

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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## IN THIS ISSUE

THROUGH THE BREACH, INTO THE FIRE - scenario AAR

BOUNDING FIRE BLACKPOOL - tournament report

FRENCH PARATROOPERS IN INDOCHINA 1945-53 - unit background and TOE

CRUSADERS LADDER - updated

# IN THIS ISSUE

PREP FIRE	2
INCOMING	3
BOUNDING FIRE BLACKPOOL 2022	4
THE CRUSADERS OPEN <i>ASL</i> TOURNAMENT LADDER	6
THROUGH THE BREACH, INTO THE FIRE	8
BABBLE ONE 2022	13
FRENCH PARATROOPERS IN THE INDOCHINA WAR 1946-54	15
“THIS IS THE CALL TO ARMS!”	18
ON THE CONVENTION TRAIL	19

**COVER:** Friday night action at BOUNDING FIRST FIRE 2022, which took place in Blackpool during November 2022 - see elsewhere in this issue for a full report.

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

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

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# PREP FIRE

Hello and welcome to 2023 and the latest issue of *VFTT*.

This issue contains a mixed bag of material, including the first part of an article by Craig Benn looking at the French paratroopers during the Indo-China War. Although the second part will help with filling up the next issue, I'm still in need of a supply of material for future issues of *VFTT*, so if anyone has an article they're thinking of writing, now is the time to get started. It doesn't have to be a big article, it could just be a small single page article on an area of the rules, or a brief scenario AAR with some analysis and images.

'Til next issue, roll Low and Prosper.

Pete Phillipps



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



# INCOMING

## 13TH JOURNAL RELEASED

Days before Christmas 2022, MMP released the long-awaited *ASL Journal 13*. Inside the \$64.00 52 page issue are a range of articles covering topics such as the Hatten in Flames CG I, OBA, Hull-Down, the history of the Royal Marines 41 (Independent) Commando unit in the Korean War, and a preview of the forthcoming *Drop Zone: Sainte-Mère-Église* HASL module. 33 scenarios are also included, with four being described as “pocket scenarios” as they include the map board included on the scenario card. Also making an appearance is mapboard 77, the latest errata and scenario updates and a corrected version of overlay X20 to replace the version that came in the *ASL Overlay Bundle*).

Currently on pre-order is *Drop Zone: Sainte-Mère-Église*. This is a HASL module covering the battles around the town of Sainte-Mère-Église during the first two days of D-Day. It comes with three mapsheets of the town and its environs, with 11 scenarios

each recreating a portion of the battle, while three Campaign Games of various sizes depict either the entire battle or smaller portions of it. Also included are Chapter SM and a countersheet. It is currently available to pre-order for \$66.00, but will retail for \$88.00.

## ECZ TOURNAMENT PACK

Advancing Fire have released the *Tournament Director's Pack*, a collection of scenarios designed by Enrico Catanzaro (known in the *ASL* community as ECZ) which features 16 scenarios designed with balance and replayability in mind.

It is available for €40 (€45 for US, Canada, Japan and non-EU [Norway, Russia, Switzerland] orders, €50 for all others) from <https://advancingfire.com/index.php/td> - it is also expected to be stocked by several retailers.

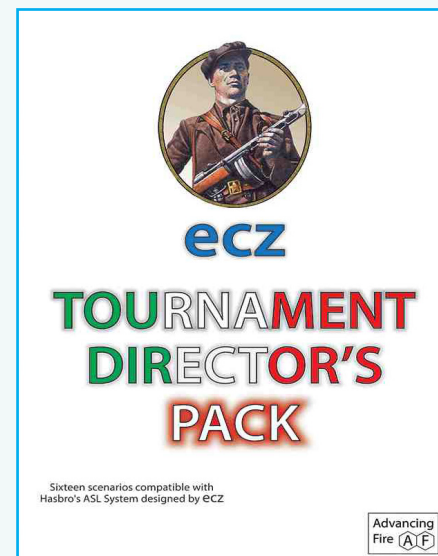
## BUNKER BACK

*Dispatches from the Bunker 54* was released at the end of September 2022,

and includes four scenarios. ‘Recon on the Kokoda Trail’ is a tournament-sized PTO meeting engagement, while ‘Not Diggin’ Potatoes’ has American paras trying to clear 2nd line Germans from their defensive positions. ‘The Last Day’ takes place during the final day of the battle of Stalingrad, and ‘Pothus Bridge’ is a large scenario set in Norway in 1940 with the British trying to blow a bridge and the German trying to capture it intact, with air support available for both sides.

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 [aslbunker@aol.com](mailto:aslbunker@aol.com).

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# Bounding Fire Blackpool 2022

## Post Tourney AAR

Simon Staniforth, co-TD

This was our fifth BFB tournament and the fourth held face to face. We meet every year during November at The Headlands Hotel, Blackpool, UK.

Last year we had a bumper turn out of 44 for the first post COVID UK face to face tournament. Numbers were a little down this year at 32 and unfortunately COVID is still with us with - 3 prospective attendees all had to pull out a few days prior due to catching the virus.

ASL players travelled from across the country and internationally to join us from places as far away as Aberdeen, Southampton, Germany, Texas and Lytham St Annes.

Early arrivals were there on Wednesday for free play with the organised gaming getting underway on Thursday.

These were the Minis sponsored again by our friends at Battleschool with Andy Bagley / Gary Norman coming out winners in the ETO and Craig Benn in the PTO.

The main tournament got underway on Friday. As always the scenarios are blind and unpublished but well advanced in playtesting. The core remains scenarios from our main tournament sponsors, Bounding Fire Productions, with a varied selection

from their pipeline and this year we were also able to add contributions from the soon to be published *ECZ Tournament Directors Pack* and independent scenario designers. In fact we had so many scenarios that each of the five rounds, rather than being a single scenario as in previous years, consisted of a choice of three. Groups are randomly drawn and with 20 players in the main tournament this meant 2 groups of 4 and 2 groups of 6 with the winners progressing to the semi finals.

After some long playing games and tight finishes Ian Ainsworth, Andy Bagley, Jim Bishop and Toby Piling progressed to the semis. The semi final games were again drawn randomly. Toby won as the German attackers in *The Best Defence* (from the forthcoming *ECZ Pack*) vs Andy as the defending Americans in a combined arms action South of Aachen, October 1944. Jim won as the Finnish defenders in *Vuoski Melee* (from the forthcoming *Mannerheim Cross* pack) vs Ian as the attacking Russians, a combined arms action from the *Continuation War* set in July 1944.

Thus Toby and Jim emerged victorious to contest the final. A third place play off was also held which saw a win for Andy in a playing of *Brotell: The Finnish Ace* (*Mannerheim Cross*), helped somewhat by two consecutive critical hits

(albeit not by the “Ace” of the scenario title). Unfortunately due to travel / time constraints a consensus on playing a final game could not be reached and with good grace from Jim, Toby was declared the winner by concession.

Prizes were awarded for these first four places and other winners of the various tournament prizes on offer over the weekend included Craig Benn (again), Bill Durrant, Matt Ellis, Bill Finlayson, Ian Morris and Neil Stevens.

None of which would have been possible without the generous support of our sponsors and supporters - Bounding Fire Productions, Battleschool, MMP, Advancing Fire, Ken Smith Fine Art, Second Chance Games, Hazardous Movement, Mario Aceto dice towers and Ian Willey for his superb dioramas / models. Thank you.

Bounding Fire Blackpool will reconvene at the same location, 15th-19th November 2023, for more friendly, intense ASL action - keep your eyes on the Blog (<https://boundingfireblackpool.blogspot.com/>) for updates. Many thanks to all those who attended and we look forward to seeing you again next year.

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### PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	6	3	3
Joe Arthur	7	2	5
Alex Ashton	3	1	2
Andy Bagley	8	6	2
Martin Barker	3	2	1
Craig Benn	6	5	1
Jim Bishop	4	3	1
Mark Blackmore	5	4	1
Gerard Burton	2	0	2
Peter Catchpole	4	1	3
Steve Cook	4	1	3
Bill Durrant	2	1	1
Matthew Ellis	5	2	3
Eric Gerstenberg	4	0	4
John Kennedy	4	1	3
Paul Legg	4	1	3
Ian Morris	5	3	2
Gary Norman	2	1	1
Pete Phillipps	2	1	1
Toby Pilling	3	3	0
Ian Pollard	4	1	3
David Ramsey	2	2	0
Ulric Schwela	5	1	4
Neil Stevens	4	2	2
David Turpin	4	3	1
John Turpin	4	1	3

ABOVE: Simon Staniforth presents the prizes to Toby Pilling (left) and Jim Bishop.

BELOW: Andy Bagley takes the third place play off prize.

BOTTOM: The die-hard gamers still playing on Sunday afternoon.



### THE SCENARIOS

SCENARIO	ALLIED AXIS	
107 Tettau's Attack	1	0
AP164 Sparrow Force	1	0
AP171 Possl's Posse	1	0
AP8 A Bloody Harvest	1	1
ASL 188 Zon with the Wind	0	1
BFF2022a ECZ A Tragic Victory	0	1
BFF2022b Trapped in Machine Gun Gully	1	4
BFF2022c Machine Gun Alley	1	3
BFF2022d ECZ13 Leaving Changsha	1	1
BFF2022e BFP-158 Mutka Strikes Again	0	2
BFF2022f They've Buggered Off	2	3
BFF2022h Bad Blood	4	3
BFF2022i Retrieving Lost Items	2	1
BFF2022j Blood and Brine	1	0
BFF2022k The Best Defence	0	1
BFF2022l Vuoski Melee	0	2
BFF2022o Brotell the Finnish	2	0
BFF2022p The Way Back to Kohima	1	0
BFP-95 Obian Highway	1	0
ECZ7 Clash of Cans	2	0
ESG55 Philippine Firemen	0	2
J140 All Down the Line	0	1
J168 Katyusha's Embrace	1	0
J84 Makin Taken	0	1
J94 Kempf at Melikhovo	1	0
Q1 Simple Mission	0	1
Q9 Long Day of Confusion	0	1
<b>TOTALS</b>	<b>53</b>	<b>24 29</b>





# The Crusaders

## Open ASL Tournament Ladder

BOUNDING FIRE 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.vfft.co.uk/ukladder.asp?type=full>

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	94	85-2-7	4005	40	John Tait	19	8-0-11	2955
2	Mark Blackmore	151	117-0-34	3895	41=	Kris Koch	11	4-0-7	2930
3	Craig Benn	163	127-0-36	3795	41=	Santiago Penabella	3	1-0-2	2930
4	Aaron Cleavin	13	13-0-0	3755	43	Eric Gerstenberg	36	18-1-17	2920
5	Martin Vicca	75	54-1-20	3685	44	Oyvind Bjorkas	2	0-0-2	2915
6	Gerard Burton	184	109-5-70	3540	45	Bill Durrant	9	5-0-4	2910
7	Sam Prior	110	68-1-41	3480	46	Peter Catchpole	17	7-3-7	2890
8	Michael Davies	132	75-1-56	3455	47	Josh Kalman	13	6-1-6	2865
9=	Richard Domovic	23	16-0-7	3400	48=	Neil Stevens	84	34-2-48	2860
9=	Jim Bishop	9	6-0-3	3400	48=	Steve Hunt	14	6-0-8	2860
11	David Ramsey	105	60-0-45	3375	48=	Mike Bingham	2	0-0-2	2860
12=	Richard Dagnall	23	12-0-11	3365	51	Richard Webb	7	2-0-5	2840
12=	Paul Chamberland	9	6-0-3	3365	52	Daniel Kalman	17	9-1-7	2835
14=	Ian Morris	145	84-2-59	3355	53	Ulric Schwela	73	32-3-38	2825
14=	Chris Doary	6	6-0-0	3355	54	Steve Cook	59	23-1-35	2815
16=	Andy Bagley	54	25-1-28	3320	55	Ian Pollard	207	84-1-122	2810
16=	Derek Cox	40	25-0-15	3320	56	Morris Legge	16	6-0-10	2805
18	Simon Staniforth	152	89-1-62	3310	57	John Kennedy	42	12-0-30	2800
19	Michael Urquhart	7	5-0-2	3265	58=	Pete Phillipps	282	123-0-159	2790
20	Ian Ainsworth	55	33-0-22	3200	58=	William Willows	3	0-0-3	2790
21	Tony Gibson	56	29-0-27	3175	60	David Blackwood	135	55-0-80	2785
22	Martin Barker	49	24-1-24	3135	61=	Peter Burbery	18	7-0-11	2755
23	William Binns	112	57-1-54	3130	61=	Alan Hume	4	0-0-4	2755
24	Mick Allen	48	28-0-20	3085	63	James Short	34	10-0-24	2750
25	Michal Sedlacko	3	2-0-1	3070	64	Alex Ashton	8	2-0-6	2745
26	David Turpin	14	9-0-5	3065	65=	Stuart Brant	84	29-1-54	2740
27	Joe Arthur	134	73-3-58	3030	65=	John Martin	17	5-0-12	2740
28	Christopher Blair	1	1-0-0	3015	67	Frazer Greenshields	9	4-1-4	2735
29	Eoin Corrigan	3	1-0-2	3010	68	Joel Ayres	11	4-0-7	2720
30	Carl Nogueira	4	1-2-1	3000	69	Paul Case	155	43-3-109	2700
31=	Stefano Cuccurullo	29	13-0-16	2985	70	Gary Norman	64	24-1-39	2690
31=	Scott Fischbein	3	1-1-1	2985	71	John Turpin	12	3-0-9	2660
31=	Rod Lobban	2	1-0-1	2985	72	Brian Hooper	193	70-2-121	2625
34	Neil Brunger	97	35-0-62	2980	73	Ray Porter	91	14-0-77	2610
35=	Paul Legg	300	122-3-175	2975	74	Tim Hundsdorfer	32	13-0-19	2490
35=	Matthew Ellis	62	31-1-30	2975	75	Nigel Blair	300	105-1-194	2420
37=	Dominic McGrath	208	122-3-83	2970	76	Nick Ranson	147	23-2-122	2085
37=	Magnus Rimvall	40	17-0-23	2970					
37=	Francois Boudrenghien	8	4-1-3	2970					



# HEROES 2023

## ADVANCED SQUAD LEADER TOURNAMENT

2<sup>ND</sup> - 5<sup>TH</sup> MARCH (THURSDAY THROUGH SUNDAY) 2023

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

### THE EVENT

Following its success in previous years HEROES continues in 2023 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

### BOOT CAMP

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

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

### THE VENUE

The Headlands Hotel is familiar to those who have attended in recent years and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

Room rates will be confirmed closer to the date - in 2022 bed and breakfast was available from just £40 per person for a shared room or £45 for a single room, but this is expected to be higher for 2023 due to the cost of living crisis.

### THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before 20 February 2023 (entry is £20.00 after that date).

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## HEROES 2023 HOTEL BOOKING FORM

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

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

# Through the Breach, Into the Fire

## A Sword and Fire Manila After-Action Report

Andy Bagley (with comments by Neil Brunger)

This article follows up my overview of *Sword and Fire Manila* from *VF116*. It's an After-Action Report on a playing on VASL of scenario 'SF20 Through the Breach, Into the Fire'. I played the Japanese, Neil Brunger took the Americans who, as always in SFM, are the attackers. The aim is to give a flavour of this *HASL* module and illustrate some of its unique features.

Rather than turn-by-turn, I've provided starting, early, middle and late game narratives, with additional comments from Neil in red.

### The Situation

This scenario comes from the later stages of the battle for Manila. One Japanese enclave still holding out is the Intramuros area (within the old city walls). Some Americans troops have crossed the Pasig River (just off-map to the north), whilst others are closing from the east.

Several new terrain types appear here, firstly the Intramuros walls themselves. These are Level 1 obstacles which can't be entered at ground level

except via stairwells, gates or rubble sections (or by climbing, which is risky). However, units can be on top of the wall at level 1, which is much like a rooftop; there a parapet provides wall protection from outside the Intramuros but not from inside. Other terrain includes:

- Adobe buildings (red): +3 TEM against everything except DCs and HE>37mm, when it's +2
- Multi-material buildings have a stone ground level and wooden level 1
- Restricted roads are like narrow streets; they only affect vehicles so just normal roads here

- Warehouse in 2F18 is an "empty" factory – TEM 0 from inside
- SF rules allow trenches to set up road hexes with shellholes, and adjacent to pillboxes
- The only level 2 locations are the steeples in 2C18 and 2L28
- All fortifications are non-HIP at start (SF rule)
- Finally, the brown dots are palm stumps, which are open ground for all purposes except that vehicles not moving along a road must take a bog check.

Eight American squads start on-board, the remaining four enter as Turn 2 reinforcements on the east edge. To win, the Americans have 6½ turns to capture five of six specified victory buildings; five of these can be seen marked on the map (Fig.1) the sixth is 2L19.

### Start Positions













Figure 1 shows the Japanese and American setup areas and our chosen starting positions. North is the top of the map, EC are moist with a mild






### TURN RECORD CHART











● JAPANESE Sets Up First	1	☆ 2	3	4	5	6	7	END
☆ AMERICAN Moves First								

**Elements of Central Force and 1st Naval Battalion [ELR: 4] set up on/west-of hexrow 2M in hexes numbered ≥ 19: {SAN: 4}**







 E 4<sup>2</sup>-4-8   
  2 3-4-7   
  2-2-8   
  9-1   
  8-0   
  HMG 3 6-14   
  MMG 2 4-11   
  LMG 1 2-6   
  MTR 2 50\*[1-16]\*   
  DC 30-1   
  ? 7 morale

 1+5+7   
  Roadblock   
  Trench OVR, OBA: +4 Other: +2

**Elements of 1st Battalion, 145th Infantry Regiment, 37th Infantry Division [ELR: 4] set up on/west-of hexrow 2L in hexes numbered ≤ 17: {SAN: 3}**


 1 6<sup>3</sup>-6-6   
  1 3-4-6   
  9-2   
  7-0   
  MMG 2 4-10   
  BAZ45 8-5   
  MTR 3 60\*[3-45]   
  FT 24-1   
  DC 30-1

Enter on Turn 2 along the east edge:

 1 6<sup>3</sup>-6-6   
  8-1   
  dm HMG .50 cal   
  MMG 2 4-10   
  DC 30-1



breeze blowing from the north-west.

Japanese 10% HIP allows me to hide two squad-equivalents: I have a full squad and LMG in 2K22 level 1 and a 9-1 leader, crew and HMG in 2L28 level 2. There's also a HIP half-squad in 2C19, intended to hinder a flanking move to the west.

My setup mainly defends the attack from the north, including a potential fire lane from 2A23 down the road (2A21 would make an even better fire lane, but this could be shot at from the Intramuros wall or level 1 of the Philippine Treasury Building). Together with a squad and LMG in the bunker, the HIP units also guard the

eastern approaches, and units from 2J21 (which include a leader) can shift east on my first turn to reach 2L22 level 1. The units in 2C21 and 2F20 are dummies.

**Neil's Comments:**

I know that some Japanese HIP units – 2squads? – are out there potentially in ambush positions.

Americans are unable to prevent Japanese concealment gain at start.

My plan is to use WP from the mortar to strip concealment as a 'recon by WP' morale check. Bazooka also to attempt WP. Both are fragile depending on depletion

numbers. My SAN is low so I can't rely on it to damage the Japanese positions.

My Americans will avoid deployment task checks due to the booby trap threat. No quarter also means I can't use mopping up.

Wind change possible to overcast? Could lead to rainfall with impact on Infantry smoke use? Wind direction hampers infantry smoke placement from the east.

I think the wall set up is too vulnerable to counter Japanese concealment. I'd rather save my flamethrower to later in game as suspects may be dummies!?

Figure 1: the initial setup positions for both sides.





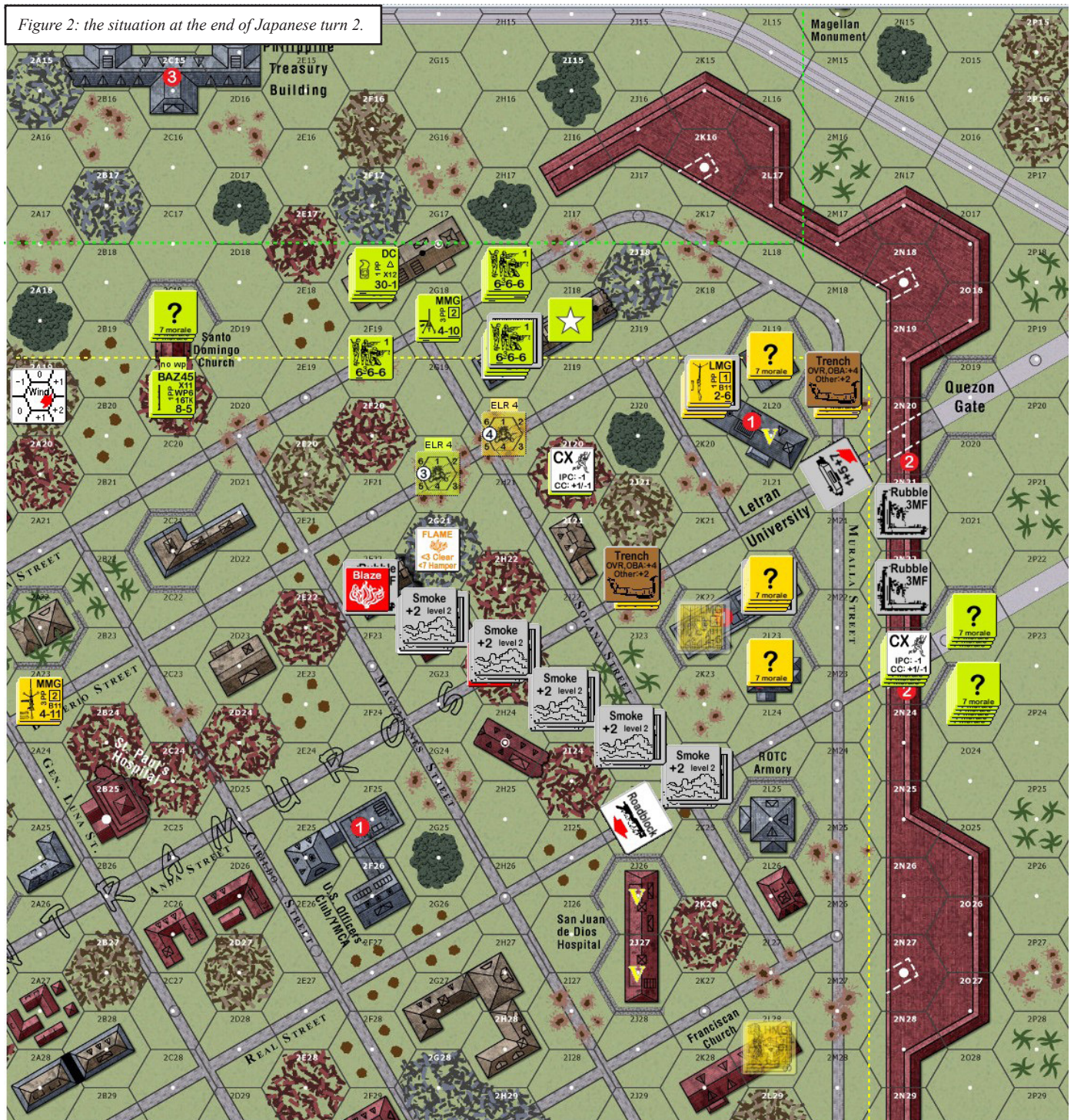
## Early Game

Figure 2 shows the situation at the end of Japanese Turn 2. The fire has started to spread (N.B: I know there are not enough Smoke counters shown for all the blazes, but we couldn't count them all up and no-one's going to fire through there anyway!), and the Americans have taken their first victory building. A half-squad has managed to cross the second road. My HIP flank guard in 2C19 failed miserably and has been wiped out, although other units are largely intact and my other HIP units have yet to be revealed. The American Turn 2 reinforcements have appeared and are advancing cautiously towards the rubble sections of the wall whilst avoiding Japanese fire.

### Neil's Comments:

Mortar smoke worked as recon. But depletion after second shot! (need to check what happens when rate of fire is kept but I need to fire smoke from elsewhere? Can I return to the mortar with HE?). My bazooka got no WP.

Recon by firepower worked at first, but Defensive Fire stopped a quick building grab.





## Middle Game

Figure 3 shows the position at the end of Japanese turn 4, with the fire having spread further (not unusual in Manila scenarios). On the far left, my MG crew rolled snake-eyes to kill one American HS, but covering meant it couldn't place a firelane, and it succumbed to CC; the victorious American HS is now advancing towards the southern victory building. Elsewhere, we're exchanging heavy fire, with the Japanese gradually being reduced while the Americans break and then recover (I couldn't keep them all DM). It's hard for the Americans to cross the eastern road down hexrow 2M however; as one unit has found, it gets encircled by fire from the trench and my HMG in the steeple. American firepower has also been slightly weakened by a booby trap casualty reduction in 2N22.

### Neil's Comments:

Ongoing blaze fire spread caused restrictions on American movement channels while not providing coverage from firepower.

Americans attempt to envelop Japanese from north and east with an additional feint to the west to prevent/intimidate fire lane. He covers!

Japanese break their HMG twice and fix it twice.

Two gusts temporarily cleared smoke and spread more fires. This interdicted American movement corridors but still allowed LOS on either side for Japanese firepower.





# Endgame

American Turn 6 featured an interesting exchange of DCs: The Americans placed one in 2L22 and got a Japanese one thrown at them in return! Surprisingly, neither did significant damage.

At the end of Japanese turn 6 (figure 4), fire and smoke cover a large area and the stage is now set for the final American charge. They've taken 2L19, and 2L20 will certainly fall. However, my leader and HMG (which mal'ed twice and immediately repaired twice!) has kept the HS on the left at bay, so the Americans need to take the two remaining victory buildings – 2L22 and

2L23 – to win. It looks a tough job, but poor Japanese shooting means they get across the Letran University road and successfully overrun my lone leader in 2K22. So they manage to advance into both 2L22 and 2L23.

The final CCPh features three Close Combats. The Americans win easily in 2L20, and succeed with a 2:1 in 2L22. This leaves 2L23, where my concealed 448 squad faces the American 9-2 leader and a HS. We roll and there's no ambush (hence no HtH option) so 1:1 with a -2 leader DRM for the Americans. They need to roll a 6 to eliminate me. They roll a 7, so just a

casualty reduction, which means they fail to control this building. A Japanese victory by the closest of margins, and a very exciting game.

## Neil's Comments:

Ongoing American firepower was ineffective. Easy to fail an American personal morale check as time slips away!?

So the Americans attempted a coup de main. An infantry assault on all positions risking Japanese fire. "Nothing to lose" approach due to time.

Surprisingly it worked. I even manage



Figure 4: the end of Japanese turn 6.



an infantry overrun. This led to multiple close combats on last American turn. Unfortunately a casualty reduction meant it ended in Japanese victory.

## Final Thoughts

Some aspects of this scenario are typical of *SFM*: American firepower versus Japanese stealth and resilience, fires and smoke, lots of rubble. But the terrain is diverse and interesting – other scenarios feature large buildings, cellars and rooftops, open ground and even river crossings, so there's plenty of variety across different scenarios.

This game could have gone either way. More concentrated American firepower (or just better DRs) might have worn the Japanese down sooner; on the other hand some of my troop placements and movements didn't work as I intended. But any game that comes down to the last CC DR has to be a good one, and this one was certainly very enjoyable.

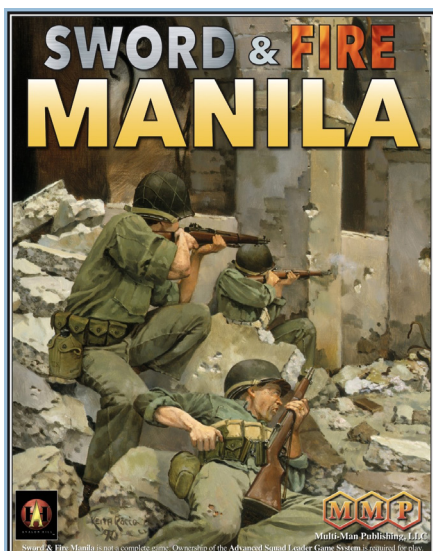
## Neil's Comments:

Should the Americans have risked their coup de main assault at least one turn earlier? What would have happened if more Americans survived in the feint West attack?

I also recalled that although you can't place Infantry smoke upwind, you can place it in your own hex if you survive firepower. Of course it strips concealment if indeed you had it – unlikely.

But an exciting and well-balanced scenario. Fun, with a battle of wills and personal morale checks after firepower frustrations.

Ω



# Babble One 2022

## A Double One 2022 stream of consciousness, unconsciousness and beer

Gary Norman

DOUBLE ONE was always my favourite *ASL* tournament. Whether it was because it was the scene of my first *ASL* game (and first victory) in 25 years or the summer vibe of shorter scenarios and longer beers in Writtle village, a short walk away, I'm not sure.

When news crept out that Derek Cox, after many years of single-handedly running the tournament, was stepping back I wondered who was going to take it over. Expressions of regret that the tournament was finishing bubbled up, cries of something must be done surfaced and I joined in. Surely someone would take over the running, it was just a question of time. Time marched on and silence, it looked like the end.

Something had to be done and it looked like it would have to be me. But I am useless at organisation and administration, just look at my counter discipline. (I have even brought my opponents reinforcements on as my own in one much-remembered incident). Luckily someone else was feeling the same way. Morris Legge (aka Inspector Gadget) who is so organised to the extent that he has a casino chip with the current phase rotated towards him at all times (and who only once has ever put his multitude of hidden units on his computer and mid-game realised he had forgotten to save the file) was of like mind.

We could do it, couldn't we? How hard could it be? We didn't know and thus stepped forward Simon Staniforth, he of the BOUNDING FIRE tournament fame and glory and also a master of counter discipline. He offered to be our mentor and go-to guy in the event of an impending disaster.

We had the existing template for Double One.

## The Venue

Writtle College.

Within easy reach of Chelmsford. Cheap student accommodation and food.

Well spread out and well-lit gaming tables.

Close to the pubs.

A curry on Thursday night. Free Pizza on Saturday night.

Unlimited tea and coffee.

An honesty bar!

Did I mention the pubs?

## The Date

An oasis of calm between the departure of regular students and the arrival of foreign students. Sunshine and warmth, anyone for al fresco gaming?

But the date is cursed, cursed I say.

We have had raging floods that led to some having a 20-mile detour and the college very nearly cut off from the pubs. We have had Brexit, which despite the perceived views of the *ASL* age dynamic, did not go down well at all. We had a Covid cancellation, followed by another Covid cancellation less than 10 days before the tournament. Then it was 2022 and the tournament was back on track, the only problem being the trains were not as there was a train strike. The keen ensured their arrival by staying in Chelmsford the night before, playing and drinking solitaire, not realising there was enough of them in town to run a mini.

## The Structure

Arrival from Thursday lunchtime. Curry in the college bar on Thursday night and then minis on Friday and main tournament on Saturday and Sunday morning.

The tournament is rather different. Entrants are streamed into groups of 4 and thus there are multiple winners. This year due to unfortunate circumstances there were nearly as many winners as losers. These circumstances included one of the very very few scenarios in *ASL* to allow a draw, 2 players who forgot that *ASL* is a wargame played the said scenario and also an unusual set of results resulting in 2 winners in 1 section. Finally, we just had to give a prize under the heading of "chundering is now a rally phase activity" See the revised ASOP in the next Bounding Fire magazine.

## The Secret Scenario

By tradition, this is the Saturday afternoon scenario. An under-utilised section of the rule book is dragged into the spotlight or some dastardly form of scenario is utilised for the enjoyment of the organiser. One year in a Battle of the Bulge scenario the Germans could move the Americans. This format prevents swotters from swotting up the scenario and knowing that range 2 Russian troops can't paddle upstream in a dingy. It is such a good idea that Simon and Martin built a whole tournament around this.

Strange really as Simon is a great preparer of scenarios but then again he can't enter his own competition anyway.

## The Prizes

There used to be plaques. I won one I know (what do you mean that's not possible?) I didn't sell mine on eBay, only because I never thought about it. To avoid fuelling a capitalist spiral of speculation and risk turning *ASL* into a professional sport we changed this aspect. Inspector Gadget designed some unique bespoke artillery prizes including red and black dice, artillery counters and a template for artillery radius.

You can see this in the photo below or you can look at Ebay sale posts for the day after Double One. I tested my freebie set in the scenario I was playing against Morris. I was the British with plentiful ammunition. I ferreted in the bag and drew RED, never mind I thought, the chances of another Red are X% (Pete your illustrious editor can do some work here [*Since you started with 9 Black and 2 Red and have drawn one Red that means there's 1 Red among the remaining 10 dice, so there's a 1 in 10 chance of drawing the Red one, in other words a 10% chance - Pete.*]) giving a total chance of 1 in XX (more work Pete [*Well you start with 11 dice of which 2 are Red, so that's a 2 in 11 chance of the first draw being Red, which is 18.18%. We know the chance of the next draw being Red is 10%, so the cumulative chance of two Reds in a row is 18.18% x 10%, so that's a 1.81% chance of the first two chits being Red - Pete*]). It was RED. It has never happened to Morris. Is there a slight difference in the sheen of the 2 different coloured dice? You will have to win (or chunder) at Double One to find out. So beware and remember this is the same Morris that has access to VASL for programming purposes. You have been warned.

## The Pub

It's *ASL* talk of course with such



classics as how many counters is it theoretically possible to have in one *ASL* hex. Do you have to use an original *Squad Leader* coloured (or is it white) die to play *ASL* legally. How do you join a circular queue without pushing in?

Here you can mix with the luminaries of the *ASL* World who will amaze you with their insight into life, the universe and everything or so they say.

## The Results

Remember I said that Morris was an administrative genius, well at this point I was going to hand over to him to announce the results.

The answer came back, I have the mini results but we left the main tournament results on the wall in the gaming room - the mini winners being Paul Legg, Joe Arthur and Gerard Burton.

For the main tournament winners or those who think they might have won or those who definitely did not win but think

the winner might not have remembered and think they could sneakily claim the prize, please write to Pete who will put the results in the next issue. A good clue is do you have a limited-edition artillery pack? If you do, you either won, chundered or bought it on Ebay.

Other highlights were the return of Nigel Blair (yes he is now Nigel again and will be going forward) who was the first player to complete 300 ladder games.

We also had the first al fresco game between Indy Lagu and Toby Pilling. An innovation I doubt will be replicated in Blackpool in November.

## Feedback

Morris has crunched the extensive feedback we received back from the assembled hordes through his top-of-the-range computer. It was "can we start the secret Saturday scenario earlier so we can get down to the pub earlier?"

## Next Year

So, all in all, it seemed to work. Yes, we will do it again. The room is booked, the Dates are 22nd – 25th June 2023

Morris is planning some more gadgets for next year. We hope to see all the attendees from this year back again next year and would hope to encourage any newbies that have been sitting on the fence to come along and join in the fun.

Don't forget Double One also run a monthly get-together on the first Saturday of each month at the Penderel Oak Pub Chancery Lane from 9am (beer again.)

Here's a reprint of table 1 from the article on OBA probabilities that can be found in VFTT 12, the March 1997 issue!! - Pete)

N FIRE MISSIONS														
B	R	Av.	0	1	2	3	4	5	6	7	8	9	10	11
11	3	5.50	3%	6%	8%	10%	11%	12%	12%	11%	10%	8%	6%	3%
10	2	6.67	2%	3%	5%	6%	8%	9%	11%	12%	14%	15%	17%	
10	3	5.00	4%	7%	9%	11%	12%	13%	12%	11%	9%	7%	4%	
9	2	6.00	2%	4%	5%	7%	9%	11%	13%	15%	16%	18%		
9	3	4.50	5%	8%	11%	13%	14%	14%	13%	11%	8%	5%		
9	4	3.60	8%	13%	15%	16%	15%	13%	10%	7%	4%	1%		
8	2	5.33	2%	4%	7%	9%	11%	13%	16%	18%	20%			
8	3	4.00	5%	10%	13%	15%	15%	15%	13%	10%	5%			
8	4	3.20	9%	15%	17%	17%	15%	12%	8%	5%	2%			
7	2	4.67	3%	6%	8%	11%	14%	17%	19%	22%				
7	3	3.50	7%	12%	15%	17%	17%	15%	12%	7%				
7	4	2.80	11%	17%	19%	18%	15%	11%	6%	2%				
6	2	4.00	4%	7%	11%	14%	18%	21%	25%					
6	3	3.00	8%	14%	18%	19%	18%	14%	8%					
6	4	2.40	13%	20%	21%	19%	14%	9%	3%					
5	2	3.33	5%	10%	14%	19%	24%	29%						
5	3	2.50	11%	18%	21%	21%	18%	11%						
5	4	2.00	17%	24%	24%	19%	12%	5%						

TABLE 1: The probability of getting X Fire Missions.



# French Paratroopers in the Indochina War 1946-54

Craig Benn

*Due to its size I have broken this article into two parts. This first part looks at the formations involved, their organisation personnel, and equipment, while the second half, which will appear in the next issue of VFTT, covers five of the brigade sized drops the French paratroopers undertook – Pete)*

The French Indochina War (Dec 1946 – Jul 1954) was a paratrooper's war. There were over 150 'combat drops' – a number unlikely to ever be equalled - and *les paras* bore the brunt of the mobile war against the enemy regulars. Most jumps were small – platoon or company– although battalion sized ops were common. Aircraft shortages meant only five brigade or larger jumps in the entire war.

At peak there was over a division's worth of paratroopers – in infantry (only a single artillery battalion of 75mm recoilless rifles was ever available in 1953). But the *troupes aéroportées* never operated as a division. With Indochina's poor road net, they were the only strategic reserves that could be committed quickly and used as a theatre wide 'fire brigade'.

Initially there were only two understrength parachute battalions, later rising to six, split evenly between Tonkin (north) and Cochinchina (south Vietnam). The Viet Minh lacked the firepower to defeat a full battalion of paratroopers, so larger groupings were unnecessary. This lasted until the communist Chinese reached Indochina's northern border in 1949 and began arming and training the guerrillas. A semi-conventional main force ('*Bo Doi Chu Luc*') of six light infantry divisions and a 'heavy' artillery division was then formed in stages.

The *Route Coloniale 4* disaster in October 1950 was when the war became a serious business. Eight and a half French battalions were destroyed – including two airborne. The French then 'Vietnamized' the war, creating five Vietnamese, one Laotian and a Cambodian paratroop battalion. By 1953 the bulk of airborne forces – 6 French and 3 Vietnamese battalions were in Tonkin, with 1 national battalion in each of Cochinchina, Laos and Cambodia. The paras were increasingly employed in three battalion *groupes aéroportés* (GAP) with fewer but larger sized drops.

In March 1954, when the opening artillery barrage hit Dien Bien Phu, its garrison included two paratroop battalions. During the siege another five were parachuted in, all to be lost - effectively

destroying the airborne forces in country. Their captivity was as brutal as anything under the Japanese in WWII – less than half the prisoners would survive the four months before release.

## Types of Battalion

*Parachutiste* came in different 'flavours' – Metropolitan, Colonial, Foreign and National army. Metropolitan and Colonial battalions served a tour, usually 24-27 months and then returned to France or North Africa. The Foreign Legion and Indochinese units were there for the duration, rotating individuals. French officers and NCO's could move around the paratroop fraternity fairly freely.

The individual tour dates are shown in Table 1 (compiled by author from various sources).

## Airborne Operations

In November 1947 the air fleet consisted of 17 C-47's and 35 Ju52's (actually Amiot Toucans - a French built copy) in three transport squadrons. A C-47 held 24 paratroopers, while the Ju52's maximum was 18 but 12 was more typical especially where climbing to any altitude.

The C-47 had superior range and speed (270 km/hr vs 190) but some claimed the Ju52 gave less of an opening shock and less dispersal on landing. Serviceability in a monsoon climate and with limited maintenance facilities were poor – often only just above 50%. This meant only about half a battalion could be dropped at a time.

One Ju52 squadron converted to C-47's in November 1951 – which was also the last time Ju52's were used in major operations. The remaining Ju52 squadron converted in September-December 1952 giving an authorized total of around 50 C-47's. Between Nov 1952 -Mar 1953 this was doubled to about 100 C-47's to allow three battalions to be dropped simultaneously.

Increasing demands for air supply meant this never happened. As the war progressed, the French relied on defending remote areas with *base aéro-terrestre*. This involved a fortified camp around an airfield, sufficiently strong in artillery to repel any attack. If bypassed the garrison would sortie to cut Viet Minh supply lines, and if necessary it could be abandoned and replanted elsewhere. The C-47 fleet struggled to supply these bases due to the distance from Hanoi and Haiphong airfields. In May 1953 the US provided six C-119 'flying boxcars' to assist, increasing to 24 in 1954. These could carry 62 paratroopers but were normally used for cargo, as it had a payload of 6 tons compared to 2.5 tons for the C-47, could carry a 105mm howitzer or bulldozer whole, and with a rear clamshell hatch could drop all its cargo at once, while the C-47 might need a dozen passes.

There was a chronic shortage of both personnel and cargo parachutes. In 1951 there was only 18,000 personnel parachutes in theatre – not all for use by the approximately 10,500 paratroopers. This





meant between a third and a quarter of the men dropped had to spend up to half a day collecting them. Where possible the chutes would then be trucked to airfields and flown back for re-packing. It was only late in the war that US largesse allowed parachutes to be abandoned where tactically necessary. At Dien Bien Phu, the French ran out

completely and had to rely on US stocks from Japan.

Indochina's monsoon season was from late May- early October, but even in the dry season there was often morning fog – *crachin* – in the Tonkin highlands. The monsoon limited but did not completely

prevent operations. The lack of navigation beacons, all weather airfields (only five in country) and poor quality of maps (with reliance on aerial photographs) were also limiting factors.

A small number of helicopters were available for medical evacuation

**TABLE 1: UNIT TOUR DATES**

Unit	Name	1st Tour Start	1st Tour End	2nd Tour Starts	2nd Tour End	Notes
Metropolitan	I/1RCP	13-Feb-47	28-Feb-49			
Metropolitan	II/1RCP	2-Oct-48	31-Mar-50	01-Jan-53	7-May-54	2nd tour bn is renamed 10BPC. Destroyed at DBP
Metropolitan	III/1RCP	17-Jan-47	23-Jun-48			
Metropolitan	1BPC	13-Feb-47	6-Sep-48			
Metropolitan	10BPCP	7-Sep-50	31-Aug-52			
Colonial	1SAS	?-Feb-46	5-Jul-48			Amalgamated with 2e SAS in August 1947
Colonial	2SAS	19-Jun-46	5-Jul-48			
Colonial*	1BCCP/1BPC	7-Dec-49	19-Jan-52	10-Jul-53	24-Jul-55	2nd tour bn largely destroyed at DBP.
Colonial	2BCCP/2BPC	15-Nov-47	12-Dec-49	29-Dec-50	24-Jan-53	
Colonial	3BCCP/3BPC	09-Nov-48	01-Nov-50	28-Jan-52	30-Sep-53	1st tour bn destroyed in RC4 disaster.
Colonial	5BCCP/5BPC	25-Jun-48	22-Jul-50	?-Oct-51	1-Aug-53	
Colonial	6BCCP/6BPC	28-Jul-49	02-Aug-51	28-Jul-52	7-May-54	2ndtour bn destroyed at DBP.
Colonial	7BCCP/7BPC	4-Aug-50	26-Jul-52	24-Apr-54	25-Apr-56	
Colonial	8BPC	1-Mar-51	7-May-54			Originally intended to be GCMA commandoes. Destroyed at DBP.
Foreign	1BEP	12-Nov-48	31-Dec-50	01-Mar-51	7-May-54	Destroyed 1st time in RC4 disaster 2nd time at DBP
Foreign	2BEP	8-Feb-49	7-May-54			Amalgamated with 1BEP in April 54 Destroyed at DBP
National	1BPVN	15-Jul-51				Cadre from 1BCCP
National	3BPVN	1-Sep-52				Cadre from 10BPCP
National	5BPVN	1-Sep-53	7-May-54			Cadre from 3BPC. Destroyed at DBP.
National	6BPVN	1-May-54				No combat jumps.
National	7BPVN	1-Sep-53				Cadre from 1BPK. No combat jumps.
National	1BPL	1-Oct-51				Not operational until April 52 Destroyed in April 53 and rebuilt.
National	1BPK	1-Dec-52	1-Nov-53			Transferred to Cambodian army

RCP = *Regiment Chasseur Parachutiste*  
 DBP = *Dien Bien Phu*  
 BPCP = *Bataillon Parachutiste Chasseur a Pied*  
 \* Colonial battalions names changed so EX: 6BCCP became 6GCCP for 6 months then later 6BPC  
 BCCP = *Bataillon Colonial de Commandoes Parachutistes* (pre-Oct 1950)  
 GCCP = *Groupement Colonial de Commandoes Parachutistes* (Oct-50 to Mar-51)  
 BPC = *Bataillon Parachutiste Coloniaux* (Mar51 onwards) except Metropolitan 1BPC is *Bataillon Parachutiste de Choc*  
 BEP = *Bataillon Etrangere Parachutiste*  
 BPVN = *Bataillon de Parachutistes Vietnamiens*  
 BPL = *Bataillon de Parachutistes Laotiens*  
 BPK = *Bataillon de Parachutistes Khymers*



(Hiller H-23's, Westland-Sikorsky WS-51's, Sikorsky S-55's) from 1950. Their performance was not noticeably superior to the Morane Cricquets (a French copy of the Fiesler Storch) they replaced and there were only about twenty available until nearly the wars end.

## TOE

A 15 man squad had one automatic rifle, usually the excellent FM24/29, with two SMG's and two rifle-grenadiers. In 1946-47 French troops had a mix of Japanese, British, US, German and French guns but by 1950, French small arms were standardized alongside American heavy weapons. The Legion paratroopers tended to have much more diverse weapons and uniforms.

The rifle was typically a 5 round bolt action 7.5mm MAS36, crude but reliable, usually the C39 variant with folding stock. This could have a WW1 era 'Tromblom VB' cup grenade launcher or integral launcher. M1 and M1A1 carbines were also popular with *parachutiste* due to their light weight and high rate of fire.

Sub machine guns were the iconic MAT-49 from 1950 onwards, prior to that a melange of Stens, Thompsons, MAS38's, M3 Grease guns and MP40's. Pistols were a matter of personal choice, and grenades generally French OF-37 and DF-37.

Each platoon in theory had a 50mm grenade launcher, while at company level there was a 60mm mortar (either Brandt mle35 or US M2) and .30 cal M1919 machine gun squad. These often carried a single weapon on operations (two authorised) with the remaining bodies carried extra ammunition or filled out holes in the rifle squads.

At battalion level, the weapons company had two machine guns (either .50cal or .30cal), four 81mm mortars and later four 57mm recoilless rifles. There was some variation on this especially at the start of the war.

Battalions normally had four rifle



companies ('*compagnie*'), although Colonial and Foreign battalions had three before the Indochinese companies were added, while 1BEP had an independent Legion company (formed in April 1948) added in June 1949. A company consisted of three rifle platoons ('*section*') each of three squads ('*groupe*') - some French battalions moved to a company structure of four rifle platoons with two squads each late in the war to compensate for lack of officers.

The combined HQ and support company included a medical, signals and pioneer platoon as well as the battalion staff and weapons platoons. Authorized strength was over 850 men but the battalions were usually under strength - 600 men in the field being more typical. The SAS battalions were much smaller with three rifle companies of only two rifle platoons each and squads of 12 men.

## The Men

The French initially had a 'laundering' policy, where non-whites in colonial units were transferred out to show the Vietnamese the French had returned. This quickly proved unsustainable.

The first wave of Metropolitan battalions had a core of WW2 veterans

who signed up in 1943-44 for five years service and fought in Corsica, Operation Dragoon and the Colmar pocket. In 1948 it was made illegal for conscripts to serve in Indochina unless they volunteered triggering a manpower crisis.

New colonial battalions were trained in Brittany and dissolved on return to France at the end of their tour. After a period of leave, soldiers would join other parachute battalions, not necessarily in Indochina, but many doing multiple tours. France's most famous paratrooper - Marcel Bigeard - did three, one in command of a (non-airborne) T'ai battalion. A shortage of officers meant parachute battalions were often commanded by young captains, and a brawler without social connections could still make his name.

The first Indochinese parachute company was formed in January 1948 despite considerable opposition from conservative elements. These became the fourth rifle company of the colonial battalions, switching battalions when their 'parent' went home. From 1951, the colonial battalions had two French and two Indochinese rifle companies and the distinction became increasingly blurred. In January 1954, 6BPC's two Indochinese companies had 50 Europeans and 125 Indochinese, while the 'French' companies had 90 Europeans and 60-80 Indochinese. The Legion battalions only got a single Indochinese company in Apr-May 1951 but did not allow them to wear the white kepi.

The National Army battalions still had a strong French element - 3BPVN on formation had 12 French officers (including the CO), 58 NCO's and 67 enlisted men against 22 Vietnamese officers, 51 NCO's and 818 men.





# "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 (22 Nov 2022)  
Martin Castrye, 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)  
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)  
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)  
Ian Kenney, 53 Withdean 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 Road, Haverhill, Suffolk, CB9 0DA (01 Sep 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 (22 Dec 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 Ashlong Grove, Halstead, Essex, CO9 2QH (03 Oct 2021)  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (22 Nov 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 (17 Jul 2022)  
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (21 Dec 2022)  
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (23 Nov 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 (23 Nov 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 (22 Sep 2022)  
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 Hatfield, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)  
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (01 Sep 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 Bishopton Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)  
Craig Bener, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (22 Nov 2022)  
Damien Maher, 21 Crestor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)  
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)  
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)  
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (22 Nov 2022)  
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)  
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)  
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)  
Stuart Brant, Flat 37, Penrose House, 16 Newsholme Drive, Winchmore Hill, London, N21 1TW (04 Sep 2020)  
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, Lincs, NG34 8hb (24 Jan 2017)  
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20 Feb 2018)  
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (13 Sep 2018)  
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)  
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (04 Oct 2022)  
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Feb 2022)  
Bill Durrant, Firs Cottage, Fyfield, Abingdon, Oxon, OX13 5LR (25 Nov 2022)  
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (16 Mar 2022)  
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (26 Nov 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 Balcares Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 2017)  
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)  
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)  
Nick Rijke, 59 York Road, Newbury, Berkshire, RG14 7NR (28 Nov 2020)  
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)  
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (09 Aug 2021)  
Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (12 Jun 2022)  
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (22 Nov 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 (01 Dec 2022)  
Nic Greacas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)  
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (22 Nov 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 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (11 Oct 2022)  
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)  
Jerome Hoffman, Graemar House, Graemar Lane, Sherfield English, Hampshire, SO516FW (12 Jan 2022)  
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (30 Jul 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 Greenfields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Oct 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, middsex, ub6 0pa (04 Dec 2014)  
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)  
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Nov 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 Burberry, 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 (22 Nov 2022)

## Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)  
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (09 Dec 2022)  
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (29 Sep 2022)  
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (21 Oct 2022)  
Alan Hume, 62/2 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 (21 Dec 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)  
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 (17 Oct 2022)

## Wales

Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (11 Sep 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!

## 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).

## SCANDANAVIAN ASL OPEN

**When:** 1 – 5 March.

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

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

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

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

## JUNE DOUBLE ONE 2023

**When:** 24 – 25 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](mailto:lasl).

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

## OCTOBER ASLOK XXXVII

**When:** 1– 8 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 2023

**When:** 15 – 19 November.

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates to be confirmed but started at £40.00 for a shared room or £45 for a single room in 2022 (breakfast included. 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/>.

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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.



