

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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**HIMMLER'S HOUSE** - scenario analysis and AAR

**A FURTHER LOOK AT LOS** - some help for those struggling to see the enemy

**CRUSADER LADDER** - updated

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**COVER:** A 'Whiz Bang' armed M4A1 in Italy.

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

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# PREP FIRE

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

There's not much to report, things are pretty quiet at the moment. Craig Benn is working on a review of all the scenarios from BFP's *Blood and Jungle*, but it'll be some time before he finishes it (he's only played 37 of the 47 scenarios so far!) so I'm still looking for material for the next issue or two at least.

I should be at DOUBLE 1 in June, so hopefully I'll see some of you there.

'Til next issue, roll Low and Prosper.

Pete Phillipps



*A blast from the past. Here's a picture I have of the IBM PS/1 2133-451 Windows 3.1 PC set-up I was using in the summer of 1995 to produce the early issues of VFTT. As well as the PC there's a dot-matrix printer, a modem, hand scanner, and joystick.*



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

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**BATTLEQUEST GAMES**, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to [www.battlequestgames.com](http://www.battlequestgames.com).

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



# INCOMING

## MMP'S MANILA THRILLA

MMP have begun shipping copies of *Sword and Fire: Manila* to those who pre-ordered it; with 1800 orders to process retail copies are not expected to begin shipping until mid- to late-June. *SaF:M* is a *HASL* module covering the month-long American effort to wrest control of Manila from the Japanese in February 1945. The six 24" x 37" maps cover the area around Intramuros, the historic walled area within the city of Manila that was the focus of the last stand of the Japanese forces in the city. Another mapsheet which features a reduced size version of the combined map area is also included to aid planning.

The battle itself is covered by 25 scenarios and five Campaign Games (ranging in size from six to 15 CG Dates.) As well as the CG rules, there are also rules for the city's unique terrain types such as Multi-Material, Adobe, and Steel-Walled Buildings; Stone Monuments; Bomb Craters; and the many detailed elements of Intramuros. Four countersheets are provided, along with two Chapter Dividers and four Player Aids cards. The module is available for \$132.00.

The *ASL Overlay Bundle* has been placed on pre-order. This contains 34 cardstock sheets re-printing every overlay produced by Avalon Hill or MMP except those from *Red Factories*, the Deluxe overlays (which can be found in the *Deluxe ASL Redux* module), the Gavutu-Tanambogo overlays from *ASL Annual 93b* (which has been re-released as a paper map in *Rising Sun*), and Overlay E1 from *West of Alamein* (which had been re-released as board 25e in *Hollow Legions 3rd Ed.*) The pre-order price is \$36.00; it will retail for \$48.00.

A straight reprint (with minor errata corrections incorporated) of *Hakkaa Pääle* has also been placed on pre-order. It contains map 52, four countersheets, 17 scenarios, revised Chapter A pages covering the new Finnish squad types, Chapter H notes for the Finnish, and four updated

Chapter Dividers. The pre-order price is \$90.00; it will retail for \$120.00.

The Normandy *HASL Drop Zone Sainte Mère Église* and the Marco Polo Bridge *HASL* are expected to be placed on pre-order later in the year (the latter may also be done as a *Starter Kit HASL*.)

## HAZARDOUS MOVEMENT IN STALINGRAD

Hazardous Movement are planning on releasing *Scenario Pack 3: City of Steel* in July. The ten scenarios cover the battle of Stalingrad, and are designed to be played individually or chronologically as part of a 7-game mini-campaign - or a 10-game "mega-mini" campaign which incorporates the related operations Uranus, Wintergewitter and Saturn. A free PDF of one of the scenarios can be downloaded from their website at <https://www.hazardousmovement.com/>. The pack will retail for \$34.95 and can be ordered from their website.

## LFT'S 12th CELLAR

Le Franc Tireur are releasing *From the Cellar 12*, which will retail for €35.00. It contains 11 scenarios, mostly large or very large, with a couple of medium-sized scenarios; there are no small or tournament-sized scenarios. Most are set on the East Front, with just one set during the Battle of the Bulge, and a solitary PTO action set on the Philippines in January 1945. Following on from Toby Pilling's extensive article on defending in the previous issue, this issue includes several articles on attacking in *ASL*.

## ADVANCING FIRE AT PROKHOROVKA

*Prokhorovka* is the latest release from Italian producer Advancing Fire. This boxed module contains three mapsheets which combine to represent the villages of Andreevka and Vasilyevka, Storozhevoje, and the area around the Stalinskii State

Farm, with five more five combining to form a 37" x 114" map of the "Tank Fields" of Prokhorovka. 13 scenarios and a CG are included along with rules pages describing SSRs, map terrain and CG rules, 560 1/2" and 384 5/8" counters. It is available for €110.

Work continues on *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.

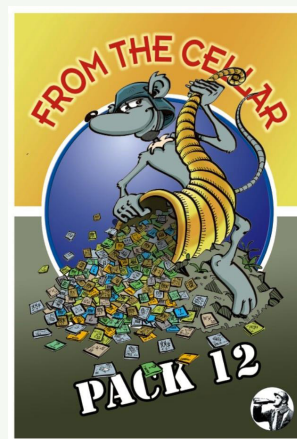
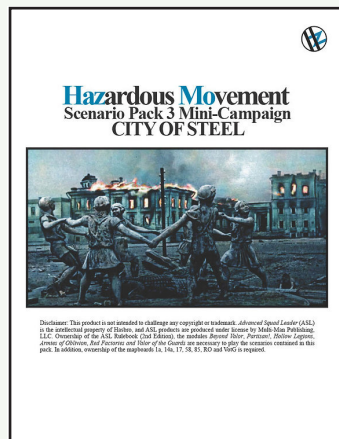
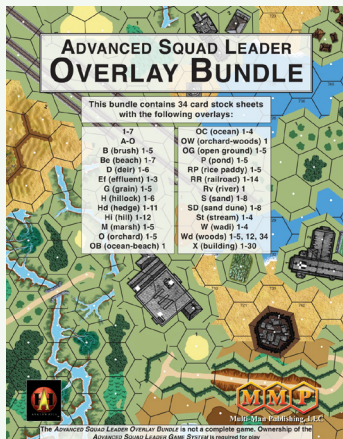
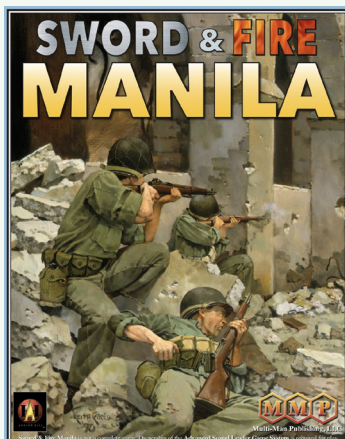
## BUNKER BACK

Out now is *Dispatches from the Bunker 53*, which features the second part of Carl Nogueira's article on Concealment and four scenarios. 'Blow That Bridge!' sees Soviet partisans attempt to destroy a rail bridge, while 'What's Up Yours?' has the kilted infantry of the Queen's Own Cameron Highlanders attempting to reduce the Rommel's bridgehead across the Meuse. 'Sternebeck's Sortie' sees Panzer IVs from Kampfgruppe Peiper clash with American tank destroyers, and 'One War's End' is a three-player scenario featuring a clash between the Chinese 2nd Commando (an American-trained unit) clash with Chinese bandits and Red Chinese forces.

Issue 54 is expected to be released late September 2022.

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](mailto: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](mailto:aslunker@aol.com).

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# Back in Blackpool

## HEREOS 2022 Tournament Report

Following an enforced hiatus due to Covid, the HEROES tournament returned to the Headlands Hotel in Blackpool in March 2022. Although numbers were not as high as those of BOUNDING FIRE which had taken place in November 2021, there was still a healthy turnout, with overall numbers being similar to those pre-pandemic.

As in 2020 I was able to travel down with John Martin, Alan Hume, and Rod Lobban and we were at the hotel by lunchtime. There were already several people in attendance, with several games underway. As usual, friendly gaming took place throughout Thursday (including a playing of 'BFP-104 Flying Turrets' between Mark Blackmore and Michael Davies!) and the majority of the attendees had arrived by the end of the day.

With MMP releasing the third edition of *Hollow Legions* at the start of the year I had decided that the Italians would be the focus of the tournament (in much the same way that the release of *Croix de Guerre* at the end of 2019 had led to HEROES 2020 had a French theme.) This actually offered a

wide range of opposing nationalities for the Italians to fight, as they fought troops from Ethiopia, Albania, France, Britain and the Commonwealth, Greece, Russia, America, Germany and even Japan at various points in the war!

The main tournament at HEROES is a four round affair, with a round offering large, all-day scenarios on Friday, two rounds on Saturday, and the final round on Sunday morning. This works for 16 players taking part, but in case there are 17-18 players wanting to take part a preliminary round takes place on Friday morning prior to the first round to reduce the field to 16 players.

On Thursday afternoon it did look like there would be a need for the preliminary round to be used as there were provisionally 17 players planning on taking part in the tournament. However Toby Pilling dropped out in the evening to concentrate on playing friendly games instead, which avoided the need for the preliminary round.

For the first two rounds, players are

seeded and paired up accordingly, so with 16 players in round 1, player 1 plays player 9, player 2 plays player 10 and so on. Round two has one group who won round 1 and one group who lost, so player 1 in each group plays player 5, player 2 plays player 6 and so on.

As there is only a single round on Friday two of the three scenario choices tend to be on the meatier side, as players have the opportunity to play for 12 hours without having to worry about taking the game down half-way through a session. The third scenario, while not as big, also tends to be bigger than the typical tournament scenario, but being shorter does give players the option of picking it so they can get another game in later in the day.

Round three acts as the semi-final for the four players who start it with a 2-0

*The tournament organiser hard at work in front of enough IT kit to power a moon mission! When asked why he brought so much, he said "Because I could".... Three tablet PCs, with Bluetooth keyboards and mice for each one, a pair of 21" monitors, a 10" monitor (not in use), a printer, Bluetooth speakers, a smart phone. And a Windows 98-era laptop!*



### PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	7	4	3
Joe Arthur	7	5	2
Andy Bagley	5	1	4
Craig Benn	6	5	1
Mike Bingham	2	0	2
Jim Bishop	3	2	1
Mark Blackmore	6	5	1
Peter Burbury	4	1	3
Gerard Burton	4	2	2
Steve Cook	4	0	4
Stefano Cuccurullo	4	2	2
Michael Davies	1	0	1
Matthew Ellis	4	2	2
Frazer Greenshields	1	0	1
John Kennedy	4	2	2
Paul Legg	7	3	4
Ian Morris	7	3	4
Pete Phillipps	1	1	0
Ulric Schwela	1	0	1
Simon Staniforth	3	1	2
David Turpin	3	2	1
Martin Vicca	4	3	1

### THE SCENARIOS

SCENARIO	ALLIED AXIS
102 Point of the Sword	1 0
11 Defiance on Hill 30	0 1
126 Commando Schenke	1 0
51 The Taking of Takrouma	0 1
53 A High Price to Pay	2 0
54 Bridge to Nowhere	2 3
55 Retribution	1 0
AP 122 Mechanized Sacrifice	0 1
AP164 Sparrow Force	0 1
AP168 Nameless Hill	0 1
AP169 The Beasts Have Arrived	0 1
AP171 Possi's Posse	0 1
AP18 Village Of The Damned	0 1
BFP-104 Flying Turrets	0 1
BFP-114 Engineering Defeat	0 1
BoF8 Sting Of The Italian Hornet	1 0
DB163 Gallabat Grab	2 1
DTF-11 A Greek Tragedy	1 2
HP35 A Hollow Victory	2 0
J130 The Art of Dying	1 0
Q1 Simple Mission	0 1
ROMA2 Second Hand News	2 2
TAP #21 Last Message Home	1 0
V24 Eagles Against Lions	2 5
WO37 The Vital Hours	0 1
<b>TOTALS</b>	<b>44 19 25</b>



Mike Davies' Soviets advance in 'BFP-104 Flying Turrets' (left), while Mark Blackmore's AFVs take long-range pot shots.

record, and pairings for these players are drawn randomly by neutral players, in the manner of the FA Cup, with one person drawing the home player and another the away player :-). Within the other groups players are free to pair up with any other player in the same group by mutual agreement.

The draw saw Craig Benn play Mark Blackmore and Martin Vicca playing Ian Ainsworth. Wins for Craig and Martin meant the final was a repeat of the HEROES 2020 final, although unlike 2020

Craig managed to beat Martin to become HEROES 2022 Champion.

BOUNDING FIRE 2021 Champion Ian Morris deserves a special mention for graciously spending the weekend giving away all of his hard-earned Crusader Ladder points to the less well off!

HEROES 2023 is scheduled to take place at the Headlands over the weekend of Wednesday 1st to Sunday 5th March 2025.

## TOURNAMENT RESULTS

POS.	PLAYER	P	W	L	CRUS
1	Craig Benn	4	4	0	0 3363.8
2	Martin Vicca	4	3	1	0 3186.7
3	Ian Ainsworth	4	3	1	0 2780.0
4	Matthew Ellis	4	2	2	0 2925.0
5	Stefano Cuccurullo	4	2	2	0 2842.5
6	Peter Burbery	4	1	3	0 3360.0
7	Andy Bagley	4	1	3	0 2815.0
8	Mark Blackmore	3	2	1	0 3197.5
9	John Kennedy	3	2	1	0 2997.5
10	Joe Arthur	3	2	1	0 2967.5
11	Simon Stanforth	3	1	2	0 2755.0
12	Steve Cook	3	0	3	0 No Wins
13	Paul Legg	3	0	3	0 No Wins
14	Jim Bishop	2	1	1	0 3825.0
15	Ian Morris	2	1	1	0 2855.0
16	Gerard Burton	2	1	1	0 2815.0

The CRUS column is the average Crusader Ladder rating of the opponents beaten.



Above: Tournament Champion Craig Benn  
Below: Runner-Up Martin Vicca



Paul Legg found it hard work playing against the invisible man!



Joe Arthur (left) and Jim Bishop (centre [though maybe that should be center for an American!]) exchange wars stories while Steve Cook tries to ignore the distraction and read the rulebook!



# The Crusaders

## Open ASL Tournament Ladder

### HEROES 2022 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	36=	Martin Barker	43	19-1-23	2955
2	Mark Blackmore	146	113-0-33	3965	36=	John Tait	19	8-0-11	2955
3=	Craig Benn	157	122-0-35	3755	38	Peter Catchpole	13	6-3-4	2950
3=	Aaron Cleavin	13	13-0-0	3755	39=	Paul Legg	290	117-3-170	2930
5	Martin Vicca	75	54-1-20	3685	39=	Kris Koch	11	4-0-7	2930
6	Ian Morris	137	80-2-55	3495	39=	Santiago Penabella	3	1-0-2	2930
7	Sam Prior	110	68-1-41	3480	42	Richard Webb	4	1-0-3	2920
8	Ian Ainsworth	49	30-0-19	3460	43	Oyvind Bjorkas	2	0-0-2	2915
9	Michael Davies	132	75-1-56	3455	44	Matthew Ellis	57	29-1-27	2905
10	Richard Domovic	23	16-0-7	3400	45	Ian Pollard	200	81-1-118	2890
11=	Richard Dagnall	23	12-0-11	3365	46	Josh Kalman	13	6-1-6	2865
11=	Paul Chamberland	9	6-0-3	3365	47=	Steve Hunt	14	6-0-8	2860
13	Chris Doary	6	6-0-0	3355	47=	Mike Bingham	2	0-0-2	2860
14	Gerard Burton	177	105-2-70	3345	49	Daniel Kalman	17	9-1-7	2835
15=	Joe Arthur	124	69-1-54	3320	50	Ulric Schwela	68	31-3-34	2830
15=	Mick Allen	45	28-0-17	3320	51	Andy Bagley	46	19-1-26	2820
15=	Derek Cox	40	25-0-15	3320	52	William Willows	3	0-0-3	2790
18	Michael Urquhart	7	5-0-2	3265	53=	Pete Phillipps	277	120-0-157	2785
19	David Ramsey	98	55-0-43	3250	53=	David Blackwood	135	55-0-80	2785
20	Simon Staniforth	149	87-1-61	3225	55	Stuart Brant	79	26-1-52	2780
21	Jim Bishop	5	3-0-2	3210	56	Alex Ashton	5	1-0-4	2765
22	Tony Gibson	56	29-0-27	3175	57	John Kennedy	38	11-0-27	2760
23	William Binns	112	57-1-54	3130	58=	Peter Burbery	18	7-0-11	2755
24	Magnus Rinvall	35	16-0-19	3075	58=	Alan Hume	4	0-0-4	2755
25	Michal Sedlacko	3	2-0-1	3070	60	James Short	34	10-0-24	2750
26	David Turpin	9	5-0-4	3030	61=	John Martin	17	5-0-12	2740
27	Eoin Corrigan	3	1-0-2	3010	61=	Morris Legge	15	5-0-10	2740
28	Carl Nogueira	4	1-2-1	3000	63	Frazer Greenshields	9	4-1-4	2735
29=	Stefano Cuccurullo	29	13-0-16	2985	64	Neil Stevens	80	32-2-46	2720
29=	Scott Fischbein	3	1-1-1	2985	65	Paul Case	155	43-3-109	2700
29=	Rod Lobban	2	1-0-1	2985	66	Gary Norman	61	23-1-37	2685
32	Neil Brunger	97	35-0-62	2980	67	Steve Cook	55	22-0-33	2680
33=	Dominic McGrath	208	122-3-83	2970	68	Brian Hooper	193	70-2-121	2625
33=	Francois Boudrenghien	8	4-1-3	2970	69	Ray Porter	91	14-0-77	2610
35	Bill Durrant	7	4-0-3	2965	70	Tim Hundsdorfer	32	13-0-19	2490
					71	Nick Ranson	141	23-2-116	2115

# A Further Look at LOS

Andy Bagley

I don't regard myself as a great *ASL* player; with only around 6 years playing the game, compared to many I'm a relative novice. But I'm often surprised when players far more experienced than me misjudge lines of sight (LOS) which seem to me fairly obvious. The purpose of this article is to share some ideas and techniques that I use when judging LOS. (And in doing this, I will presumably lose whatever small advantage I might currently have against the experts!).

Why **a further look** at LOS? Because the starting point is the seminal article *The Geometry of ASL* by David Hailey, first published (I think) in volume 5 number 2 of *Banzai!*, May 2000. Using the geometry of a hexagon, David shows that the half-way point of any hex-centre-to-hex-centre LOS is either another hex centre or the midpoint of a hexside. Find that half-way point and it's much easier to work out whether the LOS is clear. Several YouTube videos have been based on this principle – Derek Ritter calls it the Line of Sight Matrix. This stuff is strongly recommended reading/viewing if you're not already familiar with it.

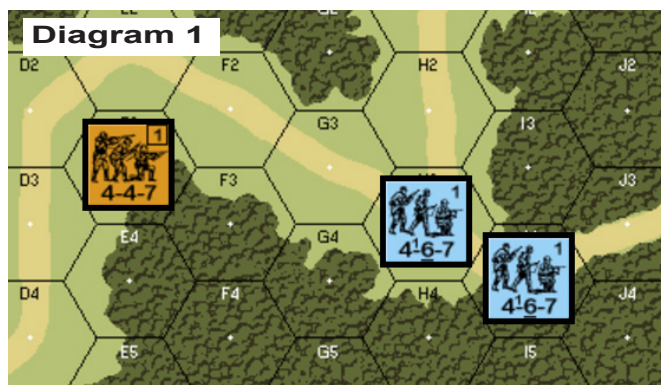
All of this, and what follows, comes with a number of health warnings as shown in the text box. Plus one more: if geometry is not your thing and you trust my calculations, then you are quite entitled to skip the detailed mathematical stuff and go straight to the table towards the end of this article!

## LOS: Health Warnings for Geometric Calculations

1. All of this assumes that centre dots are perfectly positioned in the hex centre, and that your boards (if more than one) are perfectly aligned. This is usually OK with *VASL*\*, but the printing and alignment of hard copy mapboards isn't always as accurate (not to mention the cotton thread you use – how wide is a piece of string?).
2. I'm only dealing with LOS to and from hex centres, not to or from bypass vertices. (Maybe that's an article for another time.)
3. Beware walls and hedges! B9.1 says these include their vertices, but could extend beyond these if the artwork does. This could affect some of the LOS calculations here.
4. Even if you can cope with the maths, judgement is still involved. These techniques might help you do this more accurately, but won't remove the need for it entirely. (You may be able to judge the half-way point of a hexside, but it's more difficult to identify a point one-fifth of the way along!).

\*Unfortunately, even *VASL* isn't perfect. For example, it doesn't always identify where a LOS passes exactly through one vertex of a hex with inherent terrain. See <http://www.gamesquad.com/forums/index.php?threads/los-tool-and-obstacle-hindrance-vertices.164965/>

OK, now look at diagram 1, taken from Board 5. Can the Russian squad in E3 see the German squad in H3? What do you think? And if it can, what about the other German squad in I4? Well, we know that the LOS passes through the mid-point of



hexside F3/G3, but this doesn't help us much. Yes that mid-point is clear, and the LOS should also clear the main body of the woods in F3 (the 'bulge' below-right of the hex number), but what about the woods along the hexside E3/F3? If these woods creep into F3 where the LOS crosses, then it's blocked. To work out whether this is the case we need to know exactly where the LOS crosses this hexside.

Let's start with the basic geometry of a hex, or regular hexagon to give it its proper title. As Diagram 2 shows, it is comprised of six equilateral triangles (sides of equal length, and all interior angles 60°). Amongst other things, this tells us that the radius of the hexagon, from centre to any corner, is the same as the length of each of its sides. For simplicity, I'm going to say that this hexside length is 1, and hence that the diameter (width) of the hexagon from corner to opposite corner is 2. (David Hailey expands on this by dropping a vertical line from the centre to the mid-point of a side, as shown by the dotted line, but for what follows we don't actually need this.)

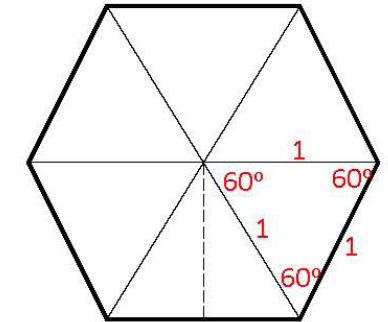


Diagram 2

There should be no problem where the LOS runs directly along a hex-row or along a hex-spine. The Diagram 1 situation is the closest range which does neither of these; it runs two hexes along E3-F3-G4, then shifts one hex across into H3. Just as a definition, I'm going to refer to this situation as "2 offset 1". The "offset" in this and all later examples is always 60° away from the original hex grain.

Diagram 3 looks at this without the terrain. The blue line is the LOS and the two orange lines complete a triangle. By simply counting hexsides (width of a hexagon = 2 hexsides remember) we can see that these orange lines are lengths 1 and 5. We also know there's a 60° angle between them, so we could now use advanced trigonometry (anyone remember sin and cosin from schooldays?) to calculate the other length and angles. In fact it's much easier to use the principle of similar triangles.

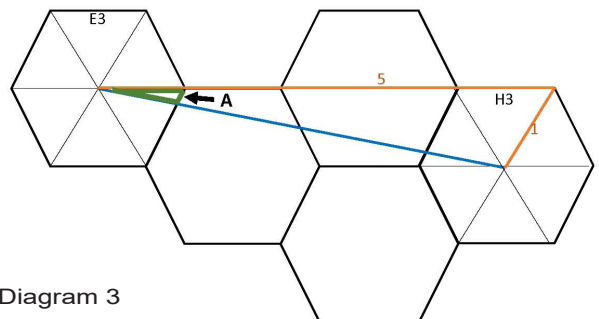


Diagram 3

Take a look at the smaller triangle outlined in green, within hex F3. The angle at the hex centre is the same as the larger triangle, and the angle where it meets the vertex of that hexagon is 60°, so the third angle must also be the same as the large triangle. Therefore these are similar triangles, meaning that the ratio of their side lengths is the same. So that part of hexside E3/F3 highlighted as A on the diagram is one-fifth of the radius of the hex, which means it's

also one-fifth of the length of the hexside it forms part of.

Going back to Diagram 1, the question now is: Is the distance from vertex E3/F2/F3 to the woods more or less than one-fifth (20%) of the length of the full hexside? If it's less, then the LOS is clear; if it's more then it's blocked. This is really close and requires some good visual judgement, but my reckoning that it is clear is vindicated by a LOS check on VASL. The clincher is that if it's *exactly* one-fifth of the way along, then it should be clear because the obstacle has to appear on both sides of the line to block it.

Diagrams 4a to 4c extend this calculation technique for three more examples, and I'll take each in turn:

The first example (4a) I've called "3 offset 1", and this matches the LOS from E3 to I4 in diagram 1 (which runs three hexes E3-F3-G4-H4 then one across to I4). Now the large orange-blue triangle has sides of lengths 2 and 7 as shown. Again the green triangle is similar, so by the same logic, hexside E3/F3 needs to be clear along 2/7 (28.5%) of its length. It's not rocket science to figure that if E3 to H3 makes it by the skin of its teeth, then E3 to I4 will be blocked, and this is indeed so. (In this case it's also blocked by the bulge in the woods below the hex-number.)

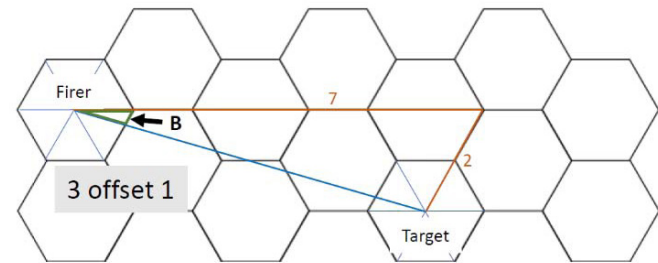


Diagram 4a

The second example (4b) is "4 offset 1", and the black dashed line shows how this definition is worked out (four hexes down a hexgrain, and then one offset at 60°). This is a LOS that I believe every VASL player should learn to recognise instantly. Yes, it goes through the mid-point of the hexside halfway between firer and target, but it also passes precisely through the two vertices labelled 'v' on the diagram (see David Hailey's original LOS article for proof of this). So any inherent terrain (or wall/hedge) that includes either of these vertices will affect LOS – unless negated by height advantage of course. Now the ratio of the other triangle sides is 3 to 9, so the firer's hex needs to be clear along  $3/9 = 1/3$  (33.3%) of its length.

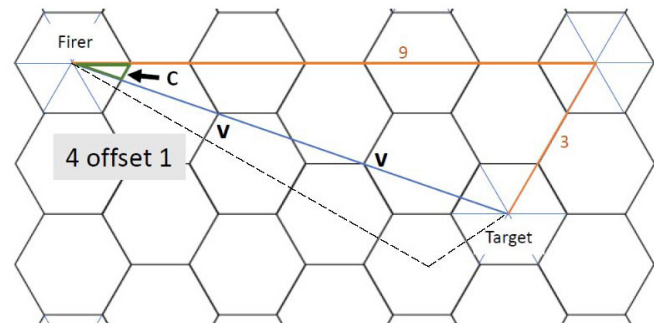


Diagram 4b

The third example (4c) almost follows a hexspine but not quite; it the terminology I'm using it's "3 offset 2" (three hexes in one direction then two offset at 60° – again as shown by the black dashed line). This time the orange side lengths are 1 and 8 respectively, so the firer's hex needs to be clear for 1/8 (12.5%) of its length.

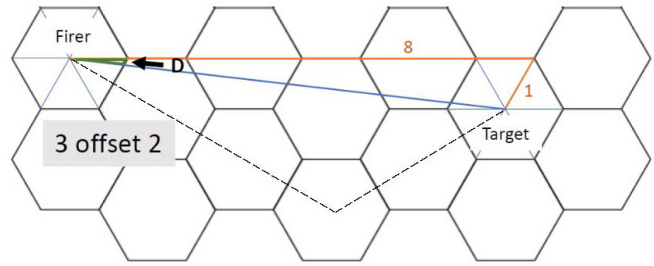


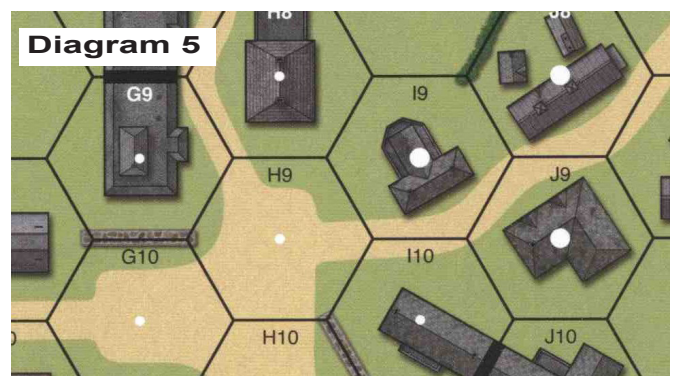
Diagram 4c

Of course this can be extended further, and mathematicians amongst you will have spotted that for "offset 1" LOSs, each one-hex increase in range raises the numerator (top of fraction) by 1 and the denominator (bottom of fraction) by 2. So 6 offset 1 will be 5/13, 7 offset 1 will be 6/15 and so on. Similarly, the sequence for "offset 2" is 1/8, 2/10, 3/12 and so on.

I've summarised these conclusions in the table below, and added a couple more examples. I've not drawn the diagrams for these but you can verify them if you're keen enough.

LOS description	Range in hexes	Proportion of firer's hexside that needs to be open for LOS to be clear
2 offset 1	3	1/5 (20.0%)
3 offset 1	4	2/7 (28.5%)
4 offset 1	5	3/9 (33.3%)
5 offset 1	6	4/11 (36.4%)
3 offset 2	5	1/8 (12.5%)
4 offset 2	6	Same as two lots of 2 offset 1 (20%)
5 offset 2	7	3/12 (25.0%)
4 offset 3	7	1/11 (9.1%)

So far we've considered only the point at which the LOS emerges from the firer's hex. If your visualisation is up to it though, this can also help with possible intervening obstacles. Diagram 5, which comes from board 12a, provides a good exercise in testing your LOS judgement. For example, look at the LOS from J9 to G9. Is it clear or is it blocked by the building in I9? Well, we know that the LOS leaves J9 one-fifth (20%) of the way along that hexside, and that it then passes through the mid-point of hexside H9/I9. Can you imagine a line between these two points? I tested myself with this example, and judged that it was blocked, which proved to be the case when I checked it.





The small area in this diagram raises lots of other examples. Rather than me giving you the answers, try it yourself, either on VASL or with the ubiquitous piece of thread on a real mapboard. Judge for yourself first, and then check, whether the following LOSs are clear or blocked:

- F9 to I9
- G8 to I10
- H6 to I9
- H6 to I10
- J10 to H8
- J10 to G8
- G6 to H8
- H6 to G9
- G9 to J8
- G7 to H10

No prizes, but how did you do? By the way, H5 to I9 appears blocked, but only because the I7/I8 hedge (on VASL anyway) spills over into H7 – see earlier comments in the text box.

So do I always judge LOSs correctly? Absolutely not, sometimes I still get it wrong. But I often find myself coming quickly to a conclusion about an LOS, where my opponent agonises about it and may ultimately judge it incorrectly. My guess is that this approach will suit some people more than others, but if you're looking for that extra edge in your game, then give it a try.

### And Finally (?).....

I'm grateful to my friend and fellow ASLer Matt Ellis for working out the general formula for these calculations, as follows:

$m$  offset  $n$ , range  $r$

The proportion of the firer's hexside that needs to be open for the LOS to be clear =  $(m-n)/(m+r)$

So e.g. for 7 offset 3 range 10:

Proportion

$$= (7-3) / (7+10)$$

$$= 4/17$$

$$= 23.5\%$$

The mathematicians amongst you will of course notice that:

$$r = m + n$$

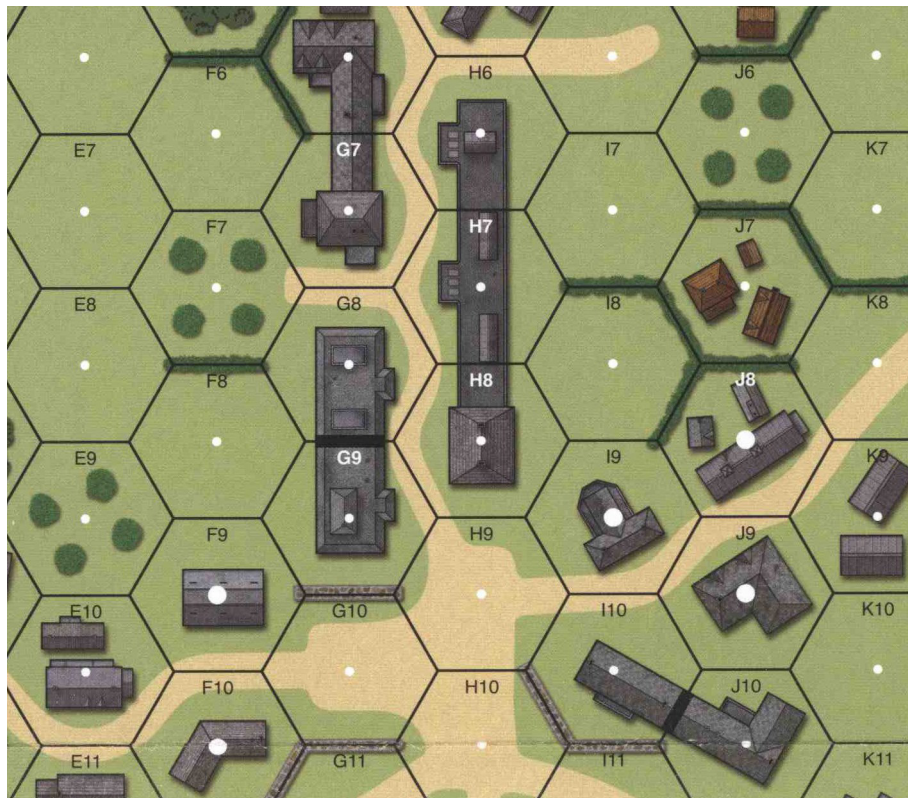
So, proportion

$$= (m-n) / (m+m+n)$$

$$= (m-n) / (2m+n)$$

As long as  $m \geq n$ , then the proportion will always vary between 0 - 50%

Andy Bagley  
BSc Mathematics (failed)



# ITASLIA

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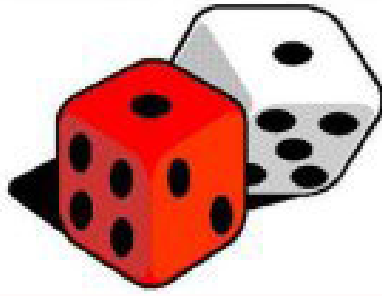
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# Double One 2022



Thursday June 23<sup>rd</sup> to Sunday June 26<sup>th</sup>

2022 sees 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.

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 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 April 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](http://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 (£42.00 including 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](mailto:lasl.double.one@gmail.com) (select SENDING TO A FRIEND OR TO FAMILY), cheque (email [lasl.double.one@gmail.com](mailto: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](mailto: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/groups/list/LondonASL)

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



# An Interview with Jim Aikens

Fen Yan

Jim Aikens is an *ASL* player in the Los Angeles and San Diego area of California, and heads the SoCal *ASL* club. He has had a hand in Avalon Hill's *Blood Reef Tarawa*, the club's *Melee Packs*, MMP's *Valor of the Guards* and the upcoming *HASL* module *Slaughter at Ponyri*.

**Can you tell us a little bit about your gaming background? How did you get into *ASL*?**

My mom bought me my first wargame (*Gettysburg '66*) when I was in 6th grade. Lucky for me I have a very smart younger brother who shared my love of history (and games) and we soon amassed a fair-sized collection between us. We later joined up with another pair of brothers who played wargames, plus a couple of other guys, and played continuously throughout high school.

I bought *Squad Leader* in '76, and really liked it, but mostly played solitaire. I moved to California in 1985, just as *ASL* was coming out. I was at Game Towne in San Diego and saw an ad on the bulletin board from a guy named Eric Johnson, looking to form a group to learn *ASL*. Our first meeting was at his house: me, Eric, a fellow named Jim Arn, and future *ASL* legend Don Petros. Over the next few years we met bi-weekly as the San Diego *ASL* Club, and were eventually joined by Robert Feinstein, Herman Frethlohr, Chuck Hammond and Paul Sidhu, among many others. By the time Kent Smoak arrived in the early '90's, both the San Diego and LA clubs were fading. He proposed combining both groups into SoCal *ASL*. That gave both *ASL* communities a shot in the arm, and we've been going strong now for 26 years.

**Which scenarios do you like the best?**

I really like city fights, particularly on historical maps. *Red Barricades* and *Valor of the Guards* are my favourites. I also like just about any early war scenario.

**Are there any favourite scenarios that you would like to name, off the top of your head?**

I have a bunch of favourites, but top on the list is "Rocket's Red Glare". I've played it at least 12 times.

**What is your favourite vehicle? Nationality?**

I don't really have a favourite nationality. I like that each has its own flavour, and I enjoy the variety. If I have a favourite vehicle, it's the StuG IIIG. StuG III's are probably one of the most common vehicles in the system. And because of that, it's easy to get a feel for exactly what they can, and cannot, do. They have just about

the right combination of speed (13 MP) and armour (8 AF) and a 75L Gun with a 17 TK and Smoke 8. *ASL* at its heart is an infantry game. And the StuG is a great infantry support vehicle, on defence or attack.

**When you roll snake eyes, you often quip, "I'm a military genius." That statement always makes me laugh, where'd that come from?**

I stole it from Dave Perham (aka Honus Hornypants). I burst out laughing when he said it in a game. I know a good line when I hear one, and I'm not afraid to steal one either. But I'm happy to give credit where it's due.

**Why do you prefer to play on maps with enlarged hexes?**

Rob Feinstein came up with the idea about 20 years ago, and proposed to me and Eric Johnson to get our board sets blown up to 1" hexes. We went in together on the initial batch of 40 or so boards, and we've all continued doing it. Frankly, it hasn't been cheap, but I think the cost is worth it. I have hand tremors, and it's easier to stack and manipulate counters with larger hexes. It's also become easier on my aging eyes.

**What *ASL* projects have you been involved in over the years?**

SoCal*ASL* has produced three *Melee Packs* (so far) with 6 scenarios in each. I have at least one design in each pack and playtested all of the others multiple times. Through my friendship with map artist Don Petros, I hosted and ran CG playtest teams for *Valor of the Guards*, *Blood Reef Tarawa* and the upcoming *HASL Slaughter at Ponyri*. I also co-wrote the *SaP* CG rules with Eric Morton.

**Can you tell us a bit about your involvement in *Blood Reef Tarawa*? What did you think of your leader counter, Cpl Aikens (8-0)?**

I'm pretty proud of that leader counter. At the time *BRT* was being developed, its designer, Steve Dethlefsen,



moved to Carlsbad, and our mutual friend Don Petros invited him to my weekly *ASL* meeting at my office in Escondido. We ended up doing several playtests of the *BRT* CG, with three-man teams on each side. Those games were some of the most fun I've ever had playing *ASL*. For one of our team playests of the *Blood Reef Tarawa* CG, we had an all-star cast of players: module designer Steve Dethlefsen, myself and Eric Morton playing the Marines, against map artist Don Petros plus Fred Timm and Jon Ireland playing the Japanese. Truly an epic *ASL* experience.

**How about *Valor of the Guards*?**

Through all of my long friendship with Don Petros, I was able to have a front-row seat for the development of *VoTG*, particularly the CG. Don brought his original, hand-painted map to my office one evening for game night, and we were all hooked immediately. I was also with him later when he received the actual German aerial photos of the playing area at the time of the battle. We were all stunned to realize the entire map area was bombed out. Don, being the perfectionist that he is, immediately set to work to repaint the entire playing area. The result was what came to be the final map, filled with gutted buildings, rubble and debris. I hosted three full playtests of the CG during development. We had great fun with it.

**The upcoming *HASL Slaughter at Ponyri* is described in *ASL Journal 11* as a more open and varied *HASL* covering the fighting over a small village in the northern pincer of *Kursk*, July 1943.**

I think it's going to be a really unique *ASL* experience. The chrome in this *HASL* is the scale. How often do you get to take a shot with a Ferdinand at a target 30 hexes away? Or brace yourself for a wave of two dozen T34's swarming into your lines? In scenarios, vehicles like Marders and SU-76's are just CVP on the hoof, because they're forced into the role of a tank in close support, something they weren't designed for. But at the scale of *SaP*, you can employ these assets in the way they were intended, and you realize they can be formidable weapon systems. As I mentioned, Eric Morton and I developed and wrote the CG rules. Pete Shelling designed the scenarios. I've played almost all of them at least once. I've really enjoyed them, and they do a great job at capturing the feel of the situation at various critical points.

**As president of the SoCal *ASL* Club in the Los Angeles area, tell us a little bit about the club?**

The SoCal *ASL* Club has about 70

active members. We meet every Saturday at various Game Stores in Southern California (currently Upland, Bellflower, Sherman Oaks, Pasadena and Vista.) We also run our one day, members-only “Burning Wreck Barbecue” event every fall. Our big event is WEST COAST MELEE; a 4 day *ASL* event we run every February.

The Club operates under a set of bylaws, and has a president and a 7 member board of directors. Each geographic area (north, middle and south) directly elects one board member to represent them. The President is elected at large by the membership, and can appoint up to 4 additional directors. The president must appoint various board members to fill the roles of vice president, treasurer and webmaster.

***There’s a competitive aspect to the club as well as a social one. Tell us about this culture.***

I’d say it started with the right guys in the right place. Since the very beginning we’ve been blessed with some outstanding players. And there’s always been a special chemistry among the guys of SoCal*ASL*. There’s a lot of mutual respect, as well as a consensus as to how we conduct ourselves. For me, personally, gaming has always had a social motivation. Our meetings always involve eating together (lunch, dinner or both). Through the years the community meals have allowed our guys to mingle and get to know each other on a personal level, building friendships away from the game table.

***What are some reasons for the club’s regular attendance?***

I think it’s pretty simple: make sure everyone, especially new people, feel welcome. That’s rule #1. Rule #2 is to listen to the members. We’re a club that, at its core, is a group of friends. That kind of group doesn’t need top-down leadership. We pretty much run the club by consensus management. We have 70 guys who are all very smart and talented (otherwise they’d be playing a different game). Why not solicit their ideas? Our group lunches and dinners serve a function beyond building friendships. If I have an idea, or the club has a problem to solve, I offer it up to whatever group of guys we have at hand, be it lunch, or dinner, or just sitting around shooting the bull at WCM. We kick it around, brainstorm, and game out an answer. Club officers, new members, hardened veterans,

whoever is there has their say. Most of our best ideas have come from those impromptu sessions.

***The club was able to host WEST COAST MELEE in 2020 just before the pandemic shut everything down and WCM 2021 was able to happen just as things look to be opening back up for the long term. It’s now almost two months after WCM 2021, tell us a little bit about what happened behind the scenes?***

We were very fortunate to hold WEST COAST MELEE XXIII at the end of February, 2020; just two weeks before the world shut down for the pandemic. The club’s board of directors voted unanimously to cancel WCM for 2021. Frankly, we didn’t have a choice; our venue had gone out of business, and California’s pandemic restrictions were some of the most stringent in the country. We also voted unanimously to not hold a virtual event. The reason for this was much less obvious, but pretty clear in the minds of the board members. Social *ASL* is all about the camaraderie of its members. It is, above all else, about personal and in-person relationships, and a virtual event just didn’t fit with our club culture. We felt that if any of the members wanted to attend a virtual *ASL* event for 2021, there was no shortage of choices. I’m happy to say we were able to hold WEST COAST MELEE XXIV in February, 2022, with attendance only slightly below our pre-pandemic numbers.

***At your club meetings, you have an***

***“everybody that shows up on time gets to play” policy. This sometimes leads to having to accommodate an odd number of players by selecting a 2-player scenario with one side as a team. In your opinion, what are the characteristics of a 2-player scenario that make it a good candidate for three players?***

Actual three player scenarios, like “J164 Aiding the Local Constabulary, are a ton of fun. But they take at least 50% longer to play than a normal two player scenario. As such they don’t fit into the timeframe of our typical Game Day. A scenario with distinct groups of attackers entering from different sides can work easily for three players. All infantry scenarios with a large OB, where the attacker is likely to split his force, are also good candidates.

***What is your philosophy on new players and advice you would give them?***

When it comes to learning *ASL*, there’s no substitute for playing. I recommend new players go the *Starter Kit* route. I love them, because a new player can get right into the action with just a small amount of coaching. The sooner a newbie is playing, the more sense the rules make to them. And the quicker they get bitten by the *ASL* bug. That said, on a personal note, I’ve come to recognize that teaching other people to play is not really in my skill set. But that’s ok, we have plenty of guys in SoCal *ASL* that are really good at it. I’d like to give a shout out to four of our members that are really good at it and often volunteer their time: Dave Nicholas, Blair Bellamy, Dan



*We have a hobby that consists mostly of older folks. Can you tell us about some of the younger players who have showed up at the club over the years? For example Kyle the guy who studied at UC Irvine? What was he like and how did he pick up the game so fast? How did they discover the club?*

Hey, older compared to who, Fen? <Lo!>. Yeah, our club, like the hobby, is aging. But I don't stress over not being able to recruit players in the 14-35 age bracket. Everything is cyclical. Family board games looked like they were dead in the water 25 years ago. Now they're huge. I'm an optimist. I like to think that at some point wargaming (and *ASL*) will catch on to a future generation. In the meantime, SoCal *ASL* adds new members every year. Usually guys in the 50's or 60's who played in high school or college, and now have time to get back into it again. But as you've alluded to, we've had some "younger guys" join us. You mentioned Kyle Li, from Shanghai, who joined us while he attended UC Irvine. Ish Molnar is another notable. He joined us in his 20's and is now in his mid 30's. It's always great to have the younger guys around to give us old guys some perspective. They encourage us to talk about something other than prescription medications, and chasing people off our lawns.

*Can you tell me what it is that you like about Deluxe ASL? You and Eric Visnowski (a big fan of Deluxe ASL) seem to have a great time playing any scenario, but DASL seems to bring a little extra out.*

Since our very first game, Eric and I have always had a chemistry. Our playing styles and approach to *ASL* just seem to mesh perfectly. We both like to play super-fast, and can often knock out a scenario in about half, or 2/3 the time it would probably take others.

I like Deluxe because it tends to concentrate on the critical point of the action. There's almost no large-scale manoeuvre; it's all about crossing the next street, or the next hedgerow. *DASL* scenarios usually boil down to infantry fundamentals: firebases, smoke, defensive fire principles, fire lanes, assault fire... the stuff that makes *ASL* great. I won't speak for Eric, but I think he'd probably agree. Perhaps our shared style and speed of play factors into our particular enjoyment of *DASL* scenarios. The best of those scenarios tend to be large and long. Our fast-paced play can allow us to finish one of those monsters in the limited time we have for a Game Day.

*Any closing thoughts?*

I think you pretty much covered it, Fen. Great questions. Thank you.

Ω

# DASL 38 Himmler's House

## German Setup Considerations and After Action Report

Vincent Maresca

My opponent and I teamed up to play 'DASL 38 Himmler's House' at the Jim Brackin's Basement Bash (BBB) which is a one-day tournament at Jim's house each August. This scenario is from the *Deluxe ASL Redux* module and is a reprint of 'J89 Himmler's House' from *ASL Journal 5*. The only difference between the two scenario versions is DASL 38 gives the Germans two more 4-4-7 squads. My opponent was looking for a medium- to large scenario so I picked this one and he picked the Russians with all their shiny toys.

### Victory Conditions

The victory conditions (VC) are as straight forward as you will get in *ASL*: the Russians win immediately when they Control building aK3. But building aK3 is three levels of nine hexes each thus 27 hexes need to be captured (not counting the rooftop hexes which are also in play per SSR). In addition, the building has only three stairwells which is critical for both Russian capture and German defence. Finally, all German defenders in the VC building by SSR are Fanatic, not subject upper level encirclement, and No Quarter is in effect for both sides thus the Russians cannot use Mopping Up. And while there are 8 turns, the Russians will need 3-4 turns to capture the building leaving them around four turns to get into position at the base of the VC building.

### German Forces

The Germans (SS) have a mixed bag of troops and leadership consisting of 12 6-5-8s and 10 4-4-7s (who are also SS per SSR), with a 9-2, two 8-1, a 7-0, two 6+1, and a 9-0. The 9-0 per SSR acts as a Russian Commissar (A25.22) but for German units. There is the usual range of SW, including one HMG and two PSK.

### German Advantages

They hold the high ground, can use rubble placement (see below) to knock out key buildings, the road along the northern side of the VC building is a Boulevard (B7) thus an additional -1 TEM vs unarmoured targets on it (plus Street Fighting and Dash are NA), VC building fanaticism and lack of upper level encirclement, the SS 9-0 "Commissar" will quickly rally broken units in the VC building plus a +1 morale bump to other stacked units (in addition to the Fanatic bonus), and only three stairwells in the VC building. The 88s and the 105 guns, while lacking great setup positions, are a threat to the Russian psyche while HIP and

the turn or two after they first fire before swallowed up by Russian fire. The 105 ART does have Smoke which can hopefully blind any Russian kill stacks on the VC building perimeter.

### German Disadvantages

SS units have no underlined Morale per SSR so are subject to Replacement There is no SSR for HIP infantry, and their OB includes no Concealment counters. Half the force and leadership are 2nd line quality. The entire force is subject to Ammunition Shortages (A19.131) by SSR, thus units subject to Unit Replacement, -1 to all B#/X#, and no MG fire lanes. Finally, they are caught in a vice between two very well armed groups of Russians with flamethrowers, DCs, heavy tanks, and two flamethrower tanks. And have to hold out for 8 long turns.

### Russian forces

The Russian forces are Elite by SSR and are composed of 12 6-2-8s and 23 4-5-8s Elite squads and good leadership (two 9-2, a 9-1, two 8-1, two 8-0), two HMG, three FT, five DC and an armoured fist comprised of two IS-2m, two SU-100, and two OT-34 flamethrower tanks.

### Russian Advantages

The two 9-2 SMCs, the masses of 6-2-8 and 4-5-8 elite squads, high volume of MGs (including two HMG), the three FTs and five DCs, heavy armour, and the two flamethrower tanks.

### Russian Disadvantages

Their initial two attack wings are separated, and it will take four turns to unite against the VC building. Moving through open streets has a high risk of lead poisoning but manoeuvring through all the stone buildings and rubble will sap precious time needed to reduce the VC building. The limited range of the 6-2-8 squads, the three FTs and three DCs have to march across boards c and d to reach the VC building. Germans LATW in urban terrain force a stand-off approach with the armour thus limiting it to firing on upper levels of the VC building until the critical moment when do or die sleaze freeze time comes against the probable VC stairwell locations. Finally, no heavy artillery/OBA or Smoke ammunition, although six Russian burning tank Smoke machines are potentially available as AFV survival is not part of the VC requirements!

# Rubble Placement Considerations

Prior to setup, both sides alternate placing a total of four Rubble counters, starting with the Germans, and falling rubble in play; the VC building is not allowed as a target per SSR. No two playings will be the same with the random falling Rubble generation thus my tactical discussion is tailored to those results below but, in general, the considerations below are still valid for most games.

As the German, I see a few goals in rubble placement. First, removing the upper levels of the buildings within the Russian 6-2-8's four hex range of the aK3 VC building will limit the Russian's ability for building multi-level death stars at my doorstep. Second, while not guaranteed, trying (hoping) for falling rubble slowing down Russian infantry bypass and blocking Russian armour from quickly advancing through open roadways. Looking at the Russian's western force setup area, hexes aG2 and bJ1 must go removing the stairwell and the upper building levels limiting Russian FTs and 2- and 5-range troops massing fire against the VC building. Hex bF1 would also be nice if the Germans had more rubble placement but at least it is beyond the 6-2-8s range.

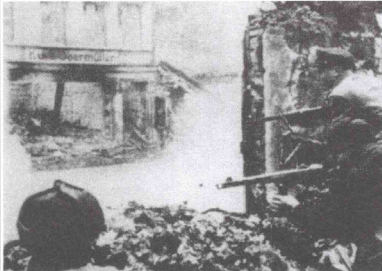
Placing Rubble against the Russian's eastern force is trickier. Hex dC2 seems reasonable but believe the Russians will take a more direct route through the cC4 area into the dI4 building area over a slower slog along the southern flank through the CK4-dB4-dC2 buildings (although a small infiltration group through here is probable). Hexes cE4 and cH4 would be good if you could get falling rubble blocking the lumber yard and/or the cA3-F3 roadway but, as not guaranteed, are really secondary objectives unless we get unexpected help from Russian rubble placement. This leaves knocking out the two stairwells in dH3 & dJ4 limiting this probable Russian jump-off building to one story versus the VC building. But the Russians also get to place rubble so will see if I can work anything they do into my plans.

The rubble placement, starting with the Germans, was as follows: aG2 (falling rubble aF1), dC1, bJ1, dC4, dJ3 (falling rubble dG4), cK4 (falling rubble dJ3), dF4, and dC2. With the unexpected falling rubble into dG4, I chose to place the last German Rubble counter in dF4 cutting off this roadway route to the Russian armour over knocking out the upper levels in Building dI4. This will force the Russian tanks to most likely bypass through the dL5 hex area over a southern route through the cK5-dR4 area which is longer for reaching the VC building and a great PF kill zone. I thought my opponent might try rubble in aM1

## HIMMLER'S HOUSE

*This scenario was previously issued as J89 and has been updated.*

**DASL SCENARIO 38**



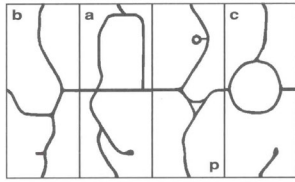
**VICTORY CONDITIONS:** The Russians win immediately upon Controlling building aK3.

**BALANCE:** Exchange three 4-4-7 squads with three 6-5-8 squads in the German OB.  
★ Unbroken Russian Personnel in building aK3 are Fanatic.

**TURN RECORD CHART**

♣ GERMAN Sets Up First [282]	1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First [396]									

**BERLIN, GERMANY, 29 April 1945:** Captain Stepan A. Neustroev's 1st Battalion of 756th Rifle Regiment had been instrumental in the daring April 28th night crossing of the Moltke Bridge and establishing a bridgehead in the houses directly across *Moltke Strasse* from the massive, six story Ministry of the Interior building, "Himmler's House." Under cover of darkness, additional forces crossed the bridge and expanded the bridgehead by mouse holing into the adjacent buildings. By dawn, most of the lead regiments of both divisions and a motorized flamethrower battalion had crossed the river Spree. The buildings on the opposite side of *Moltke Strasse* had their entrances directly opposite that of the Interior Ministry building itself so fire bases were established, and assault groups organized for a morning attack. The attack was signaled at 0700 on the 29th by a 10-minute bombardment of the Gestapo complex quickly followed by waves of Soviet assault teams dashing across the boulevard under a hail of German machine gun and rifle fire. Those that survived the crossing flattened themselves against walls of the Interior Ministry building, using these blind spots to prepare grenades and gather their wind for the storming of "Himmler's House."



**BOARD CONFIGURATION:**

Enter on Turn 1 along the north/east edge(s) on/between cA3 and cH0:

**Ad hoc elements of SS-Panzergranadier-Division 11 "Nordland" [ELR: 3]**  
set up south/east-of the bO3-J2-H1-aH4-H1-dH2-G3-G4-cH5-H1-H0 road: {SAN: 6}

12	10	4	2	2	2	2	4	2
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**Elements of 10th Independent Motorized Flamethrower Battalion, 756th Rifle Regiment, 150th Division, and 525th Rifle Regiment, 171st Division [ELR: 4]**  
set up as noted: {SAN: 3}

**Flamethrower Battalion set up north/east-of the cA3-F3-H1-H0 road:**

4	11	3	3	3	2	2
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**756th & 525th Rifle Regiments set up north-west-of the bH5-J2-H1-aH4-H1-B2-A3 road:**

8	11	2	2	2	4	2
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**SPECIAL RULES:**

1. EC are Moist, with no wind at start. All buildings are stone. The aH4-aH2-dH2 road segment is a Wide City Boulevard (B7). Rooftops (B23.8) are in play.
2. Prior to all setup, each player, German first, alternates placing four rubble counters at ground level in building hexes [EXC: building aK3], one counter at a time. Check for Falling Rubble (B24.12) normally as each counter is placed.
3. The German 9-0 leader (use a Finnish 9-0 counter) is a Commissar (A25.22) and affects other German units as if both were October '42 Russians (German 4-4-7/2-3-7s are SS (A25.11), and as such have their broken side Morale Level increased by one. No SS MMC have underlined morale. The progression for German MMC subject to Unit Replacement is 6-5-8-4-4-7-4-3-6 for squads and 3-4-8-2-3-7-2-3-6 for HS. The reverse order is used for Battle Hardening. Each unbroken German Personnel unit in building aK3 is Fanatic (A10.8). The Germans suffer from Ammunition Shortage (A19.131). Germans are not subject to Upper Level Encirclement (A7.72).
4. The Russians are Elite (C8.2).

5. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The upper levels of the Interior Ministry were heavily defended by machine gun nests dominating the *Moltke Strasse* leading to the bridge. The first waves of Soviet assault troops were cut down by murderous small arms fire and close ranged artillery blasts. Towards noon, assault teams established footholds on the ground floors, throwing grenades through doorways and charging into the hallways beyond. The fanatical SS men bitterly defended every office and stairwell with close quarter, hand-to-hand combat raging amongst the office desks and cabinets. Fires blazed in many of the offices, clogging the Ministry's rooms with thick smoke and flames. Control of the stairwells was hotly contested as Neustroev and his battalion repeatedly charged up the staircases to gain access to the upper levels. From the upper level windows, through the smoky haze, Neustroev's men could catch a glimpse of their next prize, the Reichstag, which stood a mere 300 meters to the southeast. By 2300, the fighting was over on the ground floor; but it was not until one of the reserve regiments was committed to the fight that Neustroev's men could consolidate their gains and launch fresh attacks against the upper levels. The room-to-room fighting continued until 0100 when the upper floors were finally cleared and by 0430 the resistance in the cellars and storerooms had finally been mopped up. By this time Hitler was dead, the Battle for the Reichstag was about to begin, and the sand had all but run out on the Third Reich.

hoping for falling rubble taking out part of the VC building in aL1 (and any chain reactions). However, his Russian rubble locations, while removing German Level 2 defensive firing positions, seemed more to me like he was placing them away from where his troops will be fighting preventing any delays moving through Rubble thus telegraphing some of his strategy here (or I am completely wrong and will pay for it!)?

## German Gun Placement

So where to place the Germans two 105 ART and two 88 AA Guns? The 88 and 105mm cannot be set up in building, rubble, or gully hexes or 80-percent of the setup area! This leaves three broad set up locations in diminishing levels of preference:

- 1) Woods and Brush locations as the guns can set up both emplaced and HIP;
- 2) Open Ground hexes which allows emplacement but will be revealed by enemy units with LOS within 16 hexes; and
- 3) paved roadway hexes thus no emplacement and must set up on the board

with the other units.

Therefore, there are really only four viable locations that meet #1 above and provide a useful tactical position: aJ5, dF0, CJ5, and cK5. But with the rubble placement results above, we need to evaluate other location as well.

Looking at the western half of the German setup area, I see no superior set up positions although a better front for both 105mm guns as they can provide fire against the Russian riflemen who have the shortest route in the game to the VC building. Woods hex aJ5 seems natural and meets #1 above but it has limited LOS and will be quickly overrun by the Russian hordes moving through the bI1 building thus it is unlikely to survive past Turn 2 (Brush hex bM1 has the same issues). A 105 ART in the Open Ground hex aI4 protected by the stone wall seems like a better option with a good view of the initial battlefield but will be visible at the start of the game if any Russian units are in LOS and most likely directly under

initial Russian PFP fire from aG5. An 88 here covering the aG4-B3 roadway would be nice but would also draw massed infantry fire and unlikely to survive by the time any Russian tanks show up around Turn 3. While subject to limitation #2 above, Open Ground hex aJ3 seems like the better bet for the 105 ART as the wall blocks LOS from the Russian ground level setup areas, can fire at upper building levels, can fire on the aL4-I5-H4-H3 approach roadway (and wall-advantage seekers), and probable Russian attack zone through the aM5-K5-bI1 chain of buildings moving against the western flank of the VC building and stairwell in aK3. A second, un-emplaced 105 Gun in the roadway hex aL3 would pull double duty to the aJ3 gun but the lack of +2 emplacement means it will not survive long against upper-level fire and fire through the wall break. Finally, woods hex aO4 along the board edge does not initially look appealing but it does provide an HIP, emplaced position, has LOS to most of the aO3-K4-I5 roadway, can hit probable Russian massing locations in building hexes aN4, aK5 and G5, has LOS to the bN1 area vs any Russian southwestern flanking move, and can hit upper levels of the VC building including the stairwell locations in aL2 & K3. Thus, my 105 guns go into aO4 and aJ3.

Now let's look at the German eastern flank. Both 88s are a natural here hopefully hitting the Russian armour entering on this flank, especially the deadly OT T-34 tanks. A given is one 88 is in the dF0 Woods hex as it covers both bridges (dH1 and E2), has LOS to the dI3-L4 roadway for any armour bypassing through the dL4 area, covers building dG2 if needed, the gully exit hex in dE2, and the VC building stairwell in aJ1. With the fallen rubble in cJ3 and dG4, the promising setup hexes in cK5 or cJ5 seem unlikely to see much action and anticipate my opponent will send his armour bypassing through the lumber yards into Board d as there is just too much restricted terrain in any southern board creep along Boards c and d. I've decided on a risky setup with the other 88 un-emplaced in the roadway in dF3 specifically for its ability to fire long range flank shots vs probable Russian armour moving between the dK1 and/or aB1 hexes trying to reach better positions to fire against the western side of the VC building. While the 88 has to go on the map at set up giving important intel to the Russians, this is really the only location that allows some kind of German interdiction against any Russian armour moving along the northern edge of the board. This position also has a secondary role of helping defend this German strongpoint (see infantry setup below and Figure 1) and fire on the dC4, F2 and I4 buildings, covers the dH2 intersection, and cover rear flank road hexes dB2-E3. While extremely remote, the gun in theory can be pushed into cH2 to fire down the Boulevard

if the opportunity exists. This 88 should very quickly draw Russian infantry fire but if it delays their advance 3-4 turns and/or bags a few tanks, it did its job.

## German infantry set up considerations

There is a temptation to pack the VC building with every squad but this will allow unopposed, rapid Russian advance onto the VC building. Time is needed to delay a good portion of the Russian units approaching the VC building for at least four turns. Therefore, my infantry deployment is built around the principle of using the least amount of second line troops as pickets on the outer perimeter for maximum Russian delay, keeping the elite 6-5-8 squads within or adjacent to the VC building, setup locations outside of initial Russian Prep Fire 2-5 hex range, and having as many picket units falling back to the Alamo VC building. However, I expect at least half of these picket troops will be lost. I also deployed two 4-4-7 squads into four HS. For ease, Figure 1 illustrates a lighter blue hex outline for German 2nd line squads (or HS) and darker blue hex boarder for 6-5-8 squads. The deployment is as follows:

### East Flank (Boards c & d)

cI1: 2-3-7 (HS)  
 cJ1: 2-3-7 (HS)  
 dG5: 4-4-7  
 dE5 Level 1: two 4-4-7  
 dE4: 6+1  
 dF2 Level 1: 9-1, 6-5-8, LMG  
 dG2: 6-5-8, PSK

This builds a strongpoint around the 88 in dF3 and places fire on almost every open roadway around the cH4 building from hexes cI1, cJ1, dG5 and the upper levels of dE5.1 and dF2.1. Building hex dE5.1 also covers cL5-O4 route against any infantry infiltration. The PSK in dG2 covers the dL4-J2 roadway and any armoured banzai through the dG4 rubble. The expected Russian rush through the central cH4 building area will quickly kill the half squads on board c and any other units in that area (including building cK3) as they would be quickly cut off and unable to fall back to the VC building. Therefore, no other units are placed here but concentrated in the 88 strongpoint area with fields of fire to the roadways around building cH4. Hopefully the units around the dF3 strongpoint can delay for a few turns and fall back to the VC building. If any opportunity presents it, some of these units will move into the dI4 building/rubble for additional delay. I'm not typically a Kindling guy but setting the dF2 building on fire would remove a great Russian Prep Fire platform vs the VC building. Finally, the two trenches are placed in cN5-cO5 to extend the gully, a bit of Bog terrain for any armour, and keeps them out of any useful Russian Infantry fighting

locations if captured. Placing the trenches on the other flank in aI4-J3 has limited appeal but units in the trench would be unable to see over the stone wall and would prove too good of a defensive position for any Russian units assaulting the VC build perimeter.

### West Flank (Boards a & b)

The western building cluster bI1 to bN1 can easily be cut off by the Russians so I set up the slimmest of forces to delay in the area:

bK1: two 5-6-8, LMG  
 bM2: 4-4-7  
 bM5: 6+1

The setup allows covering the open street Russian approach routes with fire and maybe a LMG fire lane (oops no fire lanes with low ammo SSR) and PBF vs dJ1 delaying the Russian advance into aK5 and maybe the aM5 buildings. The 105 guns need to help out here when not firing on the probable HMG kill stack in bF1.2. A 6-5-8, LMG in aN2 can fire down aM3-H5 against any advance out of aK5 trying to cross the street and/or going for wall advantage (plus covers any advance out of aN4). Some of the Russians will advance out of aB4 into the aC3-G3 buildings but not much can be done to stop them as the orchard in aG4 blocks all upper-level fire from aN4.1 and aI4 is a death trap from opening Russian Prep Fire. Building aK5 would work but I don't want to dilute the PBF of dK1 vs the initial Russian advance. The troops in the VC building will be able to blast building aG3 once the Russians get there plus the additional -1 for any attempted crossing of the Boulevard.

### The aK3 VC Building

A bit lightly held until the Russians get a little closer but includes:

aK3: 4-4-7  
 aK2: 7-0  
 aI3: 6-5-8  
 aI2: 4-4-7  
 aI1: 6-5-8, PSK  
 aK3.1: 6-5-8  
 aJ2 Level 1: 4-4-7  
 aJ1 Level 1: 9-0 Party member  
 "Commissar"  
 aI3 Level 1: 6-5-8  
 aI2 Level 1: 4-4-7  
 aK3 Level 2: 8-1, 6-5-8, HMG  
 aI3 Level 2: 9-2, two 6-5-8, two MMG  
 aI1.2: 2-3-7 (HS), LMG.  
 aL1 Rooftop: 2-3-7 HS, Lt. MTR

The Fanatic bonus should help these guys stick around but holding the stairwell locations is critical against holding off the masses of Russian squads. While the deployment is mostly westward facing vs the Russian's western assault group, the aL1.3 rooftop Lt MTR and the aI1.2 LMG will place fire against any Russians moving

through the open streets on the eastern flank; the rooftop unit also acts as sniper bait vs targeting my better units.

The inability of the Germans to setup concealed forces a more standoff defence from any opening Russian kill stack Prep Fire.

## Russian Setup

### West Flank (Boards a & b)

The Russians completely ignored their northern setup area and the hazards of the -1 TEM crossing the Boulevard and concentrated their entire infantry fist into the southwestern setup limit for the most direct path to the aK5/aM5 area and direct assault against the VC building. The deployment consisted of:

bH2: 8-1, three 4-5-8, three LMG

bI3: three 6-2-8

bI3 Level 1: 8-1, three 4-5-8, two

### MMG

bI4: two 4-5-8, 6-2-8

bI4 Level 1: 9-2, three 4-5-8, two

### HMG

bH4: 8-0, three 6-2-8

bG5: 6-2-8, two 2-4-8 HS, two DC

The MG kill stacks were in both upper levels of the bI3 building for initial Prep Fire and to cover the infantry advance. The map illustrates the planned Russian advance routes by turn (T-1 is for the location at the end of Turn 1, etc.). The planned western flank approach is the most direct path to the two stairwell locations in the VC building. This plan seeks to merge the infantry-armoured force for direct assault into the VC building beginning around turn 4. This is a methodical approach buying time for the eastern force to get into position for a unified attack but will have a dense cluster of squads packed into a small area. This holds the potential for a dramatic Human Wave attack if the right opportunities exist.

### East Flank (Boards c & d)

The Russian eastern deployment consisted of:

cB1: three 4-5-8

cC2: 8-0 with DC, 6-2-8 with FT, 4-5-8 with FT, 4-5-8

cE2: 9-1, three 4-5-8, two LMG,

### MMG

cF1: three 4-5-8, two DC, FT

cG1 9-2, three 6-2-8, LMG

All the armour will enter on cA3 (see the route on the map).

The plan of advance consisted of two main attack wings. The first group in cB1 & cC2 with 6x4-5-6s, 2xFT, and the 8-0 with a DC will advance through the lumber yard into the rear of the dI4 building. The second wing with the bulk of the infantry force in cE2-G1 will advance through the central cH4 building and converge on the dE4 building on Turn 4 to help out with the

assault on the VC building. The armour will all enter on cA3 and mostly bypass advance along the northern map edge to help out the eastern attack wing. This approach will avoid the one known and second anticipated 88 hiding around the rubble streets on Boards c & d plus the PSKs in dG2 & aI1.

As Mike Tyson said, we all have a great plan until you get punched in the mouth. Let's take a look at the game and see what happens.

## Game Turn 1

The Russians Prep Fired both upper levels of bI4 and bI3 and ground level of bH2 on my left flank which was good as it tied up those squads for a turn. The bad side was the HMG stack in bI4 rolled snakes and KIA my two 658s and LMG in bK1. My entire left flank is now wide open and my opponent starts moving guys in through the blind spot at bI2 and APH into bJ1 and bK1. My two upper-level MG stacks broke a few of his kill stack squads beginning the process for the next few turns of Russian MG squads routing away and my opponent feeding rallied troops back to the MG positions.

I was not surprised on my right flank that the Russian armour all entered at cA3 and began a bypass creep along the northern flank edge. This is good as I expect them to pop out at my 88's ambush location in the aC1-aB1 area with some nice flank shots. A few squad stacks follow the armour into the lumber yard and buildings dM5 and dM5. I was more surprised that my opponent used two full stacks (cG1 and cE2) for Prep Firing at my half squads in cI1 and cJ1. To his horror both half squads (HS) survived unaffected while the guys in cJ1 BH into 248. He did APH a 4-5-8 w/ DC into the road at cG2.

During my Turn 1, most units skulked, but my MG stacks kept fire on his Board b kill stacks. Based on the lack of a Russian push into the cH4 building mass, I was able to push out my perimeter for more delay time advancing a squad into cH4 and my 8-1 stack moved into the rubble in dH3.

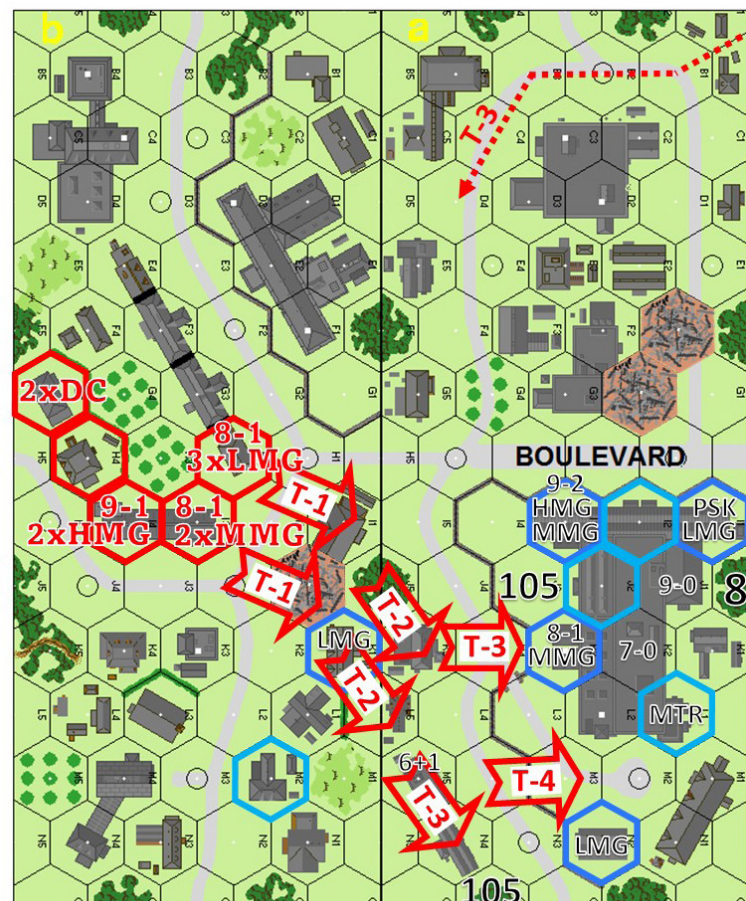
## Turn 2

The Russian western flank force again

prepped two kill stacks (breaking one of his MMGs) which was good for the Germans as they were not moving this turn. The Russian infantry continued to advance through the bI2 blind hex but I placed my kill stack DFPh Residual in the lower level of bI3 slowing down the stream of Russian squads pouring through here, so he was only able to get squads into bL1, K1, and J1. His kill stack (all with LMGs) in bH2 AM into I2 and the HMG kill stack in bI2 Level 1 AM into bI3 Level 1.

My VC building kill stacks in aI3.2 and aK3.2 continued firing at the Russian stacks in the bI3 building as I had no shots vs his squads creeping into my outer perimeter in the bJ1-L1 area. My Prep Fire did cause a MC vs his 9-2/HMG stack with his 9-2 rolling DR=12 and KIA! I think he yelled "I lost" as his PMC started to waiver. Most of the Russian squads also broke and routed away to his Rally centre in bH2 that kept feeding troops back into the fight.

The eastern flank Russian force also Prep Fired his stack in cG1 at my HS in cI1 and again had no effect! My opponent gave up on moving through the cH4 building area (contrary to the planned route in Figure 1) and began moved the rest of his squads out of here northward and westward into the lumber yard area under harassing fire from my rooftop Lt. MTR and LMG in aI1 Level 2. His FT stacks continued advancing into dK5 and dJ4. The Russians are taking the long way around now plus all his Prep Fire of stacks (with minimal gain) is slowing them down. Probably the most exciting





event from Turn 2 was the lead T-34 OT entered my 88's ambush location in aB1 and became a burning wreck. My opponent incredulously moved the following OT tank into the same location as the 88 would need to use Intensive Fire into a Smoke filled hex so what could happen? 88 TH DR=1,1 - burning wreck #2! Big cracks in the Russian's Personal Morale Check (PMC) begins showing.

### Turn 3

The Russian western flank force continued to slowly inch forward now moving south into the bM2 building chasing away my 4-4-7 who fell back to aN4. The Russians are still not advancing into the buildings fronting the aO3-I5 roadway for fear of concentrated German fire and I believe waiting until his armour and eastern flank force are in position to launch an all-out enveloping assault on the VC building. The Russian armour (1xIS-2 and 2xSU-100) make it through the burning wreck hex and move into the aF4 area and start placing acquisition in the upper levels of the VC building breaking my 9-2 and one of the MMG squads who route back to the Commissar in aJ1.2.

During my turn I ran a 6-5-8 from aI2 out across the boulevard into aG3 to do a little tank hunting as bH2 was abandoned. Luckily for my opponent he broke the squad in aB3 from a stack in the bJ1 rubble hex.

The Russian eastern flank force moved up with stragglers still working

through the lumber yard and into building cE5 with his forward units APH into the bI4 building. This put his FTs in the forward hexes facing my squads in the rubble hexes asking if I want to Prep Fire on his one FT and eat a ton of DF?

During my German turn I pull these guys all back to bF3 into the 88's hex as the Rubble will force the Russians to move up adjacent where I will get point blank DF advantage and ability to AF away into dF2 or E4. I move my two HS into cI4 and a concealed 4-4-7 squad into cG3 keeping the Russians from moving into the open streets and flanking the 88 position or firing on my broken units keeping them DM.

### Turn 4

The Russians realize time is growing short and begins his assault with his western force against the VC building as his armour arrived but his eastern force was still struggling to move up through the bottleneck in building dI4. While his armour repositions into the bG2-H1-H0 hexes, the last IS-2 enters aB1 hex and dies from the hero 88 crew! But the Russian crew does survive and does the DM chase against my broken 658 for the rest of the scenario. The stacks of Russians finally move into aJ5-K5-L5 revealing my emplaced 105 gun in aJ3 who successfully dumps Smoke into aK5 as that hex is the closest to the VC building stairwell. My opponent was surprised the gun was located here but an emplaced gun in the open can stay HIP until an enemy unit within 16 hexes has

LOS to it which did not happen until this turn. I believe not putting a few Russian units with MGs in the upper levels of building bF1 hurt the Russians as they gave up a Level 2 firing position which would have helped out with suppression fire, interdiction, and observation. The following massed Russian DPh during the German turn is deadly breaking the 105 gun crew while a SU-100 gets a CH vs my 8-1 and HMG killing all of them.

The Russians eastern flank force moves into the Rubble in dH3/G4 (with guys strung out in all the building hexes back to cE5) but the 88 pivots and finally breaks trying to fire into the advancing Russian infantry as Low Ammo finally finished their day. The supporting German infantry did no

better and most of them broke eating the FT rupturing the German strongpoint but one 4-4-7 did make it back into dD1 and another in dF2. The German HSs and 4-4-7 in the cH4 building held on while the HIP 88 in dF0 finally came alive but quickly ran out of ammo firing into the Russians moving through the dK5 building. Both German flanking pickets held for four turns so more than I could ask of them.

### Turn 5

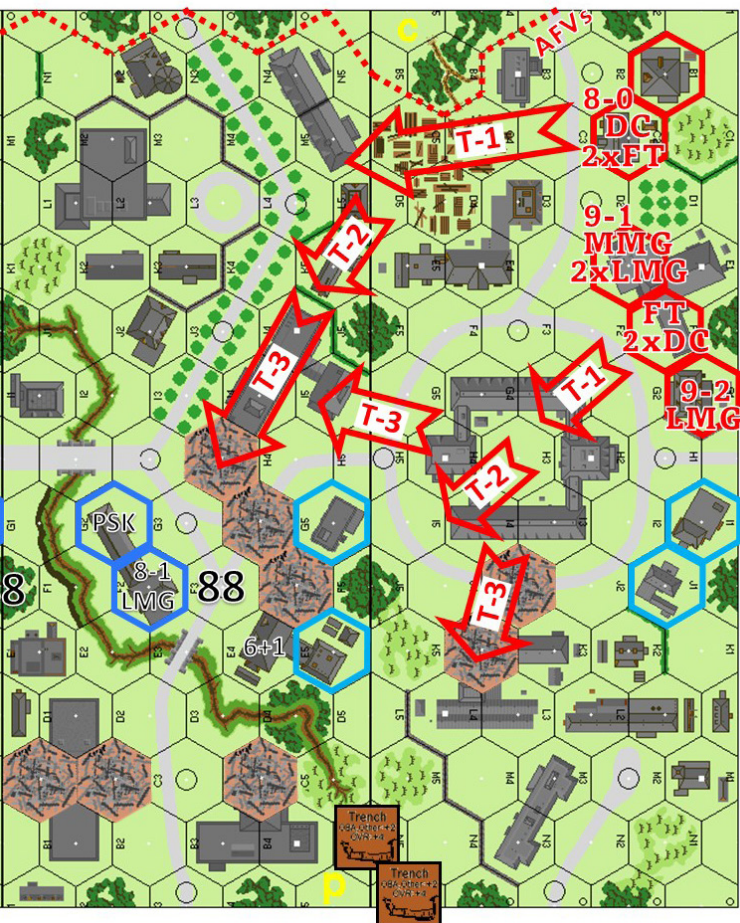
The Russian west wing assault against the VC building (the Germans only have a single upper level MG remaining and a HIP 105 gun in aO4) with the Russian infantry emerging from behind the stone wall breaking into aK3 and aL2. The units in aK3 became locked in Melee while the Germans counterattacked during my turn driving the Russians out of aL2 and reinforcing the Melee in aK3. The broken German 9-2 and MMG with the "SS Commissar" Rallied and began firing on the Russian's eastern flank force. The final HIP 105 came to life with a Russian 6-2-8 moving in bypass in the adjacent hex but succeeded in do nothing and the crew breaking from subsequent Russian DFF. The Russian eastern flank forces make it into buildings dF2 and dJ2.

### Turn 6

At the Start of turn 6 and 9 hours of play, the Russians conceded as he had no units in the VC building (except a single squad locked in Melee in aK3), no access to any of the stairwell locations in the VC building, and his eastern force with the three manpack FTs was still at least another turn away from entering the VC building. His odds of fighting up each level and clearing the entire building was very low and I agreed.

My opponent's PMC was shaky early on with the loss of his western flank 9-2, my 88 killing one IS-2 and both OT flame tanks in aB1, and my insane low DRs throughout the game. This allowed me to delay his eastern assault force five (and probably six) turns so they were never able to unite with his western force for a combined and unified assault on the VC building and he ran out of time. I only had eight (Fanatic) squads and two HS left in the VC building but that was enough to keep the Russians from moving up through the stairwells to victory.

While my DRs were insane, I believe it was two lowly HS in cI1-J1 that forced the Russian's eastern flank to take the long way around through the lumber yard area delaying their entire attack. The loss of both FT tanks didn't help the Russian cause either. There was a fair amount of manoeuvre in this one so not sure why DASL haters hate but this was a fun scenario to play.



# "THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL Players Directory*, and includes all UK ASLers whose information has been confirmed within the last ten years (as shown by the date [in dd mm yyyy format] at the end of each entry.) It is broken down by country and then by postal code region.

## England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (14 Mar 2022)  
Martin Castry, 32 Swallowfield, Tamworth, Staffordshire, B79 7SG (02 May 2020)  
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (10 May 2017)  
Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)  
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)  
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)  
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (02 Nov 2019)  
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)  
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)  
Ian Kenney, 53 Withean Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)  
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018)  
Martin Barker, Tradewinds, Wrating Rd, Haverhill, Suffolk, CB9 0DA (06 Feb 2022)  
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)  
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (24 May 2022)  
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (19 Mar 2014)  
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (16 Mar 2022)  
Nick Ranson, 31 Ashlog Grove, Halstead, Essex, CO9 2QH (03 Oct 2021)  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (23 May 2022)  
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)  
Paul Treslove, 10 Kings Ave, Whitstable, Kent, CT5 1RZ (24 Apr 2017)  
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)  
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (23 Mar 2022)  
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (14 Jun 2021)  
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (16 Mar 2022)  
Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)  
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (30 Jun 2021)  
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)  
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)  
Paul Healey, 19 Beechfield, Hoddesdon, Hertfordshire, EN11 9QQ (17 Aug 2021)  
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)  
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (09 Jan 2022)  
Richard Munroe, 104 St. Andrews Road South, LYTHAM ST. ANNES, Lancashire, FY8 1PS (04 Mar 2020)  
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (25 Nov 2021)  
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4PL (13 Jun 2017)  
Russell Gough, 'Bellare', New Road, Cheltenham, Gloucestershire, GL52 3NX (06 Oct 2016)  
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03 Apr 2019)  
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb)  
Neil Andrews, 40 Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (17 Aug 2020)  
Mike Bingham, 6 Bittern Close, Hull, East Yorkshire, HU4 6SQ (15 Mar 2022)  
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)  
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)  
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (17 Mar 2022)  
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)  
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)  
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (27 Aug 2020)  
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)  
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)  
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (01 Apr 2022)  
Damien Maher, 21 Cresttor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)  
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)  
Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)  
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)  
Andy Bagley, Four Pines, Elmete Croft, Middles, Leeds, West Yorkshire, LS15 4BE (15 Feb 2022)  
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EP (19 Sep 2016)  
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)  
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)  
Stuart Brant, Flat 37, Penrose House, 16 Newsholme Drive, Winchmore Hill, London, N21 1TW (04 Sep 2020)  
David Lincoln, 200a Tufnell Park Road, London, United Kingdom (+44), N7 0EE (10 Oct 2021)  
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)  
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)  
Colin Bell, RAF Cranwell, Sleaford, Linc, NG34 8hb (24 Jan 2017)  
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chesham, Gwent, NP16 5SS (20 Feb 2018)  
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (13 Sep 2018)  
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)  
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (23 Nov 2020)  
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Feb 2022)  
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (16 Mar 2022)  
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (14 Mar 2022)  
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)  
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)  
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)  
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)  
Jeremy Howison-Haworth, 15 Balcaeres Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 2017)  
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)  
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)  
Nick Rijke, 59 York Road, Newbury, Berkshire, RG14 7NR (28 Nov 2020)  
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)  
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (09 Aug 2021)  
Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (08 Dec 2019)  
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH

(23 Apr 2022)

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 (09 Jan 2022)  
Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)  
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (04 Mar 2022)  
Andrew Campen, 15B Mauldeth Close, Heaton Mersey, Stockport, Cheshire, SK4 3NP (08 Feb 2018)  
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (03 Apr 2019)  
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (20 Nov 2019)  
Adrian Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (04 Jul 2019)  
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)  
Peter Catchpole, 8 Skintree Green, Colden Common, Winchester, Hampshire, SO21 1UB (20 Dec 2021)  
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)  
Jerome Hoffman, Graemar House, Graemar Lane, Sheffield English, Hampshire, SO516FW (12 Jan 2022)  
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 (26 Jan 2022)  
Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (01 Aug 2021)  
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (25 Jan 2015)  
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)  
Michael Clark, 25 Ravenswood Avenue, Tunbridge Wells, TN2 3SG (24 Feb 2021)  
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)  
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (25 Oct 2020)  
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)  
christopher bourne, 52 horsenden lane north, greenford, middlesex, ub6 0pa (04 Dec 2014)  
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)  
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)  
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (14 Mar 2022)  
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 (14 Mar 2022)  
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (18 May 2020)  
Ian Morris, 5 Coltman Close, Lichfield, Staffs., WS14 9YS (14 Mar 2022)

## 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 (17 Feb 2022)  
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (11 Feb 2022)  
Alan Hume, 6/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (26 Jan 2022)  
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (26 Jan 2022)  
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (10 May 2022)  
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 (14 Feb 2022)  
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)  
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, Bridgend, CF32 2JE (28 Jan 2022)  
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](http://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!

## JUNE ASL EU ROMA 22

**When:** 10 – 12 June.

**Where:** The Crowne Plaza Rome, Via Aurelia Antica, 415, 00165 Roma RM, Italy. Rooms are available from €100.00 per night (plus €6.tax) and include breakfast and can be booked using the tournament website.

**Fee:** €50.00.

**Format:** The tournament is a Swiss style five round tournament running from Friday to Sunday.

**Notes:** The tournament is part of the International Wargame Competition Rome 2022, run by the Federation of Italian Wargamers. T-shirts are available for €17.00.

**Contact:** Check out the tournament web site at <https://www.fiw.it/european-asl-tournament/> for up to date information.

## 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:** £15.00.

**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](mailto:lasl.double.one@gmail.com). Check out the web site at <https://londonasl.siterubix.com/> for the latest details.

## OCTOBER ASLOK XXXVI

**When:** 2– 9 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 each (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](mailto:BretHildebran@gmail.com). Check out the web site at [www.aslok.org](http://www.aslok.org) for the latest details.

## NOVEMBER BOUNDING FIRST FIRE 2022

**When:** 16 – 20 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:** 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](mailto:boundingfirstfire@gmail.com). For up to date information check out the web site at <https://boundingfireblackpool.blogspot.com/>.

## 2023 MARCH HEROES 2023

**When:** 1 – 5 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 afternoon if the number of participants warrants it. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. Opportunities for CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

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

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## 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](mailto:lasl.double.one@gmail.com) to arrange a game and ensure there are no last minute problems.



# Bounding Fire Blackpool 2022 The Headlands Hotel November 16th - 20th

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

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

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

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

The venue offers a large gaming area with separate restaurant and bar.

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

BFP have been a strong supporter of the ASL scene for many years and we gratefully acknowledge their support of this event. Further information on BFP and their products is available on their website: <http://www.boundingfire.com/>

## Contact Us

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

**Thank you for your interest.**