

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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WELCOME TO KOREA - Craig Benn offers an overview of *Forgotten War*

CRUSADERS LADDER - updated

CONTROL FREAKS - Jim Bishop looks at the Control rules

GUN SETUP CONSIDERATIONS - tips for Gun setup

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COVER: A US tank destroyer fires on a German pillbox in Brest.

PREP FIRE

Hello and welcome to the latest (or should that be late!) issue of *VFTT*.

Better late than never is the best way to describe this issue, which has only been made possible due to the article Craig sent me in October, permission from Jim to reprint one of his blog posts, and a filler about Gun setup based on posts to the ASLML from 25 years ago! And some padding from the use of rather a lot of pics to accompany each article....

At least there's a couple of new scenarios, so hopefully that will help make up a bit for delay.

The next issue will no doubt be more of the same (EXC: there probably won't be any new scenarios) without people writing articles for publication in *VFTT*. Whether it's a page or two on a scenario played or a couple of pages on a rules section, every article helps keeping *VFTT* going.

'Til next issue, roll Low and Prosper.

Pete Phillipps

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.

Issue 120 should be out at the beginning of Jan 2024.

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

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

Telephone: (0131) 629 1260

E-mail: pete@vftt.co.uk

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

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

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 ASLOK ACTION

ASLOK will see the release of *Action Pack #18 - Oktoberfest XXXVII*, the fifth collaboration with the ASL Oktoberfest tournament. It will contain 14 scenarios designed by local ASLers Pete Shelling and the late Bill Sisler, along with two new mapboards (91 and 92). The majority are set during World War 2 and cover actions taking place from the Russian counterattack in front of Moscow in December 1941 to the final battle in 1945 Berlin, with detours via Guadalcanal, Slovakia, and the west front. There will also be four Korean War scenarios, with two of these using Deluxe boards, featuring actions fought by the American 1st Cavalry Division in July 1950. It will retail for \$36.00 but will be available for a short time at a special price of \$27.00.

The latest issue of Special Operations Issue #11 is now available for \$38.00 and as usual includes two ASL scenarios and two ASLSK scenarios, as well as an article by Curt Schilling on how to become a better ASL player.

SCHWERPUNKT RALLY AT ASLOK

Rally Point Volume 20: The Italian Army in World War II will be released by the Tampa ASL Group at ASLOK. As the title suggests, it will feature 10 new scenarios featuring the Italian Army in action in places such as Somaliland, Albania, Russia, Egypt, Libya, Tunisia, and Sicily. No price has been announced but it is likely to be priced similar to previous packs.

QUICK CANUCKS

Lone Canuck will be releasing two



new scenario packs at the start of November. *Quick 6 Volume VI* will be similar to previous packs in the series, featuring six scenarios designed for quick play covering actions in a variety of European theatres. *Wacht am Rhein Pack, Volume 3* is the third and final volume of the series covering the Battle of the Bulge and features eight scenarios set during the later stages of the battle in January 1945. Both will retail for \$16.00.

ORSOGNA GETS CLOSER

Advancing Fire expect to have their *Orsogna* module, which depicts the 2nd New Zealand Division's battle to take the village of Orsogna in Italy, in December 1943, available soon. There will be 11 scenarios and a CG set on the six historical mapsheets. It will also include 130 1/2" and 130 5/8" counters, and rules pages covering map terrain and the Orsogna CG.

HAZARDOUS MOVEMENT MAKE GRADE

Hazardous Movement plan on releasing *Scenario Pack 4: Making the Grade* at the end of November. It will include 10 tournament-sized scenarios and two new boards (HZ1 and HZ2). It will cost \$44.95 and be available in limited numbers, with the number of packs ordered determining the number of packs to be produced.

BEST BUNKER

DftB 56 will be released in October and will contain four new scenarios.



'Having a Go' sees British paras clasp with Germans over a bridge and buildings in Normandy 1944, while 'Clearing with the Bayonet' is set in Korea in 1953 and sees a British company trying to clear a couple platoons of Chinese regulars from two hilltops; both are tournament sized. 'Hot Tigers' and 'Cold Night in Winterspelt' are medium to large-sized with the former seeing 7 Tiger Is supported by SuG III and a mixed infantry counterattacking a Russian company with ATG support in Latvia in 1944, while the latter is a night action that sees German Volksgrenadiers battling an American company holding two hills and the village beyond them.

The issue will also see the final part of the primer on the Korean War rules section and the usual regional tournament news.

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

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DOUBLE ONE 2023

A Brief AAR

As usual June saw around 30 *ASL* players gather at Writtle College for a weekend of *ASL* gaming. As usual there were a number of early arrivals on Thursday afternoon and a few friendly games being played, though the main attraction on Thursday is the curry evening in the college bar :-)

The main action started on Friday with the mini tournaments. These are straight forward two round knock-outs with five groups of four players.

Group A

Dave Ramsay
Martin Mayers
Andy Bagley
Joe Arthur – group winner

Group B

Magnus Rimsvall
Mick Allen – group winner
William Binns
Bob Eburne

Group C

Bill Durrant
Paul Legg – group winner
Pete Phillipps
Indy Lagu

Group D

Stuart Brant
Ian Pollard
Wayne Baumber – group winner
Steve Lampon

Group E

Chris Blair
Peter Burbery
Joel Ayres – group winner
Nick Ransom

There were only four groups of four players for the main tournament on Saturday and Sunday

Group A

Paul Legg – tied 2-1
Joe Arthur – tied 2-1
Tim Bunce – tied 2-1
Mick Allen

Group B

Wayne Baumber
Andy Bagley
Magnus Rimsvall
Indy Lagu – group winner

Group C

Peter Burbery – group winner
Joel Ayres
Bill Durrant
Steve Lampon

Group D

Chris Blair
Ian Pollard – group winner
Stuart Brant
Nick Ransom

I did not take part in the main tournament as I was having to leave at lunch-time on Sunday due to engineering works on the train out of London meaning I would have to take a three hour detour via Ipswich and Peterborough for my journey home. However I did get in my now traditional DOUBLE 1 match against Tim Hunsdorfer as we decided to play the mystery round scenario on Saturday afternoon. I'd like to say I won, but in reality it was more a case of Tim losing as pretty much anything he tried failed. The tone of his game was probably set with his first shot, a Prep attack with his FT-toting unit at a hex he thought might have a HIP Jap unit in it – except that he hadn't noticed the hex wasn't in my set-up area!

Although nothing has been announced yet, DOUBLE 1 2024 is expected take place at Writtle College over the usual June weekend which would be Thursday 20th to Sunday 23rd June.

Ω

PLAYER RESULTS

PLAYER	P	W	L
Mick Allen	5	2	3
Joe Arthur	5	4	1
Joel Ayres	5	4	1
Andy Bagley	5	3	2
Wayne Baumber	5	2	3
William Binns	2	0	2
Christopher Blair	5	2	3
Stuart Brant	5	2	3
Tim Bunce	3	2	1
Peter Burbery	5	4	1
Bill Durrant	5	1	4
Bob Eburne	3	2	1
Tim Hunsdorfer	1	0	1
Indy Lagu	5	4	1
Steve Lampon	5	0	5
Paul Legg	6	4	2
Martin Mayers	2	0	2
Pete Phillipps	3	2	1
Ian Pollard	5	4	1
David Ramsey	2	1	1
Nick Ransom	5	1	4
Magnus Rimvall	5	2	3

This came in handy for unwinding on Saturday night after I'd ran out of Newcastle Brown :-)



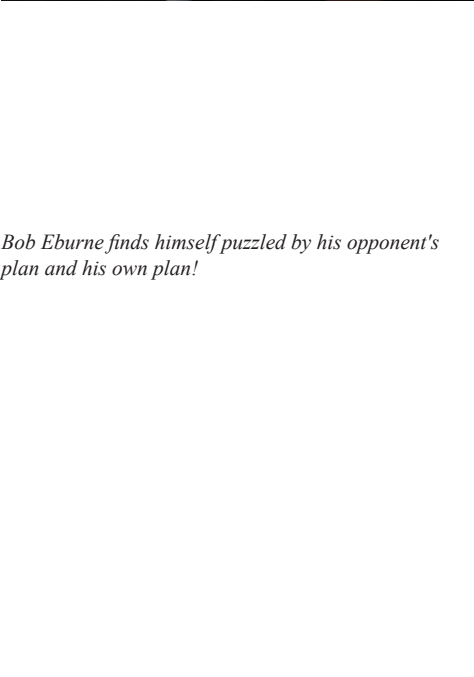
THE SCENARIOS

SCENARIO	ALLIED	AXIS
147 A Stiff Fight	2	0
DB171 Recon on the Kokoda Trail	2	0
J103 Lenin's Sons	7	0
J146 Ragnarök	2	4
J41 By Ourselves	1	0
J94 Kempf at Melikhovo	3	1
OA20 The Revenge of the Greys	2	1
PBP22 Morire in Belleza	1	1
Q9 Long Day of Confusion	1	0
RPT25 Cornwall's Rum Ration	3	1
SF20 Through the Breach, Into the Fire	2	7
SP125 Nunshigum	2	0
SP22 Tod's Last Stand	1	2
TOTALS	46	29
		17





DOUBLE 1 organisers Gary Norman and Morris Legge relax with a friendly game.



Bob Eburne finds himself puzzled by his opponent's plan and his own plan!



Ian Pollard pretends to be an old hippie instead of an old ASLer :-)



The Crusaders

Open ASL Tournament Ladder

DOUBLE 1 2023 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	94	85-2-7	4005	35	Eric Gerstenberg	36	18-1-17	2920
2	Craig Benn	168	132-0-36	3925	36=	Russell Gough	91	47-4-40	2910
3	Mark Blackmore	158	123-0-35	3875	36=	Mark Finney	1	0-0-1	2910
4	Martin Vicca	75	54-1-20	3685	38=	John Tait	26	10-1-15	2900
5	Gerard Burton	184	109-5-70	3540	38=	Joel Ayres	16	8-0-8	2900
6	Martin Mayers	169	99-0-70	3525	40	Rod Lobban	3	1-0-2	2895
7	Joe Arthur	148	83-3-62	3505	41	Peter Catchpole	17	7-3-7	2890
8	David Ramsey	111	64-0-47	3430	42	Josh Kalman	13	6-1-6	2865
9	Michael Davies	133	75-1-57	3425	43=	Neil Stevens	84	34-2-48	2860
10	Tim Bunce	85	57-0-28	3410	43=	Mike Bingham	2	0-0-2	2860
11	Jim Bishop	9	6-0-3	3400	45	John Martin	20	7-0-13	2850
12	Simon Staniforth	156	92-1-63	3320	46	Daniel Kalman	17	9-1-7	2835
13=	Andy Bagley	66	32-1-33	3265	47=	Wayne Baumber	112	49-0-63	2825
13=	Michael Urquhart	7	5-0-2	3265	47=	Ulric Schwela	73	32-3-38	2825
15	Bob Eburne	60	35-0-25	3255	47=	Alan Hume	5	1-0-4	2825
16	Ian Ainsworth	61	36-0-25	3235	50=	Steve Cook	59	23-1-35	2815
17	Paul Legg	312	127-4-181	3180	51	Morris Legge	16	6-0-10	2805
18	Indy Lagu	43	18-0-25	3140	52=	John Kennedy	42	12-0-30	2800
19	Martin Barker	49	24-1-24	3135	52=	Richard Webb	11	4-0-7	2800
20	Ian Morris	151	87-2-62	3130	54	David Blackwood	142	56-0-86	2780
21	Tony Gibson	59	30-0-29	3090	55	James Short	34	10-0-24	2750
22	David Turpin	14	9-0-5	3065	56	Alex Ashton	8	2-0-6	2745
23	Mick Allen	53	30-0-23	3050	57	Christopher Blair	6	3-0-3	2740
24	Matthew Ellis	68	34-1-33	3025	58	Frazer Greenshields	9	4-1-4	2735
25	Eoin Corrigan	3	1-0-2	3010	59	Gary Norman	67	25-1-41	2690
26=	Pete Phillipps	287	127-0-160	2985	60	Stuart Brant	89	31-1-57	2665
26=	Stefano Cuccurullo	29	13-0-16	2985	61	John Turpin	12	3-0-9	2660
28=	William Binns	114	57-1-56	2980	62	Bill Durrant	16	7-0-9	2655
28=	Neil Brunger	97	35-0-62	2980	63	Steve Lampon	5	0-0-5	2545
30	Dominic McGrath	208	122-3-83	2970	64	Tim Hundsdorfer	33	13-0-20	2465
31	Ian Pollard	212	88-1-123	2965	65	Nigel Blair	300	105-1-194	2420
32	Peter Burbery	27	12-0-15	2955	66	Nick Ranson	157	24-2-131	2175
33=	Magnus Rinvall	45	19-0-26	2930					
33=	Kris Koch	11	4-0-7	2930					



Bounding Fire Blackpool 2023 The Headlands Hotel November 15th - 19th

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.com, and we'll get back to you asap.

Thank you for your interest.

Control Freaks

Jim Bishop

[Jim posted this on his blog site at <https://jekl.com/2022/10/07/control-freaks/> and it is reprinted here with his permission – Pete]

Today we examine A26.1x, Gaining Control. For a concept so essential to victory, it is alarming how many questions there are surrounding this topic. Sadly, I think much of the confusion lies in the rules' language itself. Trying to be pithy made the rule more confusing than it should be. In this article, I will sort this out and hopefully leave you with a better sense of how to gain Control in *ASL*. Let's get started.

Rules Dive

The first relevant rule is A26.11. It states a side gains Control of all Locations, hexes, and buildings within its setup area. If one side sets up on a mapboard at start, and the other side does not, that side setting up gains Control of all Locations, hexes, and buildings on that board. Even those Locations, hexes, and buildings outside of its setup area are Controlled on that board.

Once play begins, a side gains Control of a Location, hex, or building by occupying that Location, hex, or building with an armed, Good Order Infantry Multi-Man Counter (MMC) WITHOUT the presence of an armed enemy ground unit. Much of the confusion for Control lies within A26.11. The rule says "a side gains Control of a Location/hex/building by occupying it with an armed Good Order Infantry MMC without the presence of an armed enemy ground unit ... in that same Location/hex/building." This attempt to be pithy has essentially compacted three separate sentences into one. Unpacking this sentence can be tough for players.

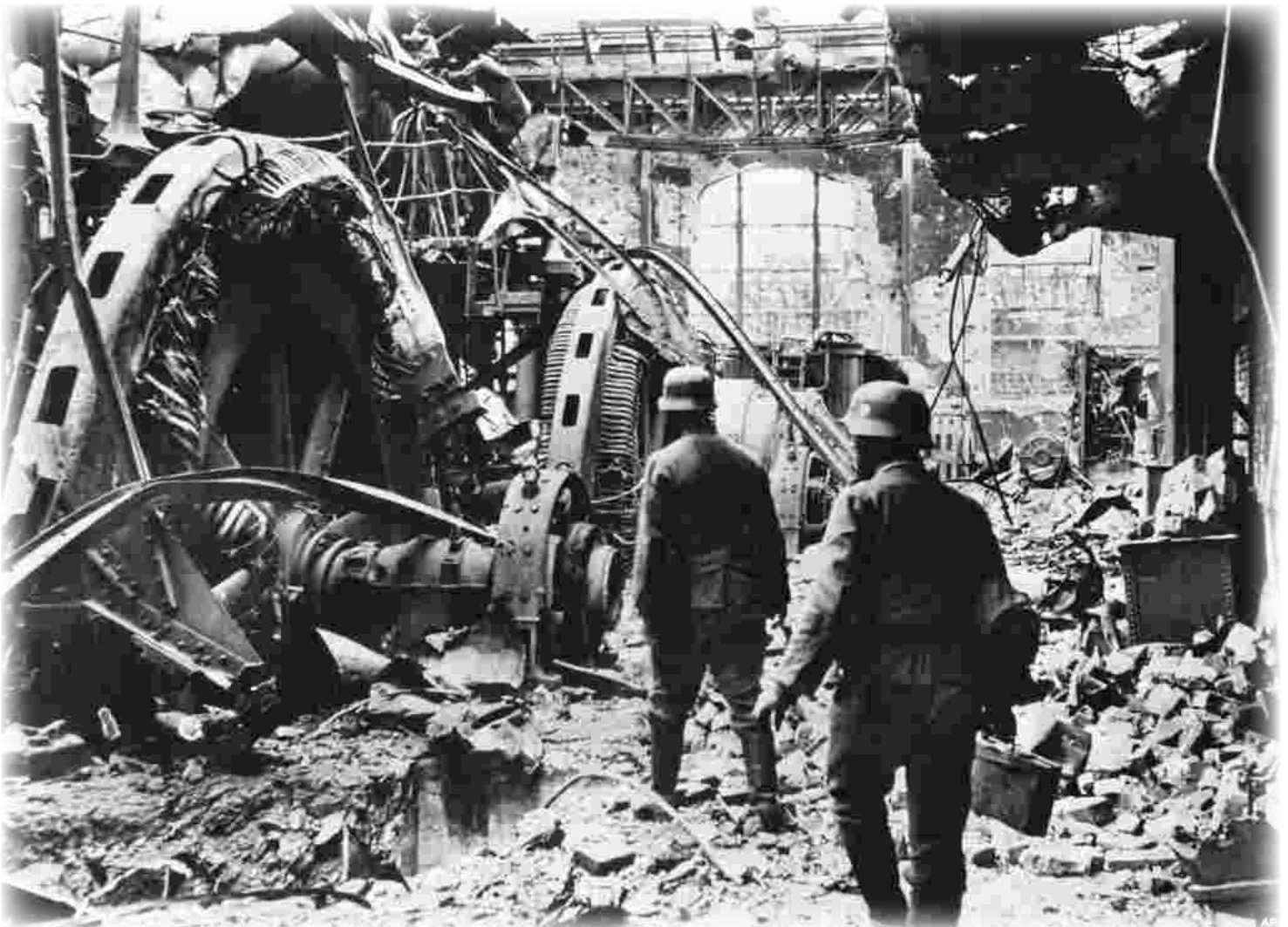
It helps to read this sentence as "a side gains Control of a X by occupying it with an armed Good Order Infantry MMC without the presence of an armed enemy ground unit ... in that same X," where X is Location, hex, or building. For example, "a side gains Control of a building by occupying it with an armed Good Order Infantry MMC without the presence of an armed enemy ground unit ... in that same building." Now the intent of the rule concerning building Control is crystal clear. This is the first key to understanding the Control rules.

To permanently gain Control over something, it must be occupied by armed MMC. This is the second key to understanding the Control rules.

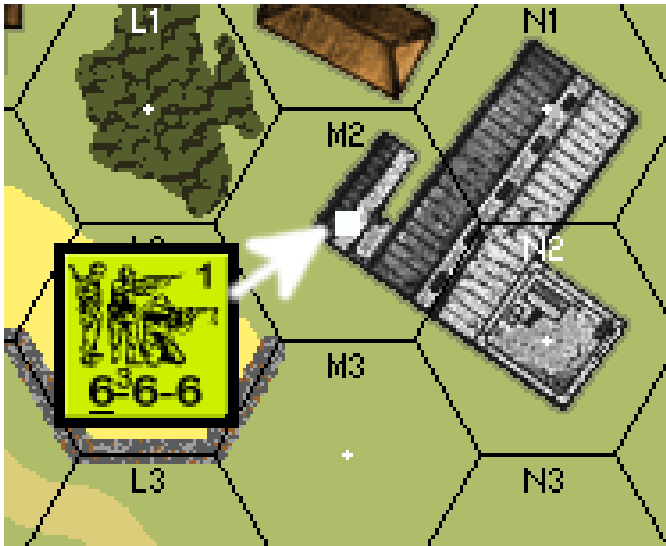
Gaining Control With Vehicles and PRC

Gaining Control with vehicles and any Passengers, Riders, Crew (PRC) is restricted in *ASL*. Per A26.11, a vehicle cannot gain Control of a building. An armed vehicle not in bypass may gain Control of its Location if it is the sole occupant of its Location (A26.12). Such Control is temporary however. As soon as the vehicle leaves the Location, Control of that Location reverts to the previous Control state, either un-Controlled or enemy-Controlled. This is the third key to understanding the Control rules.

Now that we know the three keys to understanding, let's look at some examples.



Example 1



It is the American turn. The enemy Controls the N1 building. The American squad Assault Moves into the ground floor of M2. Upon entry, the Americans gain Control of the N1 building since there are no enemy ground units in the building. This is true even if the American MMC subsequently breaks during Defensive First Fire (including if it breaks due to a Snap Shot taken vs it along the M2-L2 hexside). If the Victory Conditions concern building Control, the Americans have just gained Control of one building.

The Americans also gain Control of hex M2 since there are no enemy ground units in hex M2. If the Victory Conditions concern hex Control, the Americans have gained Control of one hex. If the scenario Victory Conditions concern Control of building Locations, the Americans have just gained Control of one building Location.

Now I am sure this last statement confuses some of you. The Americans Control the N1 building but only one Location. How is that possible? Recall what A26.11 says and what I consider the proper way to read it. The American unit is the sole occupant of the building and thus gains Control of the N1 building. It has not solely occupied ANY OTHER LOCATION of this building, hence it only Controls the one Location.

Example 2



It is the next American turn. At present, the Americans Control building N1, hex M2, and one building Location (M2 ground level). How do they gain Control over ALL the building Locations?

One way is to solely occupy those Locations at some point. The American unit could double time and enter N1, N2, and back

into M2. This would gain Control of two more building Locations (N1 and N2 ground floor). In the Advance Phase (APh), the unit advances up the stairwell and gains Control of M2 level 1. It moves into N1 level 1 and N2 level 1 in the next turn, gaining full Control level 1. In the APh, it moves back into the stairwell hex. In the next Movement Phase, it again double-times to enter every Location of the N1 building on level 2, finally gaining Control of all nine building Locations.

A better way is to use Mopping Up (A12.153) instead. In the Prep Fire Phase (PFPh), the American unit becomes Temporarily Immobilized (TI) and declares its intent to Mop Up. As long as it is within two hexes of all ground level Locations of that building, it gains Control over all Locations in that building. There are limitations on this, particularly if there are Hidden enemy units in the building. Broken units in the building Surrender to the unit Mopping Up so be prepared to take Prisoners. I encourage you to read A12.153 for all the details since I won't delve into them here.

One thing I will mention is Mopping Up is no longer available to you once your side declares No Quarter. I know many view invoking No Quarter as a knee-jerk response to Surrender, but if the VC are around building or building Location Control, I highly recommend you give some thought to this reflex.

Example 3



It is the American turn. The Germans Control the N1 building. The American unit Assault Moves into M2. Does it Control the N1 building now? Does it Control the M2 hex? What about the M2 ground level building Location?

Since the broken German unit is in N1 level one, an armed enemy ground unit occupies the building. The Germans keep Control of the N1 building. Hex M2—and the M2 ground-level building Location—are free from enemy ground units so the Americans gain Control over those.

In a subsequent PFPh, the American unit could go TI and declare Mopping Up. This would force the broken leader to Surrender to the American unit. The Americans would then gain Control of the building and all the Locations of that building.

What about hexes N1 and N2? Does Mopping Up also provide hex Control? Intuitively, you may think no since the reading I prescribe for A26.11 says no American unit has entered N1 or N2, the Control of those hexes remain with the Germans. This is incorrect.² Per A26.13, Mopping Up is an exception to the requirement to solely occupy the hex for Control. Control of N1 and N2 also passes to the Americans when Mopping Up successfully.

Example 4

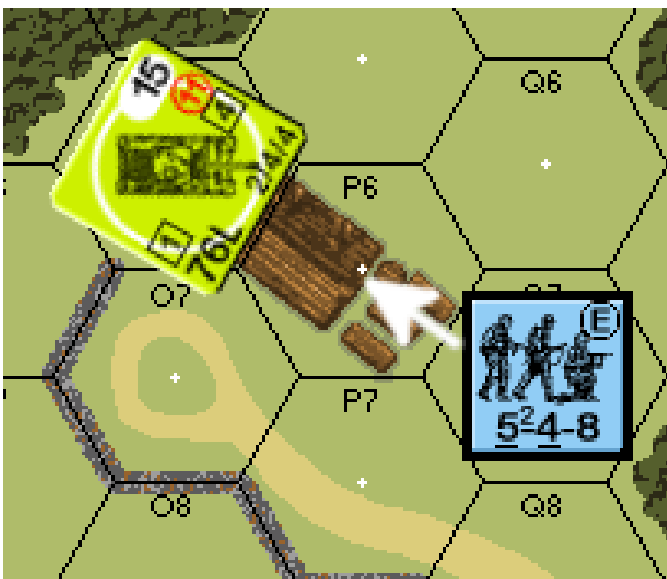


It is the American MPh. The Y9 hex and all of its Locations are enemy-Controlled. The American tank enters the Location and manages not to Bog or fall into the cellar. Who Controls what?
 As long as the vehicle remains in the hex the Americans Control the Y9 Location and the Y9 hex (A26.12). Since the Y9 Location is in a building hex, the Americans now Control a building Location.

What is more interesting is that the Americans do not Control the building. Recall, A26.11 says a vehicle and its PRC may never gain Control of a building. This is an interesting nuance that escapes many. If the Victory Conditions reads "capture building Locations", a vehicle can help fulfill those. Alternatively, if the Victory Conditions instead read "capture buildings", a vehicle cannot help gain Control, although it may help deny Control for the other side.

If the AFV leaves the Location, Control reverts to the other side. This includes eliminating the AFV in this Location. Should the AFV be eliminated, and the Crew manages to escape (D5.6), then an armed MMC will have been in Y9 and the Americans now have permanent Control over the building too, at least until the opposing side comes to wrest Control back.

Example 5

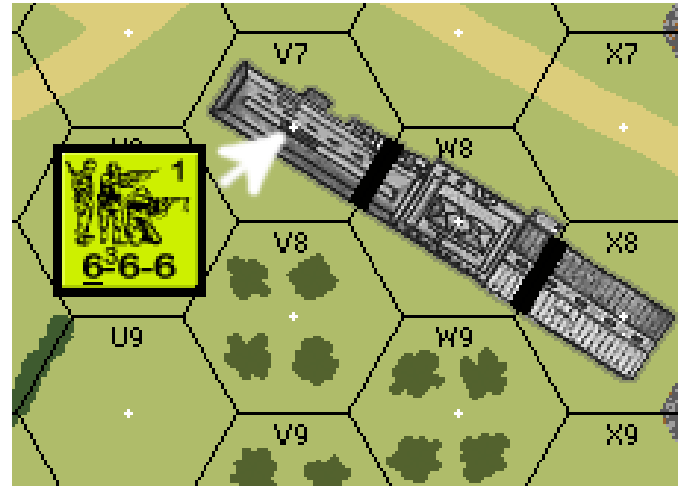


Building P6 is in the American setup area and thus Controlled by the Americans. It is the German MPh. The 5-4-8 enters P6. What are the implications for Control?
 The Germans now Control the P6 ground level building

Location. They also Control the P6 hex.

The Germans do not yet Control the P6 level one building Location but could gain Control by moving into P6 level one either during the APH or MPh. The Germans also do not Control the P6 building yet. While a vehicle cannot capture a building, it is still an armed Good Order ground unit capable of denying Control to the opposing side. If the 5-4-8 advances into the AFV's Location and eliminates it in Close Combat, the Germans would gain Control of the P6 building, the ground level building Location in O6, and the O6 hex.

Example 6

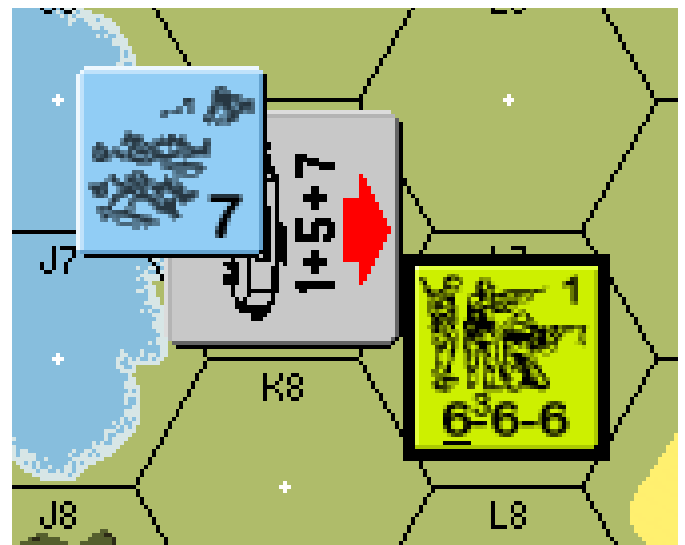


It is the American MPh. The enemy Controls the V7 building. The American Assault Moves into V7. What Control do the Americans gain?

Per A26.14, the different hexes of a Rowhouse are one building for Control purposes. When the Americans enter V7, they gain Control of the ground level building Location in V7 and Control of the V7 hex. They also gain Control of one building.

How do the Americans gain Control of all the Locations in the V7 building? Per A12.153, each hex of a Rowhouse must be Mopped Up separately. A unit in the ground level of V7/W8/X8 would gain Control over all the Locations in each of these hexes. Given the time required to Mop Up, it is probably quicker for the Americans to enter each Location of the Rowhouse with an MMC if the VC requires Control of building Locations.

Example 7



The broken German unit is in the Pillbox. The Germans Control the Pillbox. The American unit advances on top of the Pillbox. What is the Control situation?

Per A26.132, to gain Control of a hex containing a Pillbox, the Americans must also gain Control of the Pillbox. The K7 hex and Pillbox are still in German Control.

What's worse, the American problems are compounded by B30.5 which states a broken unit is never forced to rout from inside a Pillbox. For the Americans to claim this hex, they must first eliminate the broken unit inside. Then they must enter the Pillbox to gain Control of the Pillbox. Once they have Control of that, they gain Control of the hex. When Victory Conditions require capture of an enemy Pillbox or Pillbox hex, keep this dual requirement in mind. Keep the time requirements in mind so you arrive with enough time to accomplish the mission.

Conclusion

There are more Control concepts than I have provided here but these examples should help you sort out those issues. Things like Rooftops, Cellars, and subterranean Locations will seek to confound you but the rules on those are pretty clear. When in doubt, check the rule book. Even after years of play, I still have to check the Control rules when these situations arise.

I have also purposely not considered the implications of A26.16x. I can't recall ever intentionally kindling something in all of my own *ASL* play. As such, the implications of A26.16x are not relevant to me. I do know that once stuff starts burning, whoever intentionally sets the fire has to be concerned with Control of the terrain. When a fire is set and it approaches the VC hexes, I pull out my rule book and reread the section to make sure I know the implications. I find it best not to start fires but that's my own personal conclusion. I am sure there are times when it is smart. When stuff starts to burn—or you want to start the conflagration yourself—I suggest you read A26.16x before you do.



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ORSOGNA depicts the struggles of 2nd New Zealand Division to control the area around the Italian village of Orsogna in December 1943 and the stubborn German defense of the LXXVI. Panzerkorps lead by the 26. Panzer-Division.

COMPLEXITY	VERY HIGH	SOLITAIRE
	HIGH	
	MEDIUM	
	LOW	

TIME SCALE
6 minutes per Game Turn

MAP SCALE
40 meters per hex

PLAYERS
2 (also suitable for solitaire and team play)

UNIT SCALE
5 to 10 men with individual leaders, vehicles, guns, aircrafts

PLAYING TIME
3 hours and up, depending on scenario played

CONTENTS
13 action packed scenarios, including 3 campaign games (CG) covering Operation Florence in Orsogna area in December 1943

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

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

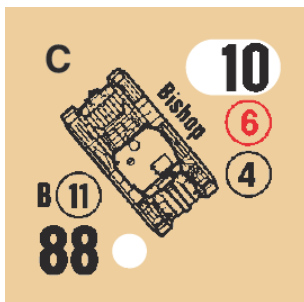
Three 31.3" x 22.0" and one 31.3" x 26.8" HASL map sheets which represents the historical layout of Orsogna area

Rules pages describing ORS Scenario Special Rules (SSR), map terrain and Campaign Game rules

In the countryside and in the hills of Abruzzo overlooking the Adriatic, in the winter of 1943, divisions which a few months later would clash again under the imposing figure of the monastery founded by San Benedetto and later to the north up to the Gothic Line, were confronted.

Think of the 1. Fallschirmjäger division, the German paratroopers then passed to history as the "green devils", the 26. Panzer division, the 65. Infanterie division, the 90. Panzergrenadiere division, the 1st Canadian Armored brigade, the 8th Indian division and the 2nd New Zealand division. The New Zealanders of the 2nd division, who came from so far away to contribute to the liberation of Europe, proceeding northwards over the Sangro river, were unexpectedly blocked in Orsogna, a small village on the slopes of the Maiella massif.

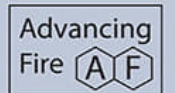
What at first seemed an intermediate stage soon became the first tragic Italian test for young kiwis. There are many similarities with the fights that saw them as protagonists in the ruins of Cassino and its ridges close to the abbey in the following months. Everything suggests that precisely the failure to conquer Orsogna was one of the causes that prompted the New Zealand commands to become stubborn a few months later in Cassino in order to avoid a second failure from the hands of the same opponents.



ORSOGNA



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Eoseo Oseyo 어서 오세요

Welcome to Korea!

Craig Benn

NOT WW2. More rules for the sake of rules. Too expensive for something that's never going to be played. I have enough scenarios already... isn't ASL complex enough...

If MMP's Forgotten War was ever lauded as ASL's next big thing, then 5 years on it's probably fair to say the impact has been modest. A small number of scenarios, even a HASL from LFT but interest in the subject seems to be fairly niche – at least from my limited perspective.

I've always been aware of the Korean War (and never forgot it!) but it never grabbed me as much as it's contemporary conflict in Indochina. However lately I do find myself much more drawn to the subject and appreciating the nuances of Chapter W. Arguably this is largely a theoretical interest, as I've only ever managed to play four Korean scenarios. It's hard to find an opponent if you don't VASL.

So this article is mainly an appeal to 'give war in the land of the morning calm a chance' and a brief (and by no means comprehensive) look at the rules.

Of course if you're determined not to go outside your Ostfront comfort zone, I ain't gonna persuade you. But if you like ASL's variety, but are intimidated by learning more rules, well... fighting North Koreans is less complex than PTO. And if rules don't intimidate you then the CPVA while apparently similar to the Japanese (step reducing rather than breaking) are actually quite a bit different. And different - once you hit that mark of 1,000 or so scenarios played - is not to be sniffed at.

Terrain

PTO terrain is NOT in effect for Korea. The main difference is woods are light woods (so +2 hindrance) and grain is rice paddies. Okay rice paddies are not the simplest terrain type but most scenarios I've

seen are either city fights or bare hills, you can cope.

One slight change is cellars don't exist so you can freely drive your AFV's into buildings.

Steep hills can be invoked by SSR. There is some rules overhead, but the important part is no vehicles (except by road) and open ground is concealment terrain. This terrain type is long overdue in ASL as vehicles can climb hills far too easily, and you can imagine it being used for Italy, parts of Burma, Vosges e.t.c... but if it's too much then there are plenty of scenarios with normal hills.

Technology

Some tanks have unlimited APCR. Some UN OBA has VT fuses which effectively give -1 for open ground and not halved for marsh e.t.c but it's less effective against more solid terrain. Bazookas give a possible shock/dud on a coloured 6 on the TK roll (a grudge rule but realistic). 'Old' BAZ44 and 45's get a dud or possible shock on 4+ on the coloured die for warhead chemical decay... but all the scenarios I've seen have BAZ50's with a healthy 32 TK. A high proportion of Korean scenarios are infantry vs infantry anyway so this is something you can refresh when needed.

North Koreans

Norks are essentially Russians. They use Russian counters, but *Forgotten War* provides appropriately named leader and hero counters.

The minor twist is they can't Human Wave, and elite troops can Deploy and are Stealthy. They also still get to use Commissars and sometimes by SSR can use tank hunter heroes.

Part of the appeal of ASL to me is the variety of matchups between different nationalities. The Norks offer the opportunity to fight US and British vs Russians, and pit T-34/85's vs Shermans and Pershings. But these are not hypothetically scenarios – which always leave me cold – but the real deal. Brutal Nork armoured assaults to the Pusan perimeter, desperate resistance and lightning counterpunch at Inchon followed by ruthless pursuit to and past Pyongyang.

CPVA

But the communist Chinese are really different, encouraging you to close quickly.

Prep is halved unless adjacent or you're a crew/ directed by a leader. But as your inherent range is only 2 or 3, this simply encourages good tactics.





You do NOT Human Wave or Banzai – instead you have Infantry Platoon Movement or IPM. In some ways IPM is better than either. In theory it's a disadvantage – if you don't pass a TC you can only move one Location in the MPh (and also advance) – but in practice there are so many exceptions it's effectively optional.

IPM does not give you extra MF, nor does it allow you to move into an opponent's hex during movement, but;

1) If a leader participates, everyone in the IPM group gets 2 extra MF. A great way to give the leader bonus to a large amount of troops and have the leader stack on his own (provided all participants stay adjacent). CX and you have 8MF same as a human wave.

2) Unlike a banzai, you don't have to (and usually can't) move into a known

enemy unit's hex – so you can move around and get behind them. You don't have to worry about range counters or moving in a particular direction each impulse either.

3) You can assault move. Think of a situation where you are attacking uphill and you want to move into a higher crag/brush/building hex adjacent to an enemy. Normally this would be 4MF and loss of concealment/FFNAM. But as part of an IPM group with 6MF you can assault move and keep concealment. Moreover the leader doesn't have to be in the same hex as the troops to risk defensive fire.

CPVA can do SMC infantry overruns without needing a TC. They can also do half squad overruns (but need to make a TC) and the half squad has no option to withdraw. This is very powerful. Say you

break a half squad in prep and banzai into that hex – that HS still gets to run away in the RtPh (provided it survives advancing fire). But if you do a half squad overrun, you get to immediately attack hand to hand with the -2 for broken and -1 for CPVA HTH. At 1:1 odds, that's a kill on 10 or less. No more blocking exit hexes with broken or indeed unbroken half squads in the endgame....

CPVA always get 10% HIP and can re-gain concealment in concealment terrain within enemy LOS provided there is at least a +2 hindrance.

Scenarios

I get the impression from GameSquad chatter that the scenarios in *Forgotten War* are a mixed bunch, and a few having bizarre VC's that make them not that much fun to play. If this is true – and I haven't personally played any – there are certainly other options. Here is a list of all the Korea scenario's using *FW* rules I'm aware of;

Forgotten War (16) 203-217
Fight for Seoul (21) FT S 1-10,
 FtSmR 1-11 plus 2 CG's
Rally Point#15 (10) RPT 141- 150
Rally Point#17 (10) RPT 161-170
Action Pack#17 (13) AP 178-190
Action Pack#18 (4) AP 201-204
From the Cellar #10 (4) FT 300-303
WO pack #9, #10, #14 (4) WO
 28,32,41-42
DftB#49, #55, #56 (3) DB152,178,180
NE Scenario Pack II (1) YASL -27
ASL Journal #13 (7) J216-222

Of these I've played FT300 and 301 which are CPVA night attacks on a USMC company on a beautiful historical map.





These are great fun as both attacker and defender. Try taking on 7-6-8's with 3-(1)-7 grenadier squads who don't get PBF/TPBF plus 3-3-7 and 4-4-7s but outnumber the Yankees over 3:1. The CPVA had a 50 point CVP cap in FT300 – that's a lot of casualties to get just from infantry but I managed it. Both highly recommended.

I also enjoyed RPT144 'Got Me a Tank' which has Americans attacking a small Nork outpost before a larger force with 3 T-34/85's hits them in the rear. AP183 Patton's Ghost is a US urban attack with a cat and mouse battle between T-34's and Shermans and worrying about Nork suicide (tank hunter) heroes. Both good.

Reading

ASL scenarios and reading military history go hand in hand of course. This is a list of books I've recently read and enjoyed – rather than a representative attempt to cover the major bases;

Andrew Salmon: *'To The Last Round'* – an account of the Commonwealth 29th Brigade's stand on the Imjin River in April 1951 that resulted in the loss of the Gloucester battalion.

Andrew Salmon: *'Scorched Earth, Black Snow'* – an account of the Commonwealth 27th Brigade and Royal Marines in 1950 against both North Koreans and Chinese.

Bob Drury/Tom Clavin *'The Last Stand of Fox Company'* A USMC company held a vital pass against a CPVA regiment for four days/five nights at the cost of 75% casualties.

Thomas MacKelvey Cleaver; *'MIG Alley'*; Korea saw the first Jet vs Jet combat, with Soviet WW2 aces fighting American WW2 aces.

Uzal Ent, *'Fighting on the Brink: Defense of the Pusan Perimeter'* – author was a rifle platoon commander in the battle,

later rising to brig general. Very detailed account from first US troops arriving in Korea until the breakout attacks.

The Commonwealth contribution

Britain initially agreed to send its strategic reserve – the 29th Brigade - to Korea. However the situation became so critical in the early days of the war – with a real chance of all South Korea being conquered – that two battalions from the Hong Kong garrison were sent first. The 27th Brigade arrived in late August consisting of the 1st bn Middlesex regiment and 1st bn Argyll & Sutherland Highlanders. These lacked support units and had to rely on the Americans.

The brigade occupied positions on the Pusan perimeter but was not attacked, with its first real battle coming in the breakout attacks in September. The Argyll's suffered heavily in a friendly fire incident with US

airpower. Joined by an Australian battalion – 3RAR – the brigade was part of the drive to Pyongyang.

When the Chinese intervened in force in November-December 1950, the brigade was in danger of annihilation but escaped and ended up as rearguard for a US corps.

The 29th Brigade (Royal Northumberland Fusiliers, Gloucestershire Regiment, Royal Ulster Rifles & 8th Kings Royal Irish Hussars) arrived with a full array of support units including Centurion tanks in December 1950. Originally intended to relieve the 27th, the latter had to stay due to the deteriorating situation.

Both units were heavily attacked in April 1951 by large numbers of CPVA troops. At the Imjin 29th Bde with a Belgian Battalion fought three full Chinese divisions to a standstill at heavy cost and with the Gloucester's surrounded and wiped out. At the same time at Kapyong-ni, 3RAR and a Canadian battalion – 2nd bn Princess Patricia's Canadian Light Infantry faced similar odds. The PPCLI were cut off on a hill and supplied by air until CPVA logistics faltered and they withdrew licking their wounds.

The 27th Brigade was replaced by the 28th and the 25th Canadian brigade and in July 1951, the 1st Commonwealth division was formed from the three brigades. The war became a static slugfest of trenches and artillery...with jets and helicopters. Infantry battalions usually served a year long tour before relief.

(I apologise for the many units and other CW nationalities missed off this list – space precludes a full accounting.)

In conclusion, if you see me at a tournament and want to play a Korean scenario...you have a good chance of me saying yes.

Ω



Gun Setup Considerations

This is based on a series of 1998!! posts to the ASL Mailing List. Among those contributing in no particular order were Richard Cornwell, Andy Young, Fritz Tichy, Tate Rodgers, and Tom Mueller - Pete

Like most other tactics in *ASL*, Gun tactics are so dependent on the actually situation it is difficult to come up with any “rule of thumb” that will work in each and every situation. What follows are some pointers to consider when placing a Gun(s) in your OB.

One solution to this problem is to set them up towards the rear of your position, preferably close to the VC area (if applicable), and have a screen of infantry well in front of them. If possible this position should be out of LOS from any hexes that are likely to hold the attacker’s early game firebases.

The reason for placing the Gun near the VC area is mostly because of LOS. In general, you don’t know where your opponent is going to go, but you know he is going to be in/near the VC area. If there is a good location which is out of the VC area, under many circumstances that might be better: it can force your opponent to choose between moving against the VC area or moving against the Gun or splitting his forces and trying both. The disadvantage of this is that you are likely to miss out on potential point blank fire modifiers as most of your shots will be at longer ranges (though considering the size of most *ASL* scenarios this is not likely to be much of an issue).

Beside the VC area, look for any natural choke points that the enemy must move through and consider placing the Gun to target those.

Another advantage to placing Guns close to the VC area is that as your defenders fall back, the Gun gives your line some instant stiffening which may let you rally some more guys. Instead of bringing up the reserves, you fall back to them.

If there are no VC areas but exit points to protect setting up to cover those is an option, although it can smack of “having all your eggs in one basket” – you are likely to find that you get a shot at the enemy unit as it exits but if you miss or have no effect you have no further options to use against them. Having the approaches to the exit area tends to be more effective as you are more likely to be able to get a couple of shots off against the enemy units.

If you need to inflict CVP to achieve victory look for positions that offer you as many opportunities to fire at enemy units

as possible to maximise your chances of damaging enemy units.

How exposed is the position to enemy fire? Once you open up are you likely to be immediately hit by enemy fire that is likely to take the Gun out of action. This depends on how quickly the enemy can bring a Kill Stack up to target the position, which is part is dependent on the TEM of the position itself and your ability to prevent the enemy from getting the Kill Stack in place.

At the end of the day the Gun’s position offers the best balance between having the most effective LOS and the least exposure to enemy fire.

Although Guns are vulnerable to being destroyed they are more likely to have the manning Crew break. The Self Rally capability of Crews can help to mitigate this, but if you have multiple Guns in your OB you may want to consider setting up several Guns close to each other so that if the Crew of an important Gun breaks the Crew from one of the other Guns can take possession of the Gun (obviously the broken Crew needs to rout away first leaving the Gun unpossessed!)

You may even have the option to

consider Abandoning a weak AFV (or a half-track for example) and having the Crew from that man the Gun instead, as a vehicle crew can fully operate a Gun (D5.1).

As well as Gun Destruction or the Crew breaking consider the possibility of enemy SMOKE placement to hinder your LOS – the enemy may not have a LOS to your position but placing SMOKE along your LOS to the potential target Location can be just as effective at rendering your Gun ineffective!

When you have more than one Gun it is worth trying to set them up with crossing fields of fire. This is particularly important when enemy AFV are involved. You open up with one Gun and your opponent will hopefully turn his AFV’s best armour facing to that Gun. Then you open up with the other Gun on the now exposed sides/rear Target Facing.

The biggest single drawback to Guns is that they are static weapons. If you set them up with very limited LOS opportunities and your opponent’s attack doesn’t face them the effect is as if the Guns were not available in the first place.



In such situations, moving a badly placed Gun is an option; most AT Guns have reasonable M#,s, as do INF and smaller (IFE) AA Guns. If you have to set up a Gun and expect you will need to move it in response to the enemy's movements, consider setting up a squad close by to help push it; if you can spare a leader to assist this is even better due to the MF bonus they give.

Another factor to consider is the Gun's expected employment: in most scenarios ATGs need to be positioned to address enemy AFVs first and foremost, so these Guns need to be positioned to cover the vehicular move routes. ART tend to be dual-purpose and often have a choice of targets to effectively engage, which means selecting a position to best engage AFVs OR infantry.

Some Random Thoughts

The threat of a HIP Gun has value; don't forget to "cash in" this psychological value!

Shoot before being "stepped on", IE losing your HIP status as an enemy unit enters your Location.

Intensive Fire like mad if you don't want the enemy to capture your Gun – if you



don't destroy the threat you might Mal the Gun so it can't be used against you.

Decide on a method of employment before you set-up the Gun - a change of mind during the action costs dearly as it is likely to be unavailable for use while you reposition it for its new role.

Evaluate the Gun's value to your force, and set it up to make the most of that value. This value includes what you want it to do for you, and what you're willing to sacrifice to keep it doing its job.

Know what the Gun can do: AP/HE/Special, ATT/ITT/VTT; and look for

usefulness in every feature.

Against infantry it is often worth shooting at empty potential "would be like to be there"-Locations to start gaining Acquisition against it, thus making your opponent think twice really entering it. Needless to say this is not a tactic you should generally consider if your B# is less than 12.

Don't just think about AP against AFVs, especially with larger calibre Guns – a 150mm HE hit against an AFV can be just as effective (especially if it is open-topped).

Ω



This has been listed on Ebay for over two years now, and the seller still hasn't had a buyer despite 63 people watching the listing. Who knows, maybe showing it here might help.....

Go to <https://www.ebay.co.uk/itm/114921559493> to keep up to date with the listing.



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Complete set of 4 New Avalon Hill Squad Leader Board Games, including a 1977 Purple Box First Edition copy of Squad Leader from the First Print Run originally sold at Origins Game Fair. Also included is a complete set of 16 New Advanced Squad Leader Board Games including 10 New AH First Edition copies, 1 Like New (unpunched) AH/MMP First Edition copy, 1 Like New (unpunched - box has wear and is split on two corners) AH First Edition copy, 2 New AH/MMP First Edition copies and 2 New MMP/AH First Edition copies plus a New First Edition (1985) AH Rulebook, a Used - Good, Second Edition (First Printing) (2001) Original Print AH/MMP Rulebook and a Like New Second Edition (Third Printing) (2007) MMP Rulebook.

All of the Squad Leader games are First Editions. Squad Leader, Cross of Iron, Crescendo of Doom and the last in the series, G.I. Anvil of Victory are all First Edition Avalon Hill games.

All of the Advanced Squad Leader Board Games are First Editions, Modules 1 to 11 (including Module 5a) being AH First Editions, Modules 12 and 13 are AH/MMP First Editions and Modules 14 and 15 are MMP/AH First Editions. The 1985 AH First Edition Rulebook is for Modules 1-11 (not including Module 5a), the 2001 AH/MMP Second Edition (First Printing) Original Print Rulebook is for Module 5a and the 2007 MMP Second Edition (Third Printing) Rulebook is for Modules 12, 13, 14 and 15.

Revision summary for item #114921559493

The following revisions have been made:

Date	Time	Revised Information
02 Sep, 2021	16:59:27 BST	Postage Terms
03 Sep, 2021	12:23:47 BST	Postage Terms Description
Many subsequent revisions edited for space considerations		
16 Aug, 2023	16:46:30 BST	Best Offer
28 Aug, 2023	20:15:37 BST	Best Offer

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"THIS IS THE CALL TO ARMS!"

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

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)
Matt Quinton, 28 Rosehill Drive, Bransgore, Christchurch, Dorset, BH23 8NP (21 Aug 2023)
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)
Steve Lampon, 4 Red Cottages, Cambridge Road, Quendon, Essex, CB11 3XH (02 Oct 2023)
Martin Barker, Tradewinds, Wrating Road, Haverhill, Suffolk, CB9 0DA (11 Oct 2023)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (23 Aug 2023)
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 (13 Jun 2023)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (18 Oct 2023)
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (21 Jan 2023)
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (29 Sep 2023)
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (06 Jun 2023)
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 (21 May 2023)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
Georgios Kiockpasoglou, 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 (24 Mar 2023)
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 (16 Mar 2023)
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4LP (13 Jun 2017)
Russell Gough, Belclare, New Road, Cheltenham, Gloucestershire, GL52 3NX (13 Feb 2023)
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)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (18 Mar 2023)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
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 (17 May 2023)
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, Leicestershire, LE2 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (20 Sep 2023)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (26 Jun 2023)
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 (20 Aug 2023)
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)
Andy McMaster, 19 Ventnor Gardens, Witley Bay, Tyne and Wear, NE26 1QB (08 Jan 2023)
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, 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 (04 Oct 2022)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Feb 2022)
Bill Durrant, Firs Cottage, Fyfield, Abingdon, Oxon, OX13 5LR (20 Oct 2023)
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (16 Mar 2022)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (28 May 2023)
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Jeremy Howison-Haworth, 15 Balcarres Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 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, Cophorne, 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 (02 Oct 2023)
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 (02 Oct 2023)

Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (05 Mar 2023)
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 (14 Oct 2023)
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 (01 Oct 2023)
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)
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)
Mark Finney, 28, Caverswall Rd, WestonCoyney, Stoke-on-Trent, Staffordshire, ST3 6PE (10 Mar 2023)
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 (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, middlsex, 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 (28 Aug 2023)
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 Ailfred 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 May 2023)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (29 Mar 2023)
Ian Morris, 5 Colman Close, Lichfield, Staffs., WS14 9YS (28 May 2023)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (16 Oct 2023)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (18 Oct 2023)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (15 Oct 2023)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (18 Apr 2023)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (08 Mar 2023)
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (10 Feb 2023)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (23 Jan 2023)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (14 Oct 2023)
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.

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LASL

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 lasi.double.one@gmail.com to arrange a game and ensure there are no last minute problems.

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!

NOVEMBER GRENADIER 2023

When: 2 – 5 November.

Where: Schacht III Event & Conference Center, Koststraße 8, 45899 Gelsenkirchen. Room rates start at €85 per night for a single room including dinner.

Fee: €10 per day. Due to the limited capacity of the venue, registration **MUST** be made by 2 October.

Format: The main tournament is a Swiss style five round tournament running from Friday to Sunday. There will be no mini tournaments in 2023.

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

BOUNDING FIRE BLACKPOOL 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. For up to date information check out the web site at <https://boundingfireblackpool.blogspot.com/>.

2024 MARCH SCANDANAVIAN ASL OPEN

When: 28 February – 3 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. For the latest information visit the website at <http://www.asl-so.dk/>.

HEROES 2024

When: 6 – 10 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 25 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@vfft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vfft.co.uk.

JUNE DOUBLE ONE 2024

When: 20 – 23 June (T BE CONFIRMED)

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

Fee: £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. Check out the web site at <https://londonasl.siterubix.com/> for the latest details.

OCTOBER ASLOK XXXVIII

When: 6 – 13 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. Check out the web site at www.aslok.org for the latest details.

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HEROES 2024

ADVANCED SQUAD LEADER TOURNAMENT

6TH - 10TH MARCH (THURSDAY THROUGH SUNDAY) 2024

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Since 2004 HEROES has offered a chance for UK ASL tournament 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.

STARTER KIT

ASLSK players need not feel left out as there will be an ASLSK mini tournament.

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 entry fee for 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 by 25 February 2024 (the fee is £20.00 after that date).

HEROES 2024 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							