 10 458), 3 leaders, 6 SWs, a crewed 76L ART, ans ISU-152, and a T-34/85. All these units must set up 5+ hexes from the west board edge, and the 76L gun and vehicles can only set up on boards 16/19. The Russians get

reinforcements on turn 7 in the form of 5 squads (2 628, 3 458), one leader, 3 SWs, an ISU-152, a T-34/85, 2 T-34/M43, and one module of 120MM OBA with an offboard observer. The starting Russian force is worth 53 CVPs, whilst the turn 7 reinforcements add another 40, bringing the Russian total to 93. I must say, that I found it a bit surprising that the Finns are enjoying an ELR of 4 in 1944, whilst the Russian Guards have only 3 (in an 11 turn game, ELR is going to be a big factor).

Whilst the Russian reinforcements will bring a great deal of parity to the conflict (especially the 120mm OBA), they







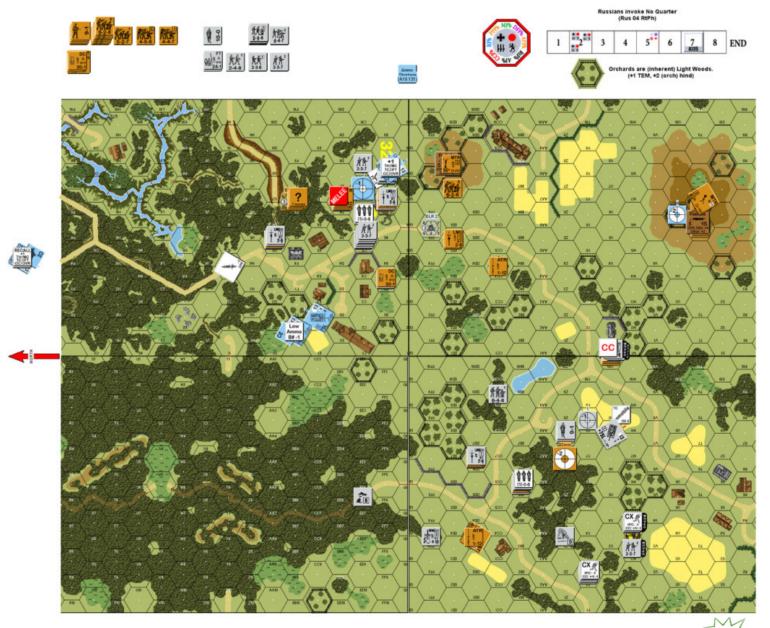
first need to survive 6.5 turns being heavily outnumbered. 45 points from a starting group of 128 is not a huge ask for the Finns, so the Russians will likely have to have some kind of salient of units on boards 5/16/19/52 to inflict a sizable deficit. I actually played about 4 turns of this scenario before as Russians (and would be quite keen to complete it at some time), and had made an effective salient along the board 19 peninsula of woods that is adjacent to board 17. I showed this to Peter and we had some discussion about it, and I sensed that he was quite impressed with the concept, and planned to emulate it to some extent. It will take the Finns 2-3 turns to reach this area, and this will afford the Russians some time to entrench (A25.21 comes in handy here).

In our game, Peter set up the Russians in a salient fashion in the board 19 woods, some delaying squads on board 16, and a few more in the woods of board 52, much like I had done in my previous game (although Peter put a more sizable group in the board 52 woods, something that I wished I had have done). As my infantry took to forcing the Russians back, my initial assault on the board 19 salient did not go at all well, and I suffered too many AFV losses (for VP purposes, an immobilized AFV is virtually the same as a loss). But the firepower of 23 648 squads is quite devastating once it gets within range, and because of this, I did eventually overwhelm the salient, just as the surviving stragglers fell back to rendezvous with the arriving reinforcements. Peter used the Russian OBA to attack my AFVs, and whilst this was successful in immobilizing/ wrecking a pair of Sturmi, my infantry continued to put pressure on the remaining outnumbered Russians. By Russian turn 11, I had pretty much cleared boards 5/16/19/52 of all Russians, and had had 54 VPs on boards 17/42. However, at the time, Peter and I had carelessly misunderstood the VCs to the extent that we were under the impression that all Russian units on boards 5/16/19/52 were deducted from the Finn total. So, in the last MPh of the last turn, Peter tried to rush a T-34/M43 onto board 5, which would deduct a game changing 14 points from the Finn total. I had prepared as best I could for this, with several

(Panzerfaust capable) infantry nearby, and even 1 PSK. Despite several attempts, my infantry couldn't come up with a hit, and the T-34 scurried on to board 5, and what we until recently thought was a Russian win. However, the VCs have it that only (noncrew) Russian infantry are deducted, so the deft little T-34 move made no impression on the VCs, and we now see that it was actually my Finns that got the win in the end. This is a very enjoyable scenario to play, but I think the ELR values make the Finnish infantry just a bit too bullet-proof in 1944 for my tastes.

#### ASL-172 "The Last Attack"

This scenario depicts an infantry assault supported by assault guns in a heavily forested area with scattered buildings. The scenario takes place on 4 half boards (17/32/44/52), and the Finns need to control buildings 17W3 and 32oB6 at the end of 8 full turns to win. The Finns initially attack with 16 squads (12 548, 4 447), 3 leaders, and 7 SWs. On turn 3, the Fins are



reinforced by 3 648 squads, 2 leaders, 2 SWs, a Sturmi, and a platoon of German Assault guns consisting of 3 StugIIIG, a StuH 42, and an armor leader. The Russians select 7 of 8 available groups and add them to a 458 squad, 3 leaders, and 6 foxholes. The final Russian defending forces will be between 14.5 - 18 (mostly elite) squads, 3 leaders, 11-16 SWs, and 2-3 Guns (82\* MTR/45LL AT/76L ART). SSR3 gives the Russians the option of bringing on 1 group as a turn 5 reinforcement instead of setting it up on board. This scenario takes place at close quarters, which makes the Russian 628s in particular a difficult adversary to pacify. The Axis vehicles suffer from a number of ammo deficiencies, which limits their effectiveness a bit. But 8 full turns does give the Axis enough time to complete the task at hand. I had played this scenario previously as Axis, and had narrowly lost.

In our game, Peter selected all but Group 4, opting for the Groups with higher (8) morale. My attack was basically a hard push towards 32oB6, with a 'recon in force' of a few squads heading towards 17W3. The idea was to overwhelm 32oB6, then reinforce the final push on 17W3. Initial progress was slow and steady, as the Finns sought to get in close. The Russian guns were keeping the assault guns busy, so the infantry were having to do it alone for the most part. After about 5 turns, I was able to gain the upper hand around 320B6, and took control on turn 6. At the same time in and around the approaching woods to 1703, the Russians seem to have a bit of a morale meltdown, where they could scarcely pass a MC (given that Peter had specifically selected 8 morale troops to defend with, this must have really torn his pants!!!). By turn 7 there were hardly any Russians on board 17, and I was able to enter 17W3 virtually unopposed.

#### ASL-173 "Father Sunshine"

This small scenario depicts a Finish armored counterattack in mixed terrain of woods and grain. The scenario takes place on 2 boards (37,50) and the Finns win by exiting 5 AFVs with functioning MA on/ between 37P10 and 37R10 within 5.5 turns. Each (at start) T-34/85 eliminated counts as 1 AFV exited. The Finnish infantry support of 5 548 squads, 1 leader, and 1 SW set up on board, while 3 groups of AFVs enter during the first 3 game turns. On turn 1, a captured ISU-152 and 2 Sturmi. On turn 2, 2 Sotka and an armor leader. On turn 3, 2 T-26 and a BA-20. One Finnish 548 squad may be designated as an Assault Engineer (H1.22) squad. The Russians defend with 4 458 squads, 1 leader, 1 SW, 2 T-34/85, and 3 dummy counters. The Russians also get reinforcements on turn 3 in the form of a 458 squad, 1 SW, and 1 more T-34/85. SSR2 allows the 2 at-start T-34/85 tanks to set up hull down across 1-6 hex-sides, which makes them a formidable opponent to any AFVs wishing to duel with them. There is also a +1 LV DRM throughout the game for all shots at ranges  $\geq =3$ .

In our game, I tried to get my infantry to lead the way, but the Russian infantry





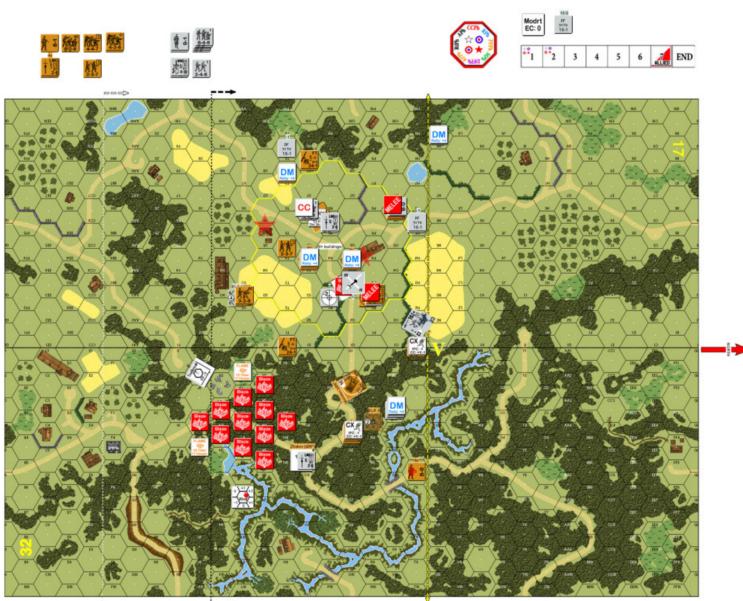
screen were well up to the task of protecting the dug-in tanks. I then committed the ISU-152 to battle, hoping that it's 14 AF of hull front armor would allow it to survive long enough to get a telling hit on one of the T-34/85 tanks. But this did not work out at all in my favor, so I then had to resort to hitand-run tactics, but again without success. Next I sneaked a Sturmi into a position to ambush on of the currently distracted T-34/85 tanks, but it couldn't manage a turret hit, so that failed, too. Nothing I tried seem to work. With time running out, and most of my useful AFVs now wrecked, I dashed off my remaining AFVs (a Sturmi, 2 T-26, and the BA-20) in the hope that my infantry could eliminate one of the T-34/85 tanks. But Peter was well aware of the threat, and made it murderous for me to get any infantry in close enough. But in the last CCPh, I did manage to get 2 halfsquads into CC (one of which was an assault Engineer) with a T-34/85. Immobilization wouldn't be good enough, so my Assault Engineer half-squad would need to roll a 3 or less to eliminate the tank. My CC attack

DR was a crisp [1,1], which burned the tank for a lucky, last turn Finnish victory. The CC dice roll might have been a lucky low one, but I can at least give myself a little credit for perseverance (A.KA. passing my PMC) when little else was going my way.

#### ASL-174 "Lagus Assault Guns"

This scenario depicts a medium sized combined arms assault across tow quite different boards (17,32). One depicts a small rural village (17), whilst the other is heavily forested with a stream running through it. To win at the end of 6.5 turns, the Russians need to either have 5+ GO squads and 2+ mobile AFVs with functioning MAs on/ north of hexrow 17M/32U, or they can win by controlling 6+ buildings within 3 hexes of 17R4. The Russians initially enter with 8 squads (4 458, 4 447), 2 leaders, 4 SWs, a SU-152, and IS-2, and 2 T-34/85 tanks. On turn 2, the Russians are reinforced with 6 628 (Assault Engineer) squads, 1 leader, and 5 SWs. The Finns defend in 2 groups with a total of 10 648 squads, 2 leaders, a 149, 4 SWs, a crewed 81\* Mtr, 2 Sturmi, and 6 dummy counters. The Finns also get to HIP one squad equivalent, and are permitted to assign 2 PF to any unit (as per C13.311), so this allows for 2 HS to HIP, each with a PF. With the high volume of FP available to each side, this is likely to be a brutal affair. The Finns need to defend 2 objectives; stop the Russians penetrating deep, whilst holding onto enough of the board 17 village. The Russian Assault Engineers, armed with DCs and FTs look ideal to take the village with, but the relatively open terrain will make the approach quite difficult. 6.5 Turns isn't a ton of time, either.

In our game, I HIPed 2 248 HS, each with a PF in ambush positions on board 17, and defended the board 32 forest heavily, in order to force a village fight, and hopefully dissuade Peter from attacking heavily in the woods. Peter was quite reluctant to cooperate with my plan, and for the early turns, the majority of the fighting occurred





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on board 32. Towards the middle of the game, I was able to knock out the IS-2 with the PSK, which meant that my Sturmi would be able to hold their own against the remaining Russian AFVs. But the turn after, the Russians generated multiple KIA results with FT and DC attacks, removing several Finn units. The KIA results started a big forest fire, which essentially forced the Finns to attack the village, so despite the losses, I was able to scrape together enough defenders to make a stand in the village. Peter's Assault Engineers were not especially crisp on their morale checks, and weren't able to apply the pressure that they might have liked, and in the last turn, Peter needed 4 CCs to go his way, which is a credit to his perseverance to even have

any chance of victory. But it wasn't to be for him, as his rather benign CC attacks left his Russians 3 buildings short. At the time of writing, this scenario is 56-23 pro Finnish on ROAR, but it feels a lot more even to me than what ROAR is showing, and I expect this to be a popular scenario.

#### ASL-175 "Hunters At Ylimaa"

This scenario depicts a Finnish attempt to break the German line, and I think it's the first official Finn vs German ASL scenario, too. This scenario takes place on rows A-X on boards 35 and 37 with Mud (E3.6) in effect. The game is 7.5 turns long, and the Finns win instantly by exiting 35+ VPs off the north edge on/between 37X5 and 35X5. The Finns have 18 squads (12 648 6 538), 3 leaders, and 7 SWs (total VP value 40) entering on turn 1, and 5 Sotka tanks of various models (total VP value 35) entering on turn 1. The Germans defend with 10 58 squads, 3 leaders, 4 SWs, 2 crewed 50L AT guns, and a radio operated module of 100mm OBA. They also have 8 Sangars (as per SSR 3, Entrenching is NA). Despite Mud being in effect, the tanks can have a fairly safe time of it, due to a paved road running north-south along board 37, and plentifully linked Orchard and Brush (which are not subject to Mud Bog) hexes across board 35. I had played this scenario once before as Finns, and had little difficulty





exiting 35+ points by turn 7. The Finns advantages in FP and (self-) rally made them a constant handful to the German defenders, and the ATGs were only powerful enough to penetrate the sides and rear of the AFVs.

In our game, I brought on the vehicles via 35A2, and only had to risk for Bog when crossing the 35A5-O5 road. Groups of squads with MGs advanced along board 37, but the real push was always going to be through board 35. My infantry were able to advance at a steady pace, and the Finnish advantage in total FP provided me with a dominant position after Peter got the worst of the high FP firefight. I suffered an ELR here and there, but Peter had a bad day with his rallies, and subsequently the German defense was never able to properly crystallize. I got my vehicles across the road all right, which really spread out the area that the Germans would have to cover. Peter got in one good ROF tear with the HMG around turn 4 or 5, breaking a number of squads. But that was about the only thing that went right for Peter's Germans, and with 3 vehicles exited and 2 more ready to leave, they were forced to make suicide charges to try and prevent exit, but were cut up by the heavy Finnish FP before they got very far.

I've played this scenario twice now, looked at the Mud (E3.6) rules several times just to make sure I haven't missed something, but from how I understand it, Brush and Orchard are not defined as being Mud hexes, and in both games my Finns have had too much room to move, and the Germans never looked like they were going to be able to cover the ground. This might sound a bit radical to some, but I wonder if this scenario would work better if just board 37 was used (with the entire north edge of board 37 available for exit). The Germans could then try and form some kind of line of defense, and at least hold the Finns for at least a while.

## ASL-176 "The Only Way Out"

This scenario depicts a Finnish ambush of a German breakout attempt. The game is a full 10 turns long, and takes place on boards 39 and 7, with some woods overlays added. The German player wins at game end by exiting at least 10 VPs off the north edge and scoring more VPs than the Finnish. The Finns defend with 12 squads (10 548, 2 447) 3 leaders, and 5 SWs, which are split into 2 almost even groups that set up roughly north and south of the board 39 bridge. The Germans start with 3 groups on board; a (HIP) rear guard group of 2 468 squads, 1 leader, 2 SWs, and 2 foxholes. Group 2 features infantry on foot, and consists of 11 squad equivalents (468,

7 467, 6 247), 3 leaders, 3 SW. Group 3 features passengers on trucks and consists of 4 467 squads, 1 leader, 3 SWs, and 4 Opel Blitz trucks. On turn 3, the Germans get reinforcements in the form of 6 468 squads, 2 leaders, 3 SWs, an Opel Blitz truck and a 50L ATG and 228 crew. In total, the Germans outnumber the Finns by about 2:1, but Groups 2 and 3 begin scattered along the board 39 road, which gives the (moving first) Finns the opportunity to ambush the Germans. The HIP German rear guard will give a little pause for thought, and when the turn 3 reinforcements arrive, the now outnumbered 2:1 Finns have to be careful not to be engulfed. Beginning turn 2, the Finns suffer from Ammo Shortage, which prevents the use of Fire Lanes (A9.22), but I expect the Finns will mostly be on the board 39 hill, so there likely wouldn't be so many opportunities for Fire Lanes until maybe the closing stages of the game.

I got to play-test this scenario several times, and on each occasion, the ambush did not go at all well for the Finns, especially when they broke, as they were usually forced to rout up the wooded board 39 hill, which at 4 MF per hex meant that they Germans were able to pursue them and precipitate a collapse. In our game as the defending Finns, I contemplated abandoning the ambush all together, and using turn 1 to extricate the south group. But that would

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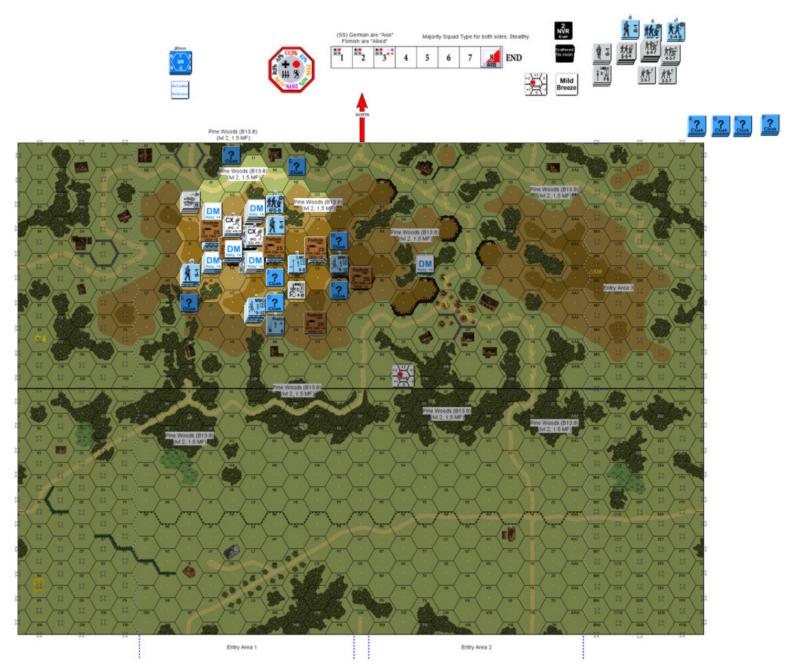


leave a lot of exiting units to block, and with their numbers, leaders and SWs, the Germans could muster some imposing Fire Groups and take full advantage of 10 turn with which to blast their way out. So, feeling compelled to do the ambush (and get a lead in CVPs), I set up the 2 groups along the road and tried to punch hard on turn 1. The way the DRs of SSR3 worked out was that nearly all of the German leaders got positioned from rows B-F, which meant that forward units might struggle to recover when broken, but that the Germans would be able to add extra impetus to their push for the exit. So, overall this was a real blessing for the Germans. Nonetheless, I was able to inflict some casualties, and destroy most of the trucks. And so began a fighting withdrawal along the board 39 hill, interdicting the road as beast I could. This time, the Finns were able to make a game of it, and I carried my lead in CVPs throughout the game. By turn 9, it was starting to look

like the Germans would come up a bit short, and Peter had to make a number of desperate dashes for the north edge. By the last (10th) turn, I still had enough units and FP to block the German exit, and was probably in the better position. But in a game that went right to the wire, Peter exited a total of 16 VPs and scored 18 CVPs to beat my total of 33 CVPs by 1. It was a really fun game that was enjoyable to play from start to finish. Peter in particular enjoyed this one, I suspect that it was one of his favorites, and commented that it had a nostalgic Crescendo Of Doom kind of feel to it.

#### ASL-177 "Anabasis"

This scenario depicts German SS squads attacking Finns at night. The game is 7.5 turns long, and takes place on rows G to AA on boards 2 and 19 with an initial NVR of 2. SSR 2 makes all woods Pine Woods (B13.8). Both sides are considered Stealthy. The German player wins by controlling al level 3 hexes, provided that there are no Good Order Finns on/adjacent to the 2Q1-T2-U3-U7-Y10 road. The Finns defend with 14 squads (8 548, 6 447), 4 leaders, 5 SWs, and foxholes for those in suitable terrain. They are reinforced on turn 3 by 5 squads (3 58, 2 447) 2 leaders, and 2 SWs. The Germans attack with 3 groups, one of which enters in each of the first 3 game turns. Each group consists of 6 658 squads, 2 leaders and 3-5 SWs. A SMC and radio, representing an 80mm OBA module may be added to any 1 group. This tends to become a savage night battle, as the low NVR will lead to a lot of short range fighting. Both sides are able to rally quickly; the Finns with Self-Rally, and the SS with their high broken morale, which somewhat overcomes the burden of rallying at night. The SS have to do a lot, but they field a high quality force (with -8 worth of leadership DRM), with which to do the job. The Finnish force is no







pushover, but the ELR of 2 could likely see a number of units suffer Unit Replacement (A19.13), which is significant when it happens to 447 squads, as they are replaced with (non-Self Rallying) Conscript (A19.2) units.

This was my second playing of this scenario, I had previously played it as Germans, and had my attack come unraveled as the Finns rolled an uncanny high number of HOB MCs, generating not a few heroes, which made the high FP IFT attacks and CC especially dangerous. Defending this time as Finns, I sought to delay the German's route to hill 621 and make a point defense of 2J4 and 2K4. I sought to be as deceptive as possible, so had my 4 HIP squads on Hill 621 (in 2O5 and 208), along with the bulk of my forces, a few half-squads in a picket line along the southern approach, and the rest 'threatening' to interdict the VC road. With their Self-Rally ability, the Finns really do die hard, and the SS really need to eliminate virtually all Finns not in Good Order, which strains the SS manpower to its limits. If I am able to inflict any kind of setback, it should see the

time start to slip away fast for the SS, much as it had done for me.

Peter's three groups entered on turns 1-3 in Entry areas 3, 1, and 2 respectively, and for the first few turns, it was simply a matter of me playing Cat and Mouse with him in order to delay the assault on 2J4/K4 for as long as possible. My reinforcements were able to reach 2J4/K4 without any incident, and after 4 turns, I held all of the level 3 hexes except for 2Q6. In turn 5, I got hit quite hard by some crisp German IFT shooting, but still had plenty of resources to defend 2J4/K4, as I continued to delay the fall of Hill 621. Peter's Germans got hot with their shooting again, so I got hit hard a second time, almost beyond the point of being able to recover. Peter actually managed to force me out of 2J4/K during turn 7, and I was in danger of not being able to oppose him in the game's final turn. But some shrewd routing allowed me to get a number of units into 2J4, one of which I was able to Self-Rally in the final game turn, but in the final CCPh, Peter was able to clear out 2J4 and earn the SS a close fought victory. Another really good game that went right to

the final CCPh.

#### Conclusions

All in all, Peter and I had a blast playing all the scenarios of "Hakkaa Paalle". The new style of (Russian-equipped) Finns definitely gives them a new flavor, without making them seem at all like 'supermen'. The new rules (Russian Early War Doctrine (A25.212), Light Woods (B35), Prepared Fire Zone (B36), Aerosans (D17), Ahkio (E4.8), as well as other fine-tuning to the Russians and Finns) really offer a number of new possibilities, and also make fighting in the snow just that bit more intriguing. I liked every scenario I played, except for ASL-175 "Hunters At Ylimaa" (which I feel offers the Finns too much room to maneuver), and would be happy to play any and all again. I would like to say a big thanks to all those involved in bringing this module to the ASL community.





Michael posted this to the Gamesquad ASL forum (http://www.gamesquad.com/forums/index. ph?threads/a-tale-of-two-seaborne-evacuations.160399/) and it is reprinted here with his permission - Pete

It is always interesting for me to compare two scenarios by different designers that depict the same battle. I don't know how many there are, but I was surprised to find that the seaborne evacuation of US marines on Guadalcanal in 1942 is one of them. The short background is that a marine force landed behind a Japanese force that was being attacked frontally by other marines. Instead of blocking the Japanese retreat, the landing marines found themselves surrounded by unexpected Japanese forces.

One designer is Brian Youse. His version first appeared in *BackBlast #2* in 1995, and was later reprinted as part of

*Operation Watchtower* from 2001. There is only one significant difference between these two iterations: 'BB16 Ambitious Plans' has twelve turns while 'HS9 Ambitious Plans' has thirteen turns. On ROAR, BB16 shows two Japanese wins to one American win, while HS9 shows four Japanese wins to six American wins.

The other designer is Mark Porterfield. His version appeared in *Critical* 





*Hit Magazine #2*, also from 1995, back when Critical Hit had a better reputation than they do now. He did a lot of designs published by CH; one early scenario was a tournament favourite, 'CH6 Armored Probe'. 'CH21 A Ridge Too Far' has a ROAR record of two Japanese wins to one American win.

The differences between these two

scenarios is fairly large, and not just limited to the maps used, as you can see from the accompanying images.

HS9 has 13 American squads set up on a ridge (board 39) more than ten hexes away from the beach. Six landing craft enter on turn two to come to their rescue. The Americans receive one FB as air support and a NOBA module of 120mm. The arrival turn of the Air Support affects the Exit VP required by the Victory Conditions. There is an unusual SSR that has a hero controlling the Naval OBA without a radio, to recreate the marine who communicated with a destroyer using signal flags.

The Japanese set up even further away from the beach. They have ten squads and two crews to interfere with American evacuation. An SSR does an



abstract representation of flanking fire that the Japanese had historically affecting the beach. The scenario specifies PTO with light jungle.

CH21 goes to the effort of making a map to do the flanking fire for real. Board 2 supplies the "ridge" on which the Americans start. They must cross one board to reach the beach. Both sides in this scenario have a lot more assets than in HS9. The Americans have an 81mm mortar, a .50 cal HMG, two other HMG, two light mortars and 24 squads. This force is equipped to dish out some punishment while some of its troops run to the beach. They are supported by an OBA module of 75mm directed by an off-board observer in the east and a Naval OBA module of 120mm with a shipboard observer.

The Japanese have three groups to spread around. The first group sets up before the Americans. It consists of four squads, a HMG, a 37mm AT gun and a 12.7mm AA gun. This group can set up directly in the path of the Americans and/or cover the beach. A second Japanese group sets up east of the Americans with a stream between them. This second group has eight squads with a HMG and other support weapons. The third group for the Japanese enters from west of the Americans on turn one. It adds nine squads with support weapons. The scenario specifies PTO with dense jungle.

HS9 gives ten turns for the American to exit 35 VP, including the landing craft, which count for 4 VP each (G12.84). CH21 gives the Americans 11.5 turns to exit 50 VP. There are ten landing craft. An SSR overrides their normal exit VP of 5 to 3.

The two scenarios use different types of landing craft. HS9 uses LCP(L) which has 4 MP, is partially armoured, has no ramp and can carry 30PP. The lack of a ramp means 50% of MF to load instead of the usual 25%. CH21 uses LCVP which have 5 MP, are fully armoured, have a ramp and can carry 39PP.

HS9 has 13 ocean hexes for the LCP(L) to cross, so they will need 4 turns to reach the beach and the same number to exit, assuming no running aground. CH21 has 13 to 14 ocean hexes for the LCVP to cross, so they will need 3 turns in each direction.

I played HS9 Ambitious Plans a short time ago and I am about to play CH21 A Ridge Too Far – it will be interesting to see how both act out in their depiction of the action they represent.

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## I Found Some More Counters.....

Joe Arthur

Back in the summer of 2018 I was lucky enough to go on a bit of a road trip in Europe and visiting more military museums was on the agenda. This is a follow-on article from the one that appeared in *VFTT 100*.

I will not bother to rank them as I did last time. It is all a matter of personal preference and you will probably have a different view. The goal is to provide some ideas of where to visit (once life returns to normality that is!)

Having said that if you have the opportunity just head for the British, French, German or Belgian tank museums, the Overloon war museum in Holland or the military museums in and near Moscow.

#### Germany The Deutsches Panzermuseum Germany

https://en.wikipedia.org/wiki/German\_ Tank\_Museum

https://daspanzermuseum.de/

Did I have fun in this place. I spent a whole day there and was considering going back for another day.

I parked up and the first thing I heard at 8.50 in the morning was the sound of gunfire. Then looking around I saw a lot of Bundeswehr vehicles – there was even a coach. Turns out just down the road is a big military base which was holding exercises on the day of my visit – hence all the activity (<u>https://en.wikipedia.org/</u> <u>wiki/Munster\_Training\_Area.</u>) Us Brits occupied that base till 1993, and the locals now know the area near the tank museum as the "Leo park" or "Puma park" as most of the German AFVs are parked there. It is was also a WWII chemical weapons production and testing site which produced or tested for the Nazi war machine the following:

"An extensive range of tests were carried out on a wide variety of shells of various calibres, as well as on mines, projectiles, bombs (up to 500kg) and spray equipment. The substances tried included arsenic oil, hydrogen cyanide, mustard gas, Tabun, Sarin, cyanogen chloride, phenacyl chloride, Adamsite, Aeroform, Excelsior (10-chlor-9,10-dihydroacridarsin) and many others"

Nobody tells you that whilst you are visiting though.

The reason that the tank museum is next to a military base was explained by a museum tour guide. In Germany, it is illegal to own a tank. Why? Because under German law the armour is considered to be a weapon. If you drive down the road in it the police cannot stop you so they are classed as weapons. You can keep a tank if you remove the armour – but then it is not a tank. Which is why this bloke's tank was seized:

#### https://www.bbc.co.uk/news/blogsnews-from-elsewhere-33381772

All military museums in Germany are therefore owned and on or adjacent to Bundeswehr bases.

Where to start? It has a Tiger that you walk up to and think "that does not look right". You then read the description to find out that it is a plastic 1:1 model built to



Having one of these in your cellar is not allowed in Germany!



replace the "FrankenTiger" that had been on loan from an individual. That Tiger was built from the parts of six Tigers to make one complete one. The owner had removed it to try and get it running. The museum made the decision to replace it with a plastic model.

You are allowed to touch all the exhibits, just not sit on them or climb on them – but not this one. It is fenced off.

It is not the only fake there – their WWI tank is a replica. That one is metal though.

The descriptions were brutally honest. So much so that I went and bought the museum guide – which is something I never do. For instance, here is the description of the Panzer III:

"Even though the tank became increasingly obsolete, it made up, with the Panzer IV, the backbone of the German Armour Corps for a long time. Not least because the German industry made high profits from the tank's continued production"

I just thought that was refreshingly honest. I wonder how much the UK armaments industry made from producing some of the junk that they did... If anyone knows who made the most money in the UK from arms manufacture, or knows of a good book / link, feel free to let me know.

The rarest things in the collection are probably the Brummbär and Sturmtiger. There are three Brummbär in the world, the others being in the Russian Kubinka museum and in the Fort Sill Field Artillerv Museum, Oklahoma, USA. There is one other Sturmtiger in the world - in Russia at Kubinka. Bovington has a Sturmtiger barrel, the rest of the tank was scrapped something that they now no doubt regret. According to the museum guide Bovington wanted the Munster Sturmtiger for their exhibit displaying all the Tiger models. The Germans were worried about Brexit and getting the tank back and refused. He did point out that if Bovington had offered to get it running for them they could have had it for three years as a thank you - Bovington did not want to do that deal.

The Munster Sturmtiger had been seized by US forces and removed to the US. They very nicely decided to give it back when the German tank museum was created. Germany was now a NATO member so they had to return some of the stuff. The Federal Republic of Germany (FDR / West Germany) received a lot of stuff from the Americans – the "meat-chopper" half-track was one of the items given and is now on display at the museum. Britain also returned some tanks (https://www.youtube.com/ watch?v=RzUUdV12Tys) while Sweden gave them the Panther on display. It appears to be a form of "tank diplomacy". Like the Chinese giving giant pandas away today. Today the museum contains about 25

WWII tanks.

The museum has guides who run regular tours. The one that I had was excellent. He explained that the military exercises were in fact the German military showing off to journalists / foreign military. He was going to do a tour of the museum for an Israeli army general the following day.

He took us through all the halls of the museum. The newer tanks were interesting. He was explaining the balls on chains hanging from the back of the turret on one of the tanks was to enable the tank commander to "sweep" the rear deck clean of stuff like bundles of explosives that are placed there during urban combat. After Afghanistan the tanks are turning into urban warfare vehicles.

One other interesting thing he states was that the Israeli tanks are all required to have access via the rear. That was a result of one battle where the tanks were dug in and the Israeli army took heavy losses in men who were trying to resupply the tank through the turret. There are now doors in the back of the tank (<u>https://en.wikipedia.</u> <u>org/wiki/Merkava</u>.) The Israeli army found a new use for these doors – reversing the back of a tank through a building, opening the doors and letting troops out to rescue hostages.

The other thing the museum highlights is that it was the Russians who developed the smooth bore barrel gun design now used around the world in the 1960's.

The exhibits go up to the Puma prototype that is in use by the Bundeswehr today (<u>https://en.wikipedia.org/wiki/Puma\_</u> (<u>IFV</u>).) This has a rather large Gatling gun on the top which cannot take out a tank. It will however cause so much damage to optics and other exposed equipment that the tank has to drive back for repairs. "Mission killed" as the guide put it.

Great museum, great explanations which are in English, good tour guides. What's not to like?

I asked the tour guide what else I should see and he suggested:

#### The Scientific Collection Of Defense Engineering Specimens, Koblenz, Germany https://www.vffwts.de/

The best three euros that I have spent in a long time. It is of course attached to a German military base – they take your ID details when you pay the entrance fee.

Think of the displays at the Royal Military College of Science Shrivenham. It is all about the science of how to kill people and how that has developed down the ages from throwing rocks at each other, to pointy things on sticks to today's missiles.

Being about the engineering / science rather than have a tank on display you have a tank cut in half so that you can see how it works. No Panther but the gearbox of a Panther is displayed alongside that of a T34 – presumably to show how you should do it.

Everything is also in working order – nothing has been decommissioned. In the main building:

Ground Floor cannon / artillery Second Floor artillery Third Floor mortars Fourth Floor communications / range finders (not that interesting) Fifth Floor hand guns from muskets to the present day

Then there was a big hangar with tanks / helicopters / air planes / missiles – all the big stuff.

There are many pictures here: http://www.primeportal.net/museums/ ulrich\_wrede/wts\_koblenz\_031408/index. php?Page=1

#### Holland The Dutch Cavalry Museum

http://www.cavaleriemuseum.nl/Engels/ https://en.wikipedia.org/wiki/Dutch\_ Cavalry\_Museum

This is on a military base and you have to go through the checkpoint to get to it. Make sure that you have your passport for that. It was the cleanest museum I have ever seen – I'm guessing that might be the result of being on a military base.

It was entertaining not so much because of the exhibits but due to the guide, Erwin. He was a retired Lieutenant Colonel. At their retirement dinners it appears that what happens is someone from the museum comes up to you and asks if you would be interested in being a guide. He had said yes.

He had some good stories. One was trying to get ammo to the Dutch Special Forces in Afghanistan. The Dutch helicopters could only carry 1.5 kg of ammo as this was a "police action". According to him us Brits did them a favour and loaded up one of our helicopters.

He also stated that at that moment the Dutch had no tanks. Their 18 Leopards had been sent back to Germany to be upgraded. They are leased from the Germans – you have to hope that they got a good deal.

Another piece of information was that to avoid the politicians cutting their numbers / budget the Dutch army had effectively become part of the German army. Everyone down to NCOs had to speak German. If the politicians wanted to cut back and spend the money on something else they were told by the Dutch generals "sorry, you'll have to go and talk to the Germans". That takes so long



Motorbike and sidecar display at the Dutch Cavalry Museum.

the generals hope that the politicians go and find an easier target.

He had visited England recently and thought we were a poor country – too many bad teeth and charity shops. I had to explain that charity shops paid no rates (property tax) and were therefore used by landlords to fill empty shops. I had no explanation for the bad teeth.

The collection is housed in two buildings. The first houses the following:

First Floor, uniforms, paintings, silverware and an overview of the 400 year history of the Dutch cavalry.

Second Floor, the period of horses in the cavalry.

Third Floor, the period of wheeled and tracked vehicles in the cavalry.

There is also a display devoted to the expedition to the Dutch East Indies (for Order and Peace) 1946 till 1950. Well, that is what the Dutch called it. I suspect that the people of Indonesia have another name for it. It represents the biggest military operation ever performed by Dutch forces (about 150,000 men).

This is Holland so by wheeled vehicles think bicycles. Some of the hussars at the time of the First World War were on motorcycles. They all still wore their spurs as part of their uniform.

Prior to WWII apart from these hussars on motorcycles there were two squadrons of armoured cars. These are the armoured cars that appear in the scenario SP 253 "De Zwarte Duivels". The M36 or M38 "Landsverk" Swedish armoured car that had a forward and reverse driving position.

The second building (which was built to house the two squadrons Landsverk) displays the AFV's. The most rare being one Landsverk armoured car. This was purchased from the Irish armed forces and was never used in Holland. There are other AFV's in the grounds around the building which Erwin described as "ornaments". Nothing of any note.

### The National Military Museum <a href="https://www.nmm.nl/en/">https://www.nmm.nl/en/</a>

A new building constructed on an old airfield in Soesterberg. Talking to a local it had been a US air base that was now not used. A lot of the local girls had married US personnel and the area now contained a lot of Americans married to Dutch women.

The museum would not take credit cards and I was low on cash euros so I decided to look before I bought. I could look because the building was one big glass cube. I was glad I did. Most of the stuff was modern. There was one of those motorcycles with sidecar plus machine gun but that was all I could see of interest. I decided to save my money and walk around the base instead.

I was glad I did. In one area they had constructed a big sand pit and they provided rides on a US WWII half-track around it. I spent 5 euros on that. It was slow (the engine red lined at 2,200 rpm), appeared hard to steer, but the torque. You felt it could pull down a tree with ease.

Worth going just for that ride.

## The Airborne Museum "Hartenstein":

https://en.wikipedia.org/wiki/Airborne\_ Museum\_%27Hartenstein%27

Located in Oosterbeek and dealing solely with the battle of Arnhem, this was a bit of a disappointment. It had films / uniforms / weapons / medals / standards and really crappy dioramas. The one thing I learnt from the displays was that the British officers, in revenge for his criticism of the operation, tried to blame the Polish general Stanisław Sosabowski for the failure of the Arnhem operation.

#### From Wikipedia (<u>https://</u> en.wikipedia.org/wiki/Stanis%C5%82aw\_ <u>Sosabowski#Battle\_of\_Arnhem</u>):

"After the battle, on 5 October 1944, Sosabowski received a letter from Field Marshal Montgomery describing the Polish soldiers as having fought bravely and offering awards to ten of his soldiers. However, on 14 October 1944, Montgomery wrote another letter, this time to the British commanders, in which he scapegoated Sosabowski for the failure of Market Garden. Sosabowski was accused of criticizing Montgomery, and the Polish General Staff was forced to remove him as the commanding officer of his brigade on 27 December 1944. "

Playing politics in the army – who knew?

A German paratrooper was having a look around. He was on NATO manoeuvres



The Airborne Museum Hartenstein in Osterbeek, Holland.



at the nearby Dutch paratrooper base in Schaarsbergen (https://en.wikipedia. org/wiki/11th\_Airmobile\_Brigade\_ (Netherlands).)

It did have a nice cafe.

#### The Overloon War Museum:

https://www.oorlogsmuseum.nl/en/

It was on the way back to the UK, it's a fantastic museum, so I went again.

What I love about the place is that because it is has nothing to do with any Government you get the truth, not Government propaganda. If you think there is no propaganda, try walking round the Imperial War Museum in London.

For instance, one of the displays highlighted the fact that the German soldiers were banned from the red light district in Amsterdam – that small area could not cope with an invasion by the German Army. Brothels were set up in outlying areas and chits issued to the men. The display had one such chit. Upon visiting the brothel the woman signed the chit to cancel it. Those women were slaves (https://en.wikipedia. org/wiki/German\_military\_brothels\_in\_ World\_War\_II.) I have never seen that in any other military museum.

It had recently added interactive displays on how the Netherlands was affected by the war. It showed one Dutch bloke being interviewed who had served in the SS for six weeks in Russia. He was sentenced to death after the war, which was then reduced to 20 years in jail as he had committed no war crimes. Then he was pardoned. He was an unrepentant Nazi till his death. I have not seen anything like that anywhere else either.

The museum was started by a schoolteacher and is now a charity. It has had a big bequest from a collector which is why the current collection is so good. It is not just combat stuff but the whole paraphernalia that an army drags round - mobile workshops, tank recovery equipment, generators, mobile showers, details of the "Red Ball Express" system that the US used to supply its troops (https:// en.wikipedia.org/wiki/Red Ball Express.) It also has an extensive collection of ammunition and mines. Whilst I was there the owner of the ammunition collection was carrying an 88 round to a Sherman that had its turret almost blown off by such a round.

Being nosy I asked what was going on and he was showing a mine clearance man round. He was there to take copies of the stuff for demonstration purposes. A lot of this stuff is still in the ground (<u>https://</u> en.wikipedia.org/wiki/Iron\_harvest, https:// en.wikipedia.org/wiki/Unexploded\_ ordnance) so people need to be trained in how to defuse it. A gem of a museum.

#### **Belgium:**

I had not seen the Belgian tank museum located at Bastogne. There are four things to see in Bastogne:

#### The Mardasson Memorial

https://en.wikipedia.org/wiki/Mardasson\_ Memorial

Which weirdly had this very large statue of a WWII nurse being kissed by a sailor. It is "Unconditional Surrender" (<u>https://en.wikipedia.</u> org/wiki/Unconditional\_Surrender\_ (sculpture)#Bastogne, Belgium.)

#### The Bastogne War Museum

https://www.bastognewarmuseum.be/en/ home-en/

This is located close to the memorial and focuses on the Battle of the Bulge. My advice – don't bother going.

Nothing worth seeing or listening to. Bit of an American tourist trap?

It tried to track the battle through the eyes of a German soldier, a GI, a Belgian teacher in the resistance and a child. It did not work. It ended with an audio visual diorama (aargh!)

#### The Bastogne Airborne Museum: http://www.101airbornemuseumbastogne. com/

Apparently, this is one big diorama and after the experience of the Bastogne War Museum I did not bother going. Another US tourist trap?

#### **Bastogne Barracks**

Now this was an unexpected delight. The tanks kept in the Royal Museum of the Armed Forces and Military History in Brussels had been moved here in 2010. Which is why I paid the price of admission. You have to wait at the gate for the tour to start. It is a military base so they do not let you wander around on your own – guided tours only.

You start with a Belgian army officer explaining the Battle of the Bulge. It was like a military briefing. You are all sitting down with him pointing at maps. I talked to him afterwards about why is it all about the Battle of the Bulge? He stated it was because that was all the American tourists were interested in. He was a great tour guide.

After that you go through rooms displaying military equipment. There is the room where Brigadier General McAuliffe made his famous reply to the German request that he surrender – 'Nuts'. Recreated with dummies and all – yes it is a diorama. One of the GIs present at the time had toured the museum and he had made these rooms look as he remembered them.

You were then taken to the tank shed. It had a surprisingly good collection. It even had a couple of Russian tanks - an ISU 152 and I-3. These had been given to Belgium in the 1960's as a gift for their diplomatic help – more "panda diplomacy".

On a certain day of the week the tour includes the tank restoration centre. Worth trying to time your visit to see that.

At the end of the tour there is a bar and not a gift shop!

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The 101st Airborne Museum in Bastogne, Belgium.

## "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, Breightmet, Bolton, Lancs, BL2 6PL (02 Nov 2019) Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012) Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012) Bernie Flint, 58 Coventry Street, Sussex, BNI 5PQ (15 Feb 2018) Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BNI 6WG (02 Dec 2018) Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018) Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20 Jan 2012) Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (01 Apr 2021) 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 (04 Apr 2021) 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 (10 Feb 2021) Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (23 Apr 2021) 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 Staniorth, 131 Aradbourne Street, Derby, Derbyshire, DE22 3BW (05 Apr 2021) Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE26 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 (EEP (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) Paul Healey, 19 Beechfield, Hoddesdon, Hertfordshire, EN11 9QQ (21 Feb 2021) 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, Gateactre, Liverpool, L25 4SW (15 Jan 2020) Charles Damien Maher, 21 Crestor Road, Volcota, Liverpool, L25 GNN (23 Feb 2020) Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015) Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012) Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020) Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (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, 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 (23 Nov 2020) Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (23 Feb 2021) 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

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)

Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (16 Jan 2019) Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (08 Dec 2019) Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH

(17 Aug 2020) Joel Ayres, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)

Mark Tomlinson, 12 Briar Road, Sheffield, S7 ISA (10 Dec 2018) Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)

David Ramsey, 9 Pollards Way, Lower Stondon, Bedfordshire, SG16 6NF (27 Apr 2021) Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)

Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (06 Apr 2021)

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 Catchole, Flat I, 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 IBW (15 Oct 2015) Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)

Frazer Greenshields, 231 Staplegrove Road, Taurion, Somerset, TA2 6AG (23 Oct 2020) Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (24 Apr 2021) 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) Michael Clark, 25 Ravenswood Avenue, Tunbridge Wells, TN2 3SG (24 Feb 2021) Gerard Linchan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017) Mick Allen, 107 Gresham Road, Staines, TW18 2FB (25 Oct 2020)

Richard Dagnall, 480 Chersey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017) christopher bourne, 52 horsenden lane north, greenford, middlesex, ub6 0pa (04 Dec 2014) Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020) Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)

John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)

Dave Booth, 47 Dunnock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (24 Jan 2018)

Matt Dean, 64 Northfield Lane, Horbury, Wakefield, West Yorkshire, WF4 5JL (13 Jun 2019) Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019) Greg Jameson, 86 Fulbeck Ave, Wigan, WN3 5QL (23 Jan 2020)

Peter Burbery, 18 Charles Way, Malvern, WR14 ZNA (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 Apr 2021)

#### Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019) Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (15 Feb 2021) Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (27 Aug 2019) Martin Vicca, 14 Leslie Crescent, Westhill, Aber Heb (1714), 2020 Martin Vicca, 14 Leslie Crescent, Westhill, Aberden, 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 Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (24 Feb 2021) Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017) Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011) Jana John Ver, 20 Union Road, Broxburn, West Lothian, Eh52 6hr (03 Feb 2013) John Martin, 85 Pyothall Road, Broxburn, West Lothian, Eh52 6hr (03 Feb 2013) 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/myaccount.asp.



2017)

## ON THE CONVENTION TRAIL

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

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

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

#### JUNE

#### 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  $\in$ 70) per person for a single room to 210 Danish Kroner (about  $\in$ 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, Tofthoejvej 14, 3650 Olstykke, Denmark, or email at <u>hastrupleth@gmail.com</u>. For the latest information visit the website at <u>http://www.asl-so.dk/</u>.

#### **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 <u>lasl</u>. <u>double.one@gmail.com</u>. Check out the web site at <u>https://londonasl.siterubix</u>. <u>com/</u> 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 minitournaments. 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 <u>damavs@alltel.net</u>. Check out the web site at <u>www. aslok.org</u> for the latest details.

#### NOVEMBER GRENADIER 2021

When: 3 – 7 November.

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

Fee: €5 per day.

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

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

#### **BOUNDING FIRST FIRE 2021**

When: 18 – 21 November.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £40.00 for a shared room or £45 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 <u>boundingfirstfire@gmail.com</u>. For up to date information check out the web site at <u>https://boundingfireblackpool.co.uk/</u>.

#### 2021 MARCH HEROES 2022

When: 3 – 6 March.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £40.00 for a shared room or £45 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:**  $\pm 15.00$  if registering with the organisers by 13 February,  $\pm 20.00$  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-February.

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

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

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# Blackpool 2021

17th-21st Nov '21 Headlands Hotel Blackpool, UK



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

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

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



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

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

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

# All imformation provisional and subject to confirmation closer to the date due to Covid-19

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: <u>http://www.boundingfire.com/</u>

## **Contact Us**

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

## Thank you for your interest.