

VIEW FROM THE TRENCHES

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COVER: An M4 Sherman tank of the 781st Tank Battalion stands guard at Wingen-sur-Moder, France.

PREP FIRE

“Hello and welcome to *View From The Trenches*, the first of what is hoped to be a (semi-)regular British ASL fanzine. Although ASL 'zines seem to come and go, none has come from Britain, and offered a British view on ASL. Until now.”

Who knew when I wrote those words in February 1995 that *VFTT* would still be going (if not as strongly as it use to) 30 years later? It hasn't been easy keeping going in the past few years as the supply of material to publish has dropped drastically from the early years, but hopefully there's a few more years left for *VFTT*. Though I wouldn't put money on it still being around in another 30 years....

So until next issue (whenever that is!), 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 ASLers. Don't be a silent voice.

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

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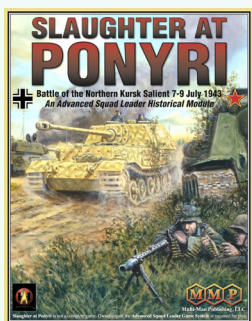
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INCOMING

MMP'S KURSK SLAUGHTER

Slaughter at Ponyri is a HASL module covering the fighting around the Russian village of Ponyri, a key position on the northern pincer of the German Kursk offensive. The battle is covered by 12 scenarios which take place on the four enclosed mapsheets; three join up



to cover the main battlefield while the fourth covers a central area where two of the other maps join up. A six date Campaign Game is also included. Eight countersheets are provided so that the module can include enough counters to play it with just ownership for the *ASLRB* and *Beyond Valor*. *SaP* also includes special rules and counters for German sappers, elite Russian Airborne troops, mine belts, and fanatic outposts. It will be available for \$176.00 but can currently be pre-ordered for \$132.00.



In the meantime both *ASL Journal 15* and *Winter Offensive Bonus Pack 16* have been released. The latest *ASL Journal 15* is available for \$36.00 and includes 11 new scenarios, design notes for *SaP*, articles on LOS, tank attacks, and the US Marines in Korea. MMP have also included three overlay sheets to replace the incorrect ones from *Doomed Battalions 4th edition*.

WOBP16 features three 3 new scenarios and mapboard 93 and is available for \$15.00

Further ahead, the *Marco Polo Bridge HASL* is expected to be placed on pre-order in April, while *ASL Journal 16* (containing a Carpiquet Airfield map and scenarios) is expected in July. An Action Pack and the Rotterdam *HASL* are planned for ASLOK, while *ASL Journal 17*, the usual *Winter Offensive Pack* and a Kharkov *HASL* are planned for release at Winter Offensive 2026. Other items in the pipeline include an electronic *HASL* rulebook, reprints of *ASLSK 1-4* and *Decision at Elst*, an updated edition of *SASL*, the *Four Bridges HASL*, desert, Finnish and Polish modules. And *Star Leader*, a tactical science fiction wargame based on *ASL*...

FRENCH CELLAR UPDATED

Le Franc Tireur has released *From the Cellar 13*, which contains 35 updated scenarios from *Le Franc Tireur 5* (complete with overlay), *Le Franc Tireur 9* (complete with two overlays), and *From the Cellar 1* and *FTC 2* (complete with overlays). It is available for €43.00.



BOUNDING FIRE FINNISH

Mannerheim Cross is expected to be released by Bounding Fire Productions early in 2025. As the name suggests this pack focuses on battles involving Finland, with 44 scenarios included. There will also be three counter sheets depicting more units, weapons, fortifications, vehicles, and planes, along with rule pages covering the new terrain counters, vehicle listings/notes, and special units. Map BFP DW-10 is a 16"x22" geomorphic mapboard representing the terrain and villages of Finland and Russia, while map BFP HW-1 is a 16"x11" geomorphic mapboard representing the "tank-country" and villages of Finland and Russia. Three standard 8"x22" geomorphic mapboards (BFP S, T, U) are also included.



It will cost \$194.00 (\$224.00 for non-US customers) but is currently available to order for \$149.00 (\$179.00 for non-US customers) – all prices include shipping and handling.

59 BUNKERS

Playtesting of the scenarios for *Dispatches from the Bunker 59* is underway. As with *DftB 58* it will include scenarios set on West Front, the East Front, the PTO, and the desert. There will also be the third and final part of Carl Nogueira's analysis of the desert in *ASL* and the usual regional *ASL* new and tournament information.

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

Bounding Fire Blackpool '24

Post Tourney AAR

Simon Staniforth, TD

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

A slight reduction in numbers this year, many “regulars” being unable to travel for various reasons. That though didn’t dampen enthusiasm for the main tournament which saw an increased entry of 20 players split across the Heroic and Fanatic Divisions.

We had international presence at the tourney with Eric Gerstenberg again travelling to join us all the way from Texas, USA. I was also pleased to see some new faces at BFB this year, I hope they enjoyed the gaming and will return next year.

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

These were the Minis, again sponsored by our friends at Hazardous Movement with scenario choices by Andy Bagley. There was the usual choice of ETO or PTO with 16 players participating in groups of 4. The winners were Ian Ainsworth, David Blackwood and Ian Morris (ETO) along with Craig Benn (PTO).

The main tournament got underway on Friday with play across 2 days. The final round of games finished Saturday evening thus leaving Sunday available for

free play. As always the scenarios are blind, mainly unpublished, and all from our main tournament sponsor, Bounding Fire Productions. The format was the same as last year (if it isn’t broke, don’t fix it!) being a four round, random draw, straight knock out competition with an “Heroic” Division of 16 players and a “Fanatic” Division of all the remaining players who wished to play in the main tournament.

Whilst a knock out format, any losing players went into a repechage (this year sponsored by MMP) and / or BFP Special Mini secondary tournament thus ensuring that all entrants played at least 3 tournament games. Prizes were awarded to 8 of the 16 starting players. In the Fanatic Division, with 4 entrants it was possible to play a round robin set of games, again ensuring everyone played 3 tournament games, with prizes for the winner and runner up.

BFP Special Mini winners:- Ian Morris and David Blackwood.

Repechage Tournament Runner Up:- Matt Ellis.

Repechage Tournament Winner:- Mark Blackmore.

In the “Fanatic” Division well played to Andrew Kennedy (a player new to the tournament scene) who won the Division with last year’s winner Stuart Brant as Runner Up.

In the “Heroic” Division, 4th place went to Dave Ramsey and 3rd Martin Vicca. In the final, the scenario chosen for play, from the choice of 3, was BFP-23

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	6	3	3
Alex Ashton	6	2	4
Andy Bagley	4	0	4
Martin Barker	2	1	1
Craig Benn	8	8	0
William Binns	4	3	1
Mark Blackmore	10	8	2
David Blackwood	10	5	5
Christopher Blair	2	1	1
Stuart Brant	5	3	2
Neil Brunger	9	4	5
Steve Cook	3	1	2
Michael Davies	1	0	1
Matthew Ellis	7	4	3
Bill Finlayson	4	2	2
Mark Finney	5	0	5
Eric Gerstenberg	4	3	1
Tony Gibson	3	1	2
Alan Hume	1	0	1
Andrew Kennedy	3	3	0
John Kennedy	4	1	3
Paul Legg	7	1	6
Martin Mayers	3	2	1
Ian Morris	10	6	4
Gary Norman	2	1	1
Pete Phillipps	2	1	1
Ian Pollard	2	1	1
David Ramsey	5	2	3
Simon Staniforth	1	0	1
Martin Vicca	2	1	1
Richard Webb	1	0	1

Tournament Champion Craig Benn with his prizes.



THE SCENARIOS

SCENARIO	ALLIED AXIS	
290 Last Train to Leningrad	1	0
AP17 The Valley of Death	1	0
AP174 Forest Gumm	1	1
AP18 Village Of The Damned	1	1
AP194 Not Fade Away	1	0
AP205 Kick in the Teeth	0	1
AP213 In Time, All Will Fail	0	1
AR3 Bricks in Flames	1	0
BFB2024-02 RD 2 Buitenzorg Blitz	4	6
BFB2024-03 RD 3 Digger's Defence	0	3
BFP-102 Tolstoy Woods	3	3
BFP-111 Before the Blunder	5	5
BFP-23 Prelim to Death Night	1	2
BFP-80 Ratushniak's Sacrifice	1	1
D38 Himmelr's House	0	1
DB 123 Probe on the Trail to Hell	0	1
HazMo31 The Cloak of Disorder	0	1
HazMo35 In the Vanguard	0	1
J233 Roff Riders	1	0
J244 Bowden's Wood	0	1
J46 Strongpoint 11	2	1
OA16 Surrender Or Die	2	1
RPT193 The Daring Ones	1	0
RPT24 Farmyard Affray	1	3
RPT25 Cornwalls' Rum Ration	0	1
SP61 Objective Exodus	1	0
WO33 One-Eyed Jacques	1	0
YASL#2 Initial Skirmish	2	2
TOTALS	68	31
		37





Tournament director Simon Staniforth explaining how the draw works to the excited crowd.

Prelim to Death Night (Operation Cobra, the other choices being BFP-52 Kachin Rangers or BFP-80 Ratuszniak's Sacrifice).

The final featured Craig Benn defending as the Americans and Will Binns with the attacking German SS. With a successfully mastered defence, Craig won the game to be crowned this year's champion – well played.

Other winners of the various tournament prizes on offer over the weekend were Andy Bagley, Neil Brunger, Steve Cook, Mark Finney, Alan Hulme, John Kennedy, Ian Pollard and Richard Webb.

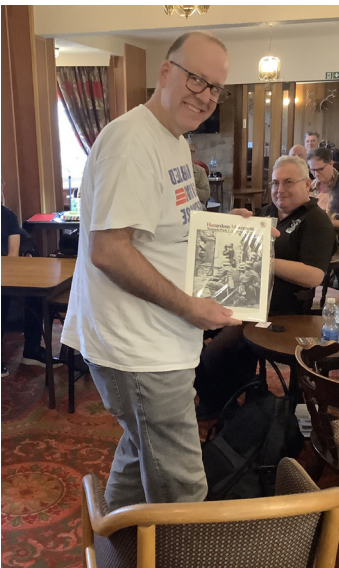
None of which would have been possible without the generous support of our sponsors and supporters -

Bounding Fire Productions (main tournament), Hazardous Movement (Minis), MMP (repechage), Advancing Fire, Dispatches From The Bunker, Ken Smith Fine Art, Lone Canuck Publishing, Second Chance Games, Mario Aceto dice towers and Ian Willey for his superb dioramas. Thank you.

Bounding Fire Blackpool will reconvene at the same location, 12th-16th November 2025, 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 I look forward to seeing you again next year.

Ω



Dave Blackwood (far left) and Ian Morris (left) with the prizes for winning the BFP Special minis. Right: Repechage Tournament winner Mark Blackmore.



The Crusaders

Open ASL Tournament Ladder

BOUNDING FIRE BLACKPOOL 2024 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	98	89-2-7	4120	32=	Gary Norman	76	30-2-44	2950
2	Craig Benn	187	148-0-39	4025	32=	Paul Saunders	32	17-0-15	2950
3	Mark Blackmore	188	149-0-39	3855	34	Alan Hume	8	3-0-5	2945
4	Michael Urquhart	12	10-0-2	3605	35=	John Tait	31	12-1-18	2935
5	Martin Vicca	85	61-1-23	3580	35=	Morris Legge	22	10-0-12	2935
6	Joe Arthur	148	83-3-62	3505	35=	Rod Lobban	6	2-1-3	2935
7	Martin Mayers	171	100-0-71	3440	38	Magnus Rimvall	45	19-0-26	2930
8	Ian Morris	163	94-2-67	3415	39	Ian Pollard	215	89-1-125	2920
9	Tim Bunce	87	58-0-29	3405	40=	Russell Gough	91	47-4-40	2910
10	Michael Davies	136	75-1-60	3350	40=	Ulric Schwela	74	33-3-38	2910
11	Richard Domovic	28	19-0-9	3320	42=	Joel Ayres	21	11-0-10	2905
12	Simon Staniforth	159	93-1-65	3270	42=	Alex Ashton	19	6-0-13	2905
13	William Binns	126	64-1-61	3265	42=	John Mcloughlin	3	0-0-3	2905
14=	David Blackwood	159	64-0-95	3260	45	John Martin	20	7-0-13	2850
14=	Richard Dagnall	24	12-0-12	3260	46	Eoin Corrigan	8	2-0-6	2835
16	Matthew Ellis	82	41-1-40	3245	47	Steve Lampon	9	4-0-5	2830
17	Eric Gerstenberg	46	23-1-22	3135	48=	Wayne Baumber	112	49-0-63	2825
18	Ian Ainsworth	78	46-0-32	3120	48=	Richard Webb	15	6-0-9	2825
19	Andy Bagley	86	41-1-44	3110	50	Peter Burbery	31	12-0-19	2795
20	Andrew Kennedy	3	3-0-0	3105	51=	Stuart Brant	108	40-1-67	2790
21	Indy Lagu	45	19-0-26	3095	51=	Neil Stevens	85	34-2-49	2790
22	David Ramsey	120	67-0-53	3085	53	Paul Legg	330	134-4-192	2785
23	Steve Cook	69	28-1-40	3075	54	Bill Finlayson	11	3-2-6	2715
24=	Bob Eburne	68	39-0-29	3070	55	Bill Durrant	25	11-0-14	2685
24=	Michael Rodgers	5	3-0-2	3070	56	Frazer Greenshields	11	4-1-6	2670
26	Mick Allen	53	30-0-23	3050	57	John Kennedy	52	15-0-37	2595
27	Pete Phillipps	292	130-0-162	3045	58	Christopher Blair	13	6-0-7	2585
28	Martin Barker	59	28-1-30	3025	59	Nigel Blair	301	106-1-194	2520
29=	Tony Gibson	68	33-0-35	3020	60	Simon Taylor	38	10-1-27	2490
29=	Peter Catchpole	24	10-3-11	3020	61	Tim Hundsdorfer	33	13-0-20	2465
31	Neil Brunger	117	42-0-75	3000	62	Mark Finney	11	0-0-11	2320
					63	Nick Ranson	163	24-2-137	2080

HEROES 2025

ADVANCED SQUAD LEADER TOURNAMENT

5TH - 9TH MARCH (WEDNESDAY THROUGH SUNDAY) 2025

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 Wednesday 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 22 February 2025 (the fee is £20.00 after that date).

HEROES 2025 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							

Are You Experienced?

ELR - What It Is and How to Use It

Martin Vicca

ELR (Experience Level Rating) is a feature of almost all games we play. Its use can influence how we attack and defend, how we assign our forces, and even how we place our leaders and weapons. So what is it and how does it work? Knowing this will let us make the best use of our forces and weapon systems. It will let us exploit the fragility it causes to the defence and minimize its impact on our forces.

We first encounter ELR in A1.23 when discussing a counters morale and the effect of that number being underlined. This directs us to A19 which is a section dealing with unit substitution. It is here where the meat of the ELR system is to be found.

All personnel counters in the system have a rating: E, 1, 2, and C or G. This determines their capabilities to a certain extent. Only E (elite) troops may use flame throwers or demo charges without penalty. C (Conscript) or G (Green) troops only have three movement factors and are inexperienced units. Infantry units without a class are either Elite (SS, US Marine, Infantry Leaders (except Partisan Leaders) and Infantry Crews), First Line (Vehicle Crews once dismounted) or Inexperienced (unarmed units). As the battle progresses the infantry on both sides may degrade by the process of ELR failure.

What is ELR Failure?

Technically this is correctly termed "Unit Replacement" and governed by A19.3. If a unit fails a Morale Check by an amount greater than its ELR it is replaced by a broken personnel unit of lower quality but the same size (with a couple of exceptions). What does this mean? Firstly, that ELR failure does not reduce a squad to a half squad (although it can!), secondly it must reduce the quality of unit: Elite goes First Line, First Line goes to Second Line and so on.

When replacing a unit none of its strength factors may increase. Thus a 6-2-8 that suffers ELR failure is replaced with a 5-2-7 not a 4-4-7. The number of its range may not increase.

To make it easy on us, generally a boxed quality indicator will be replaced with a similar but lower boxed quality number. This can have a slightly surprising effect of causing some units to drop two levels from Elite to Second Line. A 6-4-8 cannot be replaced with the First Line 4-5-7 as its range cannot increase so it must be replaced with the Second Line 4-4-7.

How to Calculate ELR Failure

The ELR is generally given on the scenario card. If you fail a Morale Check after all modifiers (including any applicable leadership modifier) then A19.5 comes into play. Thus a -1 leadership modifier helps keep the troops together. Certain effects such as Commissars or Fanatic bonuses also come into play. A morale 7 unit with ELR 3 will fail an NMC by greater than its ELR on an 11. The same unit now fanatic stacked with a commissar will need a 2MC for it to fail its ELR on an 11.

A morale 7 ELR 3 unit stacked with an 8-1 leader will still fail its ELR on an 11 but the minus one leadership modifier is added to the roll so a rolled 11 becomes a 10 and does not exceed the ELR.

Units Not Subject to Unit Substitution

While most personal units are subject to Unit Substitution certain ones are exempt (A19.11). The most regularly encountered of these units are broken units and Crews, both Infantry and Vehicular. Not included in this number are leaders who will ELR like their own troops. Commissars are exempt as are Japanese leaders (G1.41). Finnish leaders who share a similar rank structure are not immune to replacement. This can have an unexpected benefit of a leader suddenly gaining a modifier (a Finish 10-0 leader will ELR to a 9-1. I once won a scenario partially because of this rank structure. My fire caused a 1MC on a Finnish leader and squad. The Finnish 9-1 rolled Heat of Battle and Battle Hardening to a 10-0. The squad then failed the MC by 1! Remember folks, you can always turn Battle Hardening down, see A15.3 in the middle). Heroes, Unarmed and Broken Units are also exempt.

What Happens When a Unit Reaches the Bottom?

Units that cannot be replaced with a poorer quality unit will become Disrupted (A19.12) with certain exceptions. Note that SS units which do not become Disrupted when fighting Russians, do when fighting any other force.

Once a unit becomes Disrupted those units will surrender to any ADJACENT Known enemy Good Order units at the start of the Rout Phase or during any phase they share the same Location. This means you can move into and through a Disrupted unit's Location. You cannot use Disrupted units to block an advance



in the same way as you can use a broken unit. If using low ELR troops in a situation where it is vital that they block a path, consider breaking them early to rout into a blocking position if facing overwhelming firepower and potential Disruption.

Underlined Morale (ELR 5)

Units with an underlined morale are treated differently. These guys are usually, but not always, ELR 5. If one of these units fails its ELR it is replaced with two broken half squads. An underlined morale half-squad which fails a Morale Check by greater than its ELR is Disrupted.

If a scenario featuring these troops has an ELR of less than five on the scenario card then there are two possible cases:

1. If there are non-underlined squad types in the OB (not including leaders) then the underlined guys will retain an ELR of 5 and the lesser ELR only applies to the non-underlined troops and all leaders.

2. If the whole OB consists of squads with an underlined morale then the troops are that ELR but will still deploy as above unless an SSR states they are lower ELR. Thus SS 468 ELR 2 will split into two broken SS 2-4-8 half squads unless an SSR states they are ELR 2 whereupon they will devolve to a broken 4-6-7. See A25.11 for late war SS.

Those Damn Japanese

As with most things the rules affecting the Japanese forces are slightly different. Japanese leaders being Commissars, never ELR. Japanese troops rarely break and so as they descend from full squad to striped squad to half squad you actually have three opportunities to ELR them prior to them breaking. If a Conscript Japanese squad fails a morale check which exceeds its ELR it is replaced by one of its broken half squads (if that failure was also a Casualty Morale Check then that half squad would subsequently be eliminated).

How to Make Use of Troops With Low ELR

Playing with high ELR troops gives you a great deal of freedom to attack and defend knowing that even if you fail a morale check the chances are your guys will be back providing you've given them decent rout and rally routes. Such luxuries do not extend to those of us who are forced to either attack or defend with low ELR troops. Generally, on the attack, if you've your troops have a low ELR, you will have plenty of bodies to throw against the enemy. In doing so, you have to account for the fact that your troops are likely to degrade very quickly and reach Conscript status, leading to less movement, being Lax, Ambush poor and ending up Disrupted and unable to rout and practically out of the battle fairly quickly. If possible, you can minimize this by deploying every single unit you can as more targets

mean more likely some of your units remaining as better quality units. Accordingly, your attacks should focus on this and attempts should be made to overwhelm defenders with an amorphous mob of half squads surrounding them and eliminating them. Remember, even a broken squad can prevent an enemy from routing ADJACENT to him, routing towards him and will DM a broken enemy unit that he routs ADJACENT to. Make use of these traits.

When defending with low ELR troops, a more common condition, your rout and rally positions need to be very carefully considered. You need to realize that the chance of a unit having a lesser chance of rally is significantly increased. This being the case a layered defence where units can fall back and rally over multiple turns is preferable to one which has a higher firepower but thinner crust. It is in these situations that the Commissar really shows his ability bringing poor quality troops back into action quickly (with the unfortunate tendency to kill some of them off...).

If you are facing low ELR troops, particularly on the attack, then consider engaging in fire more often than you normally would. Very often the use of Prep Fire is a negative in a scenario however when facing low ELR troops each morale check is likely to not only break the unit but also reduce its ability to come back and fight. Note that Prep Fire can open up routs for your assault by Disrupting units allowing your assaulting troops to move through their Locations. This is particularly important when assaulting buildings because broken units who are Disrupted can no longer block staircases and prevent you reaching the upper units and thus gaining control of your building. Note that Disrupted units still prevent you from gaining Control until you have eliminated them.

ELR Charts

I have compiled a set of handy dandy ELR charts to accompany this article which should show how units behave when subject to ELR, Battle Hardening or Casualty Reduction. Note when playing Campaign Games or any other historical *ASL* you need to check the rule specific to them (in general an SS 4-4-7 which Battle Hardens should Battle Harden to an SS 4-6-7 however in the *A Bridge Too Far* module a 4-4-7 Battle Hardens to a 5-4-8).

Ω

Unit	ELR to:	CR to:	Battle Harden to:
German			

	No Disrupt if against Soviets	---	

Unit	ELR to:	CR to:	Battle Harden to:
SS			
German SS			
	No Disrupt if against Soviets	---	
Late War SS or ELR <5 by SSR			

Unit	ELR to:	CR to:	Battle Harden to:
Italian			
LFT Italian			

Unit	ELR to:	CR to:	Battle Harden to:
Italian			

Unit	ELR to:	CR to:	Battle Harden to:
Vichy French			

Unit	ELR to:	CR to:	Battle Harden to:
Japanese			
	---	---	

Unit	ELR to:	CR to:	Battle Harden to:
Finnish			

Unit	ELR to:	CR to:	Battle Harden to:
Axis Minor			

Unit	ELR to:	CR to:	Battle Harden to:
Hungarian			

Unit	ELR to:	CR to:	Battle Harden to:
Romanian			
Buda Volunteers			

Commonwealth

Unit	ELR to:	CR to:	Battle Harden to:
Commonwealth			
	DISRUPT No: Nml Rout Self Rally	---	
	DISRUPT No: Nml Rout Self Rally		

US Army

Unit	ELR to:	CR to:	Battle Harden to:
US Army			
	DISRUPT No: Nml Rout Self Rally	---	
	DISRUPT No: Nml Rout Self Rally		
Early U.S. Army			
	DISRUPT No: Nml Rout Self Rally		

Marines

Unit	ELR to:	CR to:	Battle Harden to:
US Army			

Soviet

Unit	ELR to:	CR to:	Battle Harden to:
Soviet			
	DISRUPT No: Nml Rout Self Rally		

Partizan

Unit	ELR to:	CR to:	Battle Harden to:
Partizan			

French

Unit	ELR to:	CR to:	Battle Harden to:
French (including Vichy)			
	DISRUPT No: Nml Rout Self Rally		

Free French























Unit	ELR to:	CR to:	Battle Harden to:
Free French			
	DISRUPT No: Nml Rout Self Rally	---	
	DISRUPT No: Nml Rout Self Rally		

Allied Minors:

























Unit	ELR to:	CR to:	Battle Harden to:
Allied Minors			
	DISRUPT No: Nml Rout Self Rally		





















Chinese

































Unit	ELR to:	CR to:	Battle Harden to:
Chinese			
			[if majority 5-3-7 OB G18.2
	DISRUPT No: Nml Rout Self Rally		

Unit	ELR to:	CR to:	Battle Harden to:
Korean Army and Marine Corps			
 5-5-7	 4-4-7	 2-4-7	 FANATIC +1 ML 5-5-7
 4-4-7	 C 3-3-6	 2-3-7	 5-5-7
 C 3-3-6	DISRUPT No: Nml Rout Self Rally  C 3-3-6	 C 1-2-6	 4-4-7
 4-4-8	 2-3-8  2-3-8	 2-3-8	 FANATIC +1 ML 4-4-8
 5-5-8	 2-4-8  2-4-8	 2-4-8	 FANATIC +1 ML 5-5-8

Unit	ELR to:	CR to:	Battle Harden to:
Korean US Army			
US Army			
 6-6-7	 6-6-6	 3-4-7	 FANATIC +1 ML 6-6-7
 6-6-6	 2 5-4-6	 3-4-6	 6-6-7
 5-4-6	 G 5-3-6	 2-3-6	 6-6-6
 G 5-3-6	DISRUPT No: Nml Rout Self Rally  G 5-3-6	 G 2-2-6	 5-4-6
 6-6-7	 3-4-7  3-4-7	 3-4-7	 FANATIC +1 ML 6-6-7
 3-4-7	DISRUPT No: Nml Rout Self Rally  3-4-7	---	 FANATIC +1 ML 3-4-7
 6-6-8	 3-4-8  3-4-8	 3-4-8	 FANATIC +1 ML 6-6-8
 3-4-8	DISRUPT No: Nml Rout Self Rally  3-4-8	---	 FANATIC +1 ML 3-4-8
 4-4-6	DISRUPT No: Nml Rout Self Rally  4-4-6	 2-3-6	 FANATIC +1 ML 4-4-6
 C 3-3-6	DISRUPT No: Nml Rout Self Rally  C 3-3-6	 1-2-6	 FANATIC +1 ML 3-3-6

Unit	ELR to:	CR to:	Battle Harden to:
UN Forces			
Other UN Forces			
 4-5-8	 4-5-7	 2-4-8	 FANATIC +1 ML 4-5-8
 4-5-7	 4-4-7	 2-4-7	 4-5-8
 4-4-7	DISRUPT No: Nml Rout Self Rally  4-4-7	 2-3-7	 5-5-7
 5-5-8	 5-5-7	 2-4-8	 FANATIC +1 ML 5-5-8
 5-5-7	 4-4-7	 2-4-7	 5-5-8
 4-4-7	DISRUPT No: Nml Rout Self Rally  4-4-7	 2-3-7	 4-5-7

Unit	ELR to:	CR to:	Battle Harden to:
Korea Commonwealth			
Commonwealth Forces			
 4-5-8	 4-5-7	 2-4-8	 FANATIC +1 ML 4-5-8
 4-5-7	 4-4-7	 2-4-7	 4-5-8
 4-4-7	DISRUPT No: Nml Rout Self Rally  4-4-7	 2-3-7	 4-5-7
 6-6-8	 3-4-8  3-4-8	 3-4-8	 FANATIC +1 ML 6-6-8
 3-4-8	DISRUPT No: Nml Rout Self Rally  3-4-8	---	 FANATIC +1 ML 3-4-8

Unit	ELR to:	CR to:	Battle Harden to:
North Korean			
North Korean Army			
 6-2-8	 5-2-7	 3-2-8	 FANATIC +1 ML 6-2-8
 5-2-7	 C 4-2-6	 2-2-7	 FANATIC +1 ML 5-2-8
 4-2-6	DISRUPT No: Nml Rout Self Rally  C 4-2-6	 2-2-6	 5-2-7
 4-5-8	 4-4-7	 2-4-8	 FANATIC +1 ML 4-5-8
 4-4-7	 C 4-2-6	 2-3-7	 4-5-8
 4-2-6	DISRUPT No: Nml Rout Self Rally  C 4-2-6	 2-2-6	 5-2-7
 3-3-7	 1-2-7  1-2-7	 1-2-7	 FANATIC +1 ML 3-3-7
 1-2-7	 1-2-7	---	 1-2-7

STAR LEADER

Through the fieldscope, he peers across the lagoon at the enemy striders emerging from the jungle. On a hundred planets, infantrymen have learned to fear these hulking four-legged armored vehicles. But experience has taught him how to exploit these machines' vulnerabilities. He moves silently among his soldiers, tapping them on the shoulder to steady their nerves while they hold their fire. As the one of the striders turns slightly to move towards their position, his face betrays a faint smile. Hidden amongst the containers at the edge of the waterside landing pad, the rocket launcher team remains undetected and ready to spring their ambush.

The strider's turret unleashes a searing energy beam, which cracks across the water and scorches the building just behind his squad. He can now see enemy soldiers wading ankle-deep across the lagoon in the vehicle's trail. He raises his pulse carbine while the thumb of his other hand hovers over the transmit button on his comlink. Just a couple of more steps and the strider will be right in the killzone ...

In this galaxy riven by war, he is the heart and soul of his squad. He is the STAR LEADER!

Welcome to an exciting world of science fiction combat - Star Leader. Built on the premiere system of World War II combat, **Advanced Squad Leader (ASL)**, this is a complete game that takes the player to the planet Moravii, a key theater of the Second Galactic War. **Star Leader** comes with everything you need to play, including the squads, leaders, weapons, and armored vehicles for three distinct factions: the Galactic Imperium, the Bot Legions, and the Seccessionists.

Players already experienced with ASL or ASL Starter Kit can quickly jump into play. New rules introduced in **Star Leader** are clearly highlighted within the rulebook, covering the new terrain, leader and vehicle types, and behaviors unique to each faction. While most rules are familiar, these players will face exciting new tactical challenges as they confront energy shields, autonomous weapons, vehicles able to skim just above land and sea, and more. Players completely new to ASL will find a series of scenarios with progressive complexity to ease their learning journey.

Star Leader will provide many hours of entertainment without any additional purchase. Future material will include new scenarios, mapboards and terrain rules for new planets, and counters for additional factions which will serve as either allies or enemies in the sprawling galactic conflict. **Star Leader** scenarios will also be available in *Special Ops* magazine or available for free download at www.multimanpublishing.com.

THIS IS A COMPLETE GAME!



What you will find in this game:




Rules: An easy-to-use illustrated rules booklet provides the framework for infantry, ordnance, and vehicle combat at the tactical level, including plenty of illustrated examples of play.

Counters: Full-color counters representing the squads, half-squads, leaders, support weapons, guns, and vehicles fighting in the Second Galactic War.

Scenarios: Eight scenarios that represent different actions in the sprawling conflict. Each scenario card includes the forces involved, setup instructions, and victory conditions.

Mapboards: Three 11" x 16" full-color geomorphic mapboards that can be arranged in many ways to represent the lagoons and islands of Moravii. Each mapboard is divided into hexagonal grids which measure distance for movement, line of sight, and range.

Player Aid Charts: Charts designed to provide useful information and optimize your playing time and enjoyment.




-  **Seccessionist Squad** - Representing many star-faring races, these units are united by the goal of obtaining their freedom from the oppressive Galactic Imperium.
-  **Imperium Power Leader** - Power leaders are officers trained to manipulate the mystical energy field known as the Flow, granting them exceptional combat abilities.
-  **Bot Skimmer Tank** - Utilizing suspensor fields to hover above solid terrain, autonomous Bot vehicles move quickly across the islands and lagoons of Moravii and can be configured for a variety of combat roles.

Star Leader photos posted to the ASL Discord Server by Curt Schilling.



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Some Subtleties of Bocage

Jim Bishop

This was posted by Jim on his blog at <https://jekl.com/2023/06/29/subtleties-of-bocage/> and is reprinted here with his permission – Pete

I believe bocage terrain favours the attacker. I am not shy sharing this belief and some of you may have heard me say this personally. In a recent discussion with George Hiotis on a Strum Front video, George and I wandered into a Bocage discussion. Listening back, my discussion with George lacked focus. This article sums up that discussion, providing rule citations. I also hope this is a little more clear.

Rules Dive

I will explore B9.323 Mandatory Wall Advantage and B9.521 Hexside LOS in this article. Consider the situation below. The German 4-6-7 is Unconcealed and

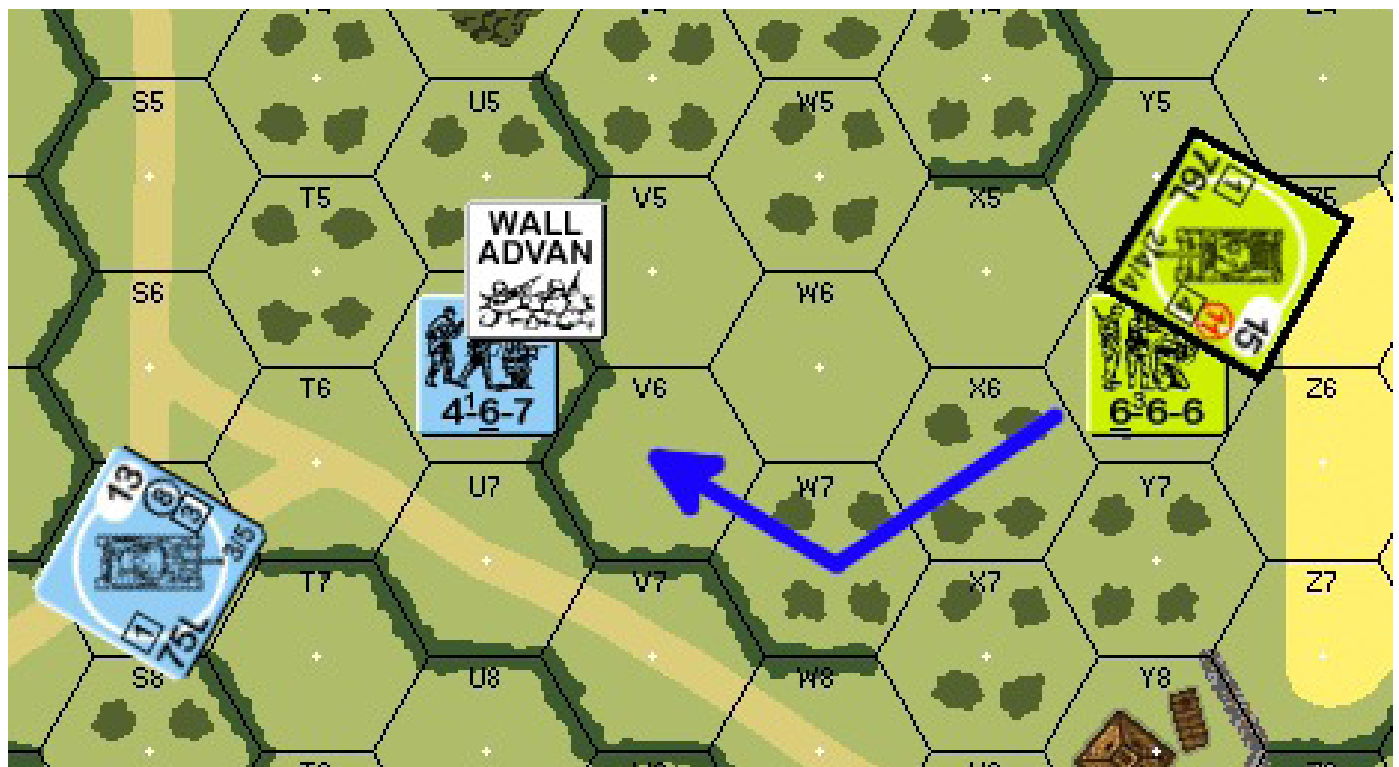
in an Open Ground hex. The 4-6-7 has Mandatory Wall Advantage (WA, B9.323).

Per B9.521, the Sherman and the American Squad can see not only the U6 hex but also the squad in the hex BECAUSE the German unit has WA.

Take a moment to consider this section of B9.521:

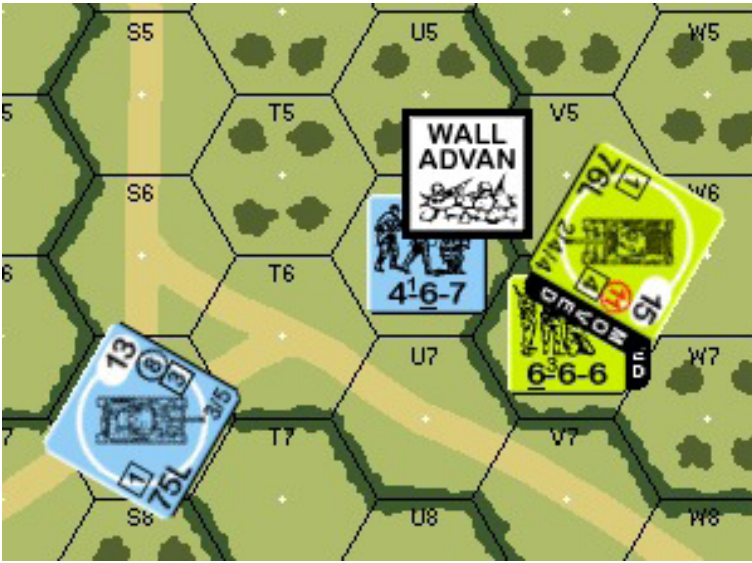
- A viewer not in a hex formed by the bocage hexside: can see through the bocage hexside, to the hex forming that hexside, but not beyond that hex. It cannot see units without WA nor their possessed equipment, but it can see everything else in that hex.

It is this what I want to focus on.



The Americans Move

The American units use Armored Assault to attack along the blue path. The German 4-6-7 fails its Panzerfaust dr and its fire has no effect on the American squad. The picture below shows the situation at the end of the American MPH.

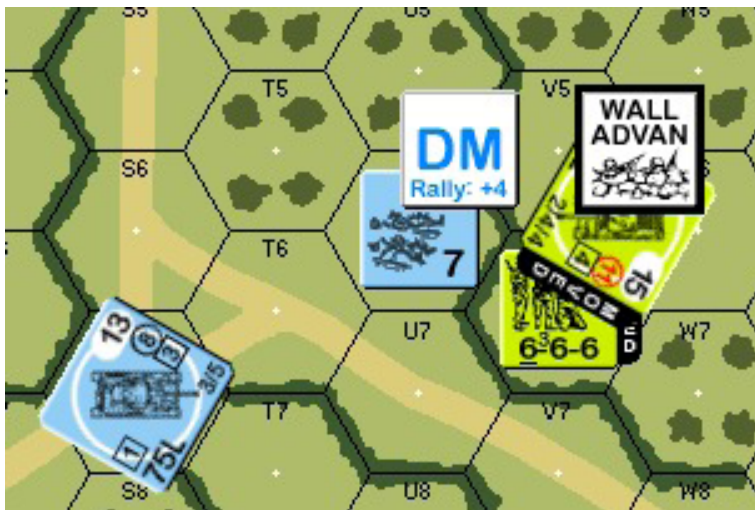


Let us take a moment to examine the LOS again. The German squad has WA and can see the American units in V6 but what about the Mk IV? Refer again to the portion of B9.521 I excerpted earlier.

The Mk IV is in a hex NOT formed by the bocage hexside. By the rules, the Mk IV can see through the bocage hexside to the hex forming that hexside. That is a lot of words to say the Mk IV can see the V6 hex. But keep reading and you notice the Mk IV cannot see units without WA in that hex. The Mk IV could fire SMOKE into the Location since it can see the hex. But since it cannot see the units, it cannot fire HE at them. Even ATT will not score a hit against units out of LOS (C3.4).

The Americans Attack Back

In the Advancing Fire Phase, the Americans fire back. Either the Infantry or AFV machine guns break the German squad. Per B9.2, only unbroken units can claim WA. Per B9.322, units may claim WA whenever all enemy units lose WA over a shared hexside. V6 has no TEM so all units in V6 must



claim Mandatory WA. Keep in mind AFV are not "in hex TEM" for Mandatory WA purposes.

Remember the Mk IV had no LOS to the Sherman? That is no longer a problem for the Sherman. The Americans acquired LOS when WA transferred to the American side.

What Can The Germans Do Better

Sadly, the only practical thing the German player can do better is not get into this situation. Since the American units never entered the Mk IV's LOS, the Mk IV cannot make a Motion attempt. It could fire Area Target Type to place an Acquisition and use that in its upcoming PFPh. That will increase its odds some, but it will shoot at a Hull Down Sherman. To get to PFPh though, it will have to survive the American AFPh which is not a given.

The Mk IV could fire SMOKE into V6 during Final Fire to improve its survivability, but the SMOKE is Dispersed and removed in the upcoming PFPh. And again, the Mk IV is squaring off against a Hull Down Sherman. The Mk IV can win this engagement, but it is going to lose it at more than a 2:1 ratio. As an American player, I would take those odds.

Conclusion

I am trying to think about other bocage related situations where I think the attacker comes off better. I am not sure bocage could be modelled any better in *ASL*. Still, if I am attacking into bocage terrain, I do not find myself overly worried about bocage. And to me, that makes bocage feel ahistorical. As always though, that is just my opinion. Yours may vary. Until next time.

Ω



Japanese Tactical Tips

This is a series of notes on playing the Japanese in ASL, edited together from a discussion on the ASL Mailing List in June 1997. The majority of the posts came from Tom Repetti, Andy Daglish, Burnie Fox, and Ian Pollard – Pete

What follows is not designed to be an introduction to the rules governing the Japanese in ASL but more a selection of notes on how to take advantage of those rules to make effective use of the Japanese.



Banzai – the Japanese Attack!

Strengths

- Smoke
- Movement, Infiltration, Banzai
- DC
- CC, Ambush

Weaknesses

- Brittle if too aggressive (prone to dissipate)
- Firepower not equivalent to Marines
- Generally have few leaders to facilitate movement

The Japanese national characteristics rules emphasise aggression. On the attack they should generally move move move. A Japanese attacker should



be looking to penetrate the enemy lines and start killing units for failure to rout. They'll take some step losses getting through but the enemy will suffer even more as a result of the losses.

A well-executed banzai is a great way to do this, but if you try a banzai against an enemy position that's too strong, you'll end up with a lot of striped squads and HS; it's a great way to throw away a lot of units for little gain.

Don't always stick your weak leaders at the back purely for rally purposes, make use of them at the front for banzai charges.

Japanese mortars have both types of Smoke (with decent depletion numbers), so try to place some smoke on the enemy positions before you banzai them to give your troops some protection from the enemy fire.

T-H/DC Heros can also be useful in drawing off enemy fire before you launch your banzai charge. Used in combination with a smoke round from a mortar it can be overwhelming.

The ideal tactic is get into CC preferably as a result of an Ambush, which is best accomplished by advancing in while Concealed. Where terrain and firepower make



this difficult a banzai charge can get you over the danger zone; a Conscript half squad may be all that remains in the CCPH but that can do a lot of damage.

Don't be afraid going into CC with low odds. HTH is lethal even at odds of 1-4, especially if you succeed in ambush.

For the Emperor – Japanese Defenders Strengths

Terrain (caves, etc.)
HIP
Commissars
Infiltration, Ambush, CC, DC Sandwiches

Weaknesses

Often defending with few troops
Brittle if in the open
Firepower weak, especially compared to US Marines
Berserk easily

Japanese defenders always get HIP units. As a Japanese unit can remain HIP when a unit moves through its hex this allows a Japanese defender as remain hidden as the enemy advances forward so you can later pop up behind the enemy lines, allowing you to disrupt broken units and rout paths.



Remaining HIP if the enemy ends its movement in your Location allows you to be placed concealed onboard in the CCPH, giving you a good chance of gaining an Ambush and killing the enemy unit.

If you have tunnels and pillboxes, consider placing a tunnel from your pillbox such that the tunnel's entry/exit is in a forward, rally terrain Location. When the enemy moves into the Location, use tunnel movement to enter the Location concealed and eliminate them in close combat. You can use a similar tactic with Caves.

A Note About Close Combat

Close Combat is the great equalizer in PTO. While the Japanese get the -1 Ambush drm for being Stealthy,

and the -1 CC drm for being 1st line/Elite, they can still die in close combat, so close combat can be just as risky for the Japanese player. This is especially the case when on the attack in jungle terrain because the +1 ambush drm for "Attacker in jungle" can nullify the -1 Stealthy Ambush modifier.

Follow the Leader

The ability of Japanese leaders to raise the ML of all units stacked with them, coupled with being treated as Commissars for rally purposes (IE broken units ignore DM status) means that broken Japanese units tend to rally very quickly (albeit that to have been broken in the first place a Japanese unit has to have been step reduced to a HS.)



Playing Against the Japanese

All the other nationalities units can be broken with one shot, the Japanese require three (unless fate plays a hand). This means you tend to need to make multiple attacks to whittle them down and break them.

When attacking them be careful about going into CC. Although your CCPH won't be HtH if you don't kill them the next one will be.

Because of their ability to infiltrate you need to keep a solid defence line or set up decent cross fire.

Where possible target Japanese units carrying mortars. Jap mortars are nasty little things so either kill them or drop smoke on their firing positions to screw up their fire.

When using tanks against them try to keep them 8 hexes away to prevent attacks from TH-heroes. Better still would be to keep infantry nearby to provide covering fire against such attacks.

Always watch out for banzai opportunities and try to field mutually-supporting defensive positions. Fire lanes can work well against banzai charges, especially if you can set up layered fire lanes or target choke hexes.

Rodger MacGowan Obituary

Rodger MacGowan, the man who produced the cover art for *Squad Leader* and its subsequent gamettes and over 500 other games, passed away on 22 February 2025 aged 77.

Rodger's first cover art for Avalon Hill was for *The Russian Campaign* in 1977, which was quickly followed by his art for *Squad Leader*.

He also produced artwork for companies including Game Designers' Workshop, Simulations Canada, Operational Studies Group, Peoples Wargames, Yaquinto Games, Quarterdeck Games, Hobby Japan, 3W Game Company, and Australian Design Group.

As well as being a prolific artist, he also founded RBM Design Studios which produced the first issue of the long running independent wargaming magazine *Fire & Movement* in May 1976. It was subsequently sold to Steve Jackson Games in 1982. Rodger co-founded GMT Games in 1990 and in 1992 created *C3i Magazine*. During this time he was also the graphic design consultant for *Computer Gaming World* magazine.



https://en.wikipedia.org/wiki/Rodger_B._MacGowan
<https://c3iopscenter.com/about-us/profile-on-rodger-b-macgowan/>
<https://boardgamegeek.com/boardgamedesigner/71/rodger-b-macgowan>



"THIS IS THE CALL TO ARMS!"

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

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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, Cophthorne, 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 (17 Mar 2024)
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 Stondon, Bedfordshire, SG16 6NF (02 Oct 2024)
Nic Greacas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (18 Feb 2025)
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 (23 Jan 2025)
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 (21 Oct 2024)
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 Crossfield, 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 (23 Jan 2025)
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Jan 2024)
Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (11 Apr 2024)
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (22 Dec 2023)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (11 Jun 2024)
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)
Nick Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (27 Jan 2025)
Dave Booth, 47 Dunnock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (18 Jan 2024)
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 (08 Mar 2024)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (29 Mar 2023)
Ian Morris, 5 Coltman Close, Lichfield, Staffs., WS14 9YS (27 Jan 2025)
Michael Clark, 30 Portland Street, York, North Yorkshire, YO31 7EH (25 Jan 2025)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (06 Feb 2024)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (30 Jan 2025)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (22 Feb 2025)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (27 Jan 2025)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (23 Jan 2025)
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (24 Jan 2025)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (12 Feb 2024)
Rod Lobban, 69/2 Grange Loan, Edinburgh, EH9 2EG (26 Dec 2024)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (10 Feb 2025)
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 (31 May 2024)

Wales

Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (12 Aug 2024)

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!

FEBRUARY SCANDANAVIAN ASL OPEN

When: 27 February – 2 March.

Where: Danhostel Ishøj, Ishøj Strandvej 13, 2635 Ishøj, Denmark. Accommodation is available at a cost ranging from 720 Danish Kroner (about €97) per person for a single room to 305 Danish Kroner (about €41) per person sharing a four person bedroom including breakfast, lunch and dinner – check the website or contact the organisers for prices and to arrange accommodation.

Fee: Range from 1800 Danish Kroner (about €240) for those arriving Thursday morning to 600 Danish Kroner (€95) for those arriving on Saturday morning – check the website or contact the organisers for full information.

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

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

MARCH HEROES 2025

When: 5 – 9 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 heroes@vft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vft.co.uk.

OCTOBER ASLOK XXXIX

When: 5 – 12 October.

Where: The Bertram Inn & Convention Center, 600 North Aurora Rd., Aurora, Ohio 44202-7107. Tel 330-995-0200

Fee: \$40.00 for those pre-registering, \$50.00 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 \$13.00 each (XXL \$16.00, XXXL \$18.00, 4XL \$19.00); sports and long sleeve t-shirts are also available.

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email at BretHildebran@gmail.com. Check out the web site at www.aslok.org for the latest details.

NOVEMBER GRENADEER 2025

When: 5 – 9 November.

Where: Schacht III Event & Conference Center, Koststraße 8, 45899 Gelsenkirchen. Room rates start at €95 per night for a single room including dinner.

Fee: €15 per day. Due to the limited capacity of the venue, registration **MUST** be made by 26 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 2025

When: 13 – 17 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 Simon Staniforth by email at boundingfirstfire@gmail.com. For up to date information check out the web site at <https://boundingfireblackpool.blogspot.com/>.

