

A black and white photograph of a World War I soldier lying on his back in a trench, with a Bren gun nearby. The soldier is wearing a helmet and a uniform, and his hands are clasped over his head. The Bren gun is a light machine gun mounted on a tripod, with a magazine and a belt of ammunition. The background shows the muddy ground of the trench and the legs of other soldiers in the distance.

VIEW FROM THE TRENCHES

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COVER: Infantry and carriers of 8th Royal Scots pause during the attack by 15th (Scottish) Division on Tilburg, 27 October 1944 (picture from the Imperial War Museum, <https://www.iwm.org.uk/collections/item/object/205202601>)

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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PREP FIRE

Hello and welcome to the latest issue of *VFTT*.

There's a grave lack of material related to the play of *ASL* in this issue, mainly due to having a lack of articles to use. I'm even running out of old material that might be useable if it could be worked into some sort of useable state!

The next issue is likely to see more of the same, with an article on the T-37 by Michael Davies already lined up for it unless I get something *ASL*-related to replace it.

And after the cancellations of both *HEROES* and *DOUBLE 1* earlier in the year, hopefully *BOUNDING FIRST FIRE* will go ahead as planned in November – it will give me a chance to take lots of pictures of everyone to include in the next issue!

'Til next issue, roll Low and Prosper.

Pete Philipps

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

London's Advanced Squad Leaders (LASL) welcome *ASL*/*ASLSK* players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating.

We usually meet on the first Saturday of each month from around 9am until around 5.30pm. We are located at The Penderel's Oak, 283-288 High Holborn, Holborn, London, WC1V 7HP. More details can be found at <https://londonasl.siterubix.com/>.

Send your name and contact details to lasl.double.one@gmail.com to arrange a game and ensure there are no last minute problems.



UK STOCKISTS OF ASL PRODUCTS

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

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

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

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

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

INCOMING

MMP RELEASE SECOND BONUS FOR ASLSK

MMP have released 'ASL Starter Kit Bonus Pack #2', a \$24 product which contains two new mapboards (I and j) and eight new scenarios. Unlike most ASLSK products this is not a standalone product, with ownership of ASL Starter Kits #1-#4, and Expansion Packs #1 (either edition) and #2 necessary to play all the enclosed scenarios.

The updated reprint of *Hollow Legion* (which will include the *Soldiers of the Negus* module covering the 1936 Ethiopian War) and the reprint of *Rising Sun* (which will include the Suicide Creek *HASL* from *ASL Journal 9*) are expected to be released in the next couple of months. *Sword and Fire: Manila* is also scheduled for release by the end of the year, while the reprint of *Yanks II* is expected to be released in January 2022 in time for MMP's Winter Offensive convention.

The release of the pocket version of Chapter H, and an updated pocket rulebook are awaiting the release of the *Hollow Legions* reprint, as both will include the material from that module. The electronic rulebook (available from <https://www.wargamevault.com/browse/pub/16529/MultiMan-Publishing?src=browse16529>) will also be updated to include the revised material.

GREEN HELL FOR LFT

Le Franc Tireur have begun shipping *The Green Hell of Inor*, a new historical pack which covers the fighting that took

place between German and French infantry units in a remote and heavily wooded area close to the Belgian border during the period 15-28 May 1940. It contains two large mapsheets, two countersheets (containing new units such as Colonial troops and French Foreign Legion units), a 32 page rulebook, a 72 page historical booklet, 16 scenarios and three Campaign Games, as well as an assortment of player aids, CG Rosters, and charts and tables. It can be ordered direct from the LFT website at https://www.lefranc tireur.org/spip.php?page=article&id_article=161 for €110 (US customers can order from Bounding Fire Productions at <https://www.boundingfire.com/lft.html> or Ritterkrieg at <https://ritterkrieg.com/>, while Second Chance Games [<https://www.secondchancegames.com/index.php/ww2/the-green-hell-of-inor-detail>] will have stocks for UK customers.)

ADVANCING FIRE AT PROKHOROVKA

Advancing Fire, the Italian ASL third party producer, have placed their new historical module, *Prokhorovka*, up for pre-order on their website (<http://advancingfire.com/index.php/prokho>). It will contain 13 scenarios and a CG, rules pages describing PRK Scenario Special Rules, map terrain and CG rules, and 8 mapsheets (three representing the villages of Andreevka and Vasilyevka, Storozhevoje village, and the area around the Stalinskii State Farm, with the other five combining to form a 37" x 114" map of the "Tank Fields" of Prokhorovka.) It will retail for €110, or can be pre-ordered for €85.

NOT ONE STEP BACK IN OCTOBER

Not One Step Back, the second Death to Fascism scenario pack will be released at ASLOK 2021. As with the first pack, it will feature eight new scenarios set in a mix of theatres and time frames. No price has been announced.

FULL DECK BUNKER

Work is proceeding on *Dispatches from the Bunker 52*, which is due to be released in late September. 'Gallant Grab' sees British and Italian troops clash in the Sudan in 1940, while 'Try at Trentlehof' is a combined arms clash set in the aftermath of the Battle of the Bulge. 'A Day of Turmoil and Reverses' takes place on the *Red October* map and features Croatian forces trying to hold their sector in late October 1942 from yet another Russian counter-attack. The final scenario is 'Clearing Hill 700', which is a PTO slugfest set on Bougainville. There will also be an article offering a different take on Concealment.

A four issue subscription is \$20.00 (\$18.00 if renewing an existing subscription), while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is \$75.00. You can pay by PayPal to PinkFloydFan1954@aol.com or by sending a cheque/money order payable to Vic Provost to Vic Provost, Dispatches, 20 King St, Pittsfield MA 01201. If you wish to contact them they can be emailed at aslunker@aol.com.

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DOUBLE ONE 2021

The announcement of the government roadmap out of lock-down in February 2021 meant events would be able to take place as normal in England from Monday 21st June, just in time for DOUBLE 1 to start on Thursday 24th June. Unfortunately the rapid spread of the Delta Covid variant messed up the government's plans. Luckily the tournament organisers had a Plan B – or rather, Plan V for VASSAL :-)

As in 2020, DOUBLE 1 was held as an online tournament, with just the three round main tournament and no mini-tournaments. Round one took place on Friday, and featured 'AP162 The Governor', 'Q18 Take the Crossroads' and 'SP 270 A Small Stack And A Schnapps' as the scenario choices. The infamous round two mystery scenario was played on Saturday (with 'ESG26 Diabolical Shrapnel' being revealed to the players prior to the start of the round), and the final round (featuring 'FT 146 Bridge Of Life', 'FT 229 A Push In

The Bush' and 'Q6 Per L'Honore Di Roma',) was held on the Sunday.

With only 10 players taking part, they were formed into two groups, with Group A consisting of Mick Allen, Andy Bagley, Neil Brunger and Dominic McGrath, and Group B consisting of Joe Arthur, Pete Phillipps, Paul Legg, Kris Koch, Peter Catchpole and Stuart Brant.

THE SCENARIOS

SCENARIO	ALLIED	AXIS
AP162 The Governor	1	2
ESG26 Diabolical Shrapnel	1	4
Q18 Take The Crossroads	1	1
Q6 Per L'onore Di Roma	2	2
TOTALS	14	5

PLAYER RESULTS

PLAYER	P	W	L
Mick Allen	3	3	0
Joe Arthur	3	3	0
Andy Bagley	2	1	1
Stuart Brant	3	2	1
Neil Brunger	3	1	2
Peter Catchpole	3	0	3
Kris Koch	3	2	1
Paul Legg	3	1	2
Dominic McGrath	2	0	2
Pete Phillipps	3	1	2

The full results of this year's tournament were:

Group A

Friday

Mick Allen (Vichy) beat Dominic McGrath (US) in AP162
Andy Bagley (US) beat Neil Brunger (German) in Q18

Saturday

Mick (Italian) beat Andy (US)
Neil (Italian) beat Dominic (US)

Sunday

Mick (Italian) beat Neil (Russia) in Q6
Dominic forfeited game versus Andy due to injury

Group B

Friday

Paul Legg (German) beat Peter Catchpole (US) in Q18
Stuart Brant (Vichy) beat Pete Phillipps (US) in AP162
Joe Arthur (US) beat Kris Koch (Vichy) in AP162

Saturday

Joe (US) beat Peter (Italian)
Kris (Italian) beat Stuart (US)
Pete (Italian) beat Paul (US)

Sunday

Joe (Italians) beat Pete (Russians) in Q6
Stuart (Russians) beat Paul (Italians) in Q6
Kris (Russians) beat Peter (Italians) in Q6

The main tournament winners were:

Group A – Mick Allen
Group B – Joe Arthur

Hopefully DOUBLE 1 will return to Writtle College in 2022 – dates are likely to be the usual weekend in June which would be Thursday 23rd to Sunday 26th June.

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Final Closure of an Era



For anyone attending INTENSIVE FIRE at the turn of the century, arriving in Bournemouth and seeing the Kiwi Hotel was a very welcoming sight. In 2011 the hotel was sold to the TravelRest chain following the retirement of the previous owner, and it continued to be the venue for INTENSIVE FIRE until the tournament finished in 2017.

Sadly the hotel has closed its doors at some point in the last few months, as noted in the following message the company posted on its website:



We sadly say goodbye to TravelRest Bournemouth, which is now closed and will not reopen. We wish to thank all our TravelRest Bournemouth guests for your custom and support to this lovely hotel over almost 10 years and to the dedicated team members for their care and service.

We wish you well at this time and hope to see you all soon.

Ian Hall MIH
Managing Director
TravelRest Ltd



The Crusaders

Open ASL Tournament Ladder

DOUBLE 1 2021 Update

This is a list of all active players (IE those who have attended a UK ASL tournament in the last two years).
The full ladder can be viewed on the VFTT website at
<https://www.vftt.co.uk/ukladder.asp?type=full>

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	87	79-2-6	4110	37	Bill Durrant	7	4-0-3	2965
2	Mark Blackmore	140	108-0-32	3905	38	John Tait	19	8-0-11	2955
3	Martin Mayers	167	99-0-68	3770	39=	Kris Koch	11	4-0-7	2930
4	Aaron Cleavin	13	13-0-0	3755	39=	Santiago Penabella	3	1-0-2	2930
5	Martin Vicca	66	47-1-18	3690	41=	Steve Cook	46	21-0-25	2915
6	Craig Benn	144	111-0-33	3615	41=	Oyvind Bjorkas	2	0-0-2	2915
7	David Ramsey	95	55-0-40	3500	43	Indy Lagu	38	14-0-24	2895
8	Michael Davies	131	75-1-55	3485	44=	David Blackwood	128	52-0-76	2885
9	Sam Prior	110	68-1-41	3480	44=	Ulric Schwela	66	31-2-33	2885
10	Ian Ainsworth	35	20-0-15	3465	46	Peter Catchpole	8	4-1-3	2870
11	Richard Domovic	23	16-0-7	3400	47	Steve Hunt	14	6-0-8	2860
12=	Richard Dagnall	23	12-0-11	3365	48	Andy Bagley	34	13-1-20	2845
12=	Paul Chamberland	9	6-0-3	3365	49=	Wayne Baumber	107	47-0-60	2830
14	Chris Doary	6	6-0-0	3355	49=	Shaun Carter	85	38-1-46	2830
15=	Mick Allen	45	28-0-17	3320	51	Matthew Ellis	47	25-1-21	2820
15=	Derek Cox	40	25-0-15	3320	52	Joel Ayres	6	2-0-4	2815
17	Simon Staniforth	146	86-1-59	3315	53	Paco Mainez	5	1-0-4	2805
18	Gerard Burton	167	99-2-66	3290	54	William Willows	3	0-0-3	2790
19	Joe Arthur	109	62-1-46	3285	55	Stuart Brant	79	26-1-52	2780
20	Ian Morris	122	69-2-51	3250	56	Paul Legg	276	110-3-163	2770
21	William Binns	109	56-1-52	3150	57	Alan Hume	4	0-0-4	2755
22=	Paul Saunders	27	15-0-12	3115	58=	John Martin	17	5-0-12	2740
22=	Michael Urquhart	3	3-0-0	3115	58=	Morris Legge	15	5-0-10	2740
24	Magnus Rimvall	35	16-0-19	3075	60	Malcolm Hatfield	76	32-0-44	2735
25	Michal Sedlacko	3	2-0-1	3070	61	Neil Stevens	76	30-2-44	2705
26	Tony Gibson	52	27-0-25	3050	62	Paul Case	155	43-3-109	2700
27	Stefano Cuccurullo	20	10-0-10	3025	63=	Pete Philipps	273	118-0-155	2685
28	Jim Bishop	2	1-0-1	3010	63=	Gary Norman	61	23-1-37	2685
29	Carl Nogueira	4	1-2-1	3000	65	Peter Burbery	9	3-0-6	2660
30=	Scott Fischbein	3	1-1-1	2985	66	Brian Hooper	193	70-2-121	2625
30=	Rod Lobban	2	1-0-1	2985	67	Ray Porter	91	14-0-77	2610
30=	Eoin Corrigan	1	0-0-1	2985	68	Ian Pollard	195	77-1-117	2585
33=	Neil Brunger	97	35-0-62	2980	69	Tim Hundsdoerfer	29	12-0-17	2515
33=	Neil Andrews	10	6-0-4	2980	70	Adrian Catchpole	16	3-0-13	2445
35=	Dominic McGrath	208	122-3-83	2970	71	Nick Ranson	136	23-2-111	2260
35=	Francois Boudrenghien	8	4-1-3	2970					

The Bren Gun

Michael Davies

In this article I will try to give a brief history of the Bren Gun, its ammunition, and tactical use.

The British Army's original idea was for the Bren Gun to combine the roles of two World War One machine guns, the Vickers heavy/medium and Lewis light machine gun. It was intended to find a single weapon that would be suitable for both roles, could be mounted in vehicles and make use of the standard British .303 round. Trust me that didn't happen.

Ammunition

Between 1874 and 1895 the British Army was mostly armed with the Martini-Henry Rifle, which fired a .577/45 inch cartridge with a 31g lead bullet at around 1350 fps (feet per second) using black powder as a propellant. It was an accurate weapon with a rate of fire approaching twelve rounds per minute, limited by the skill of the firer and heat expansion of the breech. It would kill or disable targets by hitting them with a large piece of lead travelling fast enough to have a lot of kinetic energy and fast enough to just pass through them. It inflicted lethal gaping wounds mostly at 300 to 400-yard range, though fire could be directed all the way out to 1300 yards against massed targets. The rifle had its faults however; its ammunition was large, reducing the number a soldier could carry, rounds could be difficult to extract after prolonged firing, black powder tended to foul the rifling, the recoil was uncomfortable, and the propellant generated thick clouds of smoke which was probably the most significant factor in engagements. Although good enough the rifle compared unfavourably to breech loaders being developed elsewhere on the continent with

the British Ordnance Board looking for a replacement.

After considerable research and experimentation, a bolt action magazine fed design, the Lee-Metford was adopted in 1888. This marked the first adoption of the .303 British round, which would see ten different Marks and over twenty variations in minor details. It was hoped to use Cordite as a propellant but delays in its development meant compressed black powder was used. The MK I round had a greatly increased velocity compared to the Martini-Henry, 1830 fps which led to a much flatter trajectory when firing at longer ranges of 400-500 yards and allowed for extremely long-range shooting. Target shooters could get tolerable accuracy around 1000 yards against shed sized targets; in action against massed targets troops could expect to get close to targets at almost unbelievable ranges, with 1800-2000 yards being reported. The extreme range was about 2900 yards, which is about 70 hexes, or two boards in *ASL*. The amount of damage done by the smaller faster bullet was criticised by some combat and big game shooters, so the board strove to further increase the velocity and thought of ways to make a more lethal projectile. Short term there was a need for a thicker copper jacket leading to the MK II round.

The new rifle went into service with a commitment to develop a smokeless round as soon as possible. The first smokeless powder had been developed by Frenchman Paul Vieille between 1882-4, adapting gun cotton which was unsuitable as a propellant for small arms, mixing nitrocellulose with small amounts of ether and paraffin. The result was three times as powerful as black

powder, but with much less smoke, well pretty much none, and instead of fouling produced just a small residue of salts. The French Army became the first to adopt it in the 1886 Lebel Rifle. It was followed by Alfred Nobel mixing Camphor (a fragrant extract from trees) with Nitroglycerine and Collodion (a viscous solution of Gun Cotton) to make Ballistite. The Italians adopted it for their service rifle in 1890. Britain set up the "Explosives Committee" to assess the merits of foreign propellants and decide on what the British Army would use. They decided neither Ballistite or Poudre B were quite good enough, so developed Cordite, mostly Nitroglycerine, Gun Cotton and petroleum jelly using Acetone as a solvent. It was remarkably similar in composition to Ballistite, with the issue of Patents going through the Courts who decided against Alfred Nobel based on the wording of a single sentence, but I think Nobel had a strong case. However, I am sure no one really cares what I think about the verdict, in this or many other cases. Cordite was quickly protected by patents and proved to be more stable in long term storage. Cordite was improved in 1930 to reduce the temperature of its chemical reaction and flash which meant reduced barrel wear.

The first .303 bullets using Cordite were introduced in 1892, increasing the muzzle velocity to 2200 fps. This meant a flatter trajectory which helps accurate shooting and increased kinetic energy which helps with killing, wounding, and frightening. The round was evaluated by the military with further input from other experienced shooters. The most valuable observations were from the Indian Army who used the new jacketed round alongside older soft lead rounds mostly fired from



Martini-Henrys. It was noticed that the older rounds tended to hit harder and seemed to inflict more serious wounds. In part this was down to the faster rounds sometimes passing through their target leaving a .303 (well slightly larger) hole, which was undoubtedly painful but sometimes not enough to stop opponents continuing the fight. Field trials of Dum-Dum bullets made by cutting the copper jacket away from the top of bullet tended to produce much more deadly wounds encouraging further development of the .303 cartridge.

The weakened jacket of a Dum-Dum round could cause a catastrophic failure within the barrel; a better idea was a hollow point round which was used for the Mk III adopted in 1897, and slightly modified as the Mk V/VI. On impact hollow points (HP) mushroomed to rapidly slow dumping more energy very quickly. Troops saw the benefit immediately and started to modify stocks of Mk II by converting them to Dum-Dum. Hollow point ammunition was already in use by hunters, so the idea was not entirely new. The German Government objected to the use of expanding bullets in 1898, regarding their use as excessive and unnecessary. The dispute was not resolved until the Hague Convention of 1899 prohibited the use of Dum-Dum and hollow point ammunition, despite a spirited British defence that argued it was necessary for dealing with incredibly angry tribesmen. In 1903 Britain accepted the verdict and used remaining stocks for target practice. It is possible some Commonwealth troops used their remaining stocks of hollow point rounds during the Boer War.

The most notable use of hollow point ammunition was during the Mahdist War. During the Battle of Omdurman British troops were mostly armed with Lee-Enfield rifles supported by Maxims and Artillery. As the Mahdists presented a massed target of several thousand men there was an opportunity for long range fire. The Guards opened at an estimated 2700 yards, though perhaps not hitting anything. Other British regiments began slow fire at 1800-2000 yards. At 800 yards the advance stalled as the long-range fire was effective, intense enough to stop troops who were undoubtedly courageous and used to charging through heavy fire. Sudanese troops using Martin-Henrys struggled to stop the advance at 300 yards, though only one old man with a flag got to within 100 yards of the Allied lines, perhaps spared by a reluctance to shoot him until he really did get too close. Undoubtedly machine guns and artillery had done most of the damage, but the action ably demonstrated the greater effectiveness of the newer rifles and ammunition and the incredible range at which a .303 could knock someone down.

In 1904 the Mk IVC round was adopted. A slightly improved round nosed bullet with a thinner casing, and improved propellant with a muzzle velocity of around 2300 fps. The challenge was to produce a legal bullet that could kill a polar bear, be used for rapid fire at 300-400 yards range and for group or volley fire at greater ranges, with high accuracy for skilled marksmen aiming at 1000-yard distant targets.

Meanwhile the French had developed the "Spitzer" Bullet in 1898, a pointed bullet that promised better penetration, greater stability in flight and at range, with the bonus of tumbling when it hit something solid. Its design meant the bullet lost less energy in flight. Germany, Russia, and the United States were quick to develop Spitzer bullets of their own. A British design took the shape of the Spitzer and added another idea to lighten the bullet's tip. By making the bullet tip from compressed paper, aluminium, wood pulp or later plastic this led to greater stability in flight and instability on impact. The bullet would remain intact whilst moving erratically and doing considerable damage. Almost any impact would dump all the bullet's energy in a target and passing through the target was much less common. In 1910/11 the Mk VII Cordite round was introduced, with a velocity of at least 2440 fps. Pretty much everyone from big game hunters to long range target shooters was happy. The only people who did not like the new round were those on the receiving end of it. During WW I the propellant was changed from Cordite to Nitro cellulose pellets, which gave a velocity of around 2750 fps, again sources give varying estimates.

World War I saw the development of some specialist .303 rounds. Sniping was common with the Germans using small steel armoured shields to good effect. This led to a steel cored round able to pierce the shields and anyone behind them. The Germans countered by using two shields with packed earth between them which were imperious to small arms fire. The rounds were still used by snipers, and against balloons and later tanks. An explosive round saw limited service from 1915 to 1933; originally designed for use against Zeppelins and balloons, it was also used against stores of ammunition and fuel in rear areas, and to damage machine gun barrels in front line positions. Some snipers favoured explosive ammunition, but a standard .303 round inflicted enough damage, and most did not see the need. Several tracer and incendiary rounds were developed mostly used against aircraft by machine guns and fired at night on a fixed line to help units navigate. Snipers avoided it as it had the potential to give away their position.

In 1938/39 Mk VIII, a streamlined Spitzer round with a boat tail and more

propellant was manufactured for the Vickers machine gun. Its velocity approached 2550-2900 fps and was intended for long range shooting. The maximum range of a .303 Bullet would be in the region of 4500 yards; the range tables for the Vickers machine gun stopped at 2900 yards in WW I, and 3,000 yards in WW II manuals. Although the round was originally intended for all weapons using .303 ammunition that could handle the increased bore pressures, the boat tail design caused excessive bore wear for rifles and light machine guns. It was safe to use and was fired when stocks of standard ammunition were low. Some snipers favoured the higher velocity rounds mainly for accuracy and range considerations.

Certainly, the British .303 round was lethal enough, its main failing was the rimmed round made feeding into a magazine harder than a rimless round of similar performance would have been.

WW I Machine Gun Use

The British Army started using Maxim and Gatling Guns in the 19th century, later chambering them for British .303 Rounds. Maxim's company was brought by British company Vickers Limited, who developed the Vickers machine gun which would be the standard machine gun used by the British Army in 1914. A full-strength infantry battalion in 1914 would have 30 Officers and 977 other ranks, in a Headquarters company, four line companies of 227 men, and ideally a sixteen-man machine gun section with two Vickers machine guns. Some battalions were still equipped with Maxims, a few went to France with privately purchased guns. Tactics were mostly involved using direct fire to engage targets, either from a flanking position or from height behind the front line. Some MG sections were more adventurous than others and could be quite creative increasingly so as the war progressed.

The Vickers had a cyclic rate of fire of 450 RPM adjusted upwards when used for anti-aircraft use to 600. Certainly, firing a 250-round belt in a minute or less was easily achieved. The main limits on rate of fire were availability of ammunition, crew fatigue, water for cooling and barrel wear. Accuracy was exceptionally good to 1000 yards for direct fire, with a spotter directing fire by observing the fall of shot, then correcting the stream of bullets onto the target. At greater ranges, the barrel was elevated to extend the range, which also enabled indirect fire out to 2900 yards over intervening terrain. From an establish position a crew could rain down bullets, not particularly accurately but in numbers. On the receiving end the air was filled with the noise of arriving bullets, ricochets, and the solid thud of impacting bullets. Even short bursts could make life difficult on roads or tracks, in trenches without overhead cover,

forming up points or around crew served weapons. As the war progressed it became obvious that guns were less vulnerable further behind the front line, and this increasingly became how they were used. Range tables, maps, slide rules, sights and surveying techniques became an important part of Vickers gun use.

Early war British infantry had a high proportion of well-trained riflemen. Most could hit a German sized target or the real thing with fifteen rounds in about a minute at 300 yards and engage targets out to 600 yards at a slower rate of fire. A proportion of the battalion could easily fire twenty rounds per minute, rising to thirty for the most capable. Skilled marksmen were paid an additional sixpence per day, providing an incentive to excel. The upper limit for rate of fire was likely in the low thirties, there is some limited evidence to support for thirty-six rounds and one claim for thirty-eight. Sadly, such events were not filmed, and modern experts are sceptical of the higher claims. Keep in view that two average shots should be able to crank off more shots than a highly skilled marksman, and at 300 yards would be as lethal.

At the start of the war the British Army thought two machine guns per battalion would be enough. In 1914 the Germans thought at least six guns per battalion were needed. Their guns were under the command of the regiment in three companies with three or four guns in each company. Typically, a German battalion would be supported by nine or twelve guns; understrength units could go into action with just six, while in strongly held sectors a battalion might be boosted with additional companies and field twenty-five guns. In 1917 three light MG 08/15 were added to each company.

Front line soldiers saw the need for more guns, and the government ordered thousands from Vickers. Their response was incredible, with a massive increase in production of guns and effective repair facilities. In 1914 production was 339 guns, 2,433 in 1916, 7,468 in 1916, 21,751 in 1917 and over 40,000 in 1918 with some produced after the Armistice. Some were sold to Allied forces, others used by the Navy and Air force but that is still an awful lot of machine guns. From 1915 the British Army moved Vickers guns from infantry battalions to the Machine Gun Corp companies assigned to infantry divisions and used in support as needed. By 1918 an Infantry battalion could expect about 64 guns to be available, a mix of Lewis guns assigned to infantry platoons and Vickers guns in machine gun companies. A further sixteen held as spares to replace any combat losses.

Before WW I American Army Colonel Isaac Lewis developed what would become the Lewis gun. It was an intelligent design that sacrificed sustained fire capability for light weight and portability. Attempts to sell the weapon to the US Army failed and a discouraged Lewis looked for a market overseas, setting up a factory in Belgium and working with British engineers to further improve the design. The Belgians liked the weapon and so too did the British. Border tensions and the threat of invasion by Germany led to production being moved to Britain where it was manufactured under licence by BSA (Birmingham Small Arms Company Limited) from 1913 onwards. The Lewis was used in aircraft, tanks, and by the Navy but excelled as a light machine gun used by infantry and cavalry.

In a sustained fire role using 250 round belts the Vickers could fire a ridiculous number of rounds. There is a claim of a ten-gun company firing a million rounds in twelve hours during a German attack on the Somme using the gunner's tea, urine, and liquid waste from a cess pool as coolants; I am confident that would be after they had run out of water. Maybe the claim is an exaggeration, but the legendary reliability of the Vickers gun makes many of us want to believe it. There are much more credible and well documented accounts of guns firing 10,000 rounds in firefights. The Lewis was air cooled with a much lighter barrel and could not come close to the performance of the Vickers in sustained fire. Being air cooled a Lewis gun would usually overheat and needed to stop firing after 800-1000 rounds, then wait for about half an hour for the barrel to cool down. That is probably good enough for most fire fights. Older Lewis guns with well-worn parts could keep going for up to 2000 rounds, again not close to the sustained fire abilities of the Vickers but comparable to some modern weapons and useful in a fire fight. Usually, the limit on a Lewis was its own mechanical reliability, the skill of their crews, enemy action, or availability of ammunition. There were about fifteen known causes of stoppages all with a distinct drill for clearing then. Easy enough to do after taking cover but in close action Lewis Gunners tended to give up on the drill, and use whatever weapons were available.

Crews appreciated the Lewis gun's lighter weight, making it much more portable, which was ideal for trench raids, and for close support of infantry. In 1914 most of a platoon's firepower was from its rifles, with a few Webley pistols used by officers and specialists. As the war progressed grenades and rifle grenades had been introduced, with platoons split into rifle and grenade squads or sections. Grenadiers were enthusiastic and went into

action carrying canvas buckets full of fused grenades. There were liberally sprinkled on German infantry taking cover from rifle fire. With the addition of Lewis guns, the tactics became ever more effective as the noise and volume of fire encouraged troops to take cover. Each platoon had a Lewis section. The core of the team was the gunner, his assistant and three ammunition carriers portaging four to twelve magazines, with additional ammunition to reload empty magazines. The rest of the section might be carrying ammunition but were more likely to be protecting the Lewis gunners' flanks. Although the establishment called for a twelve-man section, this could be reduced by casualties to just five, with platoons short of manpower reluctant to raise the team to full strength. The section was part of a platoon which also had one rifle section, a bomber section mostly armed with Mills grenades, and a rifle grenade section. As the number of Lewis guns increased, platoons fielded two Lewis gun sections and two others armed with a mix of grenades, rifle grenades and rifles. In defence they would form a firing line using firepower to encourage the Germans to take cover, or simply kill them, then make that cover untenable using grenades. On the attack the drill was similar, with the added advantage of a defined trench making it easier to pin the defenders down and to target them with grenades. For close quarters fighting the grenades may have been more important than the Lewis guns but the combination of the two killed, maimed, and scared a lot of Germans. In the final months of the War German infantry felt safer outside of their trenches fighting from Shell holes and cover than waiting for British Platoons to clear the trench lines systematically.

Usually Lewis gunners fired short bursts of three rounds, sometime single shots. This conserved ammunition; a single .303 round was generally lethal, while three could do horrific damage. A full drum of 47 rounds would rarely be fired unless targeting something special, a Zeppelin, low flying Red Triplane, member of the German Royal Family, or a group of German soldiers such as a weapons crew, startled bunker, or reserves rushing along a communications trench. The Lewis was incredibly effective. It was accurate, hard hitting and much liked by its crews. Its faults were its weight, which most gunners rarely complained about, the need for near constant maintenance and cleaning which again was considered a feature rather than a major fault by users.

By the end of WW I the British Army was happy for platoons to have two Lewis armed sections, with their battalion supported by the divisional machine gun companies using Vickers.

After the War machine gun production

was cut back, and with demobilisation and contraction of the Army less guns were needed with many being sold, while some were scrapped and others greased and placed in storage. Some were retained as very few really believed they had seen the War to End All Wars, and Britain was already involved in several minor wars overseas.

Post War Developments

The next decade saw the British Army reorganising, thinking about how it would conduct future wars. Two ideas would have an impact on machine gun use and development. Firstly, a replacement for stocks of Vickers and Lewis guns either with new models that were better versions of the guns or possible a single gun that could function as a light or medium weapon, as well as armament for tanks aircraft, ships, or other platforms. Second a move toward radio controlled mechanized warfare that required a highly portable machine gun.

In the 1920s several weapons were tested by the Small Arms Committee (SAC), partly to see what other countries were using, and to determine if anything could be useful for the British Army. Early tests saw potential in the American Browning Automatic Rifle (BAR) as a possible replacement for the Lewis Gun. The idea was kicked around a bit but the 20 round BAR Magazine, the considerable stocks of Lewis guns and budgetary constraints ended the idea. Regular trials continued, evaluating new weapons without any new light or medium machine guns being adopted.

In France, the Chauchat light machine gun used during and after the First World war was being replaced by the FM 24/29, a light bipod mounted weapon firing 25 round magazines. It had a detachable barrel that could be replaced but no spare was carried, and it took more time and effort than was deemed practical. After 400 rounds the barrel would overheat and the weapon would need to stop firing for ten to fifteen minutes. Field manuals recommended firing four or five magazines then a short pause, which would allow more than 400 rounds to be fired with less delay. For most fire fights 100-125 rounds would be enough before one side or other withdrew or there would be a lull in the firefight. The French squad was twelve men, comprising a sergeant and corporal, LMG gunner and assistant, three ammunition carriers, four riflemen and a rifle grenadier. The LMG used 7.5 mm calibre ammunition, the riflemen the larger 8 mm Lebel rounds. It was a decent squad, maybe a bit large, but with plenty of firepower, ammunition, and offensive spirit. The French organisation was copied across Europe though with different weapons, either existing LMG stocks or newly purchased weapons. The FM 24/29 was a popular weapon, with French troops



much preferring it to the earlier Chauchat and Lewis guns, and post WW II many considering it more useful than the BAR.

The Czech Military adopted a thirteen-man squad, consisting of a sergeant and corporal, LMG gunner, loader, two ammunition carriers, five riflemen and two rifle grenadiers. The rifles and LMG fired the same calibre ammunition. Post WW I, the Czech used several LMG acquired in Russian and Austro-Hungarian service, as well as others acquired during the Russian Civil War, further the Czech Arms industry produced some of its own small arms. The standard WW II LMG would be the ZB vz.26, which was developed from a belt fed LMG, adapted to be fired using a top mounted magazine. It had a quick-change barrel that allowed rounds to be fired while the hot barrel cooled. Intended as an LMG it could also serve as a medium machine gun when mounted on a tripod with a lot of spare magazines and plenty of barrels.

In 1932 Vickers Ltd purchased the rights to manufacture licensed copies of a French machine gun, the Berthier. It became known as the Vickers-Berthier (VB), and was similar in appearance to the Bren or pretty much any of a dozen LMGs but with a curved magazine because it was firing rimmed .303 rounds making it look slightly more Bren like. The Small Arms Committee was interested in testing both the VB and ZB vz.26 and began the methodical process of trials. Meanwhile Vickers cheerfully churned out VBs and sold them to the Indian

Army, both sides in the Spanish Civil War and the Chaco War.

Testing favoured the ZB design. The Czechs sent over the improved vz.27 design, which performed better than other weapons, including the Vickers-Berthier, BAR, Madsen, and a Swiss design. The vz.27 was seen to have outstanding reliability, as well as being more portable than any other weapon seen. Further testing was agreed, and the Czechs returned with the vz.30, a slightly improved version rechambered for .303 ammunition. The test included long range shooting as well as firing 30,000 rounds. SAC suggested several changes, the most significant increasing the magazine size from 20 rounds to 30 rounds. The Czechs designed the ZGB 32, followed by the ZGB 33 then the ZGB 34. The trials included firing 140,000 rounds to stress test the weapons components. The final comparison was between the ZGB 34 and Vickers-Berthier and included a 150,000 round sustained fire test. The ZGB 34 was seen to be the better weapon, capable of passing SAC's tests being slightly easier to carry, and to change barrels on. SAC did look at retaining the use of Mauser 7.92 rimless ammunition as this would have made ammunition feed issues simpler, but the idea was dropped as service rifles would still be firing .303 rounds creating tactical and logistical issues. Short story SAC liked the ZGB 34, the Army accepted SAC's recommendations and the Czech licensed production of the weapon.

The gun was named after the original place of manufacture Brno, and the small



arms factory in Enfield. The name stuck and was popular with the troops who used it.

Brens were also made in India, Australia, and Canada partly to use available industrial capacity there but also as a strategic consideration to limit the effectiveness of air attack. Over 60% of Brens were manufactured in Canada. There were shortages after Dunkirk when most of the Brens were left behind in France and vintage Lewis guns were substituted, but for most of the war there were enough and from late 44 onwards more than were needed.

All that was needed was to reorganise the infantry section around the new weapon and we would be ready for the next World War.

Platoon and Section Organisation

By 1918 most British infantry platoons had four sections, plus a headquarters section. Two sections were twelve men equipped with rifles, and a rifle grenade launcher, with the other two sections six men armed with five rifles, a Lewis gun and one or two pistols. The Headquarters section would be six or eight men, mostly armed with rifles and an officer who might have a pistol but in war time was more likely to carry a rifle not the least to blend in. A rifleman's cartridge belts held 120 rounds with another ten in their weapons magazine, each Lewis gun had a reserve of 44 magazines – that's 2068 rounds. A platoon could go into action with about 8,000 rounds, as well as two grenades

per man. During attacks when ammunition supply might be erratic, men could carry one or two bandoliers of fifty rounds. On occasions platoons would fire the lot in particularly intense fighting at relatively short range, though it was more usual to run out of grenades. In action one Lewis section would support a rifle section and the platoon would try to have each pair of sections supporting the other pair.

In the thirties there was a big push to improve mobility, which argued for smaller sections with more firepower. This led to slimmed down platoons of three rifle section each including a Bren or Lewis LMG, and an HQ section. A full-strength section comprised one corporal and ten men; this was to allow for casualties and replacements so that in battle an eight-man fighting section could be formed allowing for casualties. The Battle section was led by a corporal, lance corporal, or most suitable enlisted man. Before the war, the section commander would have carried a rifle, later some could have Thompson SMG, and by 1944 a Sten, although some still preferred to use a rifle. The rest of the section would have one Bren or Lewis and seven rifles, two of the section were designated Bombers and carried Mills grenades. The section was further divided into a rifle group of five men including the commander, and a Bren group of the LMG gunner, loader and second in command. There was a big change to the distribution of ammunition. All rifle armed troops carried fifty rounds in pouches, a full rifle magazine, and between one and four Bren magazines a total of twenty-

four magazines. In action the Bren would fire off the eight or nine readily available magazines, then exchange empty ones for those held by the rest of the section. The riflemen would try to reload the magazines during lulls in the fighting or when taking cover. Most of the section's firepower would come from the Bren until the enemy got awfully close at which point grenades, rapid rifle and SMG fire would be more useful. In most actions, the Bren would fire considerably more rounds than the rest of the section. Bandoliers were still in use and could quickly add fifty rounds to a soldier's ammunition supply but increased the weight of equipment carried and tended to be used when resupply was compromised. Generally, a squad would go into action with 1000-1200 rounds then have more brought up by runners or Bren Carriers. The platoon also had a Headquarters section of seven men comprising a three man 2" Mortar section, commander, platoon sergeant and one or more runners, the officer's batman, and any spare men from full strength sections. Anti-tank assets were held at company level and were usually split between platoons, usually one two-man team each with either a Boys ATR or later a PIAT. The British Army did experiment with using radios for HQ sections but found radio operators attracted a ridiculous amount of fire as the sets were bulky and drew attention. Further anyone standing near them was targeted on the off chance they were a commander. Radios proved more use after the action chatting to company. In 1944 the rifle section changed slightly, the Bomber distinction was dropped and pretty much anyone who wanted could carry and throw grenades. It became common for soldiers to carry bandoliers into action as intense fire fights with considerable ammunition expenditure did happen.

The platoon was considered the basic unit for combat missions. Single sections or smaller subunits would generally be used just for scouting, checking the location of other units, any mission where actual fighting was either not expected or to be avoided.

I have described an infantry platoon, others differed slightly. A motorised infantry platoon was similar but would have one ATR per section, or three per platoon. Sapper platoons were authorised a single Bren per platoon and might not have it! Indian Army and African Units varied in Bren or Vickers Berthier LMG allocation, improving as the war progressed. Airborne and Commando units had the option of increasing the number of SMG in sections; in some units the troops could choose themselves, on occasions though higher command would suggest more SMG be used.

Carrier platoons comprised

three tracked vehicles and sometimes a motorcycle. Crews were four men including a driver, with a Bren per carrier plus either an ATR or later PIAT in one vehicle. Ideally every carrier would have a smoke discharger, and one would have a two-inch mortar mainly for smoke but also to use HE against small enemy units, transport, or reserve assets. About 1000 rounds were carried for each Bren, the crew would carry a small amount of ammunition for themselves. Although Carrier companies were amenable to splitting into sections to support their infantry battalion, they would argue against smaller units than a platoon being used. Fighting as platoons gave greater flexibility when one vehicle broke down, when the unit was attacked, or enemy units were encountered. Generally, the carrier's greatest asset was mobility, if they encountered something weak, they had the option of attacking it, if they stumbled onto an alert and angry well-equipped enemy the option to quickly flee was there.

Bren Tactics

Although sections contained a dedicated Bren gunner and assistant, everyone was trained how to fire the weapon, deal with stoppages (usually an empty magazine or jammed bullet) and to strip it down. It was standard if the Bren gunner was incapacitated for other section members to recover the weapon and engage the enemy. Generally, soldiers were happy to fire the weapon if they got the chance, any reluctance was usually down to its weight or the very sensible desire to take cover if being shot at. Both could be dealt with by command elements within the section.

The Bren had a maximum range of about 1850 yards, with some bullets travelling further than that. Even on a tripod the limit was partly target identification, partly line of sight. It was more usual to engage targets at less than 600 yards where the effects of fire could be identified. If firing from an ambush the engagement range would be much closer, ideally 150 yards at which point the enemy would just be getting an uneasy feeling of being watched. At that distance, the first burst should inflict one or more casualties, with a chance to inflict others as the enemy took cover or withdrew. Gunners preferred three round bursts, as these tended to be accurate and anyone hit was more likely to be disabled, and if hit by two bullets probably dead before they fell to the ground. Very occasionally full magazines were emptied at a massed target, aircraft, or soft skinned vehicle. This tended to waste ammunition and heat up the barrel faster. Fired from a bipod a single shot could be more accurate than a service rifle at over 300 yards, it was also done when ammunition was limited, the barrel was getting hot, or to make the enemy think the Bren had relocated.

The section would split into the Bren team and a rifle team, providing support for each other whilst moving or in defence. On the attack the Bren might be at the rear continually firing as the rifle team bounded forward. Platoons might favour one section covering the others in bounds, or a fire base of the platoon's Brens and mortar supporting the action.

If time allowed the Bren team would dig in, ideally building a V shaped foxhole that offered cover and concealment, as well as space to store ammunition and barrels. How well formed these were depended on the available materials and time to conduct the work. For a short halt, the team might make do with a very shallow scrape making use of natural cover, say a wall or hedge. Given time you could end up with a complex trench network, with overhead cover, dug outs, wire and mines but that was rare. Most sections would create a range table when dug in. This would be a map with key terrain features on giving the range to each. Range tables could be anything from pencil markings on a fag packet, to extremely well drafted diagrams or maps.

Later in the war the British Army picked up on the American idea of walking fire used with BARs and Garand rifles, in which troops would fire from a standing position whilst advancing towards the enemy. It was not particularly accurate but tended to keep nervous troops in cover. The British Army version had riflemen quickly crouching then firing a quick shot without taking careful aim but was directed at specific targets. With the Bren, the gunner would either use the bipod as a grip or support the weapon by a canvas strap then engage targets whilst standing as they were revealed or shooting in the general direction of the enemy. The tactic seemed to work better at shorter ranges and was favoured for fighting in built up areas, woods, or jungles where the attack could expect some cover.

After the Normandy breakout, it was noticed that the Luftwaffe was a lot less active than expected. Some units started removing AA Brens from vehicles and issuing them to infantry units. This led to Bren teams with two guns, two loaders and a commander. This increased the volume of fire sections could throw out, though not to an insane amount as roughly the same amount of ammunition was carried; it just gave teams the option to fire faster, a lot faster and to direct fire at two targets.

Brens in ASL

Here I will give a broad outline of how I tend to use Brens when playing the British. I cannot guarantee it is a game winning method but hopefully it will give you a few ideas of what to do, what you

do not want to do or an insight into why you keep beating me. At the very least it will emphasize that playing British and Commonwealth troops is a bit different.

In ASL terms an infantry platoon would be roughly three squads, another three half squads (one with an anti-tank weapon, another with a 2" Mortar and a third looking for things to do), plus one or two leaders. The tricky thing is how many LMG should they get. A British squad counter has one inherent LMG, with additional counters representing another Bren and ammunition or if you want to be a bit abstract about it an enthusiastic Bren team. Early war one extra LMG counter would be about right; from 1944 onwards well at least one and maybe two. As a starting point tend to group squads into platoon sized groups with leadership and some support weapons then assign them a role in scenarios. This speeds up set up time and feels easier to control during play. Most people tend to do something like this instinctively, mainly because there are good reasons for having leaders able to get to any point in your OB to rally, provide leadership or other bonuses. You can dig down a bit further with support weapons, deciding where you need antitank assets, where you need Smoke or what leadership you want. What makes British troops a bit different is that Elite and First Line MMC do not cower. This is incredibly important, as there is a 1/6 chance of rolling doubles every time you throw the dice. Covering reduces the effect of the attack you just made, reduces any residual fire, loses rate of fire, and does not have any positive effect. With British troops you can expect fire attacks to be slightly more effective by about 1/6 of the time or about 16%, purely in terms of raw firepower with something like an extra 1/12 or 8% for subsequent fire attacks. That is about 1/4 or 25% more effective than other nationalities who do cower. In a stand-up exchange of fire, a small group of British squads should beat a same sized group of Axis Units over a few turns.

Accepted enemy leaders directing fire groups negate cowering, and British players will do well to consider neutralising enemy Leadership whenever possible. Enemy Leaders should draw fire and be a favoured target of Snipers.

The Bren is also useful for interdiction and forcing rout because of its extra range.

Comparison with other LMGs

Most books written not long after WW II tend to claim the Bren was the best LMG of the war, perhaps of all time. In some cases, this was because the author had fired the Bren in action and owed their very existence to its efficacy. More recently

modern experts have favoured the MG34 and MG42 as being the best, largely based on rate of fire and that the general-purpose machine gun based on the MG42 replaced the LMG in the sixties.

Pretty much any of the many light machine guns used in WW II was lethal to troops in the open and a significant threat to those behind cover. The main differences were weight in action, ammunition supply and rate of fire. Also important were reliability and accuracy. The one failing of the MG34/42 was accuracy. It had an incredible cyclic rate of fire up to 1000 rounds per minute for the MG34, and 1400 for the MG42, compared to around 500 rpm for the Bren. On the field firing was limited by the barrel's heating, and magazine capacity, but both German weapons could burn through a 250 round belt much faster than a Bren ever could. It was understood that short three round burst was likely to hit awfully close to its aiming point and that keeping the trigger down would make the barrel buck upwards and off target. The German accepted this and intended the first few rounds to be on or close to the target and the rest to simply scare the hell out of whoever was being shot at. Most veterans who survived MG fire commented on how loud and terrifying a fusillade of bullets that missed could be.

All LMGs were limited by barrel heating and ammunition supply. Most squads would carry about 1,000 rounds into action expecting these to be used by the squad's LMG. Worth mentioning is that in a self-defence scenario most handgun experts expect the issue to be decided in about three or four rounds. For a firefight between squads more ammunition would be expended, something in the region of one hundred to two hundred rounds, before one or other side would take cover and slip away. In the case of a full-blown assault almost every round carried would be fired. Heating could be addressed by swapping barrels and allowing the spare to cool. The Bren's barrel change was extremely quick using the carrying handle to unlock and carry the heated barrel. Most other light machine guns relied on air cooling during which the gun could not be fired. The MG34 and 42 relied on either an insulated glove or soggy empty sandbag to protect the hand while removing the barrel, which worked but was not as fast as a Bren barrel change.

The MG42 and MG34 probably were better than the Bren in fire combat, the Bren's main advantages were its portability, and availability. The Bren was lighter, and easier to carry, with its users happy to use it for house-to-house fighting, room clearance and jungle fighting. It was easier to run with than a belt fed machine gun and easier to operate by one man. Another significant

factor was availability. The MG34 was expensive to produce and although the MG42 streamlined production it too was costly. Further part of their effectiveness owed something to their accessories, sights, tripods, and drums. There were never enough of either machine gun with German troops equipped with other weapons as a stop gap. In contrast the Bren was much easier to produce with manufacturing techniques focussing on further cost reduction. Aside from a shortage after the fall of France there were plenty of Bren guns available and everyone in the Squad knew how to fire it and understood how the weapon was to be used.

The Bren served the British and Commonwealth forces tactics better than a rechambered version of the MG34 or MG42 might have done.

Conclusion

Accepted the Bren was not suitable as a universal machine gun. Although used in open topped vehicles and mounted for Anti-Aircraft defence it was difficult to mount inside a vehicle. The Bren also

did not replace existing stocks of Vickers machine guns, partly because so many Vickers were in working order and ready to use with revised range tables and manuals. As the MMG role was replaced by the 3-inch mortar which had a greater reach for interdiction and long-range fire the need for Vickers or tripod mounted Brens reduced.

Certainly, the Bren was the best weapon available in numbers at low cost of its type available to Commonwealth forces. Its selection by SAC gave British troops a fighting chance in combat.

The Bren proved popular with the troops that used it. It was incredibly accurate, reliable, and tended to kill or at least disable anyone it hit. The weapon suited the British Army's offensive tactics with the squad built around the Bren. There is hardly a veteran from the British Army who served in WW II or Korea who didn't recall the weapon with some affection, and I'm inclined to give much more weight to their opinion on the matter than my own.

Ω



Bounding Fire

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.

BFP have been a strong supporter of the ASL scene for many years and we gratefully acknowledge their support of this event.

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

Contact Us

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

Thank you for your interest.

ASL 35 Blazin' Chariots, opening moves for the British

How to approach and engage a German Line of stopped tanks under sun blindness, no terrain protection and no Dust to hide?

1. Move fast enough. By getting closer you put pressure on the Defender. Shall he remain stopped and fire on his Prep or use bounding fire (less effective) and manoeuvre to prepare to a Tank melee?
2. Choose the right formation for your troop/platoon. Two up might look appropriate for this situation.
3. CE or BU? The ability to use the sD is degraded while BU, however the German Tank MG are very dangerous. Do you want to submit your crews to MG shots of 8 + 2, 6+2? Consider this risk..
4. Avoid the late afternoon sun blindness penalty by engaging the enemy vehicles outside the de sun blindness arc. Make the enemy change the turret arc to fire.

Use sD on the last mp to protect yourself from the enemy fire on the next PFPh

Fire arc without the Sun Blindness Penalty

sD SMOKE lowers the chances of being hit while providing cover to other vehicles on the same formation

Troop/platoon Formation: Two up

Not sure where I got this from, so if this is your work let me know so I can credit you next issue - Pete

Looks like someone couldn't wait for the upcoming release of the updated Hollow Legions, which includes rules for tank flipping!

2.22 TANK FLIP ATTACK: Whenever Good Order Ethiopian units are eligible to attack a vehicle, they may choose to forgo their normal CC attack, making a Tank Flip Attack instead. Only vehicles weighing ≤ 4 tons are eligible to be attacked in this manner.

2.221 CC ORDER: Once a Tank Flip Attack has been declared, the normal order of CC attacks between infantry and vehicles is suspended. The vehicle is allowed to conduct *one* CC attack (if any, and only one if it is capable of making multiple attacks) against the attacker *first*; any surviving attackers are then allowed to make their Tank Flip Attack. Any Overstacking penalties apply normally to the attacker for any attack made against them. Only listed CCV modifiers apply to any TF attack DR.



PROKHOROVKA!



PROKHOROVKA! depicts main episodes of the fights around the so called "Tank Fields" area, southwest of Prokhorovka village, on the 10th, 11th and 12th of July 1943, during the Battle of Kursk, between the II SS-PzKorps and, mainly, the 5th Guards Tank Army.

COMPLEXITY	VERY HIGH	SOLITAIRE SUITABILITY
	HIGH	
	MEDIUM	
	LOW	

Time Scale: 6 minutes per Game Turn

Map Scale: 40 meters per hex

Players: 2 (also suitable for solitary and team play)

Unit Scale: 5 to 10 men with individual leaders, vehicles, guns, aircraft

Playing Time: 3 hours and up, depending on scenario played

Contents:

13 action packed scenarios (2 compatible with SK rules), including 1 campaign games (CG) covering counterattack battle southwest of Prokhorovka.

384 full color, die cut 5/8" ASL counters

560 full color, die cut 1/2" ASL counters

Five 37.4" x 22.8" HASL map sheets which, combined in one 37.4" x 114.0" map sheet, represents the historical layout of the "Tank Fields" of Prokhorovka

One 36.8" x 22.0" HASL map sheet which represents the historical layout of the Andreevka and Vasilyevka villages

One 30.7" x 24.0" HASL map sheet which represents the historical layout of the Storozhevoje village

One 24.8" x 16.7" HASL map sheet which represents the historical layout of the area around the Stalinski State Farm

Rules pages describing PR Scenario Special Rules (SSR), map terrain and campaign games rules

The battle of Prokhorovka was steeped in Soviet legend (and myth) for many decades. This remained the case until post-Soviet era research revealed the reality of a Soviet armoured disaster. The Stavka envisaged 12 July as the decisive day in the battle of Kursk. To the north of the Kursk salient, Bryansk Front and large parts of West Front launched an offensive against the thinned-out 2nd Panzer Army. When the front collapsed, Walter Model's 9th Army would have to halt its advance on Kursk. A destructive strike on the attacking formations of Army Group South was also planned for the same day. The strongest weapon was the 5th Guards Tank Army under the command of Pavel Rotmistrov, whose total of 909 tanks and 43 assault guns were intended to smash the battle-worn II SS Panzer Korps at Prokhorovka. The main thrust was directed from the north-east frontally against SS Panzergrenadier Division Leibstandarte through the Prokhorovka corridor between the railway embankment and the river Psel. When Rotmistrov launched the attack around 09.00 (10.00 Moscow time), many of Leibstandarte's exhausted tank crews were still fast asleep. The foremost German unit at that moment was 2nd SS Panzergrenadier Regiment's III Battalion. The previous day its infantry had taken Hill 252.2 and occupied the captured trenches. On the morning of 12 July, the following scene took place on that hill: 'We were all fast asleep when they were suddenly all over us with aircraft and endless mass of tanks with infantry riding on them. It was hell. They were around us, over us, among us. We fought man to man.' The first German tank officer to see the Soviet tank avalanche was Obersturmführer Rudolf von Ribbentrop. Looking up at Hill 252.2 that morning he saw violet signal flares, meaning 'tank alarm'. The signals were seen 'all along the crest of the slope' and also appeared 'farther to the right at the railway embankment'. While the other two panzer companies remained behind the anti-tank ditch, he set off up the hill with his company's seven Panzer IVs.

This is not a complete game. Ownership of the following products are required to play all of the included scenarios:

MMP/Hasbro: Beyond Valor®, ASL Starter Kit® #3 (only for SK scenarios)



PROKHOROVKA!



Advancing
Fire **A F**

Skulking – What’s The Problem?

Skulking is a topic that often comes up in conversations and online discussions as being a gamey tactic.

Skulking is defined by the “The Black Book of Sleaze (*VFTT20*, p.6) as “The act of moving out of enemy LOS during the MPH then advancing back in during the APh.” By doing so you deny the enemy a Defensive Fire shot at you, buying your unit an extra turn of survival. This can be especially effective if the skulking unit starts the MPH concealed and in concealment terrain, as it will retain it’s concealment when it advances back into the Location.

Some people dislike it, noting that in real life a unit wouldn’t move out of a defensive position to avoid enemy fire and then move back into it, while others have noted that can be imagined to depict troops who are ‘going to ground’ to avoid enemy

fire, sacrificing their own ability to fire back in the process.

Those that dislike it often suggest rules changes to stop it, or reduce the likelihood of it being used, with perhaps the simplest suggestion being a rule that disallows units from advancing into a Location it exited in the MPH.

Yet despite all this it is clear that the designers and developers of *ASL* did not consider skulking to be cheesy or gamey, but a perfectly valid tactic. The evidence for this can be clearly seen in *The General Vol 22 No 6* and *Vol 23 No 1*, with the latter having the Russian unit in V7 moving into U8 in the MPH and the advancing back in during the APh to guarantee its survival to game end (since it cannot be seen in U8).

So carry on playing, knowing you



By ‘skulking’ into DD6 in the Russian MPH, the 4-2-6 cannot be harmed by the German 8-3-8 until the following PFP.

are playing the game the way the designers intended it to be played.

And remember the word of a wise ASLer: “Shut up and play”

Ω

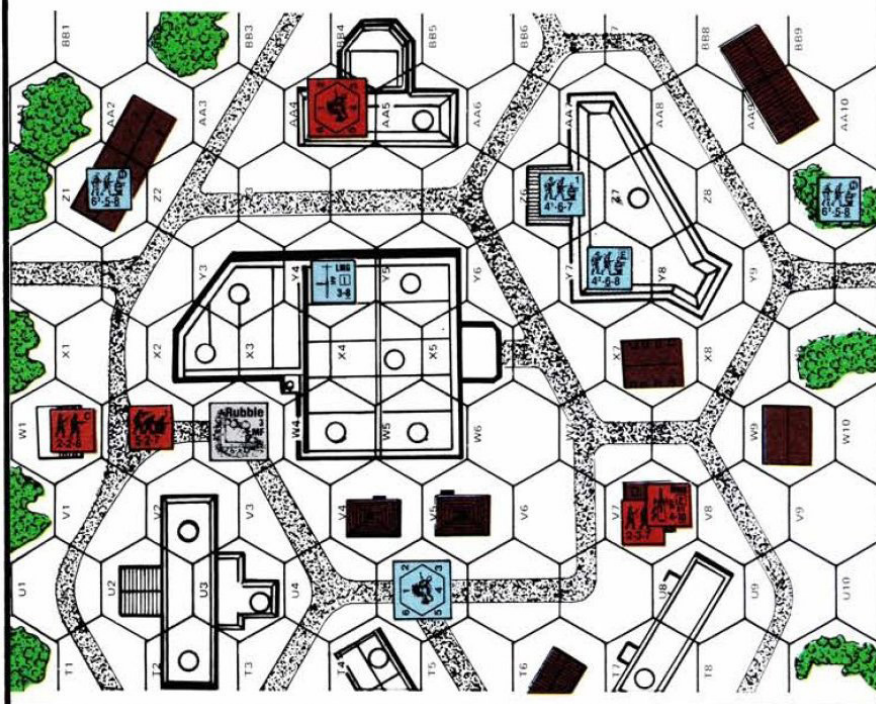
CONTEST #130

It is the last Player Turn (Russian) in an *ASL* DYO scenario in which the victor is the player that can exert the most hypothetical FP into intersection hexes 1Z5 and/or 1W7 at the end of the game. DRM and Multiple ROF are irrelevant in calculating this FP. Battlefield Integrity is *not* in effect and the units pictured are the only ones remaining. Stone rubble exists in hex 1W3. You are the Russian player.

Can you win? Can you guarantee a draw? Fill in the entry form for the actions taken by your three units (and fire for the machinegun) which constitute your *best* possible move (i.e., that which presents the opposing player with the *least* chance to win); indicate whether your move is most likely to result in a Russian win, a German win, or a draw. If you fire any of your units,

indicate target. If you move units, record each Location entered and the MF expended in actions in that Location. If you move more than one unit, indicate the order in which they will move (by placing a numeral 1, 2 or 3 as appropriate beside each unit).

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgement of the contestant. The solution to Contest 130 will appear in Vol. 23, No. 1 and the list of ten winners in Vol. 23, No. 2 of *THE GENERAL*.



Properly made, the Russian move for Contest 130 guarantees him no less than a drawn game and better than a 67% chance for outright victory. Winning is easy—*guaranteeing* at least a draw is the clever part. Because this is the last Player Turn, the German’s maximum FP on the victory hexes has already been determined (barring Hero creation) as 18—six for the SS unit, four for the 4-6-7 and eight for the 4-6-8 as PBF). Therefore, the Russian player must match or exceed that amount or find a way to reduce it. The best solution is to exceed it, because any Russian attack could jeopardize the draw by possibly creating a German hero or sniper attack.

The Russian already has eight FP factors next to the W7 intersection, but these are at some risk from the 4-4-7 in Z9. It would be foolish to chance a malfunction by firing on the German during this last Player Turn when he can instead simply move out of LOS to U8 and advance back into V7 to secure his MMG’s eight FP on the victory hex. The other ten FP needed for a draw are guaranteed by declaring Double Time movement with the 5-2-7 and using Bypass movement to enter X2 along the X2/W3 hexside (1MF), entering the building in X3 (2MF), and ending its MPH in Y4 with one remaining MF which it can expend (3MF) in an attempt to recover the LMG (a 67% chance). The 5-2-7 remains completely out of LOS throughout this MPH and therefore cannot be prevented from advancing into Y5 to secure the draw (or a victory if it did indeed recover the LMG). Even if the LMG is not recovered, the Russians can still win if the 2-2-6 reaches Y4 unbroken by surviving the SS First Fire against hex W2 (double timing to W2, bypass into X2, entry of X3 and advance into Y4). The 2-2-6 should move first on the theory that the German will realize too late the Russian intentions and allow it to exit W2 unfired upon. Lastly, it is worth noting that the very fire which prevents the 2-2-6 from winning the game for the Russians could lose it if it prompts a Russian Sniper attack.

	PFP:	MPH:	AFPH:	APH:	CC:
(1) 2-2-6	—	CX,W2-X2-X3	—	Y4	—
5-2-7	—	CX,X2-X3-Y4	—	Y5	—
3-2-8	—	U8	—	V7	—

Russian Win

Hazardous Movement Scenario Pack 1: A World at War



Disclaimer: This product is not intended to challenge any copyright or trademark. Advanced Squad Leader (ASL) is the intellectual property of Hasbro, and ASL products are produced under license by Multi-Man Publishing, LLC. Ownership of the ASL Rulebook (2nd Edition), the modules Beyond the Line, Paratrooper, West of Alamo, For King and Country, Hellfire Legions, Code of Bushido, Rising Sun, Cross de Guerre, A Bridge Too Far, and the modules 1a, 4a, 7a, 18, 24, 40, 51, 53, 54, 60, 70, 76, and 80 are necessary to play the scenarios contained in this pack.

	Hazmo1: BORN AGAIN <i>Ortona, Italy, 21 December 1943:</i> German paratroopers struggle to hold the town of Ortona against a determined assault. Hitler orders that Ortona be marked the last man. For the men of the Canadian 1st Infantry Division, this battle would mark a second baptism of fire. . . .
	Hazmo2: CROWN OF THORNS <i>Ortovo, USSR, 6 July 1941:</i> The 6th Panzer Division attempts to breach the pillboxes and barbed wire of the Stalin Line. . . .
	Hazmo3: SEASIDE RETREAT <i>Toulon, France, 20-26 August 1944:</i> The 1st Free French Division makes a bid to liberate the French city of Toulon from 4 years of German occupation. . . .
	Hazmo4: KIDS THESE DAYS <i>Crispien, France, 11 June 1944:</i> On D-Day +5, the fanatic teenage warriors of the SS Hitler Youth Division ambush British forces attempting to expand the beachhead. . . .
	Hazmo5: THE BLOOD OF LAMBS <i>Rashtan, Lithuania, 23 June 1941:</i> With the Soviet High Command in disarray at the opening of Operation BARBAROSSA, local Red Army commanders commit to an almost suicidal stand. . . .
	Hazmo6: GREAT VENGEANCE <i>Nuland, The Netherlands, October 22, 1944:</i> In the wake of the failure of Operation MARKET GARDEN, the Allied High Command launches Operation PHILANTHROPY, the liberation of southern Holland. As part of the effort, the 53rd Welsh Division storms the town of Nuland, with fearsome British flame-throwing Crocodile tanks in support. . . .
	Hazmo7: LEFT BEHIND <i>Dubysa Bridgehead, Lithuania, 24 June 1941:</i> Soviet High Command orders the 3rd Soviet Mechanized Corps to crush the bridgeheads established by Kampfgruppe von Seckendorff. With no anti-tank weaponry at their disposal, and no reinforcements on their way, German units must nonetheless find a way to hold their positions against Russian KV's. . . .
	Hazmo8: THE DEVIL'S DESCENDANTS <i>Ponte Grande, Sicily, 9 July 1943:</i> The British Red Devils conduct a daring glider assault in an attempt to seize a critically important bridge. . . .
	Hazmo9: CLOAK AND DAGGER <i>Aubagne, France, 21 August 1944:</i> The 2nd Groupe de Tabors Marocains, composed largely of Moroccan soldiers wearing their traditional djellabas and carrying "vicious-looking knives," are ordered to capture and hold the highway triangle at Aubagne-Genes-4-Court. The veteran German 24th Infantry Division, however, is in no mood for retreat. . . .
	Hazmo10: FRESH GRIST <i>Luodian (Shanghai), China, 11 September 1937:</i> In a battle that would soon be dubbed "the grinding mill of flesh and blood," Chiang Kai Shek commits hundreds of thousands of Chinese troops to the desperate defense of Luodian. . . .

Scenario design by Chuck Hammond and Chad Cummins

Hazardous Movement is a new ASL third party producer formed by Chuck Hammond and Chad Cummins. Their debut product, *Scenario Pack 1: A World at War*, consists of 10 scenarios featuring a wide variety of combatants (including the Russians, Germans, SS, Free French, British, Italians, Japanese and Chinese) and terrain types (including city, bocage, countryside, hill and village) and aims to challenge even seasoned players' skills, while offering fun and high replay potential.

A sample scenario is a "Hazmo 4 Kids These Days" is available for free download from https://a84612e4-2b63-46ba-aacd-75ac3e4e709b.filesusr.com/ugd/c03366_549bc496965d4cfb980812bad9bbfed4.pdf

The pack is available for \$29.95 from <https://www.hazardousmovement.com/> or from Second Chance Games for £31.95 plus postage (<https://www.secondchancegames.com/index.php/advanced-squad-leader/scenario-pack-1-a-world-at-war-detail>)

MMP's Peiper

Nigel Blair

A few years ago now when I purchased ASL bits direct from MMP they pretty much always used to include a free postcard size game. I was having a clear out recently and came across them. One was Waterloo another one was the US Civil War but mostly they were WW2. The reason I'm mentioning this is that there was one based around the Battle for the Bulge for which there were four different parts to it; though each one can be played on its own, I believe that if you had all four you could combine it into one bigger game.

I only every managed to get two of the four parts which I've never played. Whilst I'll probably never play them I was wondering if anyone has the other two parts going spare.

The two I have are subtitled "A Dash of Peiper" (Map B) and "The Bagged Peiper" (Map C). I have three and four copies of these so would be willing to trade for the other two.

If you can help please contact me at n.blair300@btinternet.com.

Thanks in advance.

TERRAIN	MECH MP COSTS	COMBAT EFFECTS
Bocage	+0 MPs	None
Road	1 MP	+1 to Card Draw
Hill	1/2 MP	None
Village	+0 MPs	Use River
Open	+0 MPs	+1 to Card Draw
Water	1 MP	None
Forest	2 MPs	None
Swamp	May only enter via road (road cost)	+1 to Card Draw
Marsh	May only enter via road (road cost)	+1 to Card Draw

"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)
David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (29 Apr 2020)
Martin Casteley, 32 Swallowfield, Tamworth, Staffordshire, B79 7SG (02 May 2020)
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (10 May 2017)
Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (02 Nov 2019)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)
Ian Kenney, 53 Withean Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018)
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20 Jan 2012)
Martin Barker, Tradewinds, Wrattling Rd, Haverhill, Suffolk, CB9 0DA (02 Aug 2021)
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 (23 Jul 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 2012)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (20 Aug 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 (14 Jun 2021)
Simon Stanforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (01 May 2021)
Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (30 Jun 2021)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
Paul Healey, 19 Beechfield, Hoddesdon, Hertfordshire, EN11 9QQ (17 Aug 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 (26 May 2021)
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)
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 (13 Jun 2021)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (27 Aug 2020)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (15 Jan 2020)
Damien Maher, 21 Cresttor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)
Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (24 May 2021)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)
Stuart Brant, Flat 37, Penrose House, 16 Newsholme Drive, Winchmore Hill, London, N21 1TW (04 Sep 2020)
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)
Colin Bell, RAF Cranwell, Sleaford, Lincs, NG34 8hb (24 Jan 2017)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, 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 Balcares Road, Leyland, Preston. Lancashire, PR25 2EL (20 Jul 2017)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)
Nick Rijke, 59 York Road, Newbury, Berkshire, RG14 7NR (28 Nov 2020)

Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (09 Aug 2021)
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 (20 May 2021)
Joel Ayres, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (10 Dec 2018)
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)
David Ramsey, 9 Pollards Way, Lower Standon, Bedfordshire, SG16 6NF (27 Apr 2021)
Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (30 Aug 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 Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (04 Jul 2019)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10 Sep 2011)
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)
Peter Catchpole, 8 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (04 Jun 2021)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (04 Jul 2021)
Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (01 Aug 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 Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (25 Oct 2020)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)
Christopher Bourne, 52 Horsenden Lane North, Greenford, 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 Burbury, 18 Charles Way, Malvern, WR14 2NA (06 Jan 2020)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (18 May 2020)
Ian Morris, 21 Lombard Street, Lichfield, Staffs., WS13 6DP (07 Jun 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, Aberdeen, AB32 6UZ (07 Mar 2020)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (30 Aug 2019)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (01 May 2020)
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (22 Aug 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)
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6hr (03 Feb 2013)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (05 Jun 2019)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (26 May 2021)
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 (14 Jun 2021)

Wales

Chris Dalgety, 4 Library Street, Canton, Cardiff, CF5 1QD (30 Dec 2014)

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

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ON THE CONVENTION TRAIL

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

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

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

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: \$30.00 for those pre-registering, \$40.00 on the door.

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

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

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email at BretHildebran@gmail.com. Check out the web site at www.aslok.org 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 10 minutes from town and you can reach it from Cologne in 1 hour. From Heimbach it is 10 minutes to the hotel. Room rates are £15.00 per night. **CANCELLED** (due to the flood catastrophe which happened in parts of North-Rhine-Westphalia and Rhineland-Palatinate in July 2021)

Format: A five round tournament running from Friday to Sunday. There will also be a series of mini tournaments taking place on the Thursday.

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

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

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

2022 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: £15.00 if registering with the organisers by 20 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in 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 if@vfft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vfft.co.uk.

JUNE DOUBLE ONE 2022

When: 23 – 26 June (TO BE CONFIRMED).

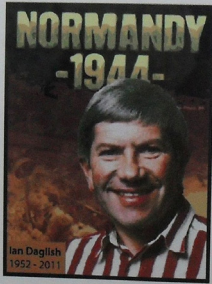
Where: Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates are likely to be similar to 2021 (EX: £39.60 for a single room and breakfast).

Fee: Likely to be the same as previous years, £15.00 if paid before 30 April, £20.00 thereafter.

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

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

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**NORMANDY
-1944-**

Ian Daglish
1952 - 2011

Ian Malcolm Daglish
MA MBA
1952-2011
Military Historian,
Board Wargamer,
Gentleman
Brother to Andy, husband to Joy
Father to Hazel and Fiona
The Crusaders UK ASL Society

THE TANK MUSEUM

THE 500 CLUB
no 59

HEROES 2022

ADVANCED SQUAD LEADER TOURNAMENT

3RD- 6TH MARCH (THURSDAY THROUGH SUNDAY) 2022

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following a forced break in 2021 due to Covies, HEROES aims to return` in 2022 to continue its success in previous years to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

The Headlands Hotel is familiar to those who have attended in recent years and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away. Bed and breakfast prices are to be confirmed but in 2019 were available from just £30 per person for a shared room or £42.50 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before 20 February 2022 (entry is £20.00 after that date).

HEROES 2022 HOTEL BOOKING FORM

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

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