

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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THE THAW OF THE ASLRB - A look at the *ASL J16* Errata

DISCUSSING THE ASL JOURNAL 16 ERRATA - an alternative look at the *J16* errata

CRUSADERS LADDER - updated

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COVER: Infantry of the 6th Inniskillings and a Sherman tank advance through Pucciarelli, Italy, 25 June 1944.

PREP FIRE

Welcome to the latest issue of *VFTT*. I've a couple of articles in the pipeline for the next issue so hopefully it shouldn't be too late!

This issue contains a pair of articles looking at the errata included in the latest issue of the *ASL Journal*. Coupled with the news that MMP are planning on releasing an updated edition of the full-sized rulebook and binder, it would appear that we are effectively seeing the release of *ASL 2.1*, a minor update to deal with a number of bugs and other unintended issues. Does this mean at some point in the future that we might see a version 3 that some are calling for? It seems unlikely but the release of the *eASLRB* does make it more practical for MMP to continue issuing updates to rewrite or revise rules that need clarifications and fixes.

Until next issue, roll Low and Prosper.

Pete Phillipps

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

Issue 128 should be out at the beginning of Sept 2026.

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

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

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INCOMING

MMP'S WORLD OF WAR

Action Pack 22: A World at War is scheduled for release at the Human Wave tournament in May. The 12 scenarios are all tournament-sized and cover a range of actions. It also includes three new double-wide maps (27a/b, 28a/b and 29a/b).

The reprint of all four *ASLSK* modules and *Decision at Elst* is underway and it is estimated that they will be in-house some time in June or July.

MMP have also placed a reprint of *Hatten in Flames* on pre-order for \$42.00 – the full price will be \$56.00.

ASL Journal 17 is due to be released at the World Boardgame Championships in August.

Prelude to War: Marco Polo Bridge, the *HASL* depicting the Chinese-Japanese clash outside the town of Wanping in 1937, and *Kharkov in Flames*, the *HASL* covering the fighting between German and Soviet forces for the city in the winter of early 1943 are both slated for release at *ASLOK* in October. No price has been announced for the latter.

Due for release at Winter Offensive in January 2027 is the usual *ASL Winter Offensive Bonus Pack 18* and *Rotterdam: The Dawn of Eagles*.

LFT OFFER MORE ASL COMPANIONS

Now available to order from LFT are issues two and three of Jim Stahler's *The ASL Companion*, Each is priced at €35.00, with issue 2 containing chapters 3 (The Lay of the Land) and 4 (The Play of the Game (part I)), while issue 3 contains chapters 4 (The Play of the Game (part II)), 5 (The Role of Fate), 6 (Concentration of Force) and 7 (Men on March). Both are available at

https://lefranc tireur.org/spip.php?page=rubrique&id_rubrique=37.

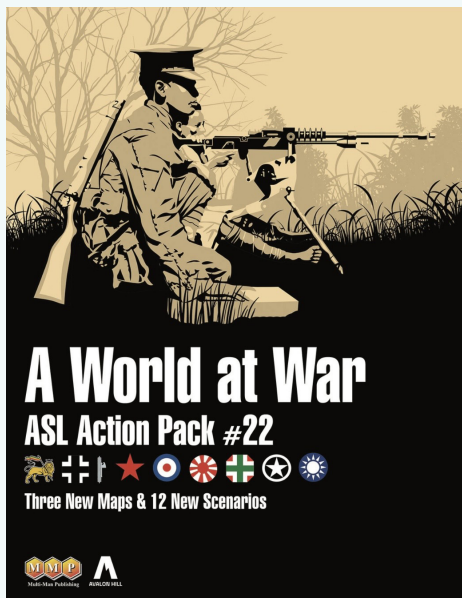
BUNKER SPRINGS FORTH

Dispatches from the Bunker 61 was released at the start of April. As usual it contains four scenarios, with 'Brush Fire' a tournament sized East Front scenario featuring German flame panzers, while German and Polish forces (including some cavalry reinforcements) clash 'Over the Proсна'. 'Dracula's Fangs' sees Japanese and Gurkha forces clash along the Rangoon River in May 1945, while the Americans launch a night attack to force the Germans out of Bergeln in 'Busting Bergeln'.

Carl Nogueira continues his look at how to sequence the movement of your units and the timing of Defensive First Fire options, and there are also a couple of tournament reports.

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.

Ω



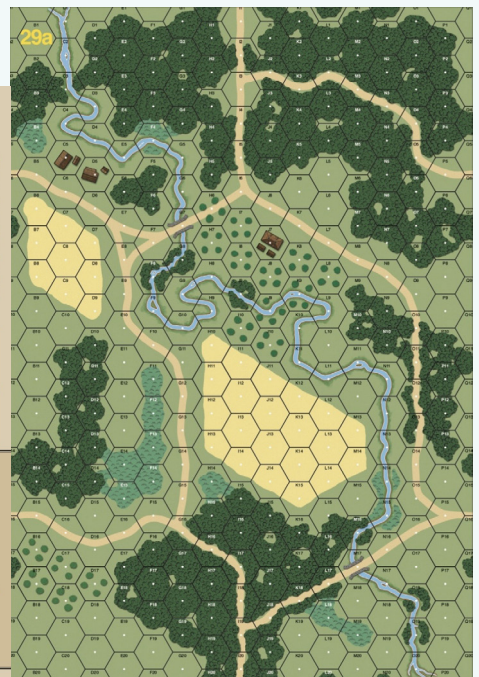
A World at War

A WORLD AT WAR, the 22nd 'action pack' for *Advanced Squad Leader*, contains an eclectic mix of small unit actions from 1941 to 1945, ranging across many different theaters of World War II. Scenarios span the globe from the forested highlands of Ethiopia to the jungles of Papua, New Guinea, from the steppes of the Soviet Union to the snowy forests of the Ardennes. These 12 scenarios were designed by Jim 'The Bishop Sez' Bishop and Gary 'Fort' Fortenberry for release in a tournament and are intended to offer movement options and tough choices for both sides. Play times are designed for a typical tournament round, with the largest best used for the last round of the day. Three double-sided 11" x 16" maps, each designed by Fort and painted by Charlie Kibler, round out the package. These boards are completely geomorphic and fully compatible with previous ASL mapboards, allowing new and unique terrain configurations.

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- ACTION PACK #22: A WORLD AT WAR contains:
- three 11" x 16" double-sided geomorphic mapboards (27a/b, 28a/b, 29a/b)
 - 12 ASL scenarios:
 - AP27 Andiamo – 6½ turns, 4 March 1941, Chakara River, near Dembecha, Ethiopia (Ethiopian vs Italian)
 - AP28 Italian Crescendo – 6 turns, 28 September 1941, Petrykivka, Ukraine (Russian vs Italian)
 - AP29 Buna Mission – 6½ turns, 31 December 1942, Buna Mission, Papua New Guinea (Allied vs Japanese)
 - AP240 The Army It Had – 6½ turns, 1 March 1943, Sevsk, Russia (Russian vs Hungarian/ROA)
 - AP241 Moreh Melee – 6½ turns, 22 March 1944, Moreh, India (Commonwealth vs Japanese)
 - AP242 Seton Block – 5½ turns, 2 June 1944, Kamming, Moguang Valley, Burma (Chinese vs Japanese)
 - AP243 Hell's Comin' – 6½ turns, 10 July 1944, Haast's Veils (American vs German)
 - AP244 Heavy Metal Noise – 5½ turns, 13 August 1944, Ogdodov, Poland (Russian vs German)
 - AP245 Villains at Villers-sur-Billon – 6½ turns, 13 September 1944, Villers-sur-Billon, France (Free French vs German)
 - AP246 Stumbling In Place – 6½ turns, 30 November 1944, Apenzell, Germany (American vs German)
 - AP247 Genera's Orders – 5½ turns, 22 December 1944, Stoumont, Belgium (American vs German)
 - AP248 Black Devils of Bure – 5½ turns, 6 January 1945, Bure, Belgium (Canadian vs German)
- Designed for the aficionados, ACTION PACK #22: A WORLD AT WAR is not a complete product and assumes the buyer owns the core *Advanced Squad Leader* game system.



Heroes 2026

A Champion's Perspective

Ian Ainsworth

Another excellent tournament took place in Blackpool in early March 2026, organised by Pete Phillips. I have had the opportunity to play in a number of these tournaments over the last seven years or so and best placed finish for me to date was making it to the quarter finals. This year, however, I was lucky enough to progress through to the final and the result is..... read on.

The HEROES tournament is seeded and 16 players took part, including the three best players in the UK *ASL* scene - Toby Pilling, Craig Benn and Mark Blackmore. From looking at the Crusaders ranking, I was seeded 5th.

The Tournament is held over four rounds and players have a choice of three scenarios each round to play.

Round One – Dave Ramsey

First round I was drawn against Dave Ramsey. Dave and his friend Martin produce the '*Illuminating Rounds ASL*' podcast which is well received in the *ASL* community. Until this tournament, I have never played Dave albeit I have watched him play numerous scenarios on his podcast.

The scenarios on offer for Round 1 were as follows:

- ‘AP229 First Dance’
- ‘WC4 With Iron Will’
- ‘SP115 Seizing Gyulmajor’

Dave and I both discounted AP229 on the basis

PLAYER RESULTS			
PLAYER	P	W	L
Ian Ainsworth	7	6	1
Martin Barker	6	5	1
Craig Benn	6	4	2
Mark Blackmore	10	7	3
David Blackwood	10	4	6
Peter Burbery	4	3	1
Michael Davies	1	0	1
Richard Domovic	6	5	1
Matthew Ellis	7	3	4
Bill Finlayson	4	2	2
Mark Finney	3	0	3
Tony Gibson	3	1	2
John Kennedy	3	1	2
Paul Legg	5	1	4
John Martin	6	6	0
Gary Norman	6	2	4
Pete Phillips	9	3	6
Toby Pilling	4	3	1
Ray Porter	8	1	7
David Ramsey	2	0	2
John Robinson	3	1	2
Ryszard Ryske	3	0	3
Simon Staniforth	2	1	1
John Tait	3	1	2
David Turpin	4	2	2
Martin Vicca	3	1	2

TOURNAMENT RESULTS					
POS.	PLAYER	P	W	L	CRUS
1	Ian Ainsworth	4	4	0	0 3520.0
2	Richard Domovic	4	3	1	0 3308.3
3	Toby Pilling	4	3	1	0 3276.7
4	Peter Burbery	4	3	1	0 3055.0
5	David Blackwood	4	2	2	0 3377.5
6	Matthew Ellis	4	2	2	0 3302.5
7	Mark Blackmore	4	2	2	0 3120.0
8	Paul Legg	4	1	3	0 2995.0
9	Craig Benn	3	2	1	0 3135.0
10	John Kennedy	3	1	2	0 2820.0
11	Tony Gibson	3	1	2	0 2620.0
12	John Tait	3	1	2	0 2620.0
13	Ray Porter	3	0	3	0 No Wins
14	Martin Barker	2	1	1	0 3330.0
15	Martin Vicca	2	1	1	0 3000.0
16	David Ramsey	2	0	2	0 No Wins
17	Pete Phillips	1	0	1	0 No Wins

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

it was only 5 turns long, and it looks as if it would be difficult to recover from any early setback. My first choice was SP115, a decent long scenario with lots of toys i.e King Tigers, IS 2s, OBA, fortifications and Dave's first choice was WC4. After a friendly discussion we decided on WC4 and rolled for sides in which I ended up with the Russians.

Dave set his main defence around the Q6, Q8 and Q9 victory hexes and put a couple of half squad speed bumps up front. During turn 1, Dave and I were having a discussion about the possible German HIP options for the 88mm and 37mm AA guns when Dave advised that he didn't realise he had a 37mm AA gun as well, he thought the counter that had been pulled out in his OOB was just a reference for the 37mm Stuka. In the spirit of the game, I said he could set up the 37mm in the backfield where his main line of defence was. Dave didn't want to as unbeknown to me he had set up the 127 crew as a speed bump and I was currently in bypass of this squad albeit he managed to keep Concealment.

As the Russians, I concentrated the majority of my forces on my left flank to take advantage of the stone buildings as I would be able to move up to the key 'Q' victory hexes with relatively good cover. I made

THE SCENARIOS

SCENARIO	ALLIED	AXIS
105 Going To Church	0	1
137 Italian Brothers	1	0
AP171 Possi's Posse	1	4
AP18 Village Of The Damned	0	1
AP206 Jungle Rats	1	0
AP228 First Dance	2	0
AP231 Crossing Chaos	1	0
AP50 Panzergeist	1	0
BFP-150 Grenades, Knives, and Fists	1	0
BFP-151 Delaying Action at Kylänmäki	0	1
BFP-172 Beauty Ruined	1	0
BFP-178 Karelian Inferno	1	0
DB167 Blow That Bridge!	0	1
DB179 Having a Go	1	2
FrF16 Last Orders	0	1
FT311 Five-Oh-Sink	1	0
J188 Grab and Go	0	1
J250 Priests at St. Cloud	1	5
J268 Independence Day	0	1
Q22 French Spirit	1	0
Q6 Per L'onore Di Roma	0	1
RPT102 Kleisoura Pass	1	0
RPT146 Plum Pudding Hill	1	0
S27 Stand For New Zealand	1	0
S4 Welcome Back	0	1
S42 One More Hedgerow	0	1
S45 Contested Settlement	0	1
S51 Enter the Young	1	0
S55 The Fire Brigade	1	0
SP114 Seizing Gyulmajor	1	2
SP125 Nunshigum	1	0
SP284 Aufklärungs Attack	1	0
SP290 No Dubno	0	1
WC04 With Iron Will	3	2
WC05 Foreshadowing Ruin	1	1
WO34 Feast Day	3	4
WO51 Kordiyak's Woods	0	1
WO52 Continue the Attack at Once	0	2
TOTALS	64	29 35



good steady progress albeit I lost a few tanks to his Stuka and well placed 88mm AA gun which ended up malfunctioning on an Intensive Ffire shot. Dave's dice were not the best and having '8' morale Russians helped me to win the scenario with Dave not having much of a force on the board. During our post-match conversation, it came to light that Dave hadn't placed his roadblock. However. In Dave's defence his mind was distracted by some personal events going on at home. Great opponent and the game was played in the right spirit and we had a few laughs along the way.

Round 2 – Martin Barker

Round 2, I was drawn against Martin, Dave's sparring partner on the 'Illuminating Rounds' podcast, another nice guy who I had never played against.

The scenarios on offer for round 2 were:

'W034 Feast Day'

'J250 Priests at St Cloud'

'SP284 Aufklarungs Attack'

For tournament practise, I had recently played SP284 against Craig Benn taking the Russians and was fortunate to win on the last turn. We both agreed that this scenario is pro-Russian and looked difficult for a German win, so with this in mind, I had this scenario down as my third choice.

I didn't like the look of W034 only because in my opinion it looks difficult to get a result against '8' morale squads in stone buildings. Therefore, J250 was my choice. Before my game against Martin, I managed to have a play through with Matt Ellis the day before and defended as the Vichy French. In my game against Matt, I had a pretty good defence apart from not covering the flanks and managed to take the win with some good OBA placement using Harassing Fire and Matt falling short in wrestling me out of the buildings.

With my game against Martin we rolled for sides and I got the Vichy French. I used the same defence from my earlier game against Matt albeit I setup both HMGs on both flanks covering the US side entry hexes and took the opportunity to boresight these. Martin split his force into three and entered from both sides as well as up the middle. He guessed correctly that I had set up the HMGs on the flanks and the first thing he did was button up a Priest and drove up to my HMG squad and froze me in place, I had placed a Fire Lane which was removed. I made the mistake of not taking a PAATC when he moved into my hex. Having froze me in place he moved a few squads as quick as possible up my left flank.

Martin then tried the same trick with another Priest on my right flank, this time I had a squad with a HMG and 8-1 leader and I waited until he entered my hex and

took a PAATC which I passed and then rolled 'snake eyes' on the CC roll.

Same as in my game against Matt, I got lucky with my Harassing OBA against 6 morale US troops and I was able to tie-up/break the majority of his force on my left flank. However mid game Martin was recovering and making steady progress as he entered into the buildings and my forces were starting to wilt. Some good placement of WP broke some key squads of mine, however as the game entered into the final stages, I was able to rally and Martin having suffered an Immobilisation on one Priest and a Recall from a Sniper on the other realised that he was not going to be able to wrestle me out of the buildings and he called it.

This was a tough scenario and I never felt at any stage that I had it won. On reflection after the tournament, this was my toughest game and Martin was an absolute pleasure to play against and we had a good few rule dives especially on the OBA rules.

Round 3 – Mark Blakemore

Round 3, I was drawn against 'Rocket Ronnie' aka Mark Blakemore. Mark is a top player ranked third in the UK and multiple tournament winner. Mark is a very fast player and you have to slow him down to try and reduce his effectiveness!

The scenarios on offer for this round were:

'AP171 Possl's Posse'

'W052 Continue the Attack at Once'

'AP206 Jungle Rats'

I knew Mark wouldn't pick 'AP206 Jungle Rats' as he isn't overly fond of PTO. He also knew that 'AP171 Possl's Posse' is my favourite scenario and that I had previously written a scenario analysis which had recently been published in *VFTT* and it was more than likely that this would be my first choice.

After a bit of banter, we both picked AP171 and we both wanted Germans. We decided to roll for sides and the loser would get balance for the Russians which was an additional 4-5-8 Russian squad with LMG. Mark won the dice roll and took the German.

The majority of my forces was set up near the base of the hill and I placed a half squad with the MMG in the steeple which was to limit Concealment options for the Germans. Mark had setup his Marder not on the hill but in the grain fields which was to prevent me from encircling his left flank. My first turn I move aggressively towards him, taking the opportunity to CX and bump some Concealment counters which mainly turned out to be dummies. I used one of my SU76 to cover my right flank obviously trying to avoid his

Marder and the other SU76 I moved to cover my left flank.

Turn 2 started by me moving squads onto the hill and taking shots from Mark's squads, His rolls weren't good and I was able to pass Morale Checks and my Advancing Fire shots were good and he had a number of squads breaking which allowed me to take some of the buildings. I got lucky with the SU76 on my right flank, I moved towards the Marder and the Marder missed with his Defensive Fire shot, in return I did a Bounding Fire shot and rolled 'snakes' which resulted in a burning Marder. I split my reinforcing tanks with two coming on towards the north of the map which I hope would make Mark split his force and the other two tanks I reinforced my initial at start forces.

Turns 3 to 5, I continued to made steady progress capturing the required buildings and keeping the majority of my squads unbroken and Mark had some bad luck, he ended up malfunctioning both his Panzer IVs as I continued to break his squads making it difficult for him to keep an adequate defence. I also thought Mark had setup his PAK 40 in the wrong place, as he set it up at the back end of the hill to cover any possible flanking attack which didn't transpire.

The game resulted in me taking the win and I was a little emotional from the intensity of the game and the fact that I had won against Mark for the first time. Mark was gracious in his defeat and congratulated me on my play.



Round 4 – Final – Toby Pilling

I'm in the final ! And up against the UK's number one *ASL* player and one of the top players in the world. A quick look at the Crusaders ladder identified that Toby had only lost seven games out of the 98 he had played. Fantastic stats for him to have and a little daunting for his opponent.

I have played Toby twice, not in a tournament but 'friendly' games and had beat once before, so I knew his playing style.

The scenarios on offer for the final round were:

'J256 Mortal Wounding'

'DB179 Having a Go'

'Q6 Per L'Onore di Roma'

I had played J256 last November which had a Sturm Tiger. I wasn't fond of the scenario and this quickly became my third choice. I also don't like playing with Italian troops (or indeed any side with 3 firepower and 6 morale) so this scenario was going to be my second choice, albeit Toby didn't know that I don't like playing Italians! My first choice therefore was DB179 and I fancied taking the British with the 8 morale and 6 firepower squads.

It transpired that Toby wanted to play DB179 as well and he wanted the Germans, so we both got what we wanted. As a side note, Toby doesn't like the 'Battledice' which show the number '1' as various national depictions. I agreed therefore to use a spare pair of his precision dice.

The British win if they Control the bridge and all building hexes which in this case transpired to be six buildings (two of them multi-hex) or eight building hexes. I have 5 turns to achieve my victory conditions and there is LV for the first three turns. Germans setup first and British then set up 2 hexes minimum away from Germans.

Toby set up first and put a half squad near the bridge which was expected and another half squad in Crest status in the deep stream hex. He placed another half squad in a foxhole covering the entire road through the village and the bridge. Another squad with a MMG was setup in a foxhole covering the entire road which I expected him to lay a Fire Lane to make advance across the bridge difficult. He had also setup two squads with a LMG and 8-0 leader forward in a stone building and a squad on Level 1 of a wooden building to cover any potential advance on my left flank. His remaining forces were concealed in the multi-hex stone building in the backfield.

After Toby setup, I noticed he had made a mistake in his setup, the half squad in crest status was a hex further away than I expected. This allowed me to set up three 6-4-8 squads all with LMGs and a 9-2 leader within two hexes of his two squads/leader in stone

building. I set up a couple of 3-3-8 half squads to deal with his 2-3-7 half squads near the crest and bridge. The majority of my force was set up close as possible to the deep stream on the left with a view to CX'ing and advancing as quickly as possible across the stream and grainfields to capture the two building (three building hexes) on the left. I also set up two half squads carrying mortars that would enable me to fire Smoke to cover my advance.

On Turn 1, I was lucky enough to place Smoke on the road and on top of his squad at level 1 of the wooden building that could pose a problem to my main force on my left flank. Both mortars lost Smoke on their rolls which wasn't a bad thing for me as this released the two half squads. My only other Prep Fire was the 9-2 leader and three squads which resulted in a 24FP +2 shot against the two German squads and leader in the stone building. They subsequently broke and didn't really get a chance to recover during the scenario. In my MPh I ran across the deep stream on the left flank unopposed as the squad in wooden building would be firing out at a +4. My other moves resulted in me being in a position to CC the half squad near the bridge and half squad in Crest status. I ran a couple of half squads across the bridge and managed to survive the MMG Fire Lane. By the end of Turn 1, Toby had two squads broken and a half squad lost and I was in a strong position having crossed the stream on the left.

In Toby's turn he moved some squads/half squads to take Wall Advantage on my left flank and repositioned his remaining squads in the buildings in the backfield.

In my turn 2 on the left flank, I was aggressive and moved towards Toby's defending squads in Wall Advantage status and I was taking advantage of the LV to reduce the mods. Toby's dice were poor and I was in the main able to keep my force intact, if I recall, I had a half squad break and a squad 'pin'. My return fire saw a squad break and Toby took the opportunity to withdraw.

Turns 3 and 4 I kept the pressure on Toby firing the odd squad to keep his squads DM'd and advancing to take the other building. Some good play by Toby saw him swapping support weapons with his leaders and taking the weapons off his breaking squads. However, by the last turn, Toby had only two 8-0 leaders encircled upstairs in a building, and I advanced into CC with 2 x 13-1 odds ensuring that I kept some squads downstairs just in case he won the ambush and prevented a withdraw.

I had won the game and the tournament! To be fair Toby had poor dice and mine were good when I needed them. I had a plan and I kept to it. Toby is a tough

opponent and doesn't give anything away, he realised straight away that he had made a mistake in his initial setup, I was just glad that I had spotted it and took advantage.

Overall, a great few days of gaming and meeting up with friends. I might never win a tournament again but my name is now written down in the history books



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HEROES 2027

WED 3 - SUN 7 MARCH 2027

HEADLANDS HOTEL

NEW SOUTH PROMENADE

BLACKPOOL

ENGLAND

The Crusaders

Open ASL Tournament Ladder

HEROES 2026 Update

This is a list of all active players (IE those who have played a non-ASLSK scenario at a UK ASL tournament in the last two years). The full ladder can be viewed on the VFTT website at

<https://www.vftt.co.uk/ukladder.asp?type=full>

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	102	92-2-8	4000	31	Ian Pollard	219	91-1-127	2990
2	Ian Ainsworth	97	58-1-38	3820	32=	John Tait	38	15-1-22	2970
3	Mark Blackmore	214	171-0-43	3725	32=	David Turpin	17	10-0-7	2970
4	Craig Benn	206	163-0-43	3715	34	David Ramsey	123	67-0-56	2960
5	Michael Urquhart	12	10-0-2	3605	35	Andrew Kennedy	12	7-0-5	2940
6	Richard Domovic	34	24-0-10	3570	36=	Morris Legge	22	10-0-12	2935
7	Martin Vicca	95	68-1-26	3525	36=	Rod Lobban	6	2-1-3	2935
8	Sam Prior	113	69-2-42	3480	38	Paul Legg	345	142-4-199	2930
9	William Binns	131	68-1-62	3470	39	Andrew Cochrane	7	3-0-4	2920
10	Martin Barker	65	33-1-31	3435	40	Joel Ayres	21	11-0-10	2905
11	Martin Mayers	176	102-0-74	3410	41	James Hirst	4	1-1-2	2850
12	Tim Bunce	87	58-0-29	3405	42	Steve Lampon	9	4-0-5	2830
13	Ian Morris	175	101-2-72	3365	43	Pete Phillipps	311	139-0-127	2825
14	Simon Staniforth	162	95-1-66	3355	44	Stuart Brant	119	44-2-73	2795
15	Michael Davies	139	75-1-63	3305	45	Neil Stevens	85	34-2-49	2790
16	Richard Dagnall	24	12-0-12	3260	46	David Lincoln	3	0-0-3	2765
17	Tony Gibson	77	38-0-39	3210	47	Scott Cowie	7	2-0-5	2760
18	Matthew Ellis	102	50-1-51	3175	48	Frazer Greenshields	15	6-2-7	2745
19=	Neil Brunger	123	45-0-78	3140	49	Paul Saunders	37	18-0-19	2705
19=	John Martin	30	13-0-17	3140	50	Ray Porter	108	18-1-89	2700
21	Alex Ashton	25	9-0-16	3110	51	Paul Case	157	44-3-110	2695
22	David Blackwood	178	73-0-105	3100	52	Bill Durrant	25	11-0-14	2685
23	Indy Lagu	45	19-0-26	3095	53=	Richard Webb	21	8-0-13	2665
24	Steve Cook	75	31-1-43	3090	53=	Christopher Blair	14	7-0-7	2665
25	Andy Bagley	90	43-1-46	3085	55	John Kennedy	61	18-0-43	2660
26=	Bob Eburne	68	39-0-29	3070	56	Bill Finlayson	16	3-3-10	2650
26=	Michael Rodgers	5	3-0-2	3070	57	Alan Hume	12	3-0-9	2640
28	Peter Burbery	35	15-0-20	3055	58	Nigel Blair	301	106-1-194	2520
29	Eric Gerstenberg	51	25-1-25	3045	59	Simon Taylor	38	10-1-27	2490
30	Gary Norman	86	35-3-48	2995	60	Mark Finney	21	0-0-21	2185
					61	Nick Ranson	167	24-2-141	2060

The Thaw of the *ASLRB*

The *ASL Journal 16* Rule Changes

Mister T

Changes in *ASL* rules are rare. Such rarity derives from the fact that the *ASLRB* is an incredibly well-structured construct that could be intimidating to amend. Those having drafted the initial set of *ASL* rules, in particular Don Greenwood and others, are not praised enough for this master stroke of designing the *ASLRB*. It passed handily the test of time.

It does not mean that *ASL* cannot be made an even better game. Examples include fixing emerging issues through gaming, reforming rule sections that see little love from scenario designers and more generally enhancing the fun factor.

The second edition was disappointing in this regard as those in charge of revisiting the rules erred on the side of caution.

Some very minor changes have been implemented over time, but always with a view to amending as little as possible the rules.

In the meantime, tournament directors have started to implement some add-on rules that would provide, in their opinion, a better experience to tournament players. As long as these extra rules are available well in advance of their events and accessible in a transparent manner, there is no problem with that. One may even imagine a unified set of tournament rules for all events, but that would probably be unrealistic as each TDs should remain firmly in charge of his own event.

Despite the challenging nature of the task, with enough time and team work, it is possible to revise in depth the rule book to make *ASL* a better game based on the huge amount of experience gathered by players over the last forty years. All what is needed is determination.

It is a good thing that MMP broke this era of glaciation in *ASL Journal 16*. They suggested to two well-known players to submit ideas for new rules. Then it was up to MMP to decide. However, while suggesting rule changes is one thing, providing amending text without creating unintended side effects is admittedly more complicated.

MMP can be commanded to provide the text of player suggestions and their reaction to them in *ASL Journal 16*. This is a transparent way to discuss rules and understand also the rationale underpinning the changes. Sometimes the case for rule change was not underpinned by detailed explanations. Saying that a rule is bad is not sufficient. It was then inevitable for MMP to reject the change.

The developments below are a personal view of the proposed suggestions contained in the article "A better

ASL ?" from *ASL Journal 16* (pp. 19-27). For each suggestion, the MMP's response is assessed and labelled as justified or not justified. The reader may have by his side the *ASLRB* and the *ASL Journal 16* article.

I would give an edge "to the defence" in a sense that it is up to the duo of players to provide sound rationale for their amendments. The existing rules should get the benefit of the doubt if the rationale for change is insufficiently grounded, or is not fully convincing.

1 - A7.212 VBM Target Selection Limits

A big issue in the current rules, which are a-historical, bypass the *ASLRB* core principles of interaction between vehicles and infantry, and allow sleazy tactics (if you want to have a shock effect, just do an OVR, that's how the rules were designed for). I whole-heartedly support the players' rationale. MMP goes some way towards the authors and prohibits the upper level freeze, which was particularly outrageous, but does not fully inactivate the VBM sleaze benefits.

MMP's partial rejection not justified.

2 - A8.15 Snap Shot

The players draw the attention of MMP on some weaknesses of the current rules regarding Snap Shots. MMP acknowledges that and will take time to re-think how changes should be spelled out as it is pretty complex business.

MMP's response justified.

3 - A9.223 Firelane SFF/FPF

Laying down a Fire Lane is a tactical decision that has pros and cons, which makes it a puzzle. The rule change would allow the defender to have his cake and eat it.

MMP's rejection justified.

4 - A9.7/C2.28/D3.7 Malfunction

While the breakdown of a key weapon could unravel a scenario, this should be appropriately tackled by scenario designers, directly or indirectly, or by tournament directors. There is no reason to set up a blanket rule to increase the availability rate of weapons, however frustrating it may be in some cases.

MMP's rejection justified.

5 - A9.72/D3.7 Repair Timing

Like for suggestion #33, it adds a bit of excitement to the game and requires only a few extra counters. Given that MMP is not shy about issuing a lot of

redundant counters in its new productions, MMP's argument is not strong.

MMP's rejection not justified.

6 - A11.61 VBM MG

Suggestions #6 to #9 are a way to provide indirect incentives to avoid using the VBM sleaze tactic. Given the cramped conditions when being in VBM, an AFV cannot proficiently use its BMG compared to when it is a full hex, so the suggestion makes sense.

MMP's rejection not justified.

7 - A11.4 Vehicle Ambush

Rolling for Ambush in a case of a VBM sleaze would be a supplementary deterrent for not abusing the VBM tactic.

MMP's rejection not justified.

8 - A11.4 VBM Extra +1 Ambush drm

If suggestions #7 and #9 had been accepted, then #8 becomes superfluous. In addition, the drm affecting a vehicle when rolling for Ambush are high enough.

MMP's rejection justified.

9 - A11.8 VBM CC

Cumulating the Ambush DRM and the Street Fighting DRM makes sense. While MMP accepting the suggestion, combining it with suggestion #7 would have increased the effective deterrent effect of suggestion #9.

Still, MMP's acceptance justified.

10 - A12.121 AFV without Vulnerable PRC Concealment Loss

the rules are clear on the issue and they are not in need of change.

MMP's rejection justified.

11 - A12.14 Temporary "?" Removal

The rules as they stood were unclear. The MMP clarification following the suggestion is a useful one.

MMP's acceptance justified.

12 - A12.15 Detection Casualties

In practice, the Search rules are not often used because they involve some risk while bumping into a Concealed unit entails very little drawbacks. Using the SMC for that purpose is also unrealistic. The suggestions proposed are sensible.

MMP's rejection not justified.

13 - A12.42 VBM and Concealment

While the MMP fix does not go as far as the suggestion did, it is still a step in the right direction as it corrects a flawed rule.

MMP's acceptance justified.



14 - Optional A25.23 Human Wave

It is better to leave scenario/HASL designers to determine whether Human Waves should be in effect. The revised Human Wave rules in the second edition were well drafted.

MMP's rejection justified.

15 - A26.11 Vehicular Crew Control

The suggestion is well-taken as it could lead to unrealistic outcomes. MMP using the case of Japanese crews to reject the suggestion is insufficient as an exception could be carved for them without sacrificing the principle.

MMP's rejection not justified.

16 - B3.4 Search and Road Bonus

MMP agrees to the suggestion, which is well-taken.

MMP's acceptance justified.

17 - B9.32 Wall Advantage

The players' case would be stronger if they had proposed a re-write of the Bocage rules themselves instead of claiming they should. Absent that and owing to the complexity of the WA rules, I would tend to be cautious and accept the MMP arguments for now.

MMP's rejection justified.

18 - B9.4 Bocage Vehicular Bog DRM

Usually there are several Bocage hexsides to cross in a given scenario, so the +2 drm would be too crippling or should be left to scenario designers on a case-by-case basis.

MMP's rejection justified.

19 - B9.55 Defensive Fire Concealment Loss

It seems that there is a difference in rule interpretation between the authors and MMP. Anyway, the position of firers behind Bocage would be disclosed through noise and gunflashes and I find it hard to find a rationale for retaining concealment.

MMP's rejection justified.

20 - B9.55 Bocage Crossing Concealment Loss

Like MMP, I have seen Bocage and I don't understand the case for losing Concealment even with Assault Movement. The higher penalty for crossing Bocage is already a significant handicap. Maybe the case for reform would be stronger if it were to be applied to *Deluxe ASL* only, where scenarios take place in a tiny piece of estate and therefore the higher MP penalty would not be much of an impediment.

MMP's rejection justified.

21 - B20.93/B27.1 Foxholes & Crest

MMP's response has been appropriate to the widely-shared view that foxholes are a death trap. MMP changes look fine.

MMP's acceptance justified.

22 - B23.71 Rowhouses

Point well-taken. MMP agrees.

MMP's acceptance justified.

23 - B26.43 Wire Ground Pressure Bog DRM

This is a point where more technical explanations would have been useful. As I'm not an expert in tank dynamics, I would give the benefit of the doubt to the defence.

MMP's rejection justified.

24 - B26.53 Wire Removal

MMP agrees to some extent to the challenge by reinforcing the Bog penalties, but it could have gone further by fully embracing the authors' suggestion. Still, it goes into the right direction.

MMP's acceptance justified.

25 - B29.2 Roadblock extension LOS

Insufficient explanations provided for the change.

MMP's rejection justified.

26 - C1.21 Pleva OBA Rule

Many agree that the OBA rules are not adapted to modern, shorter scenarios. The rule suggested is one among the many ones that have been suggested in the past and makes sense. The fix suggested by MMP does not address the draw pile issue and is only an optional rule. Half-baked response.

MMP's rejection not justified.

27 - C1.73 Pre-Registered Extra Chit Draw N/A

Here realism (OBA can never fully coincide with the timing of an assault) collides with gaming

considerations (in a short scenario, the pace of attack could be seriously disrupted if the OBA does not fall as intended). I think it is better for scenario designers to tackle the issue on a case-by-case basis, based on the scenario dynamics.

MMP's rejection justified.

28 - C2.2401/D5.33 MPh DFF and BFF Process

MMP is right to reject the possibility to forbid BFF before expending any MPs as the Gun Duel mechanism is available. Yet the change agreed by MMP is substantial and should go some way in assuaging the challenge of the authors.

MMP's acceptance justified.

29 - C5.6 DFPH Intensive Fire

Removing range restrictions for Intensive Fire in the DFPH would give too much tactical flexibility for the defender. Allowing Intensive Fire on top of a regular DFPH would yield the same outcome to the benefit of defenders. The Defender can always Intensive Fire during the enemy MPh at will and it creates exciting trade-offs for him.

MMP's rejection justified.

30 - C6.51 1/2" Acquisition Tracking

The suggestion tries to prevent a little gamey trick that can be done in some limited circumstances. Given the rather small benefit earned from that trick in my opinion, I am not sure it deserves a rule change to prevent it.

MMP's rejection justified.

31 - Target Size and Smoke/WP Shots

Case P does matter in a sense that Smoke rounds have a higher probability to land behind an AFV if it is small with no obstruction for the target as a result. The change MMP makes is not linked to the players' suggestion but is a reasonable one.

MMP's rejection justified.

32 - C7.344 FT TK

At last, one of the most egregious overlooks in the rule has been fixed. FT tanks are no longer so powerful. Adding to a TH process would probably have gone too far. I'm sure many will welcome the MMP amendment.

MMP's acceptance justified.

33 - C7.42 Shock/UK Recovery dr

Like suggestion #5, the suggestion adds a bit of excitement to the game and requires only a few extra counters. Given that MMP is not shy about issuing a lot of redundant counters in its new productions, the MMP's argument is weak.

MMP's rejection not justified.

34 - C8.9 Non-SMOKE/WP/Special Ammo Depletion

Merging the availability and the TH itself into a single DR is good for playability and speed of play but create instability on standard-size scenario outcomes. It's all or nothing. The suggested solution has merits, although I would like more explanations for increasing the availability of special ammo. As a result of a change, there would be more DRs in the game for sure, but given their relative importance, the trade-off regarding playability would have been reasonable.

MMP's rejection not justified.

35 - C8.9 Smoke/WP MTR ROF

The suggestion is sound and based on broad consensus among players. There is no clear rationale to allow ROF for mortars while denying it for other Guns. The change would not unbalance existing scenarios.

MMP's rejection not justified.

[MMP's response that "It is speculative to suggest that this was an oversight in the original rules." is actually incorrect; Rex Martin noted that this was the case in the Squad Leader Clinic article discussing mortars in The General Vol 26 No 1 (p54) - Pete]

SMOKE is perhaps the single most important offensive use of mortars. Mortars are the only weapons in the game that can fire multiple SMOKE rounds in one Prep Fire Phase. Remember that firing SMOKE requires use of the Area Target Type (C3.33) and that only mortars can retain ROF when using this target type. *[Ed. Note: Allowing mortars to have this special capability was an inadvertent oversight by the designers. It was originally intended that mortars be treated the same as all other Guns in this respect, and we intended to "fix" this in the '89 Errata. Indeed, questions received through the mail asking if mortars can be used in the above-mentioned manner have been answered in the negative. However, this capability has proven so popular and pervasive that we reconsidered and let the rule stand as is.]* Additionally, mortars that were designed for "chemical" use often have high SMOKE numbers. This means one mortar is often more valuable for SMOKE application than two or three other weapons. If you're playing the Americans, always think of WP. Even stout defenders often begin to think of pulling out when their fire is impeded by SMOKE and they themselves are subjected to repeated MCs.

36 - C8.9 Smoke/WP Malfunction

The change provides too much mitigation to a bad roll, especially if it is an intensive fire shot.

MMP's rejection justified.

37 - C10.1 Towing MP Penalty

MMP find the reality argument unconvincing; it concerns a minor section of the rules. From a reality argument perspective, the actual speed would depend

of whether the towed Gun is light or heavy and on the engine horsepower of the towing vehicle. Too complex to differentiate.

MMP's rejection justified.

38 - D.5 Fake DR

Allowing Dummy AFVs to make fake DR would be excessive and slow down the game.

MMP's rejection justified.

39 - D2.5 ESB at End of Move

The rationale for the change is rightly challenged by MMP, there is still the possibility to fire at a failed ESB attempt.

MMP's rejection justified.

40 - D2.11 VCA Changes

The rules as they stand are coherent and there is no need to change them. Allowing trucks to change VCA is inconsistent with the spirit of the rules.

MMP's rejection justified.

41 - OPTIONAL D2.401 Motion Attempt

The change involved enables a retroactive Motion attempt, which does not sound right and implies a cost in playability.

MMP's rejection justified.

42 - D2.51 Mechanical Reliability DR

If a scenario's balance heavily relies on the performance of a single King Tiger, it can be frustrating to roll 12 on the first Start MP. Yet, this is for scenario designers or tournament directors to fix the issue. There were some early war AFV who were notoriously unreliable and it is not possible to amend rules to change that.

MMP's rejection justified.

43 - D4.221 Motion and HD

Here this is where this rather sensible suggestion would have had a better chance of being accepted if it had been accompanied with a precise wording suggestion. Absent that, MMP has probably considered that it was too complicated to implement.

MMP's rejection justified.

44 - D4.3 Underbelly Vertex

MMP is right to point that having to announce systemically the vertex he is crossing (against a possible HIP Gun for instance) would be cumbersome.

MMP's rejection justified.

45 - D5.34 STUN flip to CE

The rules as they stand indirectly deter excessive risk-taking with OT vehicles.

MMP's rejection justified.

46 - Fixed VCA CMG

This is a small change. MMP adaptation is appropriate.

MMP's acceptance justified.

Overall, I have no disagreement on the actual rule changes that were introduced in the *ASLRB*, MMP did the right thing. I wished MMP could have been more ambitious on some additional suggestions. While not all their suggestions were accepted, the players should still be commended for suggesting ambitious changes to MMP so that a genuine rule dialogue could continue in the coming years. The suggested changes should not be considered the end of the story as there may be many other modifications that could make *ASL* an even better game, provided MMP continues to listen to the true players.

Handling Future Rule Change Proposals

To ensure that the *ASL* rules are truly living rules while avoiding hasty changes, a structured method could provide a way forward, ensuring a necessary compromise between transparency and effectiveness.

Step 1

MMP should have a dedicated email address to which suggestions for rule changes should be sent. Proposals must include precise drafting changes to the *ASLRB*.

Step 2

MMP would review the suggestions and retain those that provides additional enjoyment without excessive complexity, fix existing rule shortcomings or those that simplify little used rule sections with a view to making them attractive to scenario designers.

Step 3

MMP would submit the suggestions it has vetted to an advisory council made of players with high competitive experience. MMP would give six months for each player to express its view and make possible amendments. Only if two or more players oppose the change would the suggestion not be retained. In that case, MMP may then either shelve the suggestions or propose amendments to the advisory council, opening another 6-month consultation period.

Step 4

Following the approval of the advisory council of players, MMP would publicly release on its website for a three-month comment period the suggestion for a rule change.

Step 5

The change would become effective in the *eASLRB*

following the expiration of the three-month period unless MMP considers to adapt the suggestion or refer it back to the advisory council.

In lieu of a conclusion...some smallish suggestions for rule changes. While they are not ground-breaking, they can improve the rules in my opinion. Every little helps...

Suggestion T1 Fixing the Fire Lane Sleaze

It is sometimes convenient to force the FL owner to roll countless dice in order to break the MG that laid down the Fire Lane (or generate some sniper rolls). This can be done for instance by running back and forth a CE AFV, which makes no sense from a reality point of view. The change envisaged removes this sleaze by allowing the FL's owner to exert discretion on whether he wants to fire or instead save precious ammo (in particular when the MG has B11).

Drafting

A8.2 ...Thereafter, any unit entering (or expending MF/MP in) that same Location in the same MPh is attacked on the IFT (EXC: A9.222) with the FP represented by that Residual FP counter, a new IFT DR, and any applicable FFMO/FFNAM DRM.

9.222 RESIDUAL FP: (...) Fire Lane Residual FP attacks cannot cause the firer to Cower and need not be made if they could cause no effect or the firer decides not to make the attack. When a Fire Lane is placed due to a First Fire attack vs a unit using some form of Impulse movement (13.62; 25.232; D14.2; E11.2; E11.52), its Fire Lane Residual FP immediately attacks some or all other elements of that Impulse currently in any Location(s) where that Residual FP now exists, at the discretion of the firer.

Suggestion T2 Allowing Berserkers to Throw the DC in Their Own Hex

It is fairly silly that under the current rules, Berserkers could bring along their DC, but are not allowed to use it after they charge and enter the location of an enemy target. The suggestion would be to extend the allowance currently given to Japanese to Berserkers. After all, a reasonably aggrieved Berserker should be allowed to use whatever he has at hand to accelerate the destruction of the enemy, even though it might be slightly hazardous. But we know that Berserkers are fearless.

Drafting

A23.61 A DC may not be Thrown to, or Placed in, the same Location occupied by the unit possessing it— unless the unit is Japanese/Berserk (a Berserk can only

Throw DCs) or the target is a vehicle in Bypass in the same Location as the Placing/Throwing unit.

15.46 RETURN TO NORMAL: A berserk unit loses its berserk status and returns to Good Order whenever it (or the group it attacks with) eliminates all (but at least one) Known enemy units in its Location with either TPBF (halved) or FT/DC during the AFPh or CC, or if at the end of a charge there is no Known enemy unit in its LOS (15.431).

Suggestion T3

Berserkers must use Hand-to-Hand CC

The regular rules should be aligned on the Deluxe Rules. At the time of the creation of the ASLRB, the Hand-to-Hand CC counters were not available (they become available with Code of Bushido). At the time, using the larger hexes was the only possibility to signal a H-to-H CC (in Deluxe, MMC are stacked to indicate H-to-H CC as opposed to regular CC, where they are not stacked. It would be consistent with the Berserk lifestyle to mandate H-to-H CC for them.

Drafting

End of A15.432 (...) A berserk ATTACKER must [EXC: if Ambushed] declare Hand-to-Hand CC vs an Infantry/Cavalry defender.

Suggestion T4

Making MOL Effective

MOL is not a very encouraging proposition in ASL given that there is the dreaded 6 dr on the attack which breaks the thrower. Given that there are not many opportunities to throw it during a given game, a series of bad rolls could wreck your own OB and essentially lose the game in many small-to-medium scenarios. I would therefore limit the risk incurred.

Drafting

22.6111 There are several possible consequences to a MOL attack. If the Original colored dr of the IFT DR is α -6 11 or higher (10 or higher for Inexperienced Personnel), the unit using the MOL is broken (only one unit if being used by a FG) and both the FP of the unit and the MOL it contributed to the attack are voided, and a Flame is placed in the thrower's Location. (...)

Suggestion T5

Incremental CC Rules for Attacking SMCs Alone

Unless you consider that Tarantino's Kill Bill is a adequate reflection of reality, it is hard to imagine a Japanese officer killing twenty or thirty U.S. soldiers in one CC round with his katana (or Nambu), which however is something that may happen in ASL with the right DR in Hand-to-Hand CC. Incremental CC rules would not change the fortunate outcome for the



Japanese SMC (nor for any other nationality by the way), but would slightly limit its impact. Instead of killing everyone, the result of a CC roll would be equal to a #KIA, # being the difference between the modified Kill Number and the DR.

EX: a 9-0 Japanese SMC achieve Ambush on two 458 Marine squads. Final kill number would be 1vs8 with -2 = 5. On a 4 DR, the 1KIA result would eliminate one MMC (RS would kick in). On a 3 DR, the 2KIA result would still eliminate both MMC.

Drafting

11.11 RESOLUTION: (...) Once the odds have been determined, a DR is made for each attack. If the Final DR is $<$ the Kill Number listed on the CCT under the applicable odds column, the attacked units are eliminated (EXC: if only one SMC is attacking, at least as many target units as the difference between the Kill Number and the Final DR are eliminated (as determined by Random Selection).)

Suggestion T6

No Unlocking of Fortified Buildings Due to VBM

Among the many nefarious aspects of VBM sleaze, an aspect is lesser known, namely the possibility to park its AFV in bypass to unlock access to a Fortified Building. Because a stopped AFV in Bypass holds in Melee the defenders inside the building, they are no longer Good Order, and as a result, cannot prevent the attacker from advancing into the location. This is ridiculous and should be prevented.

Drafting

23.922 ENTRY: Infantry may not enter a Fortified Building Location during any phase if an unpinned, Good Order, armed enemy squad (or its equivalent) is inside [EXC: Breach; 23.9221]. Such unit(s) inside is still considered Good Order for the purpose of preventing access to the Fortified Building Location it occupies if an enemy vehicle is in Bypass of such a location.

Discussing the *ASL Journal 16* Errata

Craig Benn and Ben Jones

I'm an old man. I fought in two world wars, three world cups and a Texas rodeo...an I ain't never seen shit like today! Sgt I.P Freely (US Army ret)

What does it mean for the beloved game? Are we turning into some kind of Warhammer franchise where we get fleeced for new rules every couple of years? Human sacrifice, Cats and Dogs living together.... MASS HYSTERIA!

Well maybe not. You will be aware of the changes to foxholes and VBM, but there were a few other ones too. This article will be a discussion of different tactics you can use to exploit or mitigate the changes. I was originally going to do it in the form of an AI generated haiku but instead it will be in the only slightly less surreal form of a conversation between myself and the ever work shy fop Ben Jones...

A7.212 lines 4-5, delete the second sentence, which begins 'Whenever a unit is..'

Craig: ...eligible for TPBF vs Known enemy units, it can attack only those units. The previous sentence which prevents you firing if there's a KEU in your location is still in place, so effectively this only applies if you're in an upper level and there's a CE or OT vehicle in bypass of that hex - now you're NOT prevented from firing at other targets.

This obviously makes it easier to defend against VBM, although it was always risky to put an OT vehicle in that position anyway due to D5.311 (the AFV would be treated as unarmoured). There's usually good reasons not to put MG's in upper levels when you're defending - can be seen and attract fire more easily, and if the MG is 4PP or above it's stuck if your guys rout and harder to shift back. But there are other situations where enemy firepower is more limited at range so you'll want to do it. AFV's will have to go for Smoke more to neutralise these kind of positions I think.

I have no feelings about this. An MG in an upper level location can't FL, so why was he there in the first place? If it's a 16 hex range HMG that was pinning down your assault force across a whole *HASL* map sheet then surely it would be protected by AT assets, surely that same tank could have suppressed him from range?

I hate to say this, but from a realism perspective it always seemed a bit odd to me that the upstairs defenders would be restricted as much as the ground floor guys.

Sensible change, won't affect my games though.

A8.22 second paragraph, line 4, at the end of the EXC add 'D5.33'

Craig: no idea as my 2nd edition rulebook doesn't have an EXC in it - guess I haven't been keeping up to date on previous errata. I suppose it means if you go CE in residual you take the attack - which I've always played anyway.

I don't know of anyone who played that a vehicle going CE was *not* hit by resid. Are there players that play that the same vehicle going CE would *not* be hit by OBA? Seems like someone got rules lawyered enough to leave a mark.

A11.8 line5, delete 'not'. Line 6, delete 'unless actual ambush occurs'

Craig: The -1 Street Fighting CC bonus vs a vehicle is now cumulative with the -1 for Ambush. But as you only roll for Ambush when *infantry* advance into a hex, and you almost never do that when there's a vehicle there due to the Ambush modifiers and sequential combat *anyway* I don't think this will have much effect.

This gives the defender another option and a better chance to withdraw or stay and kill the vehicle if that fits the VC or situation. I don't see it as a large change.

A12.14 last paragraph, line 11, after 'momentarily' at the beginning of the parenthetical phrase before 'to prove' add 'without revealing its possessions'

Craig: when you reveal a unit to strip concealment you don't have to show what it's carrying. Gotta admit I didn't think you had to previously.

I have only seen one player think it was played this way. This too, may be the aftereffects of a severe rules lawyering.

A12.42 line4, after 'or if' add 'failing a PAATC (12.41) after'

Craig: The rule used to be if you drove into someone's hex, they could take a PAATC to stay Concealed, but if you *ended* in bypass, you automatically stripped Concealment. Now you roll rather than just losing it.

It makes dummies more effective. I could also see situations where the VC are defender needs Good Order units in buildings to win. In the last single-hex building you have a Concealed unit. Vehicle strips Concealment as infantry doesn't have the MF to bounce it, but can advance in. Even with sequential combat, it can't kill

both the infantry and the vehicle, so ends in melee and loses. Whereas if it keeps Concealment and survives CC (attacks against it halved) then it's not in melee and fulfils VC. Still fairly rare to meet all those conditions though.

I never understood or liked the original rule. Now this makes any follow-on infantry assault a lot more risky with the concealed defender *far* more likely to ambush with everything that entails.

B3.4 last line, 'before pushing' add 'Searching (A12.152) or'

Craig: you can't use the road bonus MF to Search basically. That's the kind of optimisation I like rather than a sleaze so of all the *ASL* wrongs to right not sure why they bothered with this – still not really going to affect many games is it.

I too see this as imaginative not sleazy. Will there be future changes on what we can't use that extra MF for? Will downhill skiers still be able to use their extra MF to Search? I'm seeing a theme of rules lawyer phobia. Show me on board ten where he sleazed you.

Craig: He touched me in a bad place, hex Y5 on board 10....

B20.93 EX line 4, after 'cases' add 'when not using Assault Movement'

B27.4 line7, after 'RtPh' add 'or when using Assault Movement to enter/exit a foxhole'. At the end of the last sentence add 'and Defensive First Fire attacks [EXC: Residual FP/OBA (if pinned/broken by such the unit remains in the foxhole hex above the foxhole); FFMO can apply) in the foxhole location'.

B27.4 second EX: at the end of the last sentence add 'EXC: when using Assault Movement'.

Craig: So this is the biggie, where as long as you Assault Move you can move into and out of foxholes (and crest status) without spending a MF in Open Ground in the foxhole hex. It allows you to skulk and stops foxholes being a deathtrap.

The obvious thing for me is putting a foxhole in a dirt road with buildings either side, to either lay down firelanes or block an exit area or access to a VC building, but still be able to skulk out of LOS during your own turn. For the most part I think you'd still want to put foxholes on the edge of woods or grain rather than one hex out, so you skulk either out of LOS or behind a hindrance.

While trenches aren't mentioned above, all rules pertaining to foxholes also apply to trenches except as specifically mentioned otherwise. You don't get FFNAM mods in a trench, but that doesn't convert a

non-Assault Move into an Assault Move.

One thing you could do is stick a trench behind a roadblock in the middle of a road – you can move from building to building in the MPH without being exposed to (ground-level) fire.

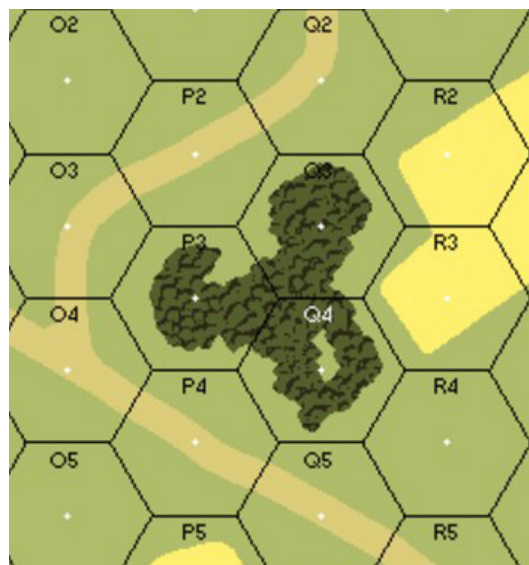
But it works both ways – as a defender you're still going to have to think about how a foxhole provides cover to attackers when your defenders pull back or rout back. I definitely wouldn't have them too close to a final VC area. Although perhaps putting them on a reverse slope just behind a crest line is less risky now.

No doubt Ben will have something to say about CGs.

I'm an avid entrencher, I dig it so my guys do too. The mantra that foxholes are death traps is often misquoted. The full line is "*foxholes are death traps if used historically*". Troops dug in all the time. They dug in in Open Ground, they didn't only entrench in Orchard hexes.

Our bookshelves are filled with accounts of battalions that were shredded because they did not dig in and companies that survived only because they took the time to dig in. We've spent years putting FH in anywhere but OG. Now we have a bit more flexibility.

This is a change that I've seen has two significant effects. The first is to expand the setup areas in scenarios. I don't mean that the hex coordinates of your setup area somehow change, but consider the below



picture:

The defender can setup anywhere in this image, entrenched if he wants. Prior to the change he would have setup entrenched in the non-OG hexes. How anywhere adjacent to the non-OG hexes becomes a safe setup area when entrenched. As Craig mentioned the FL opportunity is clear but long-range shots to areas that, when the scenario was tested, were never covered by fire I think could have a big effect. So, whilst it does not change the physical setup area of the defender, it changes a lot the *viable* setup area.

New rule B37.9 allows printed debris on a mapboard instead of requiring a counter. Not worth debating.

Nor is the optional change to C1.24 as it's optional.

I'd go further and push for radios and phones never malfunctioning. The effect on some scenarios is too big.

Craig: Far too gay a change... what's life without a little risk? Plus you'd have to rebalance everything with the OBA more powerful because more reliable.

C6.7 line3, in the EXC after '(G11.83)' add 'or out of LOS'

Craig: So I think this would only affect mortar fire where you have LOS to one unit, but not other units in the hex. So if you don't have LOS to the lower level of a building, or someone IN a crest. In which case the gun/vehicle size wouldn't apply to the shot.

Can't think of any other situations where it might apply. Not really going to force a tactical rethink is it?

I can't add anything here.

C7.344: Replace the last sentence with 'CX/TEM/AFPh-use do not modify the Basic TK#; however, To Hit Cases A,K, and R apply as DRM to the FT TK DR, and there is also a +2 DRM if the Target is a moving vehicular target (C.8) and a +2 DRM if the Firer is in-Motion/Non-Stopped. Any Original FT TK DR of 2 results in a burning wreck.'

Craig: This makes vehicles less vulnerable to flamethrowers obviously, but not many vehicles will benefit from case R (hindrances) as the range will usually be 1, or case K (Concealed). It would seem to affect defensive use of FT more than offensive. Typically come in outside a bow mounted FT's CA, and you get +5 mods reducing a TK from 8 to 3 (72% to 16.6%). On the attack it will be 8 to a 6 for motion (42%) – much better though still a significant reduction for the attacker. Drawing a defending AFV's fire so they can't make a Motion attempt or pop Smoke (one of the cases where hindrances *will* apply) before your flame throwing AFV goes in will be a necessity.

D1.33 line1, change 'MA' to 'MA/CMG'

Craig: Confirms you can still be non-turreted with a CMG I guess. CMG has better range I suppose and not blocked if you're hull down behind a wall, if you treated them all as bow MG's.

I don't see what this rule is trying to add.

D4.223 line1, change 'non-MA' to 'Non- MA/CMG'

Craig: Why? This is the rule that prevents bow

mounted weapons firing if you're hull down. A co-ax is not a bow mounted weapon.

I'm also struggling to see what this change implies.

D5.33 line 7, after 'resolved' add 'is a separate action (i.e, it may not be declared together with an MP expenditure or BFF attack) that allows attacks vs the vehicle on the preceding MP expenditure (including possible attacks by Residual-FP/OBA if a CE counter is placed).'

Craig: So you can't move BU into a hex, take no shots, then CE and fire as a combined action for your next MP. Gotta take the risk. I have to admit I don't see the need for this, as I always thought when you declared your MP action, the defender could always fire first (barring losing a Gun Duel) so if you combined the two and went CE you still risked fire. Any thoughts Ben?

The only thing I can think of would be going CE to get a better Smoke Dispenser roll, now you get shot before you trigger the Smoke.

D7.211 line 4, after 'Fire' add 'vs a vehicle not in Bypass (A11.8)'

Craig: You can't Street Fight CC Reaction Fire if you have a SW marked with a fire counter. But now you can get that sweet -1 despite the fire counter if the AFV is bypassing your hex. It makes VBM less effective again, as you're typically thinking of a squad with a CCV of 5, so every pip is really important. It encourages the attacker to stay in motion when VBM'ing a bit more with the downside the defender would not be tied in melee as much.

This fits in with the theme of the other disparate VBM sleaze rules. I disagree that it makes VBM sleaze less effective, this like all the other new rules just makes it more risky for the sleazemeister. In a way I like these new rules, but now the defender has more options, better Ambush probability and better TK opportunities.

D8.21 in the table, in the 'Cause' column, replace 'Moving into Wire' with 'Moving into (changing VCA in) Wire'

D8.5 lines 7-8, delete '(thus its BMG is unusable in CC)'

Craig: D8.21 another one I always thought was the rule. D8.5 refers to immobilised vehicles, it's a tidy up as BMG are not usable in CC regardless of whether you are mobile or not.

I too played as you did, I paid +2 when I was spinning to try to clear the wire. Shades of unmitigated lawyerism.

"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 (17 Jan 2026)
Martin Castry, 32 Swallowfield, Tamworth, Staffordshire, B79 7SG (02 May 2020)
Steven Hall, Prospect Lodge, Providence Place, Bruton, Somerset, BA10 0AZ (12 Apr 2026)
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 (19 Dec 2025)
Steve Lampon, 4 Red Cottages, Cambridge Road, Quendon, Essex, CB11 3XH (22 Sep 2024)
Martin Barker, Tradewinds, Wrattling Road, Haverhill, Suffolk, CB9 0DA (11 Mar 2026)
Garth 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 (09 Mar 2026)
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 (14 Jan 2026)
Kevin Beard, 6 Lyecester Close, Harbury, CV33 9LP (21 Aug 2025)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (14 Jan 2026)
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (04 Apr 2025)
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (09 Mar 2026)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (18 Dec 2025)
Andrew Cochrane, 69 Pelaw Crescent, Chester le Street, County Durham, DH2 2HU (15 Oct 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)
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 (16 Nov 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)
Mike Bingham, 6 Bittern Close, Hull, East Yorkshire, HU4 6SQ (08 Dec 2025)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (13 Apr 2026)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (10 Jan 2026)
Ray Porter, 28 Damwood Road, Speke, Liverpool, Merseyside, L24 3XF (05 Feb 2026)
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (04 Mar 2026)
Damien Maher, 21 Crestor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)
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, Leicestershire, LE2 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (19 Mar 2026)
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 (22 Jan 2026)
Stuart Brant, 97 Ainsley Close, London, N9 9SH (18 Nov 2025)
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, Lincd, 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 (18 Dec 2025)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (30 Oct 2025)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (22 Jan 2026)
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 (17 Jan 2026)
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 Balcarres 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, Cophorne, W. Sussex, RH10 3LT (08 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 (20 Jan 2026)
Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (31 Mar 2026)
Andrew Campen, 15B Mauldeth Close, Heaton Mersey, Stockport, Cheshire, SK4 3NP (08 Feb 2018)
William Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (03 Apr 2019)
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (08 Jan 2026)
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)
Peter Catchpole, 8 Skimping Green, Colden Common, Winchester, Hampshire, SO21 1UB (21 Oct 2024)
Jerome Hoffiman, 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, WestonCoyney, Stoke-on-Trent, Staffordshire, ST3 6PE (04 Mar 2026)
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (11 Oct 2025)
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 Dec 2025)
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (17 Jan 2026)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (11 Jun 2024)
Daniel Leon, 4 Luxemburg Gardens, London, W6 4EA (15 Feb 2020)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (25 Jan 2026)
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)
Nick Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019)
Greg Jameson, 86 Fulbeck Ave, Wigan, WN3 5QL (23 Jan 2020)
Peter Burbury, 18 Charles Way, Malvern, WR14 2NA (01 Mar 2026)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (29 Mar 2023)
Ian Morris, 5 Coltman Close, Lichfield, Staffs., WS14 9YS (19 Mar 2026)
Michael Clark, 30 Portland Street, York, North Yorkshire, YO31 7EH (25 Jan 2025)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (02 Oct 2025)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (15 Feb 2026)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (01 Oct 2025)
James Hirst, 3 Northhill Park, Laurencekirk, Aberdeenshire, AB30 1EW (18 Dec 2025)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (01 Mar 2026)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (23 Jan 2025)
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (22 Jan 2026)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (15 Feb 2026)
Rod Lobban, 69/2 Grange Loan, Edinburgh, EH9 2EG (04 Mar 2025)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (09 Mar 2026)
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 (06 Feb 2026)
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, Kello, Roxburghshire, TD5 8AE (31 May 2024)

Wales

Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (10 Apr 2026)

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!

JUNE

DOUBLE ONE 2026

When: 25 – 28 June

Where: Aylesford Priory, The Friars, Aylesford ME20 7BX. B& is £60 per night.

Fee: £40.00.

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments will be run on Friday, and friendly games will also be available throughout the weekend.

Contact: For more information contact the organisers by email at lasl.double.one@gmail.com.

OCTOBER

ASLOK XL

When: 4 – 11 October.

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

Fee: \$50.00 for those pre-registering, \$60.00 after 28 Sep and 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 \$15.00 each (XXL \$18.00, XXXL \$20.00, 4XL \$22.00); 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 2026

When: 4 – 8 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 2026

When: 18 – 22 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/>.

2027

MARCH

HEROES 2027

When: 3 – 7 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 21 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 early 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@vfft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vfft.co.uk.

SCANDANAVIAN ASL OPEN

When: 3 – 7 March.

Where: Danhostel Ishoj, Ishoj Strandvej 13, 2635 Ishoj, 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, Toftthoejvej 14, 3650 Olstykke, Denmark, or email at hastrupleth@gmail.com. For the latest information visit the website at <http://www.asl-so.dk/>.

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Double One 2026

Thursday June 25th to Sunday June 28th



After a break in 2025, the London ASL tournament "Double One" returns at a new venue, the Aylesford Priory in Aylesford, Kent.

The weekend

The tournament starts on the Thursday with friendly gaming in the afternoon and evening. Fridays sees several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon. On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating. Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be sent out to attendees by the end of May. For the 'secret' scenario on Saturday afternoon, you will need to bring gliders, aerosans, dust and at least two Rommel counters.

The venue

The tournament's venue will be the Aylesford Priory, The Friars, Aylesford ME20 7BX - <https://www.thefriars.org.uk/home>. We will be based in the St. Therese Conference Room (18 on the [site map](#)) and all of our [accommodation](#) will be in the same block, directly above the [conference centre](#).

The venue is easily accessible:

- By car - the venue is about 2 miles from junction 6 of the M20
- By train - Aylesford station has a direct service to London Victoria. You can also travel from London St Pancras, changing at Strood for Aylesford. The station is a 20-30 minute walk or short taxi journey to the venue.

We have reserved 26 rooms - to book in, you will need to contact the Priory reception on 01622 717272 (Monday to Friday 9am to 5pm) quoting 'Morris & Gary Double One'. They will allocate a room and take a £20 non-refundable deposit to secure your accommodation, and you will need to pay the balance of your stay when you check in at reception. B&B is £65 per night.

There is a cafe in the grounds for light lunches and snacks, but you can book lunches and dinners in advance. The priory will only cater for these if they have at least 10 people for a service, so please indicate which days you would like Lunch and/or Dinner on the booking form. If you would prefer to eat out, there are 3 pubs and a restaurant all within about a 10 minute walk from the Priory. The café menu can be found [here](#).

Attendance fees

The attendance fee for the weekend is £40.00. Payment can be made by either [Paypal](#) to lasl.double.one@gmail.com (select SENDING TO A FRIEND OR TO FAMILY), cheque (email lasl.double.one@gmail.com for details), or cash on arrival.

For further details, please contact the organisers by emailing lasl.double.one@gmail.com

We look forward to welcoming you back to Double One in 2026