

VIEW FROM THE TRENCHES

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COVER: A British 25 pounder gun crew training for the expected invasion of Britain in 1940.

PREP FIRE

Welcome to yet another late issue of *VFTT*. As usual the delay is due to a lack of material, thankfully remedied to a degree by a few articles coming in during July and August.

I know there's not much left to write about in terms of rules nowadays (other than *HASL*-specific rules), although *Forgotten War* does seem to have been forgotten about on the whole. But there's still plenty of scope for brief product reviews and short scenario AARs in the vein of the scenario analysis that *Schwerpunkt* produce to accompany the scenarios in each new pack. A 1,000 word article fills up a page, two once I've added some pictures to accompany it. And considering how many new products and scenarios have been released this year already there's plenty of stuff to choose from.

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 *ASL*ers. Don't be a silent voice.

Issue 126 should be out at the beginning of Jan 2026.

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

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UK STOCKISTS OF ASL PRODUCTS

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

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at sales@secondchancegames.com, or go to www.secondchancegames.com.

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

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

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INCOMING

MMP DROP CHEF-DU-PONT

MMP have released *Drop Zone: Chef-du-Pont*, the second in a series covering Airborne operations on D-Day and shortly thereafter in Normandy. It contains a 2x34" mapheet depicting the village of Chef-du-Pont bridge and the bridge across the Merderet River just west of it. The battle is covered in six scenarios and a CG; a rules chapter and divider are provided to cover the CG. There are no countersheets included, and the product is also bagged rather than boxed to keep costs down to \$32.00.

Due for release at ASLOK 2025 are *ASL Journal 16* (containing a Carpiquet Airfield map with mini-HASL and five scenarios, as well as 10 other scenarios and two mapboards) and *Action Pack 20: Oktoberfest XXXIX* (which will contain one mapboard and 12 scenarios). These will be followed by the release of *Action Pack 21: Blitzkrieg to Paris* at the end of October which will include four double-wide mapboards and 10 scenarios.

MMP hope to release the *Marco Polo Bridge HASL* by the end of the year, while the *Kharkov HASL* (provisionally titled *Kharkov in Flames*) should be released at Winter Offensive 2026.

SCHWERPUNKT HITS 25

Schwerpunkt Volume #25 will be released at ASLOK 2025. The 24-page booklet containing articles on the Hungarians in *ASL*, the Cow rules from *Drop Zone: Sainte-Mère-Église*, and the Browning M1919A6 MG in WWII, as well as the usual analyses and designer

notes for the 12 scenarios. Six of the scenarios are set on the East Front, along with one set in Poland in 1939. Two late war scenarios are set in Germany on the western front while a third late war scenario is set in Italy. The remaining two scenarios are set

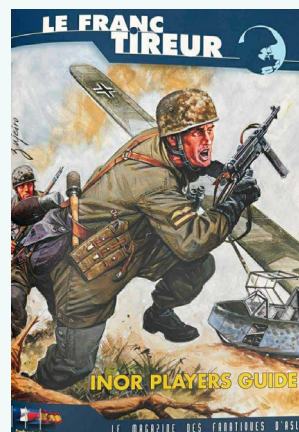


in the PTO.

It will be available for \$40.00.

LFT GUDE TO INOR

LFT will release the *Inor Players Guide* in September. Priced €53 it will include 12 Inor scenarios and "CG IV Death at Soiry Farm", and four scenarios around Eben Emaël and the bridges over the Canal Albert. There will be designers notes on several Inor scenarios and an AAR of one of the Inor CG and two AAR of the scenarios set in Villy sur Chiers. There will also be a set of Inor optional rules.



ASLOK SEES MORE DEATH TO FASCISM

A third (and probably final) *Death to Fascism* pack is due to be released at ASLOK 2025 in October. It will contain four new scenarios and updated versions of two designs from the *Friendly Fire* packs adapted to *DTF* Special Rules. No price has been confirmed but it is expected to be \$15-20.00.

60 DEGREES OF BUNKERS

Dispatches from the Bunker 60 is due to be released at the end of September. As usual there will be four scenarios, articles and the usual regional *ASL* new and tournament information. 'Road to Prome' is a Burma 1942 scenario, while 'Barrow's Dyke' is a Korean night scenario. 'Mussolini's Laughter' is set in Albania in 1939, and the final scenario 'Terrible Trouble at Tecklenburg' is a 1945 scenario in Germany that features a British combined arms attack against a German defence composed of Fallschirmjaegers, Volkssturm and armed civilians.

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.

HEROES 2025

A Brief Tournament Report

As usual March 2025 saw the annual HEROES tournament take place in Blackpool.

16 players took part in the main tournament, which consisted of a single round on Friday, two rounds on Saturday and a final round on Sunday morning, with each round featuring a choice of three scenarios. Players are seeded and paired accordingly for the first two rounds, while a random draw is used to determine the semi-final pair-ups; for the other players they can mutually pair up with anyone with the same record. The final was between Craig Benn and Mark Blackmore, two players not known for their slow play and the game of 'RPT25 Cornwall's' Rum Ration' was over by 11am, barely 2 hours after they had started setting up. The result was a win for Craig Benn, making him HEROES Tournament Champion.

Rob Lobhan, Christopher Blair, Bill Finlayson and tournament first-timer John Robinson took part in a

round-robin *ASLSK* mini-tournament over the weekend. Chris put in a strong performance, winning all three of his games.

There was plenty of *ASL* action away from the main tournament as many players nowadays opt to just play friendly games throughout the weekend, either pre-arranged ones or just by finding an opponent on the day.

One thing that was lacking compared to prior years was the late night drinking, with pretty much everyone (OK, everyone except one person who's been known to drink a Newcastle Brown or three. . .) having gone to bed by midnight most nights.

HEROES 2026 will take place at the same venue over the weekend of 4-8 March 2026.

Ω



PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	7	2	5
Craig Benn	5	5	0
Mark Blackmore	11	10	1
Christopher Blair	3	3	0
Stuart Brant	4	1	3
Paul Case	2	1	1
Steve Cook	3	2	1
Michael Davies	1	0	1
Matthew Ellis	6	0	6
Bill Finlayson	5	2	3
Mark Finney	4	0	4
Tony Gibson	4	2	2
Alan Hume	3	0	3
Andrew Kennedy	3	2	1
John Kennedy	3	1	2
Paul Legg	5	2	3
Rod Lobban	4	1	3
John Martin	9	5	4
Ian Morris	9	5	4
Gary Norman	2	1	1
Pete Philipps	6	5	1
Ian Pollard	3	1	2
Nick Ranson	2	0	2
John Robinson	3	0	3
Simon Staniforth	4	3	1
John Tait	4	2	2
Martin Vicca	3	2	1

ABOVE LEFT: Action from the final between Craig Benn and Mark Blackmore.
ABOVE RIGHT: Saturday 10PM - Mark Blackmore, Ian Morris, Martin Vicca, and John Kennedy discussing the finer points of something.

TOURNAMENT RESULTS

POS.	PLAYER	P	W	L	CRUS
1	Craig Benn	4	4	0	0 3445.0
2	Mark Blackmore	4	3	1	0 3185.0
3	Martin Vicca	3	2	1	0 3020.0
4	Simon Staniforth	3	2	1	0 2985.0
5	Ian Morris	3	2	1	0 2855.0
6	Steve Cook	3	2	1	0 2820.0
7	Andrew Kennedy	3	2	1	0 2765.0
8	Tony Gibson	3	2	1	0 2690.0
9	John Tait	3	1	2	0 3245.0
10	Ian Pollard	3	1	2	0 3245.0
11	Stuart Brant	3	1	2	0 3245.0
12	John Kennedy	3	1	2	0 2920.0
13	Paul Legg	3	1	2	0 2850.0
14	Ian Ainsworth	3	1	2	0 2785.0
15	John Martin	3	0	3	0 No Wins
16	Matthew Ellis	3	0	3	0 No Wins

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

THE SCENARIOS

SCENARIO	ALLIED	AXIS
126 Commando Schenke	1	0
174 Lagus Assault Guns	1	0
A110 Shanghai in Flames	0	1
AP106 Helluva Patrol Leader	1	0
AP170 Never On Time	0	1
AP171 Possi's Posse	0	1
AP192 Brush Off	1	0
AR3 Bricks in Flames	1	0
BFP-31 Chinese Alamo	0	2
BFP-48 Ninth Tanks	0	4
BFP-67 Coke Hill	4	1
BFP-99 Ivanovskii	0	1
BG8 Germans in Gherman	0	3
DB179 Having a Go	1	0
FT304 Loosening the Noose	1	0
J166 Maximum Aggression	0	1
J246 Loser Takes All	0	1
J9 A Stiff Fight	0	1
NIB SCENARIO NOT IN DATABASE	1	2
PK4 Forest Brothers	1	0
RPT204 King and Love	3	3
RPT25 Cornwall's Rum Ration	3	1
S1 Retaking Vierville	0	1
S4 Welcome Back	1	1
S5 Clearing Colleville	1	0
S6 Released from the East	1	0
S73 West of the Vire	1	0
S9 Ambitious Assault	0	1
S97 All I've Got is Prayer	0	1
SP208 Portomaggiore	1	0
SP281 Huhnersuppe	1	3
SP287 The Vienna Bypass	2	1
WO48 Last Assault on the Steelworks	1	0
TOTALS	59	31





TOP: Tournament Champion Craig Benn

BELOW: Runner-up Mark Blackmore

BOTTOM; Simon Staniforth won an inflatable 88mm shell for rolling 9 snakes in a single game!



“View From The Trenches is produced on a 486SX-25 PC using PageMaker V5.0 and printed out on a 24 pin dot matrix printer before being photocopied.”

Early in the first Covid lockdown I was chatting on Skype with my VASL opponent about how the first issues VFTT were produced. I had written the above in VFTT3 Jul 95, and after the game I started to write my recollections down. I knew the machine was an IBM PS/1 and a bit of research identified it as the IBM 2133-451. Identifying the printer was more problematic as the photo of my computer setup from mid-1995 gave no clues as to the make or model.

Soon after, I discovered a website which had copies of the 12 installation floppy disks that came with the computer (Windows 3.1, Microsoft Works 2.0, and various IBM utilities) and used these, along with a copy of PageMaker 5.0, to create a virtual machine giving me a virtual recreation of the setup used in those early days.

Then in September 2022 I saw a working machine on sale on Ebay, and in a moment of madness spent £300 buying it! It had none of the manuals or floppy disks it originally came with, but copies of the various IBM-branded manuals (rather than the more easily found generic Microsoft editions!) and hardware documents were purchased as they came up on Ebay.

At various points I also acquired a Quickshot joystick, Logitech hand scanner, and a 14,400 external modem, all of which were part of my setup at that time. I also picked up a set of speakers even though my machine didn't have a soundcard or CD-ROM until mid-1996 as the machine I purchased on Ebay had both fitted.

What still eluded me was the identity of the printer. Google image searches never found anything and an Ebay saved search brought up new listings every day but nothing that looked like my printer. Then in December 2024 a machine that looked very similar appeared, an Amstrad LQ-5000, and while a Google search showed it was an A3 printer its smaller version the LQ-3500 was what I had been looking for! A couple of weeks later one turned up on sale on Ebay and was immediately purchased :-)

With March 2025 being the 30th anniversary of VFTT I decided to bring the setup with me to HEROES 2025 to show everyone the system in action, though I think more time was spent playing DOOM than seeing PageMaker used to edit issues of VFTT!



The Crusaders

Open ASL Tournament Ladder

HEROES 2025 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	Craig Benn	192	153-0-39	4125	34=	Morris Legge	22	10-0-12	2935
2	Toby Pilling	98	89-2-7	4120	34=	Rod Lobban	6	2-1-3	2935
3	Mark Blackmore	196	156-0-40	3905	36	Magnus Rimvall	45	19-0-26	2930
4	Michael Urquhart	12	10-0-2	3605	37=	Russell Gough	91	47-4-40	2910
5	Martin Vicca	88	63-1-24	3585	37=	Ulric Schwela	74	33-3-38	2910
6	Joe Arthur	148	83-3-62	3505	39=	Joel Ayres	21	11-0-10	2905
7	Martin Mayers	171	100-0-71	3440	39=	Alex Ashton	19	6-0-13	2905
8	Tim Bunce	87	58-0-29	3405	39=	John Mccloughlin	3	0-0-3	2905
9	Ian Morris	170	98-2-70	3375	42	Ian Pollard	218	90-1-127	2895
10	Simon Staniforth	162	95-1-66	3355	43	John Martin	27	10-0-17	2855
11	Michael Davies	137	75-1-61	3330	44	Paul Legg	334	136-4-194	2840
12	Richard Domovic	28	19-0-9	3320	45	Eoin Corrigan	8	2-0-6	2835
13	William Binns	126	64-1-61	3265	46=	Matthew Ellis	88	41-1-46	2830
14=	David Blackwood	159	64-0-95	3260	46=	Steve Lampon	9	4-0-5	2830
14=	Richard Dagnall	24	12-0-12	3260	48=	Wayne Baumber	112	49-0-63	2825
16	Steve Cook	72	30-1-41	3165	48=	Richard Webb	15	6-0-9	2825
17	Andrew Kennedy	6	5-0-1	3155	50	Peter Burbery	31	12-0-19	2795
18	Pete Phillipps	298	135-0-163	3150	51	Neil Stevens	85	34-2-49	2790
19	Ian Ainsworth	83	48-0-35	3145	52	Stuart Brant	112	41-1-70	2780
20	Eric Gerstenberg	46	23-1-22	3135	53	Alan Hume	11	3-0-8	2720
21	Andy Bagley	86	41-1-44	3110	54	Paul Case	157	44-3-110	2695
22=	Tony Gibson	71	35-0-36	3095	55	Bill Durrant	25	11-0-14	2685
22=	Indy Lagu	45	19-0-26	3095	56	Frazer Greenshields	11	4-1-6	2670
24	David Ramsey	120	67-0-53	3085	57	Bill Finlayson	12	3-2-7	2665
25=	Bob Eburne	68	39-0-29	3070	58	John Kennedy	55	16-0-39	2645
25=	Michael Rodgers	5	3-0-2	3070	59	Christopher Blair	13	6-0-7	2585
27	Mick Allen	53	30-0-23	3050	60	Nigel Blair	301	106-1-194	2520
28	John Tait	35	14-1-20	3035	61	Simon Taylor	38	10-1-27	2490
29	Martin Barker	59	28-1-30	3025	62	Tim Hundsdoerfer	33	13-0-20	2465
30	Peter Catchpole	24	10-3-11	3020	63	Mark Finney	14	0-0-14	2275
31=	Neil Brunger	117	42-0-75	3000	64	Nick Ranson	165	24-2-139	2070
31=	Gary Norman	77	31-2-44	3000					
33	Paul Saunders	32	17-0-15	2950					

BOUNDING FIRE BLACKPOOL 2025

The Headlands Hotel, Blackpool

November 12th - 15th

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.

Ratings, Records, and ASL Tournaments

The ASL Player Rating System - What It Is and What It Does

Doug Rimmer

Recently the *ASL* Player Rating System (ASLPR) reached the 40,000 game mark, marking its 28th year of storing *ASL* tournament game results and using those results to provide a numerical rating to each player who has participated in one of those games.

While not a definitive ranking system nor a complete database of all *ASL* tournament games, it is nevertheless an excellent compendium of *ASL* history and allows us to create a valid comparison point between players who have never faced each other across the table, or increasingly, on the screen.

As of March 2025, Steve Pleva ranks as the top-rated player and may be the best of our bunch, but Rich Domovic is certainly the most active, having played in 666 recorded tournament games, the only player with over 500 games! Just a few of the fun facts in the data! There are other metrics available such as the players with the best win streak and those that played with the most different players. Each player can see his own playing history with detailed stats when Tournament Directors provide the *ASLPR* with sufficient data. In addition, a nice feature allows players to see what past games they have played along the tournament circuit against players of their choosing.

Just under half (about 17K) of the data in the *ASLPR* comes from the former AREA system, which Bruno Nitrosso managed for good number of years. The

very first entries cover the Scandinavian Open held in April 1998. Those 5 games are the entire data for that year. Two years later, in 2000, five tournaments were included, and in 2001 that number rose to 10. In 2017, we transitioned from AREA to *ASLPR* and undertook a major effort to obtain missing data from tournaments. Marc Hanna in particular, put in a great deal of work to get the data current. By 2025, more than 700 individual tournaments have been created in the database, averaging over 20 a year. It is a tremendous witness to the history of *ASL*!

The rating methodology that has been used throughout the database's lifespan is known as ELO, and is a well-established methodology used in chess, board gaming, and sports. Following the creation of *ASLPR*, changes were made to the methodology, in particular to add a mild penalty factory for those no longer active. The ELO system is not without its critics and some exploration has been made of other methodologies, notably Glicko but as of 2025, *ASLPR* continues to be ELO-based.

ELO works by comparing the ratings between two players (all players begin with a rating of 1500). Players are awarded or lose rating points for winning or losing a game. Since it is expected that a player with a higher rating would win more often than the player with a lower rating, the player with a higher rating will receive fewer points for winning against a player with a lower rating while a player with a lower rating will receive more points for winning against a player with a higher rating. Players lose points when losing in an inverse manner. The wider the gap between the players, the bigger the difference in points received/lost. A player's current rating is the sum of all of their points won and lost added to their initial rating of 1500.

The *ASLPR* differs from other *ASL* tools, such as ROAR and the *ASL* Scenario Archive, in several important ways: firstly, it is based on tournament games only whereas they will record any match result. Secondly, *ASLPR*'s purpose is to provide player ratings whereas ROAR's primary focus, for instance, is to provide W-L results for scenarios in the *ASL* system. Needless to say, all tools are complementary and useful for our community.

You can find the *ASLPR* at <https://asl-ratings.org/>.

The screenshot shows the homepage of the ASL Player Rating System. At the top is a navigation bar with links: Home, Rating Methodology, Why AREA?, Memorial List, Copyright, Links, Tools & Support, and a contact email. The main heading is "ASL Player Rating System" with a subtext "View player rankings, ratings, and game-by-game results. See tournament listings and game-by-game results." Below this are two main sections: "ASL Player Rating Information" and "ASL Tournament Information". The first section has links for "Rankings and Alphabetical Display" and "Alphabetical listing of Active Players", "Ranked listing of Active Players", "Alphabetical listing of All Players", and "Ranked listing of All Players". The second section has links for "Tournaments Recently Added", "Tournaments Included", and "Show Tournament Results". A status bar indicates "As of September 25, 2025, the ASL Player Rating System contains the results of 40,849 games." Below this is a paragraph explaining the tool's purpose and a link to the "Rating Methodology" page. The bottom section is titled "ASL Top Fifteen Information" and "ASL Scenario Information". The first section has links for "Most Games Played", "Win Streak", "Most Games Won", "Different Opponents", "Winning Percentage", and "Tournament Finishes Score". The second section has a link for "Most Played Scenarios at Tournaments".



VASL and SASL Without the Hassle

John Martin

Quite some time ago, I set out to make life easier for my playing of *VASL*. By nature I'm a lazy person and will do the utmost to encourage said laziness.

Although the *VASL* interface is excellent for a whole host of game playing/saving aids, I always balked at using the many keyboard shortcuts available to improve the flow of play. They always involved letting go of the mouse ... (I did say I was lazy...)

I should say that all my work was done on Windows 10/11 systems, I have not tried a Mac or Linux system.

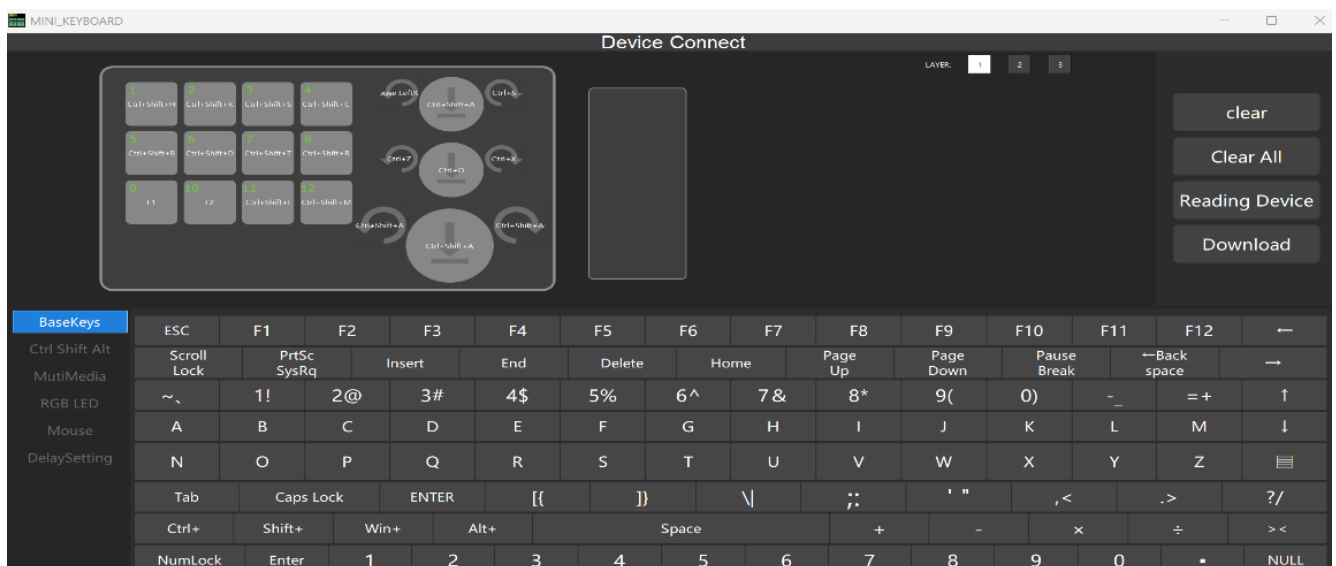
Part 1 - Simple Keyboard

I looked at small programmable keypads, finally settling on a 12 key with 3 rotary dials. There are dozens of variations available from Amazon and other sellers. The keys are programmed with the commands available as "Keyboard shortcuts" in *VASL*.



(Diagram 1)

To use the keyboard, software has to be downloaded and the keyboard has to be initially connected via USB for initialisation and whenever being programmed.



(Diagram 2)

I originally programmed this keyboard to work with *VASL*, and the keys were the dice buttons, rotation were for

TCA and VCA, if pressed the rotary buttons were used for “motion” and “BU/CE”

Of particular use is the move command, BUT this takes up 6 keys out of the 12 available.

The system has 3 layers and so, 1st layer can do dice rolling, 2nd layer movement, and so on.

When playing *VASL* this helped minimise using the standard keyboard, but I found I was still using it at the same time and this added complexity and defeated the lazy streak.

What my fellow game players noticed though was I was able to do certain actions easier than they could.

The downside is that the keys don’t have any markings on them, and more importantly, when the layer is changed, the key label is the same! See diagram 1.

So, in essence, this method didn’t really work out for me completely.

However, it is now used in its current configuration as the “ENEMY” in *SASL* games (see part 3)

I started looking for other methods and programmable keyboards

Part 2 - Stream Deck

I was looking for a keyboard where I could program the keycap image to show whatever I wanted.

After a lot of searching, I came across the “Elgato™” keyboard – what a game changer!

Different manufacturers are available, and most, if not all are cheaper.

Each keycap and its image is programmable- you can show any image you desire!

These beasts ARE expensive, but each key is programmable, and an image can be assigned to the key, insofar as however many layers you program, the correct key image is showing.

This keyboard has 32 programmable keys. It does work straight out the box with a fixed set of commands, but for meaningful work requires programming. It is almost infinitely programmable to do what is desired.

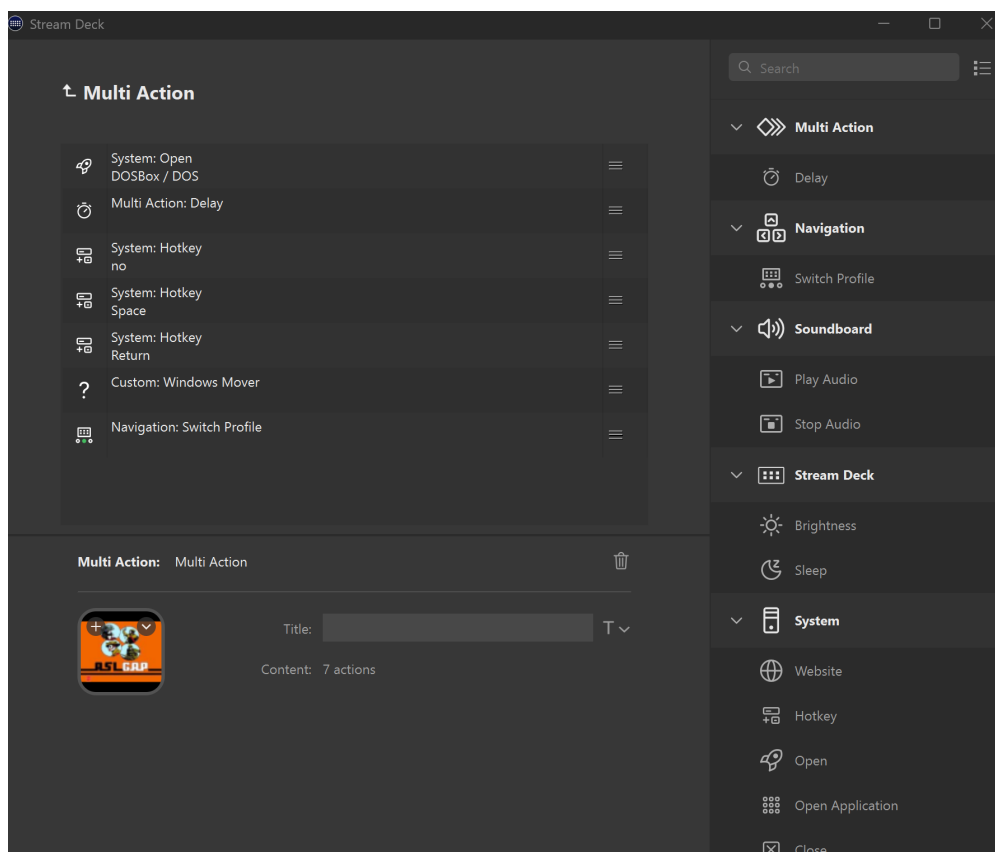
Programming is by drag and drop with most commands available out the box, however, plug ins can be added or purchased (some are not free)

Commands can be added together to create a 1 key press for multiple commands.

For example – highlight a vehicle or gun counter, press the assigned key and an Acquire counter will appear AND will be linked to the vehicle or gun at the same time.

I have a key programmed that will open a Vdos emulator window, start up *ASLGAP* (Avalon Hill version), set the window to a fixed size and move it to top right of screen, and then change the profile. This sets up the *ASLGAP* keyboard.

See screen below:-



(Diagram 3)

This shows the sequence of events associated with starting the *ASLGAP* program.

I programmed the keyboard for it to take control of *ASLGAP* program too. The gap is a very cumbersome program, and drives you to despair with the number of key presses to get a result.

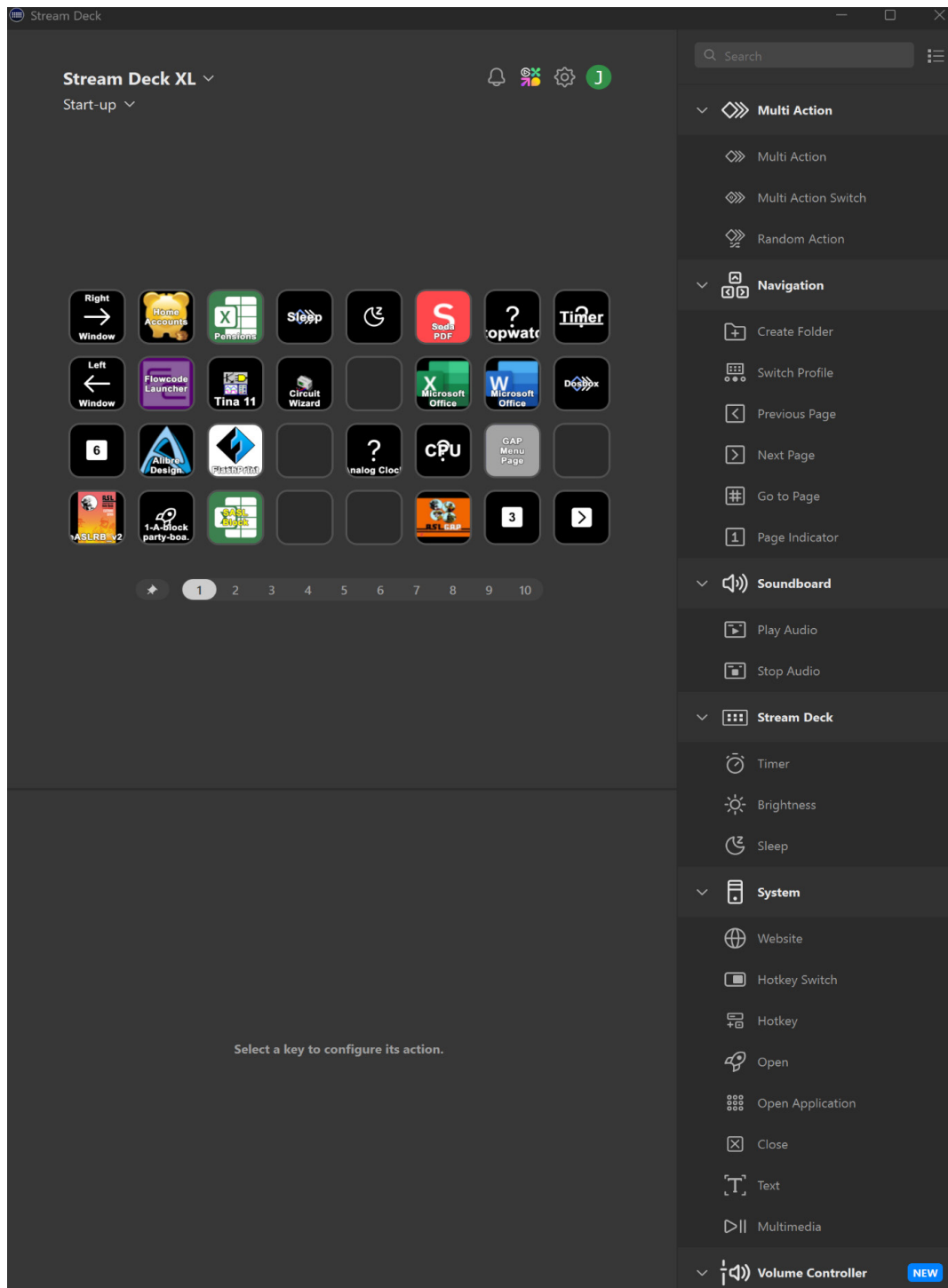
This keyboard allows me to merge several key presses into 1 key press.

It works, but needs refining. Greatly refining.

The benefit of this keyboard is that the page of keys required will change when the mouse pointer is moved to different windows IE the window in “focus”

Programming Environment

The programming environment is easy to follow and as stated involves drag and drop, there is some typing involved as in keycap information.



(Diagram 4)

In the diagram above most keys are assigned to open programs, when the program is open the deck can be

assigned a new profile. A key is dedicated to opening the rule book (in Soda PDF)

And 2 keys directly open Excel spreadsheets.

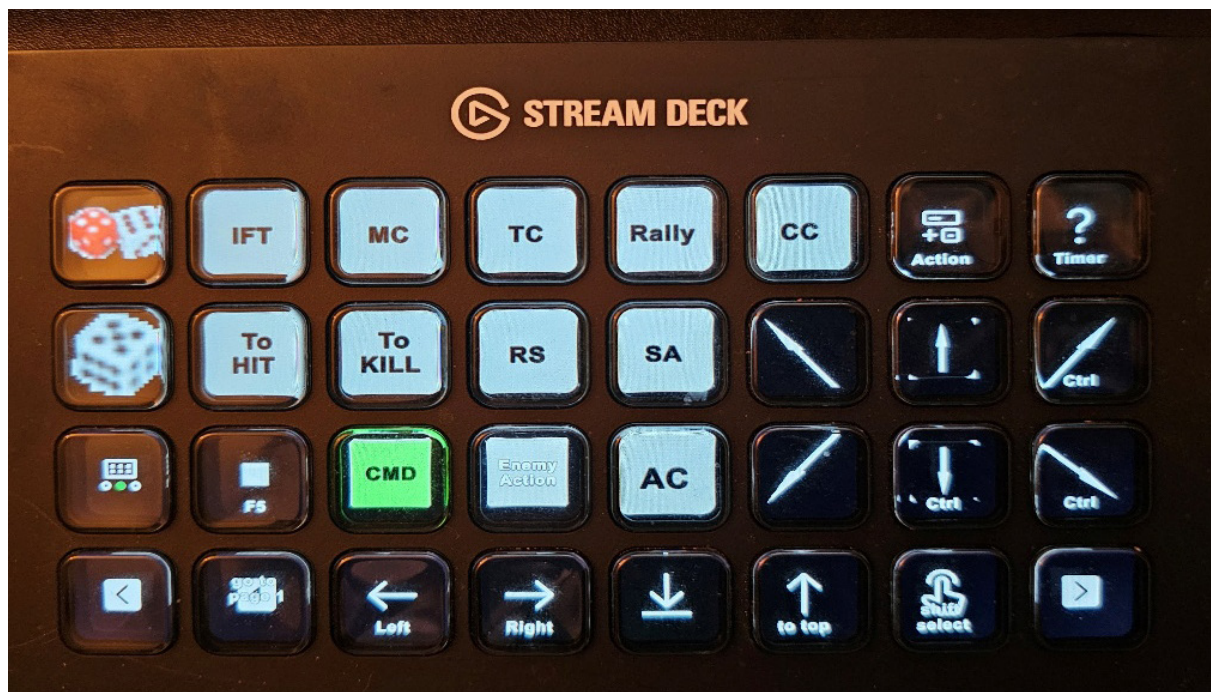
Click on the key to be programmed and then you can pick what you want this key to do, and what image is to be shown.

This is an extremely versatile keyboard.

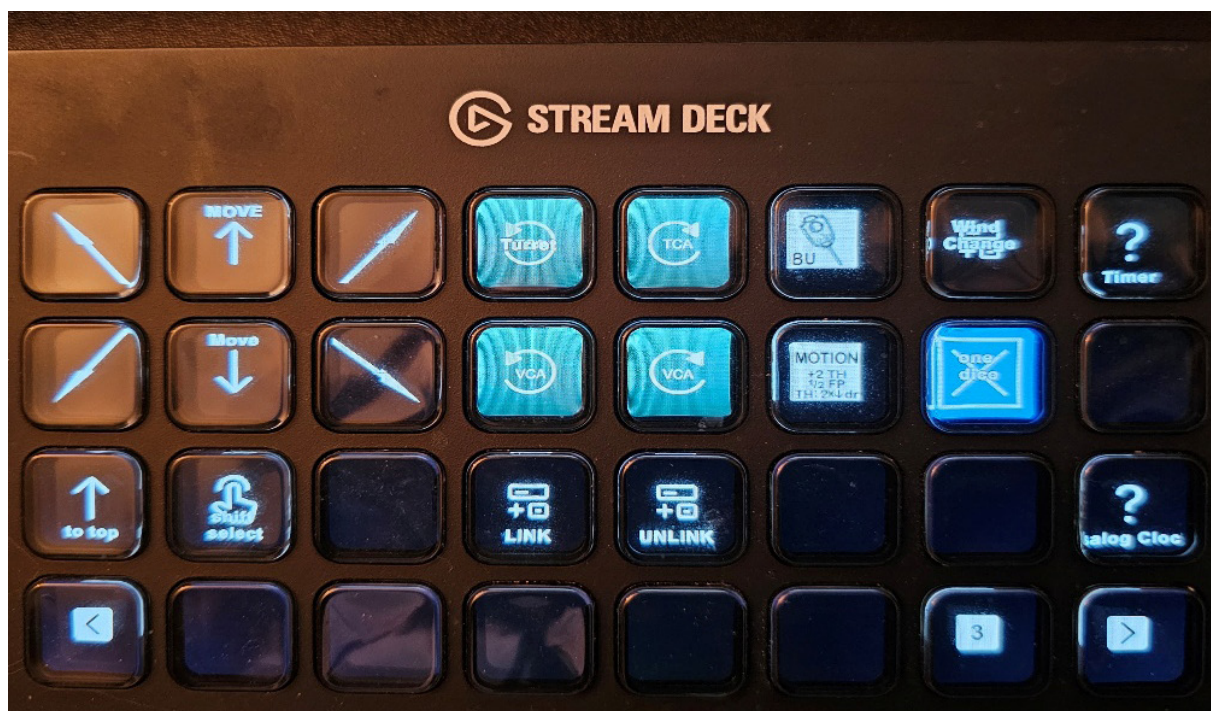
The following 2 images show keys programmed specifically for *VASL*.

I have no desire to program every *VASL* function, but suspect it could be done. To minimise standard keyboard use I have also programmed the shift key and the up/down left/right keys.

Also programmed is “F5” the QRDC, although it’s just as easy to use the mouse for that.



(Diagram 5)



(Diagram 6)

As can be seen from the 2 above images each key has a different function depending on the page selected. In diagram 5 can be seen a key with the number 3 in it, pressing this key takes the deck to page 3, which is

diagram 4.

Most images I created myself, but it's not difficult. Sometimes I would program it wrong and get some strange results.

There are some pitfalls, programmed commands are virtually instantaneous, so to prevent conflict, it can be beneficial to program delays between some commands. But this becomes blindingly obvious after a few mishaps.

Part 3 – SASL

Of course the whole point of all this was to make playing *SASL* easier. Each PC has its own programmable controller. The Elgato for main PC (Friendly) and the original programmable keyboard takes the Enemy.

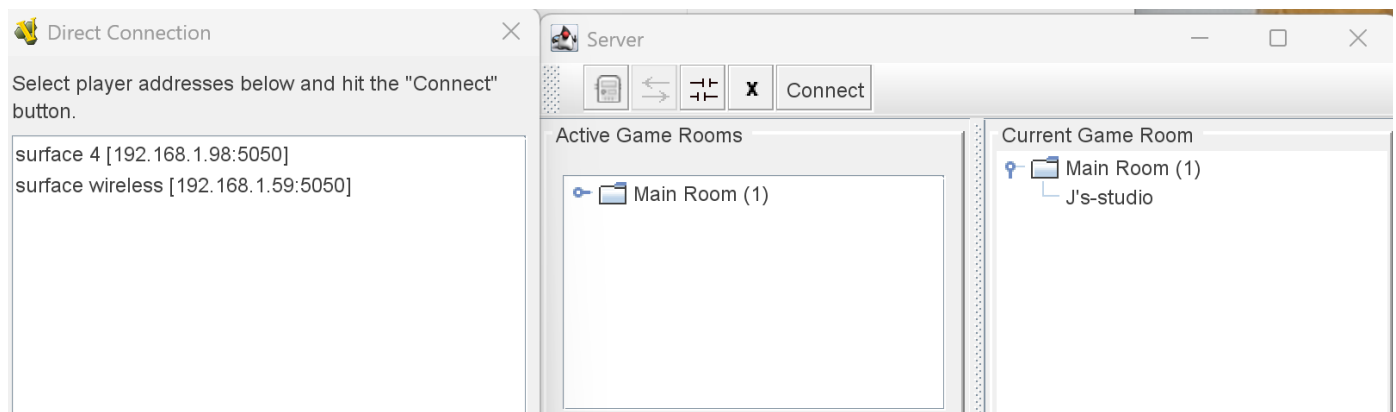
To do this I actually use 2 PC's set up as peer to peer, The first keyboard I purchased is used to perform the "ENEMY" die/dice rolls, AC (activation) and Action die rolls.

The benefit of this is that it is easy to see whose sniper has been generated and who had last die/dice rolls at a simple glance.

The secondary PC is set up as the enemy and *VASL* started up.

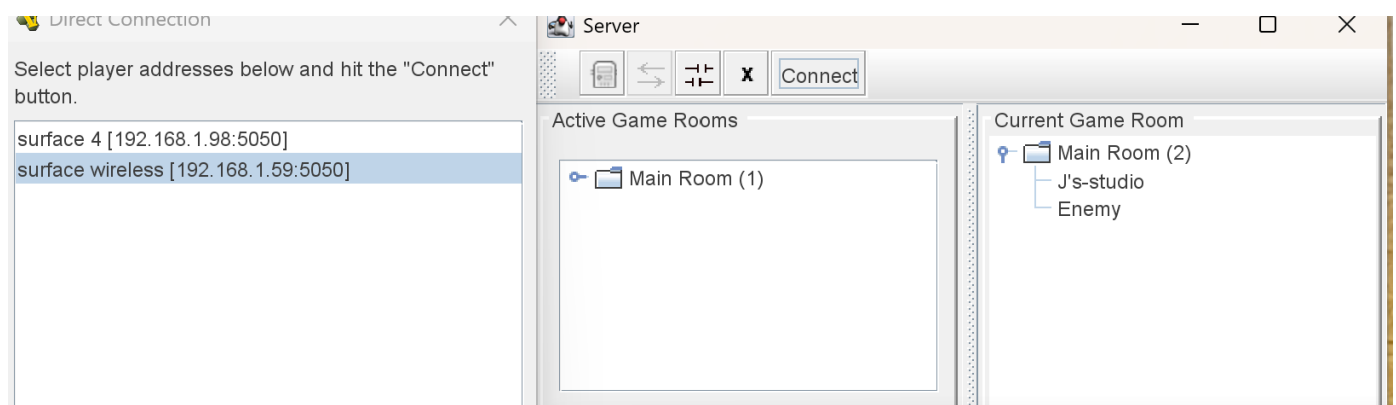
Set it to "look for game online" in "peer to peer mode"

The main PC, which is running the scenario I'm playing, is the controlling PC



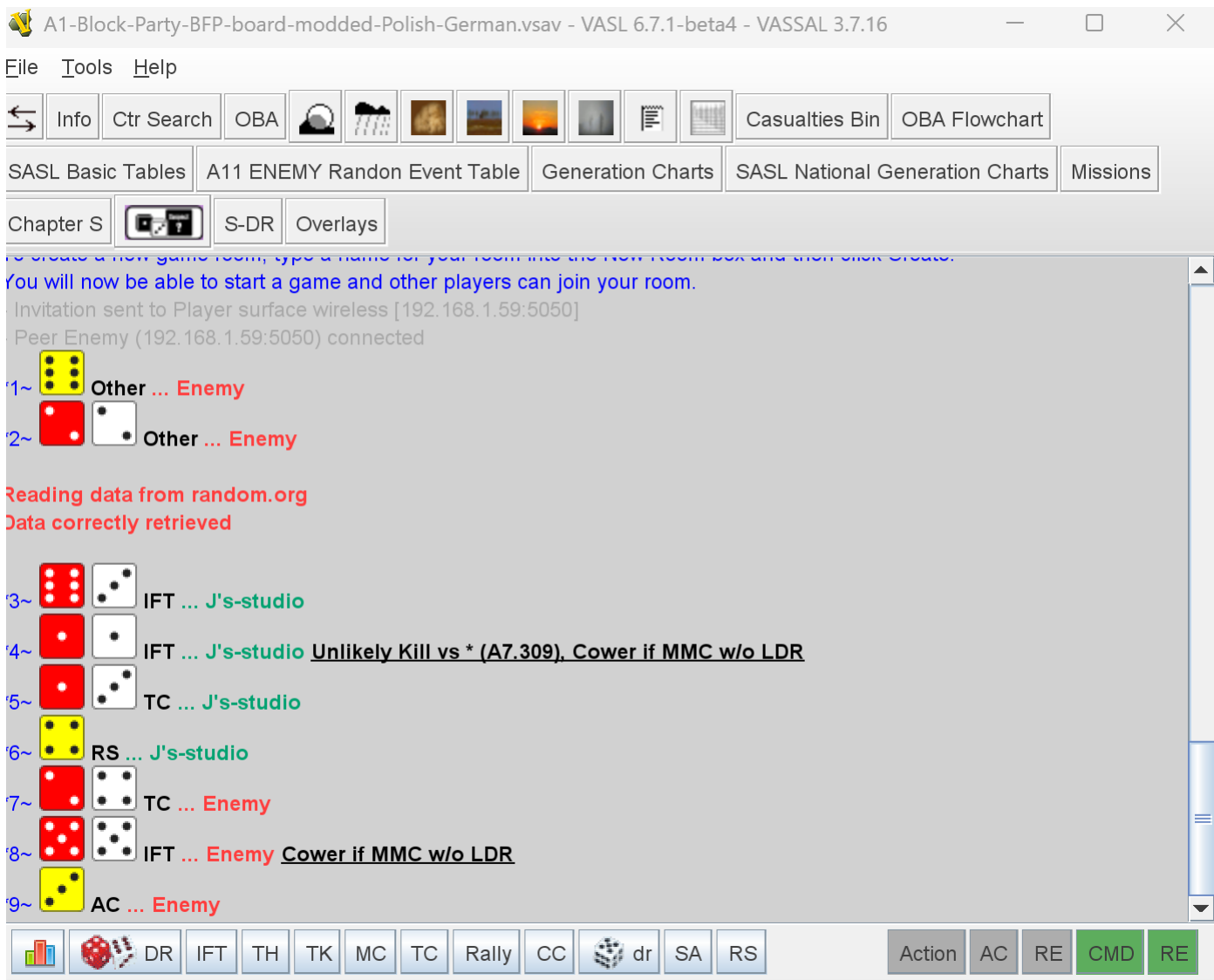
(Diagram 7)

Diagram 7 shows the connection status prior to connecting with the Surface 4. It is seen that I can connect either with ethernet or wireless as I have set up 2 connection methods.



(Diagram 8)

Diagram 8 shows connection status after linking up with the Surface 4.



(Diagram 9)

This window shows the die/dice rolls from both PC's.

I have set it up that the Enemy is reported in red and Friendly (me) is reported in green (J's-Studio)

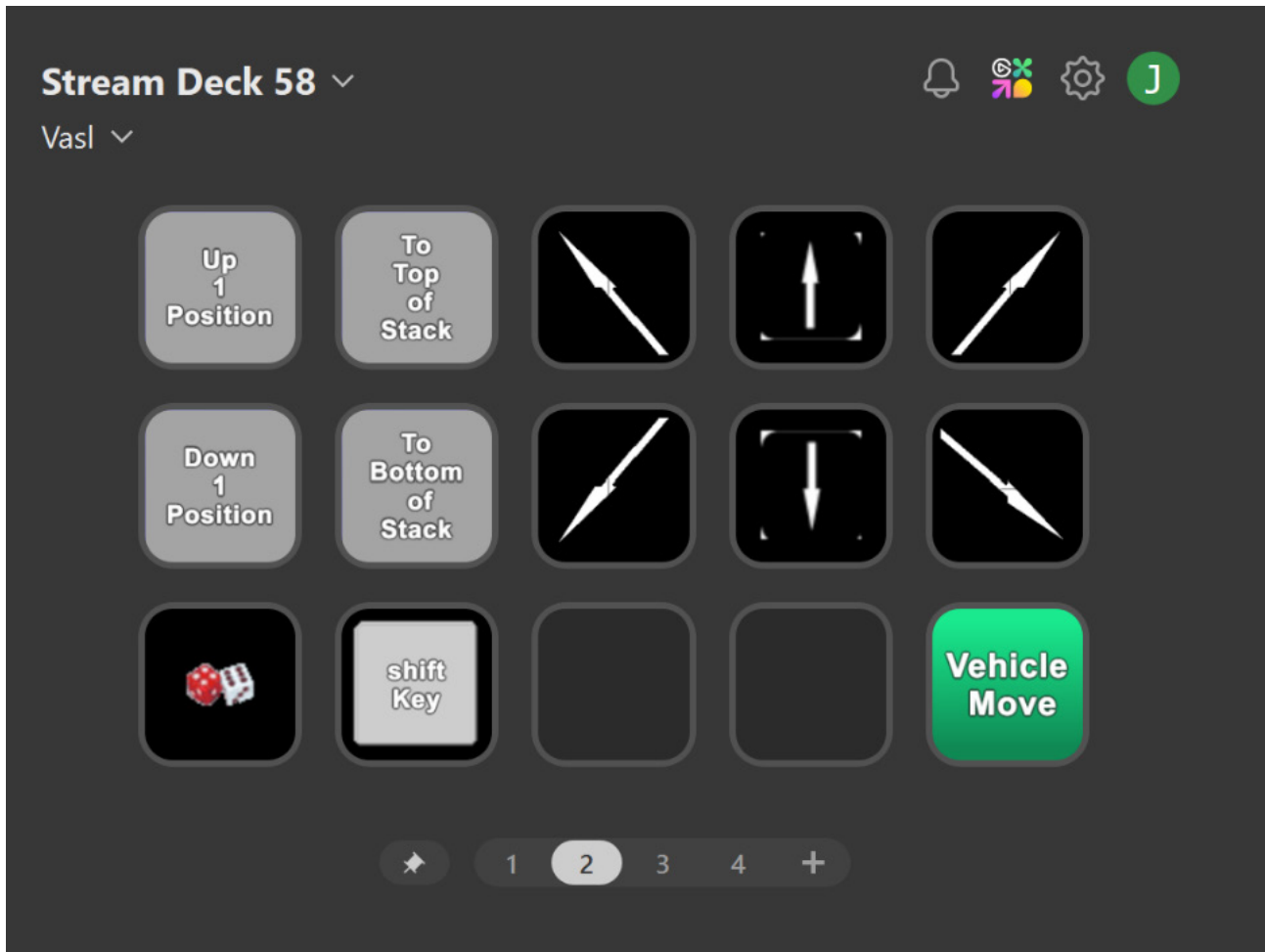
Part 4 – More Uses

I have been learning how to use the stream deck, and have purchased a 15 key version.

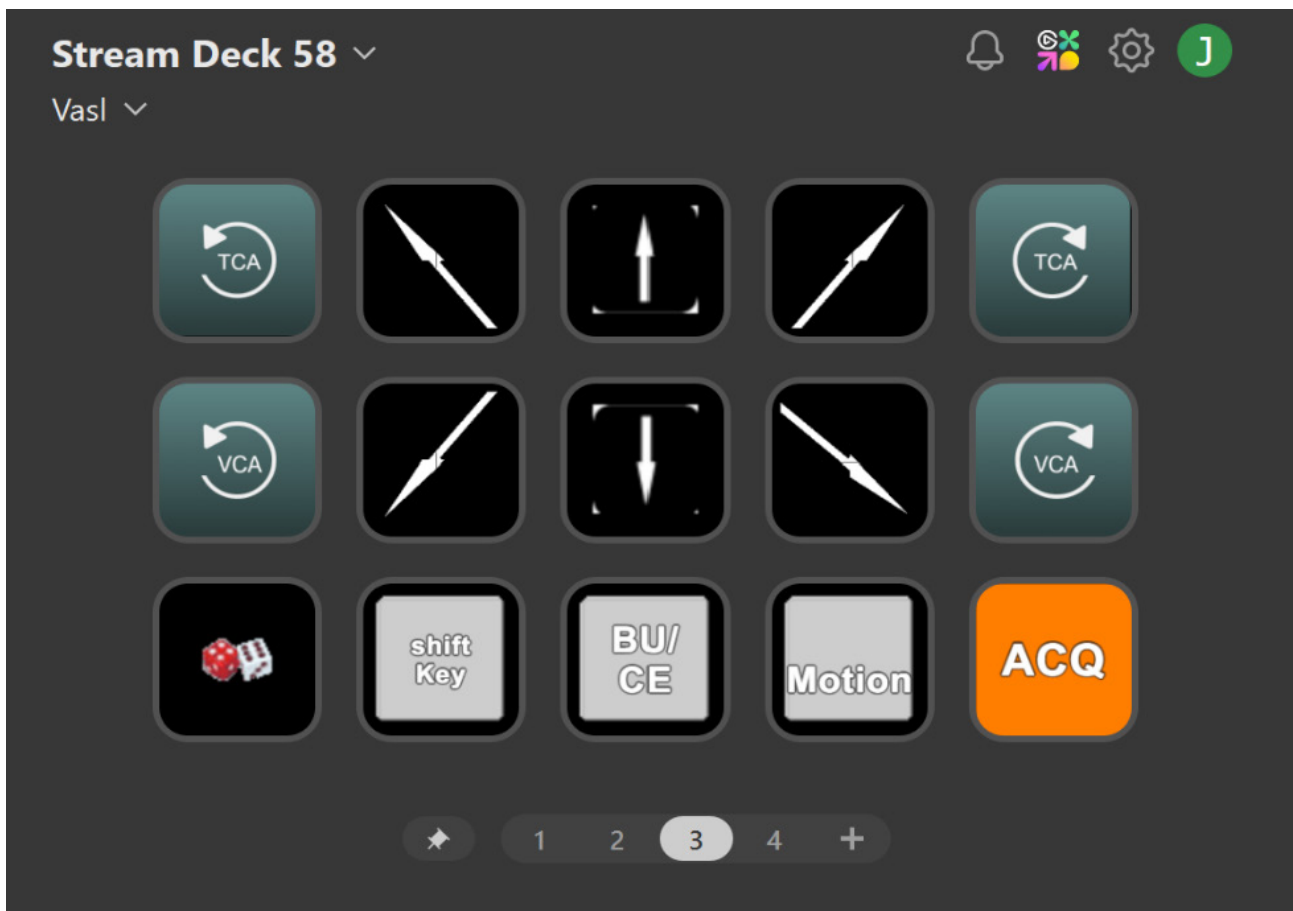
I can streamline the profiles and set up each profile to be more effective and useful.

The 32 key Elgato is with the main PC, the 15 key is with the downstairs PC

Here are screenshots of the 15 key Elgato – the -profile used is “VASL”



(Diagram 10)



(Diagram 11)



(Diagram 12)

The ACQ key in page 3 (Diagram 12) is superb, if a vehicle or gun is selected, the key is pressed, then an acquired counter is placed on AND linked at same time (uses multiple commands).

The downside is humorous, if used on an MMC, it ELRs the MMC!

Also, ONLY the vehicle or gun should be selected, not multiple counters.

Clicking on the 2 dice image in page 2 -diagram 11 takes you back to page 1 – diagram 10

The green CMD key is the “Friendly” command action in *SASL*.

By using the 15 key Elgato, I have decided that I will completely redo the 32 key Elgato programming. I have discovered how to switch profiles automatically. I have also worked out how to automatically go back to a previous page, not sure if I need that though.

To further enhance my *SASL* playing, I am in the process of creating a PDF of the main *SASL* charts with hyperlinks. Hopefully that will be ready soon. This is being set up on a reMarkable e-writer/ viewer. I am hoping to test it with an iPad too.

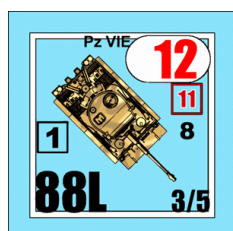
Ω



Every Gun an 88 Every Tank a Tiger

Martin Vicca

Tigers feature heavily in after action reports from Allied units during the Second World War. Many, if not most, of these reports when examined show the vehicle encountered was not the fabled Tiger but some other war machine. So why did this vehicle cast such a spell and what did the Allies do to counteract it? How is its presence modelled in *ASL* and how can you combat its effects?



The first thing to understand is the Tiger was not merely a tank but a complete weapons system. What was the problem it was created to combat and was it successful in that role?

The Tiger was a first in several aspects. It was the first production tank to bear a big cat moniker. This is interesting since it shows that from the very start the propaganda aspect of this weapon system was being given heed. There was an awareness of the fact that this weapon system was more than just a vehicle.

When it went into action it was the most heavily armoured, heaviest tank with the biggest gun.

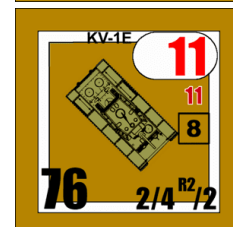
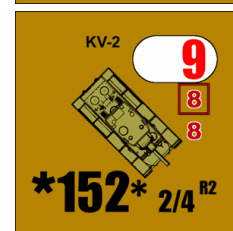
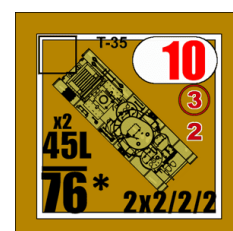
Except it wasn't.

The old T-35 weighed more as did various other Soviet heavy vehicles including the KV-2 that also had a bigger gun.

Even the KV-1 had a similar thickness to its armour.

So you may think the Tiger was designed to combat these guys. Again, no.

The idea of a 45-ton heavy tank was floated in 1938. An assault tank with 80mm of frontal armour. Then in 1941 Hitler ordered that it be capable of carrying the 8.8 cm gun (the famous 88). It's maybe this marriage of heavy armour and the legendary 88 mm gun that gives this guy his mythical status. Add to this their deployment in late





1942 just as the cutting edge of the early Panzer arm was beginning to show its vulnerabilities and we might begin to understand the source of the legend.

Initially deployed in September 1942 on the Leningrad front, this proved both its effectiveness and its limitations. The tank on the battlefield was mighty. Few weapons could stop it and the cannon easily dealt with opposing armour. There was a big problem though. The vehicle was heavy, complex and required a huge amount of support. There is a reason it was deployed to the Leningrad front rather than further south. The rail-links from Germany to that front were good and the front itself was quite stable. This is not a tank like the Sherman able to travel significant distances from a base with minimal support as it exploits a breakthrough. This is the tank to make that breakthrough. If you pause to consider this, however, it shows a duality to the design. If it is a breakthrough tank, why is it lacking a gun capable of defeating concrete emplacements? The KV-2 was designed specifically for this. Secondly, if it is not for exploitation, why require the off-road capabilities it has?

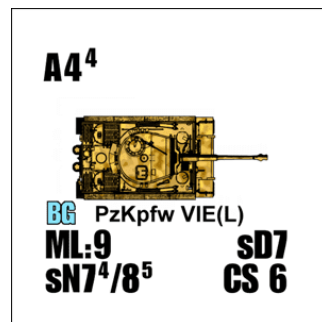
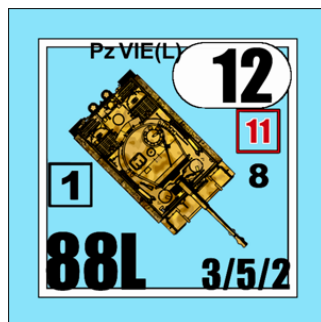
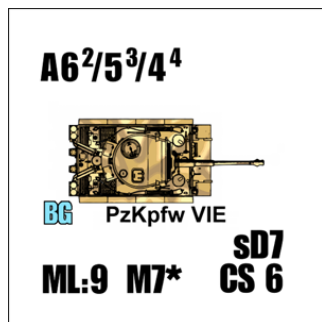
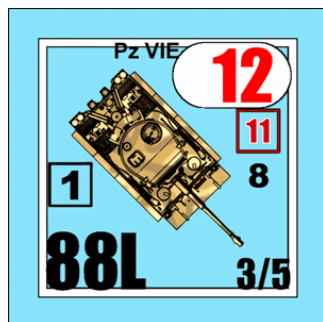
The tank/vehicle as a weapon system seems to fall between two stools being neither one thing nor the other. Thus how did it get such a fearsome reputation if it wasn't very good? For this you need to consider at what stage of the war it was employed in. By late 1942 the Allies were beginning to go on the offensive in all theatres. Although the grand plan of Operation Uranus was yet to be unleashed, desperate counter attacks were being made in the north to try to relieve the besieged city of Leningrad. Many of these were combined infantry and armour attacks and in defeating these the Tiger showed its strength. With enough movement to reach the battle area in a timely manner and with

sufficient armaments and armour to affect the result decisively, it proved its mettle and had all its enemies running scared. Or so we like to think.

Whilst some use of the tank was made in the September battles, little mention of it appears in the Soviet reports from that time. The Tigers' first operational use was, predictably, a disaster. Four vehicles operating with Panzer Abteilung 502 were to support an attack by the 170th Infantry Division on the 2nd Shock Army at Tortillovo. One tank was hit and, although not penetrated, the engine ceased to function. Three more bogged down in swamps. Three of these four vehicles were recovered but the fourth stayed out on the battlefield. High command prevented the Germans from destroying this tank. So little attention was paid to this by the Soviets that the tank remained where it was until mid November when permission to destroy it was finally given. If the Tiger had been such a hit, how could the knocked out version of the vehicle have sat for a month and a half without being investigated?

The next significant action involving these beasts was in January 43 around the Neva river. Here one tank got stuck in a bog and had to be demolished. Another was hit by fire and although this failed to penetrate, the transmission was damaged and it was abandoned. This vehicle was also destroyed/demolished but not completely. At this time the Soviets recovered the hulks and this allowed them to test the effectiveness of their guns against them.

Meanwhile, in Tunisia, Tigers had also appeared. Although it wasn't until Tiger 131 was captured in May 1943 the Western Allies had a working Tiger, there were several hulks captured that allowed them to find out how



their arms fared against these beasts.

The Tiger in ASL

The *ASL* Tiger comes in two variants. Whilst having the same armour, main armament, coaxial machine gun and bow machine gun they differ as follows; the later model has an anti-aircraft machine gun as standard. There is a slight variation to smoke dispenser capability (an sD7 with M as opposed to an SN7/8 in the late model Tiger). The main difference is the early model also has red movement points. This, more than any other factor, will change the way you employ this weapon.

The armour is impressive with 11/14 front and 8 side. This compares very favourably with most contemporaries. Stick this bad boy Hull Ddown at a distance and you can rule the battlefield! That 88L gun will destroy most contemporary armour and can do so at significant distance (my best was at a moving T-34 63 hexes away. [-2 double acquired, -1 Armour Leader, +2 Motion: needed a 4 To Hit and a 4 To kill [11 armour, 20 TK Number minus 5 for range]]). This sort of fire power and penetration can give you a feeling of invulnerability.

Ally that to the best AFV Crew Morale in the game with base Morale of 9 and you can seriously consider going into the battle CE to improve your chances of gaining a hit.

So What Can You Do?

The standard Allied tank has a problem. Soviet 76L and Sherman 75 all fail to damage the Hull Down Tiger. So don't take them on like that! The Allies looked at the hulks and didn't panic. Why?

Firstly, they were looking at knocked out tanks

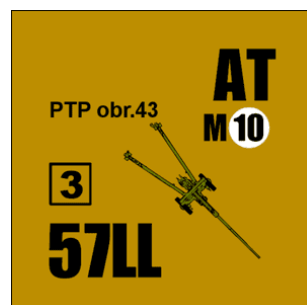
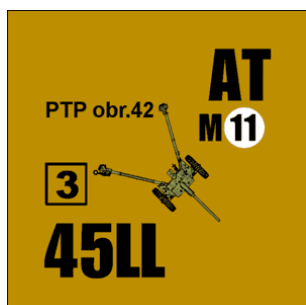
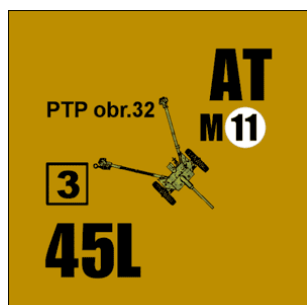
which indicated that these guys, though scary, could be dealt with. Obviously the heavy tank would need a heavy ATG to deal with it but both Allies had solutions in the pipeline.

The Soviet solution was the 100mm naval gun repurposed as an anti-tank gun. Large and unwieldy though it was, it could deal with the monster at any range. Although they were not mounted on a chassis until late 1944, these were available in towed form earlier but retained as an artillery brigade asset. So how could the lowly infantry companies deal with Mr Tiger?

If they were lucky, they had the 57 mm PTB obr-43. If not then the trusty 45 mm would have to do. With the Tiger's 11/8 armour it is clear that an attempt to destroy the beast is difficult. The 57 mm has a chance from front with a 15 TK Number but the 45 with 10 or 11 is in trouble. APCR is more effective but only marginally so; that raises the TK Number to 12/13 but remember the effect of distance. With a plus 3 at range of 0 to 1 a 45L in ambush at the side of a Tiger has a great chance to knock it out! 15 verses 7 or 8 is a decent shot.

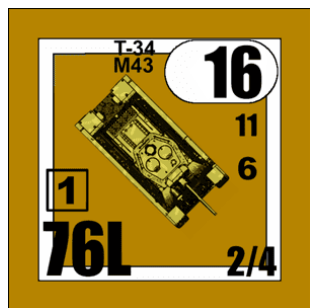
The Soviets were no fools. They knew that Tigers were unlikely to let themselves get into a position where these sorts of shots were likely. As a result, standard Soviet advice was to aim for the tracks and running gear. Although steel tracks could absorb a tremendous amount of damage, the gears were more vulnerable. The Soviets found that the 45 mm could immobilize the Tiger but the smaller sub-calibre round did little internal damage to the tank meaning if it could be recovered it could be repaired more easily.

The standard medium velocity 76L mounted in the ubiquitous T-34 could damage or destroy the Tiger





from all angles. The problem was that if it wished to do so from the front it had to be very, very close and have access to submunitions. In *ASL* terms the 13 TK Number (raised to 14 at very short ranges) can penetrate the hull front. Submunitions help raise it to 17 at point blank range. This is a decent roll for a swarm attack but, bear in mind the way the game system works, if you get APCR you're also more likely looking at a turret hit where there is better armour. (Actually not certain this is true but it certainly feels that way).



The other way to deal with the old Tiger is by use of Area Target Type. This can Shock, Immobilize, or destroy the beast with an IFT roll of a KIA, K/- or one greater than K/- result. This is another area that the Tiger shines in. Remember that side armour of eight? Well since all Armour Factors are greater than or equal to 8 there is a plus 1 to the IFT roll. This means the Tiger (if no vulnerable PRC) is only affected by a three when shot at by the 76 mm or a two if short by a 57 or 45 mm. It's not much but at long ranges it could be worthwhile. Your 45 mm facing a frontal armour at a range of greater than 7 is unlikely to affect the target. Consider Area Target Type. You don't get rate but it can be worthwhile. At a range of greater than 25 neither your submunitions (- 6 modification) or AP equals (-2 modification) can damage a Tiger. Even a Critical Hit is no sure thing at that range as it is the modified TK Number which is doubled rather than the basic TK Number.

The 76 mm is worth a punt too. Needing a three for effects, if you have multiple gun tubes with no other targets then shoot away.

One vulnerability of a Tiger or on the Eastern Front is it is normally facing a greater number of enemies at close range. Most *ASL* scenarios take place at the end of

a battle. Sure, some *HASL* maps have enormous ranges but generally a sight line is less than 10 hexes. It's the reason Tigers face six T-34s and not 20.

One thing to remember is the Tiger cannot fire out of its own hex if it is occupied by an enemy unit. With a TK Number of 13 and an armour of 11 how do you end the turn in the enemy hex without breaking the provisions of D2.6 which requires you to be capable of destroying it or shocking (not immobilising) on a five or less?

Three methods exist:

Method 1

The first I feel is very sleazy and should be errata'd out.

Enter the hex and then try to leave, bypassing a hex you cannot legally Bypass. You get bumped back into the hex. It does not spend a Stop MP there per Q&A.

"D2.3 & D2.6 - A vehicle enters the location of a vehicle he can't destroy or Shock with a 5 TK (as per D2.6), then spends its last two MP to do VBM in an adjacent hex. Hexside clearance proves to be insufficient (D2.3). Shall the vehicle return to the vehicle's Location, where it will end its MPh (since he ran out of MP)?

A. It must end its MPh Non-Stopped in the other vehicle's Location. Even if it had MP left it would not stop."

Properly done, this should be enough to end your movement. Of course, this is tremendously gamey and I would expect it to be banned. Unfortunately this Q&A suggests that this is a legal move.

Method 2

The second method involves Riders. Although you cannot Stop in the hex, you can swing your turret and cause the Riders to bail out as you go through. Regardless of them breaking or being in Good Order, Mr Tiger cannot fire out if there are enemy units in his hex. I pity the poor units!

Method 3

The third method is to pass through the Tiger's hex and approach it from the rear. The determination of ability to destroy the enemy vehicle is based on the armour aspect you approached and the modified TK Number. The 76L TK Number is 13 base, up to 14 for



range. The Tiger rear armour factor is 8 minus one for rear 7 so if approaching from the rear it is acceptable to end your turn in the Tigers hex. The 45L is unable to do this as its TK Number is only 11 at range one. The 45LL is able to do so. Unfortunately I cannot think of any Soviet tank which mounts the higher velocity 45 mm. Note you cannot take depletable special ammo into account when making this calculation. If by SSR APCR is unlimited then go ahead and use a 45 mm armed vehicle to freeze the Tiger.

Finally consider which weapons are on board troop carriers. If the vehicle carries a bazooka or Panzerfaust that the crew may use then they are capable of stopping. By Q&A it has to be the crew are not a passenger which uses this to allow the vehicle to stop.

"D2.6 & D6.1, D6.2 - Can a vehicle whose MA cannot comply with D2.6, stop in an enemy AFV's hex if the vehicle's: Inherent crew has access to an inherent SW of the vehicle and that SW can comply with D2.6? A Passenger has a SW and that SW can comply with D2.6? A Rider has a SW and that SW can comply with D2.6?"

A. Yes. No. No."

Of particular note is that if the M3A1 Scout Car is specified as an American one it carries a bazooka from 1943 which the crew can use.

Once the Tiger is pinned in this way, either use the remaining armour to flank it and destroy it from side or rear or rush infantry up to engage it in close combat. Often infantry is your best bet when dealing with this beast.

Changing now to the Western Allies. How did they react to this new weapon system?

Firstly it is clear that like the Soviets, this tank seriously out-gunned and was better armoured than its Western contemporaries. The 88 mm gun out ranged any British or American tank mounted gun.

The Tiger was first deployed in Tunisia and prior to the capture of Tiger 131 was examined only as burnt out hulks. Although there's little confirmation for the reason of these vehicles being burned out, it is thought that they were destroyed by their crews after breaking down rather than being knocked out through any action. These hulks allowed the British to test their weapons against



the armour, albeit in a weakened state. To no one's surprise, the two-pounder and US 37 mm ATG had little effect, only penetrating the sides at close range.

The six-pounder was capable of piercing the armour from all directions although it had to be relatively close to penetrate the vehicle's front hull and could not pierce the front turret at all. Once again, submunitions were found to be more effective at penetrating but less damaging once penetration was achieved. This is important as the Germans were experts at recovering knocked out vehicles from the battlefield, repairing them and putting them back into action. Multiple hits were often needed into the same area before penetration was achieved. In game terms this can be equated to not getting ROF because you're spending the whole time shooting at the same area to get that kill!

The medium velocity 75 mm as mounted on the Sherman or Lee/Grant tanks was shown to be marginally effective against the front but able to penetrate the sides effectively.

By this stage of the war the heavier anti tank guns were well into their development and both the 17 pounder and 90mm were able to penetrate the Tiger at significant ranges. The problem, at this time, was both these guns lacked an armoured carriage and existed only in towed form. Fine for defence but not as good when advancing.

All calibres of heavy and medium artillery could engage the Tiger successfully. Frankly, though, if your corps artillery is engaging Tigers over open sights then things have gone very wrong indeed!

Ironically the British thought process that "gun" tanks were to engage enemy armour, meant that they had vehicles that could engage the Tiger. Ultimately the dual purpose 75 mm gun arm tanks proved their worth. There simply were not enough Tigers.

The really great weakness of the Tiger was not in



battle but in construction. It was a very expensive beast to build. For the cost of building one Tiger you could build two Panthers or four Panzer IV. Add to this, the logistical tail required to keep them operating in the field was immense. Designed to be used on the wide open steppe or desert they were deployed to the Narva front with its forests and bogs and Italy which had steep mountainous roads. Although effective there at ambushes their full potential could not be realised.

One of the most favourable battle conditions to feature the Tiger was that found at Kursk. Here the

Prokhorovka ('PRK1 10 July', 'PRK8 Attack from the Psel', 'PRK11 Andreevka-Vasilyevka Sector', 'PRK12 A Soviet Reckless Charge', 'PRKS1 Attacking 241.6 Hill' (a starter kit Scenario))

As a Soviet Defender you will either have to accept high losses to your armour or engage the Tiger at close quarters after destroying the covering infantry.

In conclusion; a Tiger tank will be a major element within your OB in any scenario and if facing one you have to be both resourceful and cunning to defeat it.

As a Soviet pamphlet puts it:

"The devil is not as black as he is painted. The Tiger and Ferdinand are great machines but their feet are weak.

Rifleman! Don't be distracted, disguise yourself, let the Tiger approach and throw an anti-tank grenade at his tracks and drive sprockets! If one is not enough, do not spare a second."

Ω



Soviets relied upon fixed defences (mines and anti-tank ditches) to channel the Tiger attacks into areas where artillery would destroy them. Other times they used defensive artillery to strip the Panzer formations of covering infantry and then utilised special anti tank teams assigned to engage and defeat these monsters. For scenarios featuring these actions look to BFP's *Crucible of Steel* pack ('BFP78 Operation Wheatfield', 'BFP79 A Hard Push', 'BFP80 Rashunial's Sacrifice' and others including 'BFP104 Flying Turrets') or *Advancing Fire's*



Ian Ainsworth

Board 15a. However, there is a row of orchard hexes that will block LOS until units enter Board 15a. There is a stone church with a steeple which is useful (I'll discuss this later).

Russian Considerations

Initial setup has the Russian player able to set up partly on Board 15a and down across Board 1a. The Russians need to get onto the level 1 hill as soon as possible and put pressure on the German defenders before the Germans can reinforce the position with their Game Turn 2 reinforcements. Therefore, it is advisable to set up on Board 15a possibly setting up for a Human Wave on Game Turn 1 if the German player sets up within LOS in the building hexes just north of the hill. The increase in morale for the Human Wave will make life more difficult for the Germans.

I would discount setting up on Board 1a as it will take longer to reach the hill. However, it may be worth setting up the MMG with a half squad and leader directing the fire in the steeple. Although the firepower will be limited to a 2FP due to long range fire, its main purpose is to stop the Germans gaining concealment on the hill and could allow a 'sneaky' 2FP flat shot on any troops not assault moving.

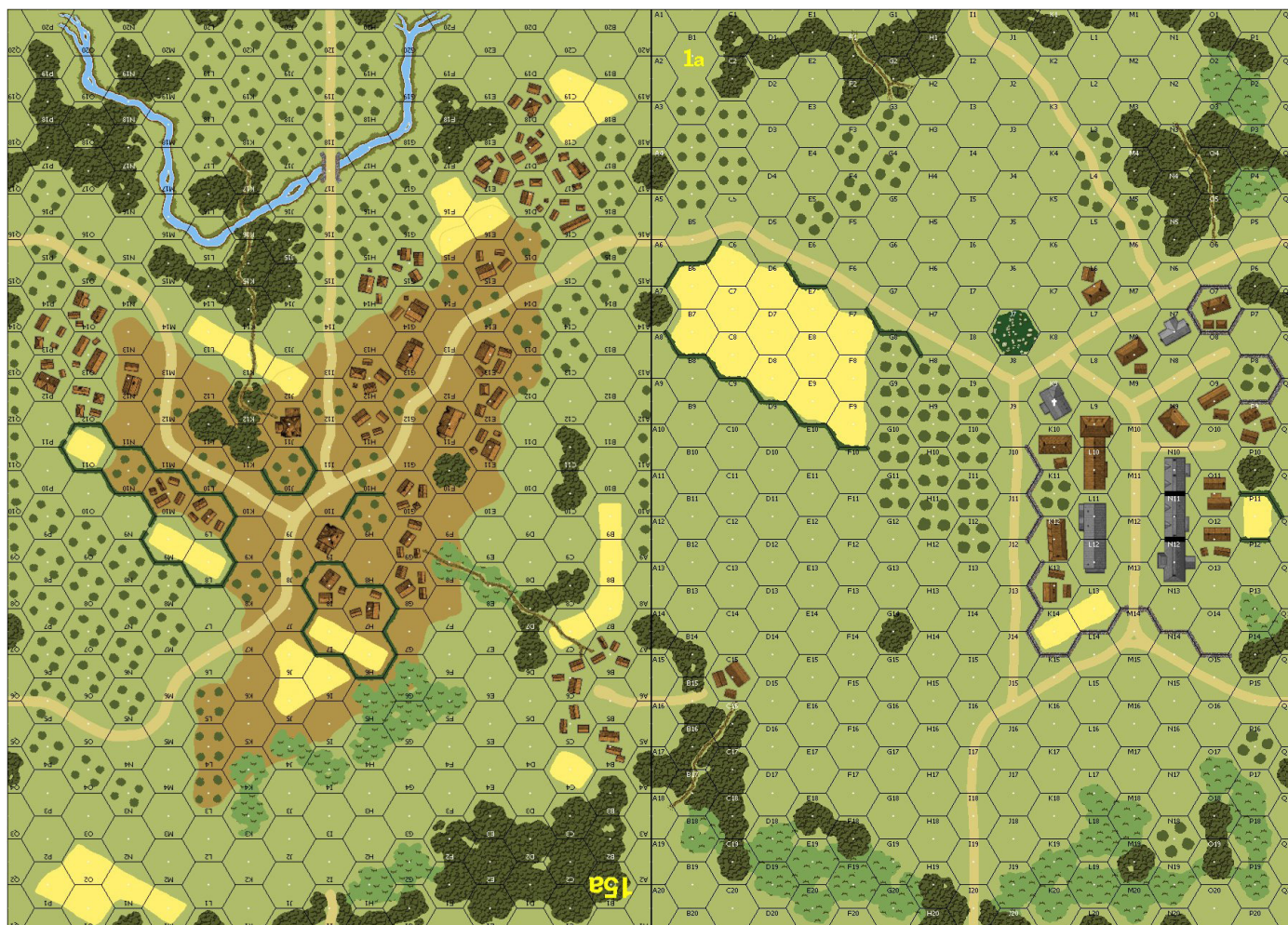
The Russian T34/85s and Sherman 76Ls have the

ability to knock out the German armour with relative ease. The SU76s however without APCR have roughly a 50% chance. Remember, ammo depletion numbers are increased due to Guards status and this is easily forgotten. The T34s has a one-use SD which can be useful when moving into the village on level 1. In addition, the American Shermans have good Smoke capability albeit LOS will be hampered by the orchards.

The Russians have good morale and ELR of 4 and unusually for them due to their armour Smoke capability. The downside is that they have only three leaders at start in which one of them should be stacked with the MMG and half squad in the mapboard 1a steeple. This will only leave two leaders available for the assault on the village and the Russian player should take steps to protect these at all times.

The 6-2-8s have both Assault and Spray fire capability and should be moving all the time and not get into a static firefight. Trying to outflank the Germans on either side of the hill is a good move as it will force the Germans to fall back and allow you to capture a number of the buildings without a pro-longed firefight.

The SU76s are vulnerable due to being Crew Exposed. Therefore, avoid giving the German player good opportunities to fire at them or enter close combat.



Look at the map and consider using them to outflank the German defence and cut rout paths; this can be difficult due to the orchards and level 1 hills blocking LOS and the fact that the Panzer IVs enter on Game Turn 2.

The armour reinforcements give a lot of flexibility for the Russian player to decide where to attack. Does he drive along the northern road of mapboard 1a and join the Russian attack from the northeast of mapboard 15a? or does he drive west across the south of mapboard 1a and put pressure on the southeast of the hill and make it difficult for the German reinforcements, especially the German armour? Wherever the attack comes from the Russian player needs to be mindful of the Marder and the hidden Pak 40 AT gun. In addition, the Russian armour will be carrying riders and will need to be mindful of moving through the orchards as this will result in the Riders bailing out. However, the armour can move through an orchard road without a Bail Out check.

German Considerations

One of the main considerations for the German player is where do you set up your Pak 40 and the Marder, as the setup of these assets will determine the rest of your initial defensive setup. As the German you need to bide time and slow down the Russian advance minimising the loss of your forces to allow your Game Turn 2 reinforcements to enter the game and reinforce your defence. Do you set the Pak 40 along the hill line to allow shots at the approaching Russian armour? Or do you set it up within the village covering the main Russian attack from the northeast?

The good news for the German player is that they are classed as 'Elite' and the Marder has a breakdown of 12 not a circled 11. In addition, the Germans can set up concealed in concealment terrain. Therefore the 6 concealment counters can be used for dummies. I have previously used these to give myself dummy 'Marders'.

With regards to Victory Conditions, German



casualties are irrelevant, it's all about buildings. Based on the worst-case scenario victory conditions IE the Russians need 10 building hexes; the German only needs to hold 5 building/rubble Locations. Therefore, they can slowly withdraw southwards on the hill to join up with their Game Turn 2 reinforcements. The reinforcement consists of 5-4-8s with good morale and assault fire capability and are supported by Panzer IVs.

Also, for the Germans, don't forget they have ATMM and Panzerfaust capability which can also be used against Russian squads in buildings as well as the Russian armour.

Having played this scenario a few times, it is tempting to deploy a squad into 2 half squads and set them up on ground level in a couple of the buildings just to the north of the hill as speed bumps. However, in doing so, a careful view of the map is needed to avoid any potential initial Russian Human Wave.

Conclusion

At the date of writing this article ROAR shows 30 Russian wins against 26 German wins. Therefore, it is a relatively balanced scenario. What makes this scenario fun and enjoyable is that it has a good mix of armour and infantry on both sides. The attacker has a number of interesting decisions to make in planning his assault. The German defender hasn't got a static defence; he has to be fluid in his defence and think ahead as to what he will do with his reinforcements. It's definitely one of my favourite scenarios and you should give it a try as well.

Flesh not Steel

Tank Hunter Heroes and How to Abuse Them...

Craig Benn

It's nice to see a little bit more PTO love on the UK tourney scene. Even Mark Blackmore admitted to me the other day he liked attacking with Japanese. A change from his usual 'PTO shite!'. But although the Japanese are great fun to play, one thing they do lack is modern anti-tank weapons. Every Sherman is a King Tiger in the Pacific. So if you can't rely on guns, you have to rely on guts – the cardboard guts of your suicidal 1-0-9 heroes...

Rules Check

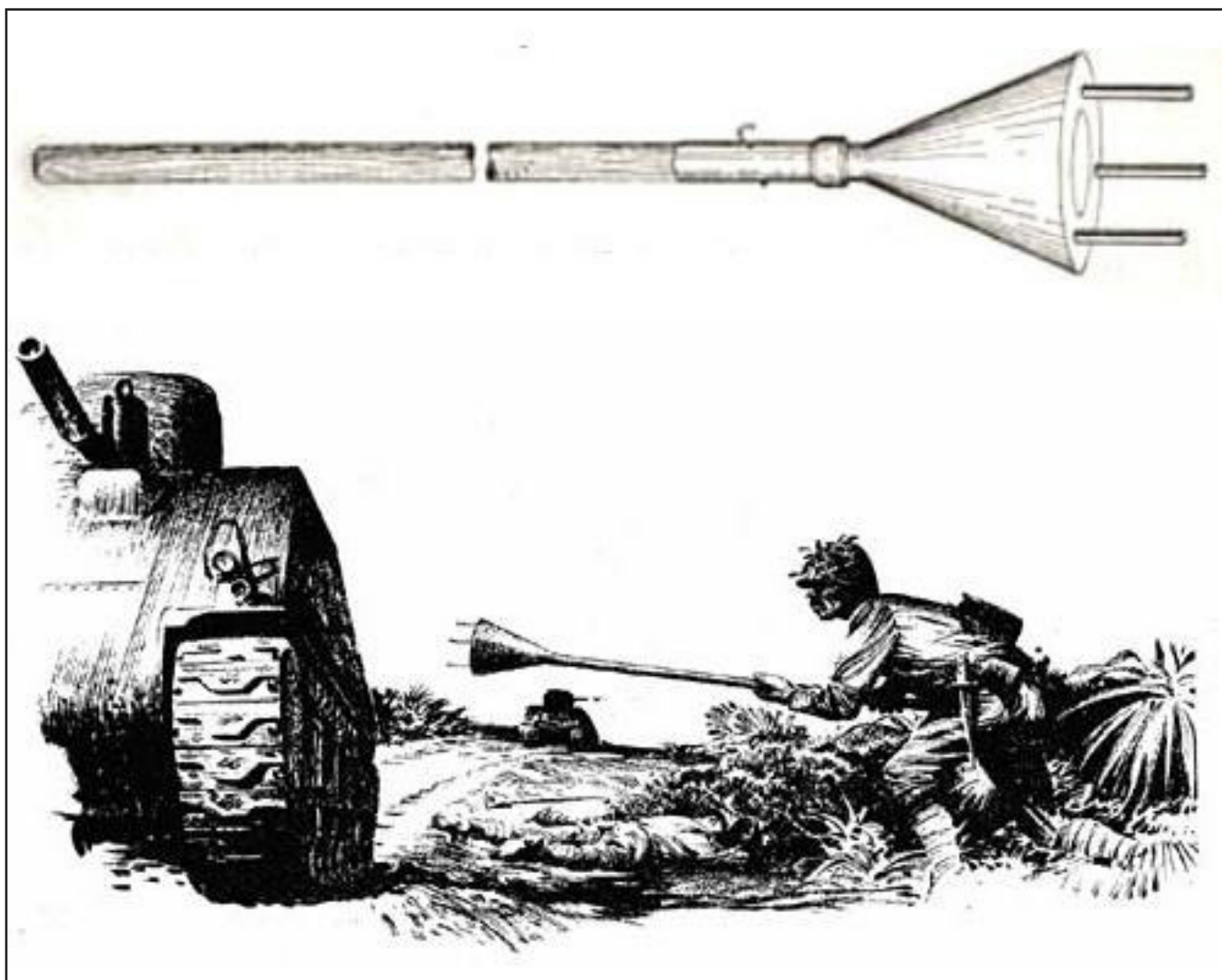
The number of tank hunter heroes ("THH") you get depends on the year and number of squad equivalents in your OB. 10% in 1942 or earlier, 20% in 1943, 33% in 1944 and 50% in 1945, fractions rounded up in all cases. Oddly crews don't count for this calculation and cannot create THH. In 1944-45 (only) some of this allotment can be created HIP as part of setup, and you also have a better chance of getting an

Anti-Tank Magnetic Mine (1-3 instead of 1-2).

You create THH in your MPH and/or (start of the) APH with a roll of 1-3 for a squad, 1-2 for a half squad with +2 for Conscripts and a 6 Pinning your MMC (unless Banzaing). It costs no MF but is a Concealment loss activity and you can't if already Pinned, TI'd or marked with a fire counter. You don't have to do it at the start of the MMC's MPH but the THH loses 2MF for every 1MF the MMC spends before creation (1 for 1 if Banzaing). Your MMC can also create THH if able to as part of Close Combat Reaction Ffire.

To HIP or Not to HIP?

Assuming you have the choice (IE 1944 or later) there are advantages and disadvantages either way. On the one hand, there's no risk of failing the creation dr at a crucial time, Pinning or losing Concealment. On the other hand, THH die when revealed for any reason EX



Infantry moving into their hex (unless kunai, bamboo or jungle as per G.4) or advancing or routing into their hex, a PTC/MC from any OBA, WP or speculative IFT shot into their hex...or they might simply be in the wrong place all game if no AFV comes within 8MF.

I tend to do about 50/50, but more if the AFV's movement is channelled through a few choke points or where you can street fight, or if your OB has a lot of conscripts.

When, Where and How?

THH are fire and forget; they die after making their attack, or when their designated target dies, or at the end of the player turn they were created or when involuntarily revealed. One of the most common ways they die is being wounded from a MC after spending more than 3MF so Pinning and not reaching their target hex.

So How Do You Get Value For Money From Them?

This is essentially a two part problem – increasing the chances of getting your THH into a hex with an AFV and increasing its odds of attack. Let's start with the odds first. THH attacks exist in that place in the bell curve where even a small modifier has a big effect. Look at the table below (ATMM chances are baked in).

CC mods	44-45THH	43 or Earlier
-3	84.7%	80.5%
-2	75%	69.4%
-1	62.5%	55.5%
0	50%	42.5%
+2	37.5%	30.5%
+2	25%	19.4%
+3	15.3%	11.1%

So if you attack a vehicle that's in motion, then (barring other modifiers) your attack chance is halved (or worse pre-44). You'll want to attack vehicles that are CE (-1), Open-Topped (-2), Immobilized (-1), or lack a manned/usable MG (-1). Avoid those with guarding personnel (+1 per HS including CE passengers). Bear in mind the lower the odds, the higher proportion of hits will be Immobilizations rather than kills.

What conclusions can we draw from this? THH don't allow Motion attempts (G1.423) but other Infantry moving in LOS of a vehicle does. So generally Banzai the THH first unless you think the vehicle will fire at someone. Don't attack vehicles in Motion – wait until they stop.

Whether you want to go for the vulnerable targets or the perhaps less vulnerable but more valuable BU tanks is going to be situation dependent. Just bear in mind the earlier chronologically the scenario the fewer

(and slightly less effective) THH you get.

Say you advance into a hex with an AFV/guarding Infantry with a squad and a THH. Separate the squad and THH – the THH has a CCV of 5 on its own but only gives the squad +1 if stacked with it. As combat with AFV will be sequential get your squad to take out the guarding Infantry first. If the AFV then attacks and kills your THH, you are still in a position to generate a new one in the next CC phase or as CC Reaction Fire if the AFV attempts to leave the hex. If it misses then your odds are substantially increased if your squad managed to take out the guards.

Getting into the AFV's hex

Of course before you attack, you have to arrive at the target. There are some obvious ways to increase your chances of doing this. The ubiquitous 50mm Japanese mortar has S7 and WP6. Save this for the Prep Fire Phase of a turn when you intend to create a THH – SMOKE does not affect Close Combat. On top of the vehicle for the extra +1 is usually best.

If an AFV is good enough to park adjacent to your HIP THH, don't activate him in your MPh – he still has to take shots when he enters the AFV's hex. Instead advance him in the APH for zero risk. Or if you can only create 1 or 2 more THH before your allotment is used up, move a squad adjacent, roll to create in the APH and advance in (unfortunately taking the 1/6 risk of a pin). He can't be killed until he exists, right?

Where possible only activate your THH where it takes 3MF or less to get in or adjacent to the AFV hex (you do get to advance in). That avoids the potential SMC Pin for wounding – which is effectively a kill as your THH disappears at the end of the turn. If nothing else needing a second failed MC to kill your THH will draw more fire.

Not Getting Into the AFV's Hex

Of course killing AFV's is not the only thing a THH can do. As well as soaking up fire to give your other units freedom of movement, you can enter a hex containing enemy Infantry – provided it is adjacent to the AFV target.

This will subject the Infantry to target selection limits (A7.212) although note the defending Infantry only has to fire at MMC that enter it's hex not SMC (A8.312). The THH would get marked with a CC marker and be unable to advance (and thus die) unless the defending Infantry were eliminated or broken and routed away.

But you can create THH during a Banzai. The normal movement of the Banzaing troops is temporarily

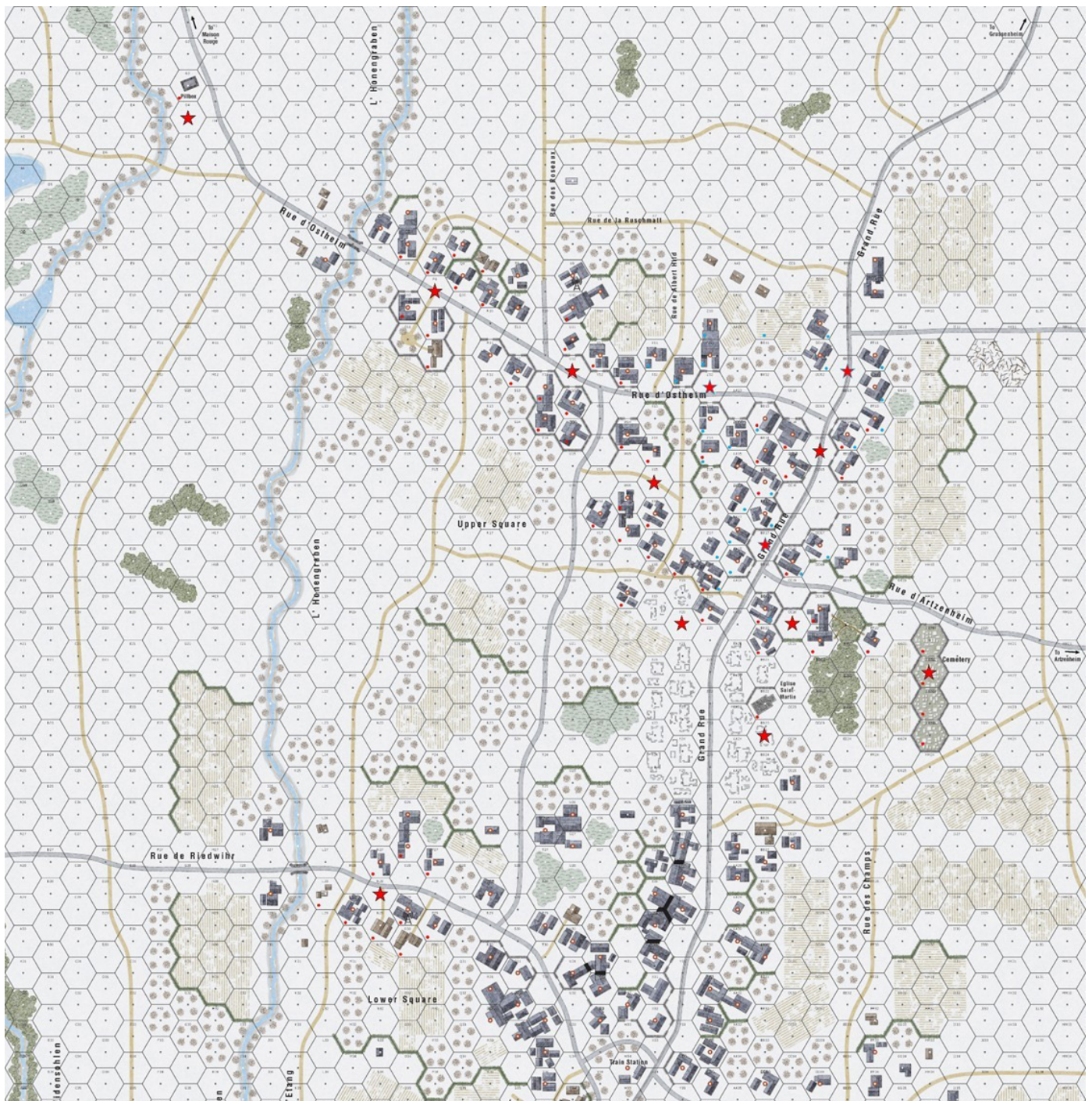
Playtesters Wanted

In late January 1945 it became apparent that the key to the entire Colmar Pocket was Jebbsheim, one of a string of fortified towns in the north to south communication grid east of Colmar. Capturing it would protect the north flank of the US 3rd Division's advance. The village was defended by the 136th Gebirgsjaeger-Regiment of the 2nd Gebirgsjaeger-Division, supported by schwere Panzerjaeger-Abteilung 654 with Jagdpanther tanks.

The primary Allied force involved was the US 254th Infantry Regiment but also involved were numerous French troops including a battalion of paratroopers of the 1st Parachute Regiment, tanks of Combat Command 6 (5th Armoured Division), French Foreign Legion troops, a group of Moroccan cavalry and some Resistance forces.

William Cirillo, designer of *Festung Budapest*, has begun work on a new HASL module covering the battle for Jepsheim and is looking for players willing to help playtest the CGs. As well as plenty of time to invest in playtesting a CG you will need access to German, American, and Free French counters from *Beyond Valor*, *Yanks*, and *Croix de Guerre* respectively, and two of the countertypes from *Forgotten War* – the American Airborne (used to model Free French Paras) and the U.S. Armed KMC (used to model Free French Foreign Legion.)

If you are interested you can contact William at billcirillo@gmail.com.



"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.

England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (27 Nov 2023)
Martin Castrey, 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)
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 (22 Sep 2024)
Martin Barker, Tradewinds, Wrating Road, Haverhill, Suffolk, CB9 0DA (05 Sep 2025)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)
Ian Ainsworth, 17 Lichfield Drive, Great Sutton, Ellesmere Port, Cheshire, CH66 2WF (25 Mar 2025)
Joel Ayres, 3 Oldbury Avenue, Chelmsford, Essex, CM2 7EB (20 Sep 2024)
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (16 Jun 2024)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (09 Feb 2025)
Kevin Beard, 6 Leicester Close, Harbury, CV33 9LP (21 Aug 2025)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (23 Jan 2025)
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (04 Apr 2025)
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (26 Sep 2025)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (26 Mar 2025)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
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 (28 Mar 2025)
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 (20 Mar 2025)
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4PL (13 Jun 2017)
Russell Gough, Belclare, New Road, Cheltenham, Gloucestershire, GL52 3NX (19 Jan 2024)
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)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (28 Mar 2025)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (15 Sep 2025)
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (25 Sep 2025)
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)
Andrew Murphy, 37 Mill Grove, Whissendine, Rutland, LE15 7EY (08 Apr 2025)
Patrick Dale, 33 Alvington Way, Market Harborough, Leics., LE16 7NF (18 Oct 2024)
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (28 Mar 2025)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (12 Jun 2024)
David Lincoln, 200a Tufnell Park Road, London, United Kingdom (+44), N7 0EE (15 Sep 2025)
Stuart Brant, 97 Ainsley Close, London, N9 9SH (07 Sep 2025)
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)
Andy Irwin, 9 Whitton Place, Seaton Delaval, Tyne and Wear, NE25 0BJ (25 Jan 2025)
Andy McMaster, 19 Ventnor Gardens, Whitley Bay, Tyne and Wear, NE26 1QB (08 Jan 2023)
Colin Bell, RAF Cranwell, Sleaford, Lincs, NG34 8hb (24 Jan 2017)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20 Feb 2018)
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (09 Apr 2024)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (27 Jan 2025)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Feb 2022)
Bill Durrant, Firs Cottage, Fyfield, Abingdon, Oxon, OX13 5LR (23 Sep 2024)
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)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Jeremy Howison-Haworth, 15 Balcares Road, Leyland, Preston. Lancashire, PR25 2EL (20 Jul 2017)
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)
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (09 Aug 2021)
Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (12 Jun 2022)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (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 Standon, Bedfordshire, SG16 6NF (23 Jul 2025)
Nic Greacas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (03 Mar 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 (07 Aug 2025)
Jackie Littlewood, 22 Barrow Avenue, carshalton, Sutton, SM5 4NY (08 Apr 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, Sherfield English, Hampshire, SO516FW (12 Jan 2022)
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (30 Jul 2022)
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)
Mark Finney, 28, Caverswall Rd, WestonCoyne, Stoke-on-Trent, Staffordshire, ST3 6PE (19 Sep 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)
Neil Andrews, 37 Carrick Road, Falmouth, Cornwall, TR11 4PQ (18 Aug 2025)
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)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (23 Sep 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 (15 Mar 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 (26 Feb 2025)
James Hirst, 3 Northhill Park, Laurencekirk, Aberdeenshire, AB30 1EW (15 Sep 2025)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (15 Mar 2025)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (23 Jan 2025)
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (18 Aug 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 (04 Mar 2025)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (26 Sep 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)
Scott Cowie, 15 Montrave Crescent, Leven, KY8 4EG (28 Apr 2025)
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 (11 Sep 2025)

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 lasl.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!

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 GRENADIER 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 £46.00 for a shared room or £50 for a single room in 2024 (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/>.

2026 FEBRUARY SCANDANAVIAN ASL OPEN (TO BE CONFIRMED)

When: 26 February – 1 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 2026

When: 4 – 8 March.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates to be confirmed but started at £46.00 for a shared room or £50 for a single room in 2025 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@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vftt.co.uk.

HEROES 2026

ADVANCED SQUAD LEADER TOURNAMENT

4TH - 8TH MARCH (WEDNESDAY THROUGH SUNDAY) 2026

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 2025 bed and breakfast was available from just £46 per person for a shared room or £50 for a single room.

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 2026 (the fee is £20.00 after that date).

HEROES 2026 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							