

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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IN THIS ISSUE

MANY RETURNED - *ASL* action from a real live tournament

INOR - HEAVEN OR HELL - latest LFT module reviewed

STOP AND GO TRAFFIC: A SYNOPSIS - a summary of Ole Boe's *ASL* article

CRUSADER LADDER - updated

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
MANY RETURNED	4
THE CRUSADERS OPEN	
ASL TOURNAMENT LADDER	6
INOR – HEAVEN OR HELL	7
A BRIEF (ASL) HISTORY OF	
FRENCH INDOCHINA	12
STOP AND GO TRAFFIC: A SYNOPSIS	16
“THIS IS THE CALL TO ARMS!”	18
ON THE CONVENTION TRAIL	19

COVER: the main gaming area at BOUNDING FIRST FIRE 2021 in November 2021, the first UK in person ASL tournament since HEROES 2020 in March 2020.

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 ASLers. Don't be a silent voice.

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

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PREP FIRE

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

While 2021 may not have seen quite as many new releases as 2020, there were still numerous new releases from MMP, Le Franc Tireur, and Lone Canuck, and the arrival of a new producer, Hazardous Movement, who released two scenario packs during the year.

And on the subject of scenarios, you'll find there's two new scenarios in this issue of *VFTT*, Both have received some limited playtesting, but with only a handful of play-testers available to me it makes it difficult to play-test scenarios to the same level as the aforementioned producers. So if you'd like to help, drop me a line, as I have half a dozen scenarios that could do with some outside play-testing, including a couple of Korean War ones...

'Til next issue, roll Low and Prosper.

Pete Phillipps

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

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

COVID 19 HOLLOW LEGIONS 3

MMP began shipping pre-ordered copies of *Hollow Legions 3* just before Christmas, although covid-related staffing issues have meant that they are unable to process pre-orders as fast as normal so customers are asked to be patient with them during the process.

Available for \$172.00, this updated edition includes the contents of the original module, as well as the desert elements (rules, maps and overlays; with overlay E1 now included as map 25e instead) from *West of Alamein*, and an updated version of *Soldiers of the Negus*; originally published by ELR this latter product focused on the Second Italo-Ethiopian War of 1935-36, when Mussolini's Italian forces conquered Ethiopia. 29 scenarios from a range of out of print Avalon Hill and MMP products are also included, making for a total of 53 scenarios. Rules pages are included for the revised Chapter F, updated Italian Chapter H pages, and Chapter A pages for the Ethiopian and Eritrean forces.

It is expected that an update to the electronic rulebook (available from <https://www.wargamevault.com/browse/pub/16529/MultiMan-Publishing?src=browse16529>.) will be released soon with the revised pages from *HL3*.

Although MMP's Winter Offensive tournament in January has been cancelled due to covid, a new *Winter Offensive Bonus Pack* is still likely to be released.

MORE HAZARDOUS MOVEMENT

Hazardous Movement also began shipping their second scenario pack, *Scenario Pack 2: The Un-Civil Wars, 1936-1949*, in December. Like the first pack, it contains 10 new scenarios, this time covering actions during the Spanish, Chinese, and Greek civil wars. A free PDF of one of the scenarios can be

downloaded from their website at <https://www.hazardousmovement.com/>. The pack retails for \$29.95 and can be ordered from their website (UK customers can order it for £31.95 from Second Chance Games at <https://www.secondchancegames.com/index.php/pre-orders/hazardous-movement-scenario-pack-2-the-un-civil-wars.-1936-1949-detail>).

LFT MAKE 11th CELLAR

Le Franc Tireur will release a new issue of *From the Cellar* in January. Retailing for €35 it will contain 10 scenarios all set in the ETO covering actions from France 1940 to Russia, Italy and Holland in 1944. It will also include a replacement for the miscut countersheet from *The Green Hell of Inor*; owners of *GHI* who do not wish to purchase *FTC11* to get the replacement countersheet should contact LFT at <https://www.lefranc tireur.org/spip.php?page=contact> to request a free replacement copy.

ADVANCING FIRE AT PROKHOROVKA

The new year will also see *Prokhorovka*, the new historical module from Italian third party producer Advancing Fire, begin to ship. This boxed module contains 13 scenarios and a CG, rules pages describing SSRs, map terrain and CG rules, 560 1/2" and 384 5/8" counters, 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.

Work continues on their next release, *The Battles of Orsogna*, which covers the actions of the 2nd New Zealand Division to take the village of Orsogna in Italy, in November/December 1943. It will include six scenarios and a CG, 130 counters and three mapsheets plus assorted rules pages.

No price or release has yet to be announced.

BOUNDING THE SEINE

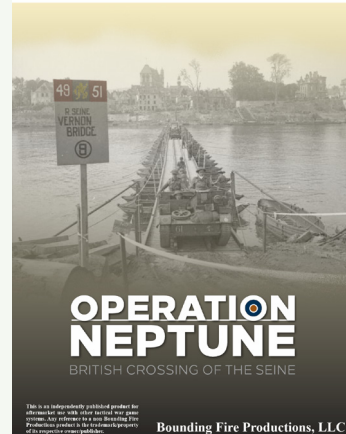
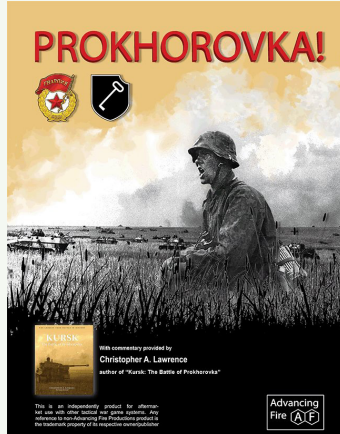
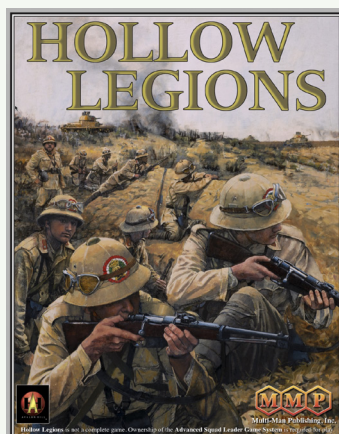
Bounding Fire are aiming to ship *Operation Neptune*, a new product covering the British assault of the River Seine at Vernon in August 1944, in January. Seven scenarios and a CG set on a 25"x25" historical mapsheet of the battlefield cover the main battle; there are also three scenarios set on regular mapboards. Also included are 132 counters and rules pages describing the terrain and CG rules. It can be ordered direct from Bounding Fire at <https://www.boundingfire.com/buy/on.html> for \$46.50 including shipping for US customers or \$69.50 for all other customers (UK customers can order it for £76.95 from Second Chance Games at <https://www.secondchancegames.com/index.php/pre-orders/operation-neptune-british-crossing-of-the-seine-detail>).

52 BUNKERS

Out now is *Dispatches from the Bunker 52*, which features an article on Concealment and four scenarios. '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 sees the Russians attack a Croatian force. 'Clearing Hill 700' is a PTO slugfest set on Bougainville.

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.

Ω



Many Returned

A report of sorts from Bounding First Fire 2021

With the release of the government's roadmap out of lockdown in January 2021 it looked like DOUBLE 1 2021 would be able to go ahead in person, but the rapid spread of the Delta variant in May and June meant that had to be turned into an online tournament. No such issues arose in the autumn of 2021, meaning that BOUNDING FIRST FIRE was able to go ahead in person as planned, making it the first in person ASL tournament to take place in the UK since HEROES 2020 back in March 2020, a gap of 20 months! Covid-19 had been a topic of conversation throughout the weekend among everyone attending HEROES 2020; as everyone left I doubt anyone had expected that we would not be seeing each other again for so long!

They say absence makes the heart grow fonder, and perhaps absence due to Covid goes some way to explaining why so many people attended BFF 2021; the hotel actually had no rooms left! And for me (and I suspect many others), that was the best thing about BFF this year, the fact that so many of us were all able to get together and catch up with each other over a few beers and some ASL. It was also good

to see several new faces among the many attendees, which is always a good sign.

Numbers would have been even higher but there were a number of regular attendees who did not want to take the risk of attending and catching Covid – considering the number of ASLers who are in the high-risk category due to age (and other health issues) this was not a surprise.

I only planned to playing friendly games for the weekend, preferring to use to my time to just relax and catch up with people over a few beers, so only took a copy of Broken Ground Design's *MapPad* scenario pack, which as the name suggests contains a mouse pad with an ASL map printed on it and four scenarios set on it, along with enough counters to play the four of them. I played three of the four (and played the fourth in a FTF game a couple of weeks later at home, a rare occurrence in recent times) and spent the rest of the time drinking and catching up with everyone (and attending the Girlschool gig that took place at a local bar on the Friday night!); as a very wise man once said, "I love it when a plan comes together." :-)

As I had no interest in taking part in the tournament side of the weekend I didn't pay much attention to what was going on, but as usual the tournament consisted of a couple of mini-tournaments on the Thursday and a main tournament running from Friday to Sunday, with the latter using unpublished but playtested scenarios from Bounding Fire. As usual the main tournament saw players randomly drawn into four groups, with the winners of each playing in the semi-final. Toby Pilling beat Martin Vicca in the first semi-final, while Ian Morris won against Craig Benn in the other. Saturday night ended with quite a few of us, including Ian, drinking until about 2am.

And this intensive prep (fire) obviously helped Ian, as he proceeded to then beat Toby in a tight game of Aggressive Response' on Sunday morning to win the tournament!

As well as catching up with assorted ASLers, it was also good to see Charles, owner of the Headlands Hotel, and his staff again. As usual they went the extra mile to look after everyone throughout the weekend and the way they look after us every year is truly appreciated by everyone.

Fingers crossed we will be back at the Headlands at the start of March 2022 for HEROES 2022 – see the advert elsewhere



ABOVE LEFT: Ian Pollard realises that putting on his glasses helps while playing Paul Legg!
ABOVE RIGHT: DOUBLE 1 organisers Gary Norman and Morris Legge playing the CG from Lone Canuck's Purple Heart Draw module.

BELOW: Plenty of action unfolds in the main gaming room on Thursday afternoon.



PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	7	6	1
Joe Arthur	8	2	6
Alex Ashton	5	1	4
Andy Bagley	7	5	2
Martin Barker	1	0	1
Craig Benn	7	6	1
William Binns	3	1	2
David Blackwood	7	3	4
Peter Burbery	5	3	2
Gerard Burton	6	4	2
Peter Catchpole	5	2	3
Steve Cook	5	1	4
Eoin Corrigan	2	1	1
Stefano Cuccurullo	5	1	4
Matthew Ellis	6	2	4
Tony Gibson	4	2	2
Frazer Greenshields	5	2	3
Tim Hundsdorfer	3	1	2
Daniel Kalman	6	1	5
Josh Kalman	3	1	2
John Kennedy	6	3	3
Paul Legg	7	4	3
Ian Morris	8	8	0
Pete Phillipps	3	1	2
Toby Pilling	4	3	1
Ian Pollard	5	4	1
David Ramsey	3	0	3
Nick Ranson	5	0	5
Ulric Schwela	1	0	1
James Short	5	2	3
Neil Stevens	4	2	2
Michael Urquhart	4	2	2
Martin Vicca	5	4	1
Richard Webb	4	1	3

in this issue for details. And while dates for BOUNDING FIRST FIRE 2022 haven't been announced yet, it is likely to take place at the same venue over the weekend of Thursday 17 November to Sunday 20 November 2022.

Ω



ABOVE: Neil Stevens (left) and Tim Hundsdorfer relaxing after a busy morning of gaming.
LEFT: Martin Mayers (left) and Simon Staniforth busy organising the weekend.

THE SCENARIOS

SCENARIO	ALLIED	AXIS
147 A Stiff Fight	0	1
170 11th Company Counterattack	0	1
AP172 Hickory Lickin'	0	1
AP54 800 Heroes	1	0
AP55 The Generalissimo's Own	0	1
BFF2021a Beauty Ruined	11	3
BFF2021b Amongst Coral, Coconuts, and	2	13
BFF2021c Delayng Action at Krylanmaki	5	10
BFF2021d Stuck Ducks	1	5
BFF2021e Aggressive Response	3	6
BFP-101 Panzer Spirit	2	0
DB159 Autumn Approach	0	1
ESG12 Road Kill	0	1
Fr72 The Mubo Decision	1	1
FT INOR02 Villy Muss Fallen! East	1	0
FT171 Getting Your Bell Rung	1	0
PAD 1 Time is Tight	0	1
PAD 2 The Quick and the Dead	0	1
PAD 3 Earning Face	1	0
PUG1 Mess Tins, Bayonets and Fingernails	0	1
Q2 Baron's Counterattack	0	1
RPT25 Cornwall's Rum Ration	3	0
SP 266 The Hohenstaufen Hootenanny	1	1
TOTALS	82	33 49

Toby Pilling's Aggressive Response

I had a great time at the BOUNDING FIRST FIRE tournament in Blackpool in November, culminating in my reaching the final, where I just lost out to Ian Morris.

To my eyes the scenarios in the previous rounds appeared to favour a skilled defender, though they might appear balanced at average levels of play. Perhaps this observation influenced my choice of sides in the final round, which was a PTO scenario called 'Aggressive Response' and featured a Japanese force of second line quality attempting to overcome defending Red Chinese partisans. The Japanese could enter on three different mapboard edges, which I find a great advantage when attacking, but I chose the Red Chinese because I could see a decent defensive strategy for them - my opponent chose the Japanese, so we both got what we wanted.

The funny thing was that, after I set up

and walked around the venue looking at the deployments of my fellow Chinese players, I could see that my own strategy appeared unique - every other player had stretched out their forces across the board, whereas mine concentrated the defenders around the jungle mass. I feared for the chances of my Sino brothers-in-arms, for I worried that they would simply be overwhelmed and surrounded in short order - a prophecy that came all too true, as it turned out.

Anyway, my own game started badly as the Japanese advanced blithely into my stealthy defenders but I could not get an Ambush for love nor money. I did like the way Ian used his leaders aggressively to benefit from their Stealthy status but even so, I should have been doing far better Ambush-wise. This provoked a mini-counterattack on my part as I judged that I could take advantage of a numerical imbalance and some Concealment to take out some of his vulnerable units - alas, my dismal rolls for Ambush continued and I must admit, dear reader, that I did

whine a bit.

My defence was getting chewed up, though at some cost to the Japanese. Happily, one part of my counterattack did work - my last remaining Dare-Death squad, appropriately. They went on a rampage and led the Japanese on a merry chase across the board to stymie the swathe of carnage they were causing. Neither of us played perfect games - Ian missed out when he could have wholly encircled my remaining strong stack and I mistakenly revealed a concealed unit late on. Regardless, on his last Advance Phase I had the odds in my favour, but the damnable Ambush rolls let me down again and he won. A great game though, hard fought - he'd lost ten of his fourteen squads by game end (I calculated my heroic Dare-Death squad had eliminated, through fire and hand-to-hand, three squads, a crew and a leader.) I look forward to playing Ian again some time.



The Crusaders

Open ASL Tournament Ladder

BOUNDING FIRST FIRE 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	91	82-2-7	3990	41=	Kris Koch	11	4-0-7	2930
2	Mark Blackmore	140	108-0-32	3905	41=	Santiago Penabella	3	1-0-2	2930
3	Ian Morris	130	77-2-51	3825	43	Richard Webb	4	1-0-3	2920
4	Martin Mayers	167	99-0-68	3770	44=	Paul Legg	283	114-3-166	2915
5	Aaron Cleavin	13	13-0-0	3755	44=	Oyvind Bjorkas	2	0-0-2	2915
6	Martin Vicca	71	51-1-19	3685	46	Indy Lagu	38	14-0-24	2895
7	Craig Benn	151	117-0-34	3615	47	Ian Pollard	200	81-1-118	2890
8	Ian Ainsworth	42	26-0-16	3565	48	Ulric Schwela	67	31-3-33	2885
9	Michael Davies	131	75-1-55	3485	49	Josh Kalman	13	6-1-6	2865
10	Sam Prior	110	68-1-41	3480	50	Steve Hunt	14	6-0-8	2860
11	Richard Domovic	23	16-0-7	3400	51	Stefano Cuccurullo	25	11-0-14	2855
12=	Richard Dagnall	23	12-0-11	3365	52	Daniel Kalman	17	9-1-7	2835
12=	Paul Chamberland	9	6-0-3	3365	53=	Wayne Baumber	107	47-0-60	2830
14	Gerard Burton	173	103-2-68	3360	53=	Shaun Carter	85	38-1-46	2830
15	Chris Doary	6	6-0-0	3355	55=	Steve Cook	51	22-0-29	2815
16=	Mick Allen	45	28-0-17	3320	55=	Joel Ayres	6	2-0-4	2815
16=	Derek Cox	40	25-0-15	3320	57	Paco Mainez	5	1-0-4	2805
18	Simon Staniforth	146	86-1-59	3315	58	William Willows	3	0-0-3	2790
19	Michael Urquhart	7	5-0-2	3265	59	David Blackwood	135	55-0-80	2785
20	David Ramsey	98	55-0-43	3250	60	Stuart Brant	79	26-1-52	2780
21	Tony Gibson	56	29-0-27	3175	61	Frazer Greenshields	8	4-1-3	2775
22	William Binns	112	57-1-54	3130	62	Peter Burbery	14	6-0-8	2770
23	Paul Saunders	27	15-0-12	3115	63	Alex Ashton	5	1-0-4	2765
24=	Joe Arthur	117	64-1-52	3080	64=	Matthew Ellis	53	27-1-25	2755
24=	Andy Bagley	41	18-1-22	3080	64=	Alan Hume	4	0-0-4	2755
26	Magnus Rinvall	35	16-0-19	3075	66	James Short	34	10-0-24	2750
27	Michal Sedlacko	3	2-0-1	3070	67=	John Martin	17	5-0-12	2740
28=	Eoin Corrigan	3	1-0-2	3010	67=	Morris Legge	15	5-0-10	2740
28=	Jim Bishop	2	1-0-1	3010	69	Malcolm Hatfield	76	32-0-44	2735
30	Carl Nogueira	4	1-2-1	3000	70	Neil Stevens	80	32-2-46	2720
31=	Scott Fischbein	3	1-1-1	2985	71	Paul Case	155	43-3-109	2700
31=	Rod Lobban	2	1-0-1	2985	72	Pete Phillipps	276	119-0-157	2690
33=	Neil Brunger	97	35-0-62	2980	73	Gary Norman	61	23-1-37	2685
33=	Neil Andrews	10	6-0-4	2980	74	Brian Hooper	193	70-2-121	2625
35=	Dominic McGrath	208	122-3-83	2970	75	John Kennedy	34	9-0-25	2620
35=	Francois Boudrenghien	8	4-1-3	2970	76	Ray Porter	91	14-0-77	2610
37	Bill Durrant	7	4-0-3	2965	77	Tim Hundsdorfer	32	13-0-19	2490
38=	Martin Barker	43	19-1-23	2955	78	Adrian Catchpole	16	3-0-13	2445
38=	John Tait	19	8-0-11	2955	79	Nick Ranson	141	23-2-116	2115
40	Peter Catchpole	13	6-3-4	2950					

Inor – Heaven or Hell

Ben Jones

Full Disclosure

I live in a forest in France. My wife shares a last name with the designer.

I have met the designer once. I beat him and he has the worst counter storage system ever.

The Problem with ASL Reviews

The only good ASL review would be a review of a product that has been out for years and that the reviewer has played against countless opponents, innumerable times. Otherwise, it's just one dude's opinion, based on feel and experience. So, by that frank admission this is a bad review. However, if you wait ten years until every known errata and tactic for playing Inor is uncovered and put into this review then Inor will be out of print, so get ready for my bad review.

Touching the Package

It has no box! It was well packaged in a postal box but inside it is plastic wrapped. (I hate to have to review wargame boxes but there appears to be a whole subset of gamers who love boxes.) Accept that there is no box. Or make your own!

There are two booklets, one rules (34 pages) and one historical background (70 pages). A bunch of scenario and CG cards and some player aids for each player German and French. Two counter sheets, two maps. It's a good weighty package.

Stroking the Map

The maps are standard size, standard

hexes. Same size as Smith's Ridge, Seoul and Kholm. Excellent, thick, matte paper.

The map uses light woods in a few places. I'm glad this is being used more by designers. There are 3 hexes of river barges. Everything else is standard ASL.

The only problem with the map is the paths. They are very difficult to make out. However, most paths are worth VP and so are marked. To find the paths, look for the red VP markers. It could have been better.

Ruddy Counters

Two counter sheets. I hate new counters. More accurately I hate storing new counters. Are these necessary? I'll get to that shortly. There are problems with the cutting of counters on one of the sheets. It's a problem I've never seen before. The artwork is perfect, centred, not overlapping the cuts but the jig itself seems to be off with the result that rows of counters are different sizes, all with perfect artwork but all different sized rectangles.

I can see why this was missed. The sheets look perfect to the eye, it's only when the counters are removed from the sprue and clipped (as all counters should be) that the fault becomes apparent. It's difficult to see. In fact, when I was sent a replacement set, I was sent another faulty set. It's that hard to spot.

LFT have acknowledged this and are sorting out replacements. *As of 6/11/21, LFT's website states that replacement counter sheets will be packaged with their next FTC pack at no additional cost.*

(Mercenary note. As 70% of the counters are *absolutely perfect*, by

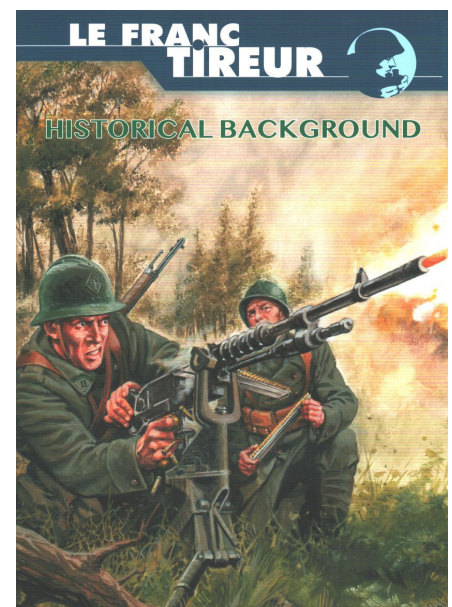
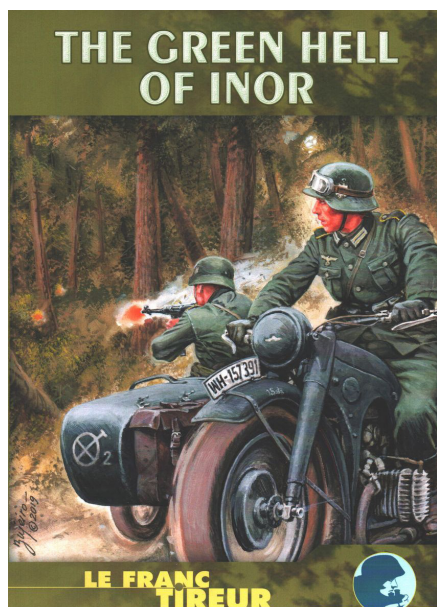
buying this now and then picking up the replacement counters in the future FTC, you massively increase your French counter mix – just saying.)

The counters are very slightly thicker than normal counters, like if you stack 5 you can see a difference.

The counters are white core. I know that this, like boxes, does disturb some grogs. I'd say two things, your game will never be won or lost by your opponent watching the colour of your counters. None of these counters represent anything unique, so there's no point looking for a white core expecting it to signify a FT or something unusual. Secondly, if like me, you've been collecting for a long time, you've probably got a mix of AH, MMP, BG and LFT French counters. A few white cores just add to the mix.

What counters do you get? You get a *significant* number of counters. This is going to make you reassess your storage system. There are three main types, Foreign Legion, Algerians, and Colonial Infantry. Each type gives 458s, 457s and 437s. The main difference to existing MMC is the non-reduced Broken Morale level. There are also some Legion crews, assault engineers (please no more assault engineers!) and assault squads with Assault Fire, some Spraying Fire and underlined Morale. Unfortunately, some of the units are missing the Morale underline. There seems to be a misprint for the broken Morale of some squad types also. This, along with the crazy way that some of the counters have been cut has, I believe, prompted the above discussion of a reprint.

Whilst the squad types (Legion/



Algerian/Colonial) are differentiated by an icon, they do not have a squad class icon. This is an oversight and makes dealing with the counters take just a fraction of a second longer than normal.

Included also are more ? counters, SMCs, SWs, and armour counters (they are much prettier than the MMP ones).

There is also the normal assortment of seemingly random counters, this issue there are more Smoke and WP FFE counters, which are great space savers, game specific counters to do with the artillery interplay during the Refit Phase, sunken barges, Shermans with bow mounted FTs and more plane counters.

I've seen a complaint that we "don't need more aircraft counters". The response from the publisher was that they are there simply to fill remaining space on the counter sheet and if you have better ideas then please let LFT know, and they'll print your ideas instead of more planes. I guess that's where the bow mounted FT Shermans and the SMOKE FFE counters come from. I ask for PFZ markers please and Colonel Pine d'Huitre in OUNC colours so he can lead a Bayonet Charge in Korea.

So, a lot of counters. Are they necessary, is it worth redoing my storage system? My initial thought was no. As the Algerian counters were so poorly cut, I used the Legion counters instead in my CG. No harm no foul, I began to wonder why we needed the cost of so many new counters. Then I read that these new counters would be used in future LFT projects. Then I realised that if LFT, a group of (mainly) French historians and gamers *say we need all these counters for upcoming projects*, then I believe we need these counters.

The French have got a lot of battles to go, they fought throughout WW2 and then in Indochina and N Africa. The more French the better.

A Fair Complexion

Is this a complex module? What do I consider advanced?

I have experience with *Kampfgruppe Scherer* and a lot of experience with *Fight for Seoul*. They are both advanced modules.

"Advanced" is a combination of two factors. One is how many of the lesser used ASL rules a product uses. For instance, *FFS* is not inherently a complex product, however it used a lot of air support and *FW* rules which are considered complex or, more accurately, arcane. *KGS* uses snow and skis. *Edson's Ridge* uses night rules. The three modules mentioned have a greater than normal *inherent ASL* complexity.

The second layer of complexity comes from the new rules added by the product. *FFS* and *KGS* have a lot of new rules added by the product itself. This complexity is, I believe, exponential and whilst it may not put people off purchasing, it puts people off playing.

Coming after *FFS*, *KGS* and *Saint Nazaire*, *Inor* is a much simpler product. It has *significantly* less rules than its predecessors and takes place in an inherently less complex environment.

By that I mean that we're dealing with meat and potatoes *ASL*; West Front 1940 rather than snowbound Russia and ski troops or *Forgotten War* terrain and troops. The only lesser-known basic rules are for wagons and cavalry.

In terms of *new rules* *Inor* introduces:

- River barges (10 sentences)
- Woods Debris (7 sentences)
- French Troop types (8 bullet points and one short paragraph)
- German Troop/SW, a few short sentences.

That's it. Of course, the rules also include the CG Sequence of Play and CG Special Rules. Hidden amongst the CG rules

are a neat SAN rule and some new ideas around converting unused transport vehicles to CPP, troop rotation, Artillery interdiction and Counterbattery fire.

Inor has a low inherent difficulty and really no product added complexity. It's simple. It's vanilla. And vanilla isn't bad.

Game Play

I won't deal with the scenarios; I've only played one of the sixteen. I'm not as keen on scenario play as on CG play. Suffice to say they are as glossy and as beautiful as all the other LFT scenarios I own.

I'm playing CG3. The first scenario is pretty scripted. Most of the French set up in reserve which, unless the German player has a fabulous plan or simply wants to kick the hornets' nest, puts them out of play.

I've played this through twice now and each time the French have lost all their forces in Bois de La Hache and *Inor* village. Because of the scripted nature it's more like a regular scenario than a CG opening. I'd be interested to see how other French players gain advantage from this scenario.

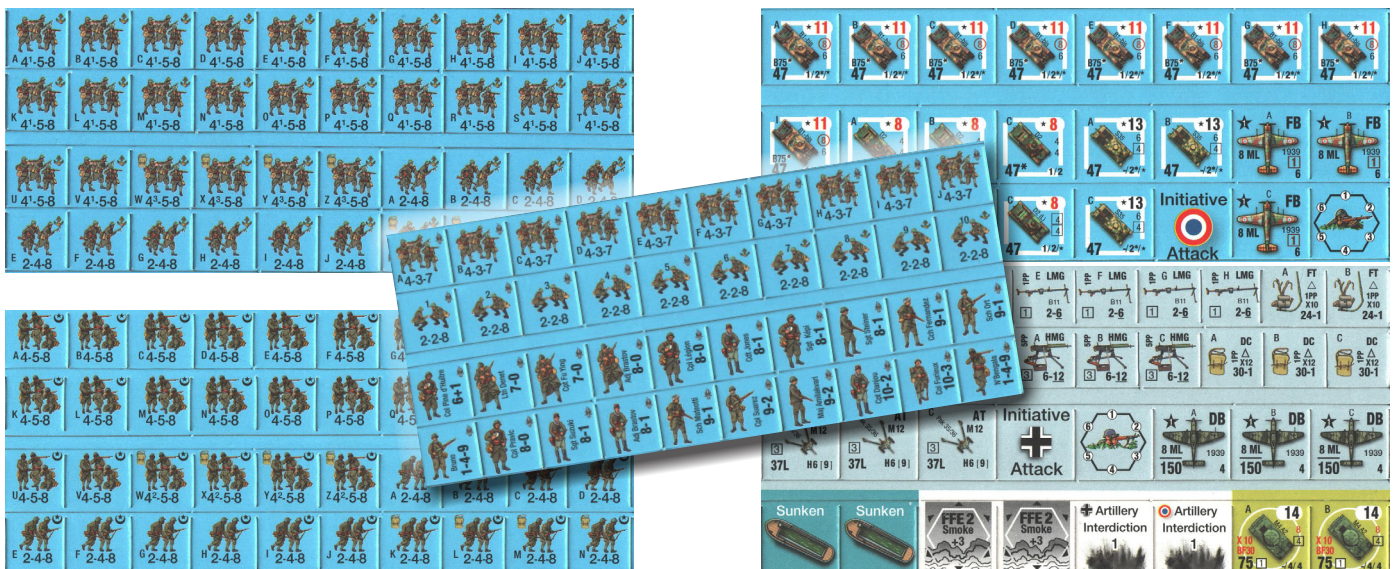
In my play through the main advances in the CG have been through the forested area which make up most of the map.

The fighting in the woods is superficially the same as fighting through Jungle. If one doesn't stop and look around once in a while, one could easily be playing on the SC map. Most engagements are ADJACENT. This throws up some interesting tropes.

The majority squad type for each side is 467/457. The range is immaterial in the forest, but the Germans still have several advantages.

First, a lot of the French forces are hamstrung by a lower broken morale (although not all of them).

Secondly the German squads all



have Spraying Fire. This helps the Germans capitalise on leadership and engage multiple units.

The third German advantage is the LMG. Whilst some of their LMGs will be an older 2-6 model, a lot will be the regular 3-8 model. Whilst the range is immaterial, the 3-8 produces 6FP when point blank rather than the 4 FP of the French LMG. Again, this allows the Germans to attack more effectively multiple ADJACENT targets

The fourth is the FT. The French don't use them. In this terrain, with ? so easy to gain and cover so thick, it's easy to move FTs adjacent.

NB: an SSR severely restricts spreading fire. Thank Dieu for that.

The French do have their advantages. There are several wooded hills are perfect to defend. The wooded crestlines to the north and south of Soiry Farm are very difficult for the Germans to take. They have access to fortifications and are normally defending. They can construct paths during the Refit Phase to improve their interior lines, a combination of mines HIP and PFZs can go some way to balancing the Germans advantages.

One real advantage for the French is the weather. A Refit Phase DR of 2-4 gives overcast, rain and mud. This really slows down the German. Considering that CG scenarios will last on average 6 turns, the MF increase from mud and rain can really hamper German attacks. If you take into account the artillery interdiction which can cause RGs to be delayed for up to three turns it really make sense to pay one CPP extra to set up on map. However, do you really want to setup on map in woods when your opponent may have a bombardment and artillery?

An interesting facet to this CG is the ability to "switch off" half of the map. For example, in my CG5 the Germans are attacking Inor Heights to try to take the metallated road. At the same time the French are counterattacking onto the map to try to retake Inor. This means that the frontline throughout the NE of the map, separated by a hex or two of woods, stays relatively stable. So, although the front is long, only one third of it is moving.

Most CGs lack the intervention of the rear echelons. Artillery, reconnaissance, engineering, and logistics support are acknowledged to be very valuable and battle winning, force multipliers. In Inor we see the role of artillery during the Refit Phase, we see limited reconnaissance through recon rolls and German Air recon. We also start to see a bit of engineering support, not just in



the FPP but also in the ability to cut paths. We can purchase wagons and trucks, not just to move forces but if you want to reposition a gun further than 3 hexes away during the Refit Phase you need wheels.

I laud LFT for exploring this aspect and I hope that it continues. But I want to see more. We don't need to see a Masada assault ramp in each CG but bypass roads, recovering AFV, bridging over streams, corduroy roads, clearance; all give more credence to engineers more than just a smoke exponent.

Depiction of Artillery

Artillery provides an interesting topic. It's difficult to use here as the los is so restrictive. Offboard Observers are not too useful as the CG map was the highest ground in the area. Still, as play develops I'm sure we'll find some great spots for radios and phones. Fighting to gain and keep these spots may well dominate some CG

scenarios.

Despite the difficulty of using traditional OBA, both sides can purchase Counter Battery modules and Interdiction modules during the Refit Phase.

The interdiction modules deplete, to various levels, the opponent's RGs. This is a powerful effect. As an example, a full-strength German infantry coy is 10 467 squads, two LMGs and a 50mm MTR. There are a range of depletion results dependant on a variety of player controlled factors and a DR but a full depletion could bring that infantry company down to five 467 squads, two 447 squads and one LMG.

The counterbattery modules can be used in a variety of ways – to counter the interdiction modules or enemy counter battery, to ameliorate enemy bombardments or to add red chits to enemy OBA modules.

The interplay between these new artillery modules is fantastic. The designer's

notes mention that it reflects the devastation artillery caused behind the scenes and goes some way to reproducing its effect on map where it's difficult to use because of the restrictive LOS.

In *FFS* LFT introduced SEAD, now they've introduced off map artillery effects and duels, I love the extra aspect that this gives to *ASL*. I feel that even during the Refit Phase I'm making decisions, more than just how to spend my CPP. I hope that these themes continue. They make the game stronger and more coherent.

The allocation of CPPs is similar to *VOTG* to encourage purchase of toys.

In short, the gameplay is interesting and fresh. There are numerous tactical problems to overcome and a good mix of close in woods fighting and more traditional open play.

Things I Don't Like

For a company with this level of output quality and audacity I'm willing to forgive a lot. However, this is a review.

The historical booklet, at 70 pages full colour should have been a PDF. I don't know how much it added to the cost of the module, but I know it didn't make it any cheaper.

The level of English is excellent, I'm amazed in general, that people whose first language is not English can play *ASL*, let alone design *ASL* products. However, in something as dense and meaningful as *ASL* rules, that 1% inaccuracy can cause problems. There are a couple of instances where non-native English makes a

difference. The rules and historical booklet should be proofed to a slightly higher level.

Do I Enjoy It?

Of course, yes, its high quality *ASL*. Do I enjoy it as much as *FFS* or Toktong? Of course not, because it's much simpler *ASL* rules wise and for me, less evocative. I enjoy the challenge of correctly interpreting new rules and making links tactically between them. I enjoy gaming the challenge of the books I've just read. Inor doesn't have that connection for me.

Inor is a much simpler product. A player won't be head down in a rulebook that much.

If I had the choice, 20 years ago, between Inor and Toktong, I would still have chosen Toktong. However, Fox Company would have stayed on my shelf for a decade, Inor at least would have been understood and played.

Should I Buy It?

Is it a perfect product? Am I the perfect reviewer?

On both counts the answer is no.

The product falls a little bit short for me. It feels less polished than *FFS*. I think it could have been better in terms of production. However, I am *absolutely sure* that the group of people who made this could not easily have done better. For a group of amateurs, all of whom have day jobs, to research and produce a module for the world's most complicated wargame, on an action that the designer happened to read about in a foreign language book he found in a car boot sale is *amazing*.

So yes, you should buy it. As I've been writing this I've been playing through the CG. I keep wanting to add tactical advice and ideas into this article. It's a really cool, interesting product, its easy to get into and has a lot of depth.

To Summarise

The counters will be needed for future LFT projects

It explores and cements new concepts in *ASL*.

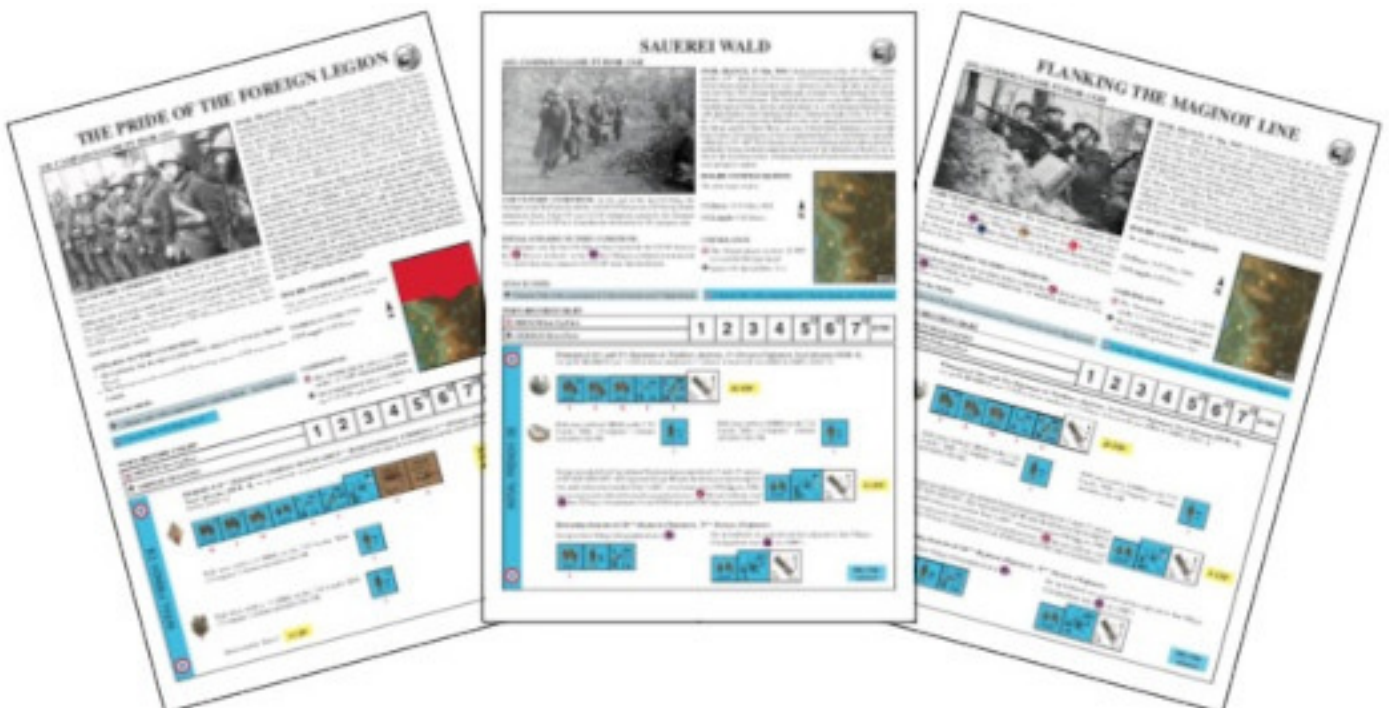
It's a great CG for new players. Simple, but more importantly it's *available* and the prerequisites to play are *available*. *Croix de Guerre* is in stock and, even if Dinant is a bit complex for a new player, Inor is not.

Like any *ASL* product, there are issues with rules, errata, and interpretations. The designer and the production team have been very responsive.

By buying Inor you're supporting a small *ASL* company. Along with Advancing Fire they represent the entirety of European *ASL* production. We have a French company producing French *HASLs*, an Italian company producing *HASLs* set in Sicily. With the burgeoning *ASL* communities in Russia and Asia we need to support small producers if we ever want a Japanese company producing an Iwo *HASL* or a Russian company covering Orsha. You Finns should pull your finger out too...

Ω

NB: 'Colonel Pine d'Huitre' is best translated as 'Colonel Mouse Dick'



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 the Covid lockdown, 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 2020 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							

A Brief (ASL) History of French Indochina

Luke Hay

The Years Before WW2

During the 18th and 19th centuries, the French increasingly intervened in southwest Asia through a combination of Jesuit Christian Missionary zeal, trade and a fair bit of gunboat diplomacy. The results of all this activity was that, by the 1880s, the French were involved in a limited conflict against the Chinese for suzerainty of Tonkin (modern day northern Vietnam) and parts south, with the end result of the French Empire claiming Tonkin, Annam and Cochinchina (northern, central and southern Vietnam in modern terms) as the colony of French Indochina in 1887. Half a decade later, the western neighbour of Siam (present day Thailand) objected to French territorial encroachment, and after more gunboat diplomacy, the French added the Cambodian Kingdom and Laos to their Indochina colony in 1893; in the coming century, the Siamese wouldn't let the French forget the matter.

In the global upheaval of the Great War, Indochinese people contributed 92,000 service personnel to the French cause between 1914-18; the vast majority served in labour or transport battalions, as well as some medical units and a few combat battalions that saw action on the Western Front and at Salonika (Greece). Quite a few serving members returning to their Asian homeland bringing back ideas of socialism

and national independence that would take root in the years to come.

September 1940

Skip forward to the first year of World War II, with the uber confident Germans overrunning metropolitan France during May to June 1940 (with the cocky Italians joining in at the last minute) resulting in a rump Vichy France surviving at the German's behest. The Japanese, on the other side of the planet, decide to apply pressure to a cowed western imperial power: they demanded the right to move troops through Tonkin (northern Vietnam) in order to close the Indochina-China border so as to stop the democratic nations supply aid reaching the Nationalist Chinese forces in Kunming (southern China). The French colonial governor-general, Georges Catroux, concluded that the northern Indochina area was indefensible against the Japanese forces, and acquiesced to the Japanese demands; Catroux was relieved of his position, and promptly left for London to join De Gaulle's Free French government.

The incoming governor-general, Jean Decoux, was put under increasing pressure by the Japanese to allow greater troop movements through Tonkin and to station air bases as well; Decoux prevaricated whilst weighing options from all sides, but, eventually had to accede to Japanese demands, leading to local

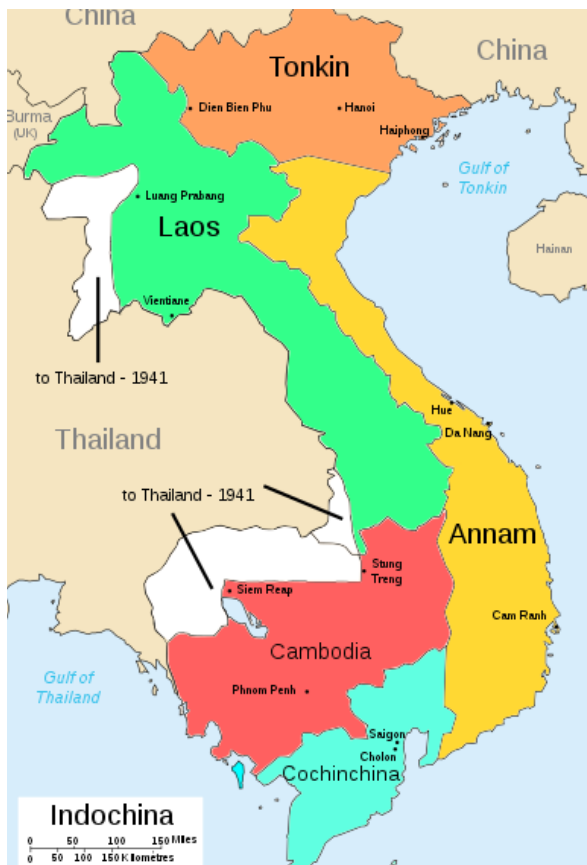
French and Japanese (in southern China) commanders signing an agreement on the 22nd September 1940. The French were expecting Japanese forces to come in by sea, but the over-zealous Japanese commander in southern China crossed the Chinese border by land with units of his 5th Division; French forces along the border posts and towns resisted the Japanese, who subsequently landed troops south of Haiphong harbour, and continued to fight until the 26th September when a ceasefire (and apology from the Japanese) stopped hostilities.

ASL has covered this short border battle with five scenarios; four dealing with the fighting on the border areas 24th-26th September 1940, and one involving the amphibious landing at Dong

Tac. Of the border actions, all four of the scenarios cover the actions on 24th and 25th Sept, with the Japanese attacking hilltop positions, in the Lang Son district, defended by the peeved French forces: Le Franc Tireur's 'FT01 Le Temps des Humiliations' (reprinted by MMP twice, in *ASL Journal 6* and the updated *Croix de Guerre* module as 'The Time of Humiliations'); Bounding Fire's 'BFP-35 Mai Phu' from their well respected *Blood and Jungle* module; and 'ASL News #42 Welcome to Vietnam' (reprinted several times by Critical Hit). The action on the 25th Sept centred on the fight for Na Cham is a Tactiques scenario 'TAC 52 L'Armee du Bout du Monde', again reprinted by MMP in *ASL Journal 4* and *CdG II* as 'The Army at the Edge of the World'. The final offering in this brief WWII action is another scenario from Franc Tireur 'FT98 And Then They Landed' (from *LFT 11*) which is a nice, small Japanese seaborne assault south of Tonkin's principle harbour area on the last day of hostilities (26th Sept). The result of all the diplomatic confusion and bloodshed saw the Japanese-occupied border towns returned to the French, as well as all prisoners released; but the Japanese were now in a dominant position in Indochina, and could use the country as a supply and transit area for their future endeavours in South-East Asia.

Invaded by Thailand

With the weakening of metropolitan France and, consequently, the ability to maintain its colonial empire, the Prime Minister of Thailand, Major-General Pibulsonggram, thought it was time to take back parts of Laos and Cambodia that were ceded to French Indochina in the previous century. Diplomatic tensions and border clashes escalated to cross-border aerial bombing raids by both sides in late 1940. In the new year, following reports of a French attack on an eastern Thai town, Thailand invaded French Indochina on 5th January 1941, quickly over running Laos, but facing stiffer opposition from French forces based along the Cambodian border. On 16th January, the French struck back, counterattacking two Thai held Cambodian villages; the entrenched Thai forces repulsed the French forces, and were stopped in their pursuit of the retreating French by accurate Foreign Legion artillery fire. The following day (17th Jan) saw a naval clash off the island of Ko Chang that resulted in no loses for the French flotilla, and light loses amongst the Thai navy; none-the-less, Thai authorities believed the campaign may turn in France's favour, and ground and sea fighting petered out, with aerial combat continuing until the end of the month. Japan



stepped in to mediate an end to the dispute, with the peace treaty resulting in Laotian and Cambodian provinces being ceded back to Thailand (a military client state of the Japanese empire).

In *ASL* terms, there are five scenarios, all dealing with the 16th Jan fight for the villages. Two have the Thai army attacking: Le Franc Tireur's 'FT02 Juste une Illusion' (again, reprinted by MMP in *ASL Journal 4* and *CdG II* as 'Just an Illusion') and 'Welcome to Cambodia' printed in *VFTT 100* (which was reprinted in an issue of the D.C. Conscript's *Red Banner* club magazine). The other three scenarios have the French forces (mainly indigenous troops with some French regular army and Legion units) attacking to take the villages back in *Tactiques*' 'TAC 69 Battambang Bang'; MMP's 'J35 Siam Sambal' in their *ASL Journal 2* (also reprinted in *CdG II*); and Bounding Fire's 'BFP-37 Debacle at Yeang Dang' (from *Blood and Jungle*). Four of the five scenarios have both sides possessing good combined arms orders of battle, making for fun, large scenarios with early war armament in the PTO theatre.

The Japanese Arrive

The next two *ASL* scenarios set in Indochina occur at the opposite ends of Vietnam. The first scenario is located in Cochinchina and occurs on 14th July 1941 (Bastille Day); Bounding Fire's 'JN1 Michelin Impassable', set during the build-up of Japanese forces in Indochina as a springboard for their invasions of the Dutch East Indies, the Philippines and Burma. The action is possibly hypothetical and takes place in the Michelin rubber plantation north of Saigon, as the encroaching Japanese army, with three tanks, take on a fanatic French force, also with three AFV; a nice twist in the scenario is the 'no Game End' clause, fighting continues until one side achieves 30 CVPs. The second scenario takes place a year later, on 1st June 1942, back up north on the Tonkin-China border, with Chinese troops clashing against the Vichy French and their allied local partisan units; an all infantry affair fought on jungled hills in Le Franc Tireur's 'FT140 Chinese Raiders' (from *LFT 12*).

The End of the War

The next chapter in this *ASL* saga unfolds during the last year of WWII, with the Vichy French forces running afoul of their Japanese co-occupiers in Indochina, with the nascent Viet Minh nationalists and British troops entering the mix. With the Japanese on the defensive in late 1944, facing Allied offensives in Burma, the Philippines and Central Pacific islands, and most of metropolitan France having been liberated by U.S., British (Commonwealth) and Free French troops, the Japanese no longer trusted the French colonial

administration in Indochina, fearing that the French troops may 'defect' to de Gaulle's Free French forces. After more ultimatums delivered to the French colonial leaders, and military posturing, the Japanese decided to take control of Indochina for good. With more vacillation and delay from Decoux (by now a nominal Governor), the frustrated Japanese command decided to unleash a reinforced 38th Army in Operation Bright Moon on 9th March 1945, launching attacks on French forces all over Indochina.

Three *ASL* scenarios cover this 'coup' period: one dealing with the Japanese takeover of the Hanoi garrison on the 10th March with Le Franc Tireur's 'FT08 L'Ultime Trahise' from *LFT 2* (reprinted by MMP in *ASL Journal 4* and *CdGII* as 'Ultimate Treachery'). The second scenario dated on the same day involves the fighting around Long Son (again) around the northern border forts in *Critical Hit*'s 'CH169 Against All Hope' from *Critical Hit Vol 7 No 1*, featuring another Japanese assault on a defiant French garrison. Unfortunately for the brave French and their loyal Indochinese soldiery (and local Gendarmerie), the price of resistance was brutal, with thousands of defeated troops massacred throughout the country by the Japanese forces after the eventual subjugation of the colonial units. In an action dated a month later, French forces that had avoided the surrender order are attempting to withdraw into China to fight another day, but they meet (and have to get past) the local Nationalist guerrillas in Le Franc Tireur's 'FT272 Rise of the Viet Minh', available in their *From the Cellar Pack 9*.

The Rise of the Viet Minh

Throughout the years of WWII, the steady rise of Vietnamese nationalism in the three provinces (Tonkin, Annam and Cochinchina) led to sporadic attacks against both the French and Japanese occupiers; the communist-led Viet Minh forces in the extreme north (on the China border area) fought for their freedom against both occupiers. The U.S. Office of Strategic Services sent small teams into Tonkin to assist the Viet Minh (led politically by Ho Chi Minh, and militarily by Vo Nguyen Giap) to continue to harass the Japanese forces so as to tie down enemy troops and supplies (concurrently, the British Special Operations Executive sent 'Force 136' into the country to support the pro-French resistance elements). When WWII was concluded with the surrender of Japan in mid-August 1945, vast areas of Asia were still under Japanese occupation including Indochina, Malaya and the Dutch East Indies, as well as numbers of Pacific Islands that had been bypassed by the Allied drives toward the Japanese homeland. In this confusing period, small nationalist groups

arose to take advantage of the 'peace' and declare themselves liberated, not only from their Japanese former occupiers, but also against the colonial Western powers that held sway prior to the war. In the case of French Indochina, Ho's Viet Minh took immediate advantage of the power vacuum by seizing power throughout Tonkin (whilst the Japanese stepped aside, or actively helped by handing over arms and munitions), and, on 2nd September, declared independence for the 'Democratic Republic of Vietnam'. Meanwhile, British units around the Asia-Pacific region began landing in Japanese occupied countries to 'regain' law and order in accordance with a late-war Allied political agreement (organised in Potsdam, July 1945): Indian (Gurkha) troops landed in Cochinchina on 12th Sept so as to disarm surrendered Japanese units, release Allied prisoners-of-war and reinstate the colony's (French) administrative authorities in the regions south of the 16th Parallel (midway through Annam). North of the 16th Parallel, Chinese Nationalist forces were to enter Tonkin and northern Annam to enforce the peace, but the Chinese Army did not serve as a proxy for the French colonials, and went so far as to use Viet Minh cadres as de facto administrators in the areas they 'liberated'.

Amongst all this political and military chaos, *ASL* has only three scenarios to represent the turmoil: Sherry Enterprises 'RPT74 Saigon Shuffle' (from their *Rally Point 8* scenario pack) pits British and (newly rearmed) French units attempting to capture a house from Viet Minh nationalists aided by renegade Japanese units; by all accounts an enjoyable, short all-infantry affair. The second scenario, set just four days later, Le Franc Tireur's 'FT273 Former Foes' (another from their *From the Cellar Pack 9*) illustrates how tumultuous the situation around Saigon was. The undermanned British units rearmed Japanese prisoners to take on the indigenous forces in revolt, including the communist-led Viet Minh and (independent) Buddhist nationalists; in this scenario, the British/Japanese infantry force, aided by an AFV, attack Viet Minh units to take back control of a village outside Saigon. And the third scenario is another small, all-infantry offering from *VFTT 100*, 'Kukris at Long Kien', that has the Gurkhas attacking against a Viet Minh force (aided by a single Japanese hero) needing EVP, CVP and/or building control for the win.

France vs the Viet Minh

In the year between the conclusion of WWII and the end of 1946, the reoccupying French administrative leaders held talks with the 'provisional' Viet Minh forces that were ensconced in northern Vietnam; while at the same time the French colonial military forces fought the Viet Minh

and other nationalist groups in sporadic skirmishes throughout the southern provinces. The French, in talks with the Viet Minh leadership, agreed to limit troop numbers re-entering the northern provinces of Indochina, and to conduct free elections throughout Vietnam (north and south of the 16th Parallel) to settle the question of unification and self-rule under the umbrella of the French Union; the French failed to keep their promises, leading to pitched battles around Haiphong harbour and Hanoi when the French reoccupied Tonkin in force, resulting in the Viet Minh political organisation going 'underground' and the consequent military conflict becoming an all-out war (labelled 'The First Indochina War' by Western nations, simply 'The French War' to the Vietnamese people).

In *ASL* terms, there have been 30 scenarios published that deal with the First Indochina war (1946-1954), with half of them (15 scenarios and one campaign game) produced in one product released by Critical Hit in a module titled *Dien Bien Phu* that represents various parts of the pivotal battle that concluded the conflict in 1954. The majority (12) of the remaining Indochina scenarios published to date can be found in just three publications; *Critical Hit Vol 7 No 1*, the Kansas City *ASL* Club's *March Madness Pack 2012*, and the D.C. Conscript's *ASL Club's Red Banner* magazines. Three scenarios have been released as 'one-offs' with Indochina as their topic (all three set in the Dien Bien Phu battle).

As for the locational settings of the 30 *ASL* scenarios in post-1945 Indochina: almost all (24) are set in or around the valley of Dien Bien Phu in late 1953 and early 1954; leaving just 6 scenarios representing the rest of the war.

The Early Years

The first few years of war involved low level insurrection in the countryside (mainly in Tonkin), with the French regaining their power base in the cities and larger towns. After the Chinese Civil War ended in 1949, the flow of arms and supplies to Ho's Viet Minh increased (as well as political recognition); on the other side of the ledger, with the start of the Korean conflict, U.S. political and military aid began to support the French cause, not so much pro-colonial, as anti-communist. In the years prior to 1950 the various titles of the communist organised Viet Minh military changed frequently, but in 1950, Giap's forces were renamed the People's Army of Vietnam (PAVN). In the following dialogue, I will be referring to the French as either French or colonial forces, whilst I will refer to the Vietnamese nationalists as either the Vietnamese or PAVN. The French used troops mainly from other colonies

(Morocco, Algeria, Senegal, and the Indochina countries themselves), leavened with French Foreign legionnaire units; clashes between Vietnamese nationalists and Vietnamese colonial troops were common throughout the conflict.

A New Strategy

With the new moniker came a different strategy: the Vietnamese went onto the offensive against the immobile French in the (much fought over) northern border area in 1950; Giap had amassed six regiments and sent them into the attack against the isolated French forts. The French tried to relieve the beleaguered garrisons with troops travelling via Route Coloniale 4, and parachuting in more reinforcements, then to withdraw all the units along the border area; the result was a disaster for the French high command (not to mention the poor bloody infantry on the receiving end of the nationalist's attacks). After the shock of this defeat, the newly appointed French commander, General de Lattre de Tassigny, implemented a defensive strategy in the Tonkin Gulf area by constructing a series of lines and strongpoints to defend the Red River delta area; hoping to draw the PAVN into the open and using the weight of firepower in naval and air assets, combined with mobile infantry columns, to destroy the enemy infantry (napalm purchased from the U.S. was first used in operations the previous year). The French plan worked: with several multi-divisional attacks in early-to-mid 1951 carried out by the PAVN on this defensive line that were mauled by the combined arms defence. The Vietnamese withdrew their forces to reorganised and replenish when the French counterattacked westward out of their defence zone toward Hoa Binh in late 1951 and, after successfully occupying the area, they withdrew to their start-line in early 1952 to limit manpower losses due to continual clashes with the PAVN forces (de Tassigny died during this operation and was replaced by General Salan). Two scenarios from the D.C. Conscript's *ASL* Club are set during this French foray: 'VN1951 Spoiling Attack' (unfortunately not readily available) and 'IC01 Inside the Wire' (available in their online *Red Banner Q4 2017* issue on their website at <https://dc-conscript.org/newsline/>), a night attack by the PAVN against a French fortified hilltop.

Salan instituted a defensive policy premised on all-around 'hedgehog' defence points (with aerial resupply) to counter the Vietnamese propensity to cut the overland French supply lines; the battle of Na San being an example is this new tack. The French then gave the PAVN a dose of their own medicine by launching a multi-arm offensive against the northern Tonkin towns along the Clear River to destroy the communist supply bases; the French

mobile columns, parachutists and riverine units combined to achieve their goal and, again, withdraw to their defence (De Lattre) line at the end of 1952. Part of this French attack is covered in a scenario by Critical Hit 'DBP17 By Land, Air and Sea' in *Critical Hit Vol 7 No 1* featuring a fighting withdrawal by the Vietnamese whilst French riverine and mobile troops attempt to stop them (aided by already landed Paras).

During two weeks in July-August 1953, the French launched a combined offensive on the mid-coast of Annam; Operation Camargue was designed to surround and destroy entrenched elements of the Viet Minh guerrillas and regular troops that had held the area around Route Coloniale 1 (author Bernard Fall's "The Street Without Joy") for many years. With a beach assault from the west starting the action, colonial infantry and armour attempted to seal off the landward approaches to a series of villages between the road and seaside sand dunes; a Vietnamese rearguard action and a late arriving French paratroop drop allowed the PAVN Regiment 95 to slip away to the south to fight another day. The PAVN delaying action in the village of Dong Que is covered by DC Conscript's 'IC02 Road Rage' (from their *Red Banner Magazine Q2 2018* issue) featuring Moroccan infantry and armour against withdrawing Vietnamese troops from Regiment 95.

Dien Bien Phu

By 1953, with the PAVN's inability to subdue the colonial power via direct assaults, Ho and Giap decided to draw French forces away from the Red River delta area by invading Laos; the new French military commander, General Navarre, decided to counter this strategic shift by airlifting a 'hedgehog' base onto the Vietnamese supply lines in the valley of Dien Bien Phu. From the hill-ringed base, the French planned to conduct disruptive assaults against the PAVN in the western Tonkin region, with the help of the local Tai people (indigenous partisans who did not adhere to the communists' way of thinking). Operation Castor was initiated in November 1953 with the largest airdrop operation since WWII, with the French seizing the old Japanese airstrip and attempting to eliminate the local PAVN regiment's H.Q. units; the Vietnamese beat a hasty retreat, with light casualties on both sides.

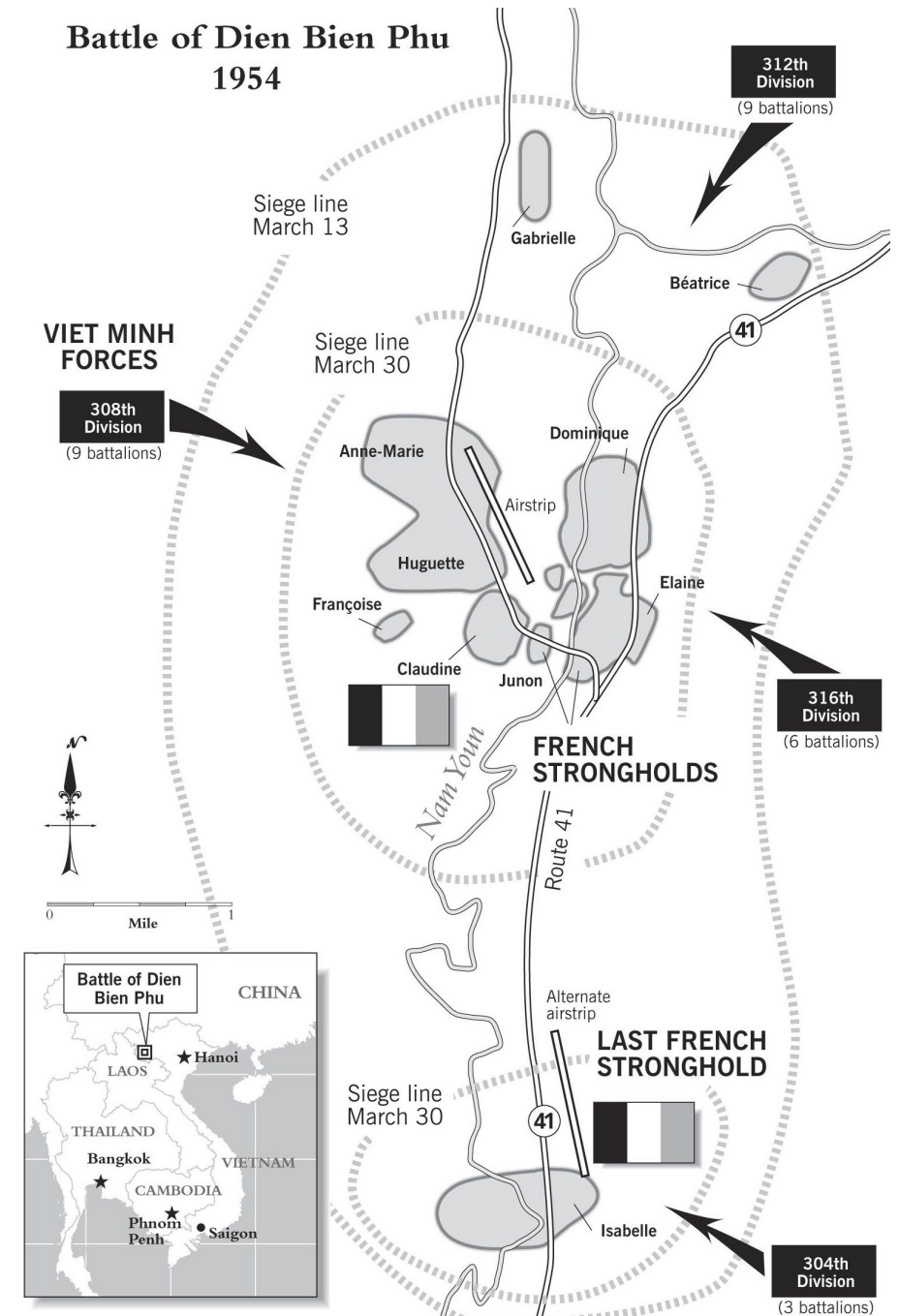
Over the following months, into 1954, the French entrenched themselves on a series of low hills dotted around the central valley floor (flying in artillery and tanks); the Vietnamese planned to assault in late January, but Giap postponed the attack and changed his tactics. The PAVN would now bring up (using Soviet trucks and bicycles) heavy artillery and anti-aircraft pieces,

along with huge ammunition stocks, to lay siege to the jungle bastion. The Vietnamese attacks began in mid-March, with assaults on the three northernmost outposts (named Beatrice, Gabrielle and Anne-Marie) in the French defensive 'hedgehog'; PAVN losses were high but they overran the positions with the aid of sappers and direct fire artillery (dug-in and camouflaged in the hillsides surrounding the valley).

Aerial resupply for the besieged defenders became tenuous, then non-existent, as the surprised French had their air transport shot from the sky by massed Vietnamese AA fire, and the rejuvenated airstrip cratered by PAVN mortar and artillery strikes. After a lull in the fighting during late March, Giap's forces, after pushing their trench lines forward, began attacking the French colonial forces again on 30th March and did not stop until five weeks later, when the last of the defenders positions were overwhelmed or surrendered (at Isabelle) on 8th May, 1954.

Of the 24 *ASL* scenarios dealing with the epic battle in the valley of Dien Bien Phu, four are from the Kansas City *ASL* Club who created refereed 'double-blind' scenarios for their 2001 Tournament; they then released these (and other blind scenarios) a decade later in their *March Madness 2012 Pack*. Each of the scenarios features attacks on a separate part of the valley: 'MM19db Strangulation, Hill 674'; 'MM20db Isolation, Ban Kho Lai'; 'MM21db Asphyxiation, Dominique 3'; and 'MM22db Frustration, Huguette 7'. The third scenario has the PAVN attacking a fortified French outpost; the other three have the Vietnamese as the defenders, with the last scenario seeing the French counterattacking one of their former fortified outposts.

The fighting during mid-March and early-April has been represented in five scenarios from five different producers. DC Conscripts 'IC03 Hell in a Very Small Place' (from their *Red Banner Q3 2018* issue) has the PAVN assaulting a surrounded cluster of fortified French-held hills representing the Beatrice outpost. A Colorado tournament (called 'Jitter Fire') put on by the local Front Range *ASL* Club produced a scenario for their 2001 tournament entitled 'JF15 Frustration Jr.' (unfortunately I don't have any information regarding this scenario apart from the PAVN attacking the French on the 27th March, 1954) with no plays recorded. To another tournament offering, this time, the Kansas City *ASL* Club produced a two-scenario *British Rare Vehicles* pack (complete with Chapter H notes) for their 1999 'March Madness' tournament: yet, oddly enough, one of the scenarios features French AFV (the M24 Chaffee in British tan) in 'BRV1c Charge



of the Bison' with the PAVN attacking the defending French with three M24's in support. The next scenario is set at the start of the second phase of the siege, on the night of March 30th; the long running *On All Fronts* magazine (1982-97) published 'O109.2 Midnight at Champs Elyées' in *OAF 109* back in 1993, this is a night scenario (including AFV and caves) with the French defending the 'Elaine 2' outpost against the PAVN onslaught (this scenario also uses the old school *Squad Leader* overlays). Another offering from *Critical Hit Vol 7 No 1* is 'DBP16 Under Old Baldy' played on the historical map 'Champs Elyées' (see next paragraph) set on April 4th with the French counterattacking the Vietnamese on the 'Elaine' hills.

The aptly named *Dien Bien Phu* module released by Critical Hit has 15 scenarios ranging from the first day of

Operation Castor (sadly not a paratroop scenario) to the conclusion of the battle ('The Last Day'). The module contains a map of the hills around the 'Elaine' features (named the Champs Elyées for the road running through the outpost, after the famous Paris thoroughfare) as well as three 8" x 22" geoboards depicting open, shellholed terrain and all the counters needed to play the French colonials and Vietnamese nationalists; also included is a six-scenario *Platoon Leader* campaign game to play on the historical map, and scenario specific rules pertaining to the Indochinese theatre. Of the scenarios themselves, five occur before the big PAVN offensive on March 30th, 1954; the remaining ten occur in the intense fighting in the following five weeks. Four scenarios use 'normal' *ASL* geoboards, five use the new Critical Hit geoboards provided in the module, and six scenarios use the historical map (only one

uses the entire map). Five of the fifteen scenarios use night rules, including the aforementioned 'big map' scenario. Almost half (7) use Off Board Artillery, nine feature the French-owned M24 Chaffee tanks, three have French Air Support, most of the scenarios have trenches of varying amounts, and for all games the terrain is PTO. It's not a module for the faint of heart, with lots of night, OBA, PTO, fortifications and air support; but this module is a solid tactical representation of the separate parts of the battle; it's the closest you'll get until MMP create a 'forgotten war' for Indochina.

Finally, there are two remaining scenarios that deal with the ambush of Groupe Mobile 100 near Kilometre Post 15 west of Anke on the Coloniale Route 19 in central Annam. This action occurred on 1st April, 1954 during the turmoil of the siege at Dien Bien Phu. An unpublished scenario from DC Conscripts 'VN1953 Ambush of Company 4' is set in the same location but is dated on 1st April 1953; details are lacking, but the title suggests a PAVN attack against the French. The other scenario is another offering from *Critical Hit Vol 7 No 1*: 'DBP18 Circle the Wagons', also depicting the same action near KP15 west of Anke; the scenario is a fighting withdrawal by the French, who start on the road, reserves then enter play to help fend off the attacking Vietnamese, while the French attempt to retreat offboard. The French G.M. 100 unit was based in the Pleiku-Anke area in central Vietnam to pacify the local resistance (mainly the PAVN 803rd Regiment) and keep the roads open; ten weeks after this fight, the 'last major battle of the war' took place a kilometre from the ambush site, leading to substantial casualties for both sides forces.

Conclusion

That is the tragic tale of French Indochina through the lens of *ASL*. It's PTO action of a different kind; with French forces predominating, and a mixed cast of extras, including the Japanese, Thai, British Indian forces, partisans, the Chinese, and of course the Viet Minh (PAVN). There is something on offer for most *ASL* players, from large combined arms actions against villages and hilltops, to small all-infantry affairs.

References

The *ASL* Scenario Archive (www.aslscenarioarchive.com)
 Master *ASL* Scenario List (www.texas-asl.com)
 Desperation Morale (www.desperationmorale.com)

(You'll find two new French Indochina scenarios, both set during the initial French airborne drop on Dien Bien Phu, in this issue of VFTT – Pete)

Stop and Go Traffic: A Synopsis

Jim Bishop

[Jim posted this on his blog site at <https://jekl.com/2021/09/09/stop-and-go-traffic-a-synopsis/> and it is reprinted here with his permission – Pete]

Recently, players have posted questions surrounding Moving, Motion, Starting, Stopping and how these interact with C6 Target-Based To Hit DRM. These questions appear cyclically and I can recall answering them for as long as I have played *ASL*. Much of the information in this article appeared in Ole Boe's "Stop and Go Traffic" article which originally appeared in the *ASL Annual '96*. These old annuals are available as PDF files from <https://www.wargamevault.com/browse/pub/16529/MultiMan-Publishing> or can be picked up used, through all the usual outlets. I highly recommend you read the original as it is still informative but for those who can't, I offer this summary of that article here.

Moving and Vehicular Target

To properly apply all the DRM it is important to first understand the difference between Moving and Moving Vehicular Target. Moving Vehicular Target, sometimes referred to as Moving Target, is defined in C.8. Any vehicle currently in Motion is a Moving Vehicular Target. In addition, any vehicle which starts ITS MPH in Motion, has entered a new hex, or bypassed a new hexside in its current hex during ITS MPH is a Moving Vehicular Target during Defensive First Fire or Final Fire. The key here is the vehicle either started in Motion or has moved to some new position on the board.

Moving is slightly harder. Not only is it not defined in the Index, it is never well defined in the *ASLRB*. In *ASL*, Moving

means the unit is currently conducting ITS MPH. **There can only ever be ONE moving thing.** That thing can be a single unit, multiple units moving as a stack, a Human Wave or some other Impulse-based movement, etc. The unit or units actively spending MFs/MPs are Moving regardless of how many units are doing it or whether they successfully use the MF/MP (EX: failed Smoke Attempt DR/dr). Even though Moving, a unit which doesn't spend MP/MF's cannot be fired upon unless they actually spend the MP/MF. The closest the *ASLRB* comes to stating this is in A8.1: "The portion occurring during the enemy MPH is called Defensive First Fire and can be used only vs a moving unit(s)..." It would eliminate a lot of player confusion if such a key concept was in the Index.

Stopped and Non-Stopped

The Index defines a Non-Stopped vehicle as one which has not expended a Stop Movement Point (MP) since its last Start MP expenditure **during ITS MPH**. This should sound a lot like the earlier definition of Moving. That's because it is. A vehicle can only ever be Stopped or Non-Stopped while it is conducting ITS MPH, IE Moving as defined earlier. Knowing what Non-Stopped is, we can surmise a Stopped vehicle is one which has spent a Stop MP or somehow become Immobilized/Bogged while Moving. This is covered in C.8.

Motion Status

A Moving vehicle, IE one conducting ITS MPH, cannot be in Motion status. It is either Stopped or Non-Stopped. A vehicle which ends ITS MPH without spending a Stop MP is covered with a Motion counter to reflect its Motion status and is treated as

C6 TARGET-BASED HIT DETERMINATION DRM:

Ⓜ	J.	Moving/Motion Vehicle or Dashing Infantry (C6.1).....	+2
L	J ¹	Defensive First Fire vs Moving Vehicle (≤ 3 MP in Firer's LOS)	Case J +1
L	J ²	Defensive First Fire vs Moving Vehicle (≤ 1 MP in Firer's LOS) [J ¹ NA].....	Case J +2
Ⓜ	J ³	FFNAM (Case J is NA) (C6.13).....	-1
Ⓜ	J ⁴	FFMO (Case J is NA) (C6.14).....	-1
Ⓜ	K.	vs Concealed Target (or Area Fire; C.4) (C6.2).....	+2
†	L.	Point Blank Range (Non-Stopped/Motion target/firer NA) (C6.3).....	[2 Hex Range: -1].....-2
G	M.	Bore Sighted Location (Case N, E is NA) (C6.4).....	-2
G	N.	Acquired Target (NA to Case G) (C6.5).....	as per Acquisition Counter
Ⓜ	O.	Target using Hazardous Movement (all Case J are NA) (C6.6).....	+2
Ⓜ	P.	Target Size Modifier (-2 to +2) (C6.7).....	per Vehicle/Gun Target Counter
†Ⓜ	Q.	TEM (C6.8).....	Per TEM
Ⓜ	R.	LOS/LV Hindrance (C6.9; E3.1).....	Per LOS/LV Hindrance

Other:

- Ⓜ vs Overstacked Personnel: -1 per overstacked squad (A5.131)
- Ⓜ vs Motorcyclist: -1 (D15.5)
- Ⓜ vs Cavalry: -2 (A13.5)
- Ⓜ Aerial attack vs Upper-Cliff-cave/its-contents: height above Base/Crest Level (G11.86)
- Ⓜ vs Wading Vehicle (G13.422): +2
- L Target in Ocean during Heavy Surf if the attack is resolved on the IFT (G13.445): +1

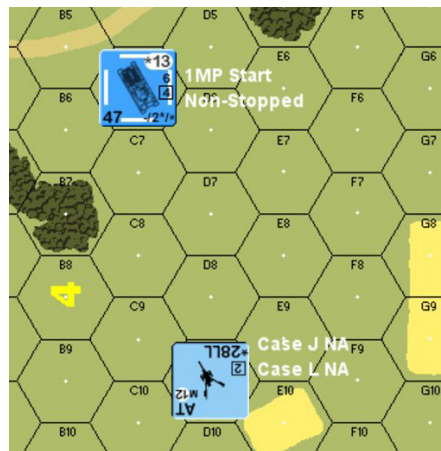
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a Moving Vehicular Target. A vehicle which begins ITS MPH covered with a Motion counter has the counter removed and then begins ITS MPH as a Non-Stopped, Moving Vehicular Target. A vehicle not covered with a Motion counter begins ITS MPH as a Stopped, non-Moving Vehicular Target.

From all of this, it should be clear a vehicle can be Stopped but still qualify as a Moving Vehicular Target. Conversely, it is possible a vehicle can be Non-Stopped and not qualify as a Moving Vehicular Target. A vehicle under a Motion counter is ALWAYS a Moving Vehicular Target. In all cases, Moving, Moving Vehicular Target, Motion, and Stopped/Non-Stopped represent different states. Understanding those states along with a careful perusal of the various charts will make it easier to correctly apply DRM when the time comes.

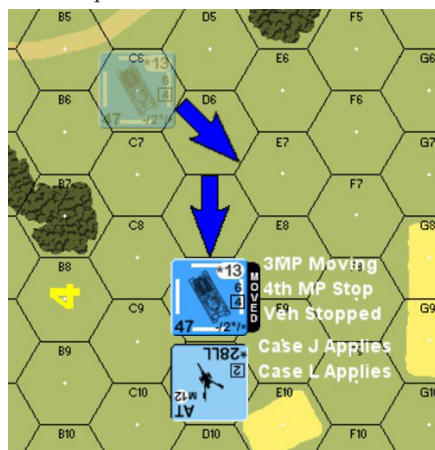
With this as background, we are ready to explore how all these rules interact and how they are properly applied. Knowing the correct application of these DRM is among the first steps to better combined arms and AFV play. Onward.

EX 1: An AFV begins ITS MPH NOT in Motion and spends 1 MP to Start.



This AFV is now conducting ITS MPH (IE it is Moving). Since it spent a Start MP it is now Non-Stopped but not yet a Moving Vehicular Target. Looking at the C6 Target-Based TH DRM Table, we see Case L would be NA (the AFV is a Non-Stopped target). Additionally, Case J would be NA (the AFV does not qualify as a Moving Vehicular Target). For the purposes of CC Reaction Fire or CC, the AFV is Non-Stopped so a +2 DRM would apply (A11.51). If the AFV survives all incoming fire on the Start MP, it may enter a new hex or bypass a new hexside. Once it has done this, it qualifies as a Moving Vehicular Target, but not before. This has some serious implications. If you start for 1 MP and change the VCA 2 hexspines before entering a new hex or hexside, that would be three potential shots before Case J DRM applied.

EX 2: This is an extension of EX 1. The AFV survives all fire on the Start MP and moves 3 MP to a hex adjacent to an enemy Gun. Surviving all incoming fire, the AFV Stops for 1 MP.



The enemy Gun could shoot at the Moving AFV. If it does so, it would pay +2 Case J but also qualify for a -2 Case L since the Moving AFV is now Stopped having spent a Stop MP.

EX 3: An AFV starts adjacent to an enemy Gun.



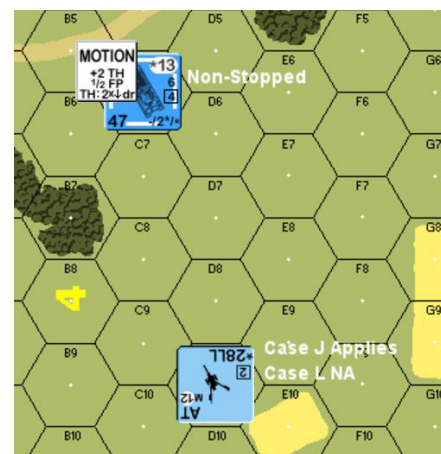
The Moving AFV spends 1 MP to Start. The enemy Gun elects to shoot. It would not qualify for Case L (the target is Non-Stopped) but it would also not be hampered by Case J as the target does not qualify as a Moving Vehicular Target yet.

EX 4: An AFV begins ITS MPH in Motion.



As it is conducting ITS MPH, the Motion counter would come off and the AFV is considered Non-Stopped and Moving (IE conducting ITS MPH). All fire against it during Defensive First Fire and Final Fire suffer Case J DRM. If it spends 1 MP to Stop, it becomes a Stopped vehicle but would still be considered a Moving Vehicular Target. As such, Case J DRMs would still apply but Case L could now also apply making it possible for an AFV to be both Point Blank and a Moving Vehicular Target. Also, once the AFV becomes Stopped, there is no +2 DRM in CC/CC Reaction Fire against that AFV even though it is still considered a Moving Vehicular Target.

EX 5: An AFV is covered by a Motion Counter outside ITS MPH.



Case J would apply to all shots as the AFV is a Moving Vehicular Target. Case L would be NA as the AFV is In Motion. All CC would suffer a +2 DRM for attacking an AFV in Motion.

I have not covered Motion attempts in this briefing but from the last few examples you should be able to extrapolate how powerful it can be to save your AFV. If an AFV is being attacked by an enemy, making a successful Motion attempt instantly qualifies your AFV for Case J and negates any potential for Case L, a +4 DRM in favour of survival. Combine this with a free CA change as part of the Motion Attempt and you can point your thickest armour to the threat. In your friendly fire phase, freely change your VCA to point in a direction where cover is hopefully available, saving the AFV from destruction.

I hope this brief article is useful and if you find any errors, please let me know and I will correct them. Thanks and go read "Stop and Go Traffic". It's worth your time.

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"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.

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Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)
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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 Greacas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (19 Dec 2021)
Andrew Camp, 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)
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)
Peter Catchpole, 8 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (20 Dec 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, middlsex, ub6 0pa (04 Dec 2014)
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (20 Dec 2021)
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 (18 Dec 2021)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (18 Dec 2021)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (18 Oct 2021)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (10 Oct 2021)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (30 Aug 2019)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (30 Nov 2021)
Pete Philipps, 19 Main Street, Kirkcaldy, Midlothian, EH29 9AE (21 Nov 2021)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
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

Alex Ashton, 94 The Spinney, Brackla, Bridgend, CF32 2JE (13 Dec 2021)
Chris Dalgety, 4 Library Street, Canton, Cardiff, Cardiff, CF5 1QD (30 Dec 2014)

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

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ON THE CONVENTION TRAIL

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

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

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

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 Phillips, 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.

SCANDANAVIAN ASL OPEN

When: 3 – 6 March.

Where: Danhostel Ishoj, Ishoj Strandvej 13, 2635 Ishoj, Denmark. Contact the organisers for information on accommodation; in 2020 accommodation was available at a cost ranging from 615 Danish Kroner (about €82) per person for a single room to 205 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – check the website or contact the organisers for a price.

Fee: Range from 1800 Danish Kroner (about €240) for those arriving Thursday morning to 700 Danish Kroner (€95) for those arriving on Saturday morning – check the website or contact the organisers for full information.

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

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

MARCH MADNESS 2022

When: 18 – 20 March

Where: Holiday Inn Express & Suites Shawnee-Kansas City West, 17346 Midland Drive, Shawnee, Kansas 66217. Room rates are good until 1 February and can be booked at <https://www.ihg.com/holidayinnexpress/hotels/us/en/shawnee/mkcmd/hoteldetail>.

Fee: \$45.00, which includes a copy of the *March Madness 2022, Grumble Jones Pack*. Registration is \$50.00 on the door, or just \$25 .00 for Saturday only.

Format: Multiple mini-tournaments and a Sweet Sixteen, single elimination tournament beginning Friday afternoon. There will also be a three-round virtual tournament on the same three days for those who cannot attend in person; the fee for entering this is \$30.00, and includes the *MM 2022 Grumble Jones Pack*, plus any prizes and shipping).

Notes: T-shirts are \$25.00.

Contact: For information please contact Dan Best by email at djbest30@aol.com, or visit the website at <http://www.kansascityasl.com/>.

JUNE DOUBLE ONE 2022

When: 23 – 26 June.

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

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 BOUNDING FIRST FIRE 2021

When: 18 – 21 November.

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

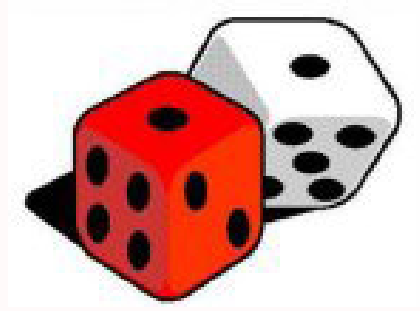
Fee: £20.00.

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

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

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Double One 2022



Thursday June 23rd to Sunday June 26th

2022 should hopefully see the London ASL tournament "Double One" return to its regular venue, Writtle College, following its VASL incarnation in 2020 and 2021 due to Covid-19 (contingency plans are being made in case Covid-19 restrictions are still in place.)

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

The weekend

The tournament starts on the Thursday with friendly gaming in the afternoon, and the now traditional curry evening at the college. The gaming room opens at 8.30am on Friday 24th June for several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon. On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating. Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website around March 2022.

The venue

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

The venue is less than 2 miles outside Chelmsford and is easily accessible:

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

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

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

Attendance fees

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

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

You can also keep up to date with developments by joining the London ASL Google Group - [LondonASL - Google Groups](https://www.google.com/join)

We look forward to welcoming you back to Double One in 2022

