

VIEW FROM THE TRENCHES

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IN THIS ISSUE

PREP FIRE	2
INCOMING	3
THE CRUSADERS	3
PEGASUS BRIDGE	4
ASSAULTING PEGASUS BRIDGE	5
THEY CAME FROM THE SKY	6
DROPPING IN FOR TEA AND BISCUITS	7
THE DIARY OF AN ASL	
TOURNAMENT DIRECTOR	8
BOXCARS - A SALUTORY TALE	11
A BERSERK EDITOR	12
GERMAN FOR ASL PLAYERS	13
DEBRIEFING	13
ON THE CONVENTION TRAIL	15

EMOTICONS

With the growth of the InterNet, emoticons have originated to allow people to show expressions in text. I find these very useful for the printed word in general, so you'll see plenty of them in View From the Trenches.

An emoticon is created with keyboard characters and read with the head tilted to the left. Some typical emoticons are:

:-) humour or smiley
;-) winking
:-> devious smile
<g> grin
:-(sad
:-o shocked or surprised
#-(hung-over

PREP FIRE

Hello and welcome to the latest issue of *View From The Trenches*. It's a little bit later than planned, but I wanted to be able to confirm the details about this year's INTENSIVE FIRE convention. Which you can find by checking out the back page.

I hope you like the un-mounted counters for unarmed German paratroopers, with art courtesy of Klaus Fischer, resident Critical Hit artist. I realise a lot of you dislike un-mounted counters, but *VFTT* doesn't have the resources to produce counters as good as *Time on Target*. Maybe one day though. In the mean time, I hope you find them useful - I know I have in a PBEM game of *Cemetery Hill!* And because no game of *ASL* is complete without them, I have added some bonus 'Ice Hole' counters :-)

With the release of *VFTT '95*, which gathers issues 1-6 into a one-off special, I have received a note from one reader asking if I had considered doing this every year, making an annual out of each year's material. To be honest, it hadn't occurred to me, I just did it in this case to make those issues available to new readers. The letter did make me think though, especially as some of us have discussed the idea of producing a British scenario pack - why not produce an annual *VFTT* special, featuring perhaps some reprints, some new stuff, and a batch of scenarios? What does everyone else think about this?

The latest edition of Avalon Hill's price list (enclosed with *Pegasus Bridge*) does not list *Streets of Fire*, the first *DASL* module. I don't have either *DASL* module yet, but I've really enjoyed the scenarios I've played at INTENSIVE FIRE '96 and BERSERK (although the late night drinking that accompanied them probably contributed to the fun!), so it might be time to start hunting down a copy, before it become as rare as the *ASL Annual '90*.

Well, until next time, roll low and prosper.

Pete Phillipps

COVER: Pegasus Bridge, on the Canal du Caen, as shown on a post-card gratefully received from Michael Standbridge.

VIEW FROM THE TRENCHES is the bi-monthly British *ASL* journal. It costs £1.50 per issue (overseas £2.50), with a year's subscription costing £7.50 (overseas £12.50). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Issue 14 will be out early in July.

Copies of issues 7 onwards are available for the same price as a regular issue. *VFTT '95* reprints issues 1-6 and costs £3.00 (overseas £5.00).

All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your *ASL* experiences with others. *VFTT* allows you to communicate with other *ASL*ers. Don't be a silent voice.

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INCOMING

After struggling for more than a year, Philippe Leonard has finally been able to release *ASL News 31*. The publishers, Number Nine, should have dealt with the distribution side, but Philippe is having to do this himself, which is taking some time to do, so if you haven't had your copy yet bear with him. Unfortunately, these problems have led Philippe to take the sad decision to fold *ASL News* :- (Philippe has passed all his material (past, present and future) to Critical Hit, who will also be honouring all outstanding subscriptions. The last issue is available for £6.00/\$10.00 from Philippe Leonard, 28 Avenue Seghers, B-1080 Brussels, Belgium.

Also folding, after 15 years of publishing, is *On All Fronts*, the oldest *ASL* 'zine. In that time, it has printed 123 issues containing 345 articles, 4 PBM systems, 296 scenarios, and "The Campaign for the Railway Station" (an add-on for *Red Barricades*). Although it lacked the polish of the more recent magazines such as *Back Blast* or *Critical Hit*, *OAF* managed to maintain a regular schedule throughout its history. On the flyer being sent out with subscription refunds editor Terry Treadaway says "Fifteen years is a long time to devote to publishing a newsletter and I feel that it is enough. I want to thank you for subscribing, for your support and for your contributions to *OAF*. *OAF* has been about you. What you are doing with the game and what you wanted to share with others. Nothing more.....because there is nothing more than that." Amen.

Not all news is bad however, as a new 'zine has appeared in France, taking up from where *Tactiques* left off. *Le Franc Tireur* is a bi-annual publication whose first issue details the Japanese invasion of French Indo-China, offers tactical advice for using partisans, and looks at the technical aspects of anti-tank ammunition. There are also four scenarios, including one set in the Mongolian desert which sees Japanese and Mongol cavalry clash! Although it is in French, anyone with a dictionary should be able to play the scenarios. It costs 25 French Francs and is available from Laurent Closier, Le Bourg, 46500 Rignac, France.

Issue two is expected to be out late May/early June, and should contain articles on Yugoslavia in the war, the battle of Manila, a Partisan' TOE, a look at the smoke rules, a history of US tank destroyers, a review of *King of the Hill*, and four scenarios (two set in Yugoslavia, one in France 1944 and the last in Manila 1945).

Kinetic Energy Productions have re-

leased the *March Madness '97 Tournament Pak*. It contains 12 scenarios covering all the major fronts of the war, with both the Italians (in KE6 "Rock Steady") and the Japanese (in KE7 "Tennis, Anyone", KE10 "Angels at the Airfield" and KE12 "Sword Play") making their first appearances in Kinetic Energy scenarios. KE2 "The Dreadnought of Rasyeyinia" is a 'mini-campaign' game similar to those in *ToT#2 & TOT#3*. The *MM'97 Pak* costs \$10.00 (\$8.50 before June 1st; CA Residents add 8.25% sales tax) and is available from Kinetic Energy Productions, PO Box 291580, Hollywood, CA 90029, United States of America. Shipping is \$1.50 for 1 pack, \$3 for 2-10 packs (overseas rates are \$3 for 1 pack, \$5 for 2 packs, \$7 for 3-10 packs; orders to Pacific Rim/Africa add \$2 to these prices. International orders should be paid by International Money Order).

Critical Hit, Inc. have been very busy recently, releasing several new products. *Gembloux: The Feint* costs \$17.95 and is a historical scenario pack covering the actions around the Belgian village of Gembloux in 1940. It includes 8 scenarios, a CG, a new village overlay for use on board 42, and a historical commentary by Ray Tapio.

Defeating Enemy Armor is an A5-sized booklet with tips for playing with armoured vehicles in *ASL*. It includes sketches and commentary of various situations exploring the different options for a tank commander. The format is loosely that of a military tactics manual. It comes with two "pocket"-sized scenarios of tank only actions to hone your newly found skills with.

Due any time now is an updated and completely revised edition of *Platoon Leader*, and *Primisole Bridge*, another Booster Pack, although no other details are available yet.

Already out for *Platoon Leader v2.0* is the *Armoured Stand* CG Booster Pack. Similar in format to *Cemetery Hill*, this one covers the clash between American and Japanese armoured forces at San Manuel, Luzon in late January 1945. The pack includes two campaign games (one short, one large), a number of small overlays, two player scenario cards (one for the American player, one for the Japanese player) and a Campaign Purchase record sheet.

Expected in the next month or so is *All American*, another historical scenario pack. Designed by our very own Ian Daghlish, the pack covers the fighting of the 82nd Airborne Division in La Friere manoir and Cauquigny village during D-Day. It features a historically accurate mapsheet (roughly the size of a regular mapboard but with slightly larger hexes), 10 scenarios covering the ac-



THE CRUSADERS

Neil Stevens

I guess it is about time I wrote a new Crusader column for *VFTT*. A lot of water has gone under the bridge these past few months and it is time that everybody was put firmly back in the picture about the *ASL* scene over here in the UK.

First of all though may I heartily congratulate Trevor Edwards, Steve Thomas and Arthur Garlick who have taken the plunge and run their own *ASL* convention, *BERSERK*. And what a great success it was too. Taking the plunge and running your own tournament is no mean feat, I can tell you! See what Trevor has to say about the experience elsewhere in this issue.

Talking of conventions, what of *INTENSIVE FIRE '97*? Well, the bad news is we have had to move this year. *RMCS Shrivenham* has a new commander who feels that with the current change in the security climate the College is no longer able to support our event. I realise this will be a disappointment to many of you, but I hope that the new venue of the Embassy Hotel in Bournemouth, and the chance to spend time at Bovington Tank Museum will more than make up for it!

I plan to take two weeks leave in October (over 6th - 19th October) and to attend *ASL Oktoberfest* over in the States (8th - 12th October) and then return for *INTENSIVE FIRE '97*. If any of you are also planning on making the trip over to Cleveland this year I would be delighted to hear from you to make our Crusaders group presence felt!

I badger you guys often enough when I see you or write to you to get you to spread the good news about *ASL*. So I thought it was about time I tried taking my own advice. I bought the May '97 issue of *Miniature Wargames* magazine (interesting "what if" article about a possible Czech/German war in 1938) and flicked through the convention adverts. I found a local one in Poole, Dorset, so gave the organisers a ring and

Continued on page 15, column 1

told them I would put on, along with Dave Schofield, an ASL demonstration game. Of course I will also take along a few goodies and mark up the price a wee bit to finance Crusader activities! So if any of you are around Poole on Saturday 17th May '97 do give me a ring and drop by. It is not a big convention but features demo games and a bring and buy stall so I shall be keeping my eye open for unwanted ASL bargains. This does leave one with a bit of a dilemma though - you feel that you should be persuading the unwilling owner of the stuff to give you a game and to get back into the hobby; not sell it at a knock down price to you!

If you look carefully in *Pegasus Bridge* (another great product from the MMP/Avalon Hill partnership, by the way). you will see a '7-0 Maj Stevens' in the counter mix. Please be kind to him. Not too many mad dashes across open roads. I am sure he would prefer to be at the back, rallying troops out of the way somewhere - he is a Signaller after all! One great feature about this product (apart from Maj S!) is that it is an extremely playable campaign game in terms of scale and size. So if you have always been put off by *Red Barricades* and *Kampfgruppe* do give this one a go and let us know how you got on by dropping Pete a line. It's about time we had a Scenario Replay in *VFTT*.

Thanks to all of you sending in those AREA chits. I am expecting to hear from Russ Gifford very shortly with the updated ratings. After this stand by for some exciting news on the AREA front. The wind of change is blowing over here in the UK scene.

And finally: *Red Barricades*. Dave Schofield and I, after drinking one too many beers one evening decided to go for the big one; Campaign Game III. We have played two full days of the game and are well into the third. We are getting in an evening session at least once a week and it takes about 3 such sessions to get a scenario finished. If you are reading this and you have never had the opportunity to get into the Barrikady I urge you to make every effort to get this little wriggler on the go. It is absolutely superb; Dave and I are lost in the debris, rubble and sewers of Stalingrad. So next time you get on the radio to call in that OBA mission; get out issue 12 of *VFTT*, get out your copy of *Red Barricades*, and make it a 150+ mm Rocket OBA mission - awesome!

Yours in gaming,
7-0 Maj Stevens

PEGASUS BRIDGE

J. R. Tracy

Pegasus Bridge is the fourth historical module, following *Red Barricades* and *KGP I* and *II* (though I guess the Gavutu-Tanambogo mini-HASL falls in there somewhere). This module, perhaps by design, might be a good first choice for those of you considering their first HASL campaign, for reasons I'll lay out below.

The action covers the seizure by airborne coup de main of the Caen Canal bridge at Benouville on the night of 5/6 June 1944. This bridge, and the bridge over the River Orne just to the east of the playing area, formed the eastern shoulder of the Allied invasion of Normandy. The scenarios and CGs encompass the initial seizure and the subsequent German counterattacks, culminating in the relief of the airborne troops by ground forces from Sword Beach.

The first thing that hits you is the box art - three Ox and Bucks charging across the bridge with a German sentry in the foreground desperately trying to pass his Starshell dr. Some folks think it's a little garish, but I like it at least as much as the *KGP* boxes. Whatever you might think of the cover, there should be no quibbles about the contents of the box. The physical quality here is superb. The map is a much more interesting piece of terrain than that covered by the *KGP* campaigns, and the colour combinations and crisp buildings make for a pleasant playing area. The rules are what you've come to expect with ASL, with the 6th Airborne Pegasus emblem and a parachute schematic used for the page header. Included here are the campaign rules, chapter H notes for the new vehicles, and an extension of Chapter K covering Ordnance. We also find a cool chapter divider, with a

four-colour rendering of the map on one side and a tidied-up version of the Night cheat sheet put out by *BackBlast* way back when. Finally, we get a counter sheet - 648s and 458s for the Brits, with little Pegasi instead of 'E's in the corner, additional first and second line Germans (oh boy), French LMGs in German colours, No Move counters, and some more stuff you'll really dig. The latter include a bunch of British leaders and heroes (many with the names of their historical counterparts), Walking Wounded counters which, combined with an SSR, help reflect the increasingly desperate British defence, and a mess of German 5/8" counters that cover the melange of wheeled and tracked garbage the Germans threw at the bridge. No Piper SMC though!

The German AFVs here are mostly captured French equipment pressed into service. Included is the awesome juggernaut known as the FT-17, zipping along at a nimble 5 MP (red number, natch) and packing a 4 factor CMG MA to deal with any frisky Allies that aren't frightened off by its mere appearance. We also find the S-35, the bee's knees in '40 but well past its prime in '44, a smattering of Marders, a couple of SP 105s, and a heap of firepower mounted on the SOMUA half-track chassis. These latter conversions are truly funky, including a mounted 75L and a sixteen-tube mortar contraption that may be my new fave ASL AFV. Lest you misunderstand my disparaging tone, I actually like playing with crappy AFVs, so this mix is right up my alley. We also get some additional Pz IVHs, presumably to even out all the Panthers we got in *KGP*.

Chapter Q is completely self con-



The Cafe Gondree on the Canal du Caen (hex X18 on the Pegasus Bridge map). This was the first building in France to be liberated by the Allied forces during the D-Day invasion.

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tained, with no reference necessary to *RB* or *KGP* (you need *BV*, *Yanks*, and *WoA* to play). The SSRs are straightforward, mostly chrome and easily remembered. New terrain types include partial orchards, irrigation ditches, towers, and a re-hash of the barbed wire, slopes, and village terrain originally covered in other modules. There are two CGs, one running from the initial glider landing through relief, and a second which starts at dawn of the sixth with the Germans beginning to counterattack in earnest. Unique among the *HASLs*, we find the British reinforcement schedule fixed, while the Germans have the 'fun' of trying to sort out what to buy. The fixed Brit schedule relieves a lot of decision making, but I'd like to see someone cook up a variable purchase scheme for them as well.

There are six scenarios - two Night, one dawn, two day, and a big one that includes the relieving armour. Except for the last, these are all playable in an evening, with two of them ("Ham and Jam", and "Killean's Red") playable in under three hours. Included in the scenario pack is the customary SSR summary (22 in all, taking up 70% of a card) and a player aid card.

Finally, we get a Chapter K extension, which looks at Mortars, and their use against Infantry, trucks, AFVs, and Guns. Much of what is said here applies to Ordnance in general, not just Mortars, so this is an overdue boon to new players. More experienced players should note that AH have changed the way airburst CH TEMs are applied here (*these are also noted in the latest Q&A in this issue - Pete*).

Overall, I rate this higher than *KGP*, though *RB* still rules *HASL*-land. I like the emphasis on Night (way easier than most folks think), I find the general situation interesting and compact, and I believe we now have a truly 'introductory' *HASL*. With players of unequal experience, I'd give the Germans to the veteran and after careful review of Gliders and Night (the former only necessary for the first scenario) go to it. The German must cook up his purchases while the Brit need only concern himself with his force disposition. If you find Gliders too daunting, the second CG leaves them out altogether. My only complaint is the lack of an optional British variable reinforcement schedule (tough to balance and keep historical, I guess), although I've also heard some complaints about the justification on the counters - mine are fine, but some folks have found theirs to be off-centre. If you've yet to plunge into *HASL*, this module joins *Platoon Leader* as an enjoyable, well-fashioned entry point into that world.

ASSAULTING PEGASUS BRIDGE

Neil Stevens

In late March I flew over to Dusseldorf in Germany for a meeting at Rheindalen. Nothing special there! However on my return to Blighty I happened to be sat next to someone on the aeroplane (British Airways) who noticed I was reading a military history book (in case you are interested I am currently reading the Divisional History of the 43rd Wessex Division 1944-45). He enquired about my interest in the events of 1944-45 and of course we got chatting. It turns out I was sat next to none other than David Wood, Platoon Commander of the Ox & Bucks on that fateful morning of 6th June 1944. His Company Commander was Major John Howard and he, along with his wife and in the region of 30 or so other members of the battalion, had just been over to Germany on a pilgrimage to the site where the battalion had landed in the assault crossing over the Rhine. The Ox & Bucks had lost over 100 KIA in the first hour of this airborne assault operation.

We talked about D-Day and he said how they had captured the bridge surprisingly easily after all of their training. He reckons that in 10-15 minutes the bridge was in their hands for very little fighting but after that the fun started with the counterattacks. He himself was wounded in the first 20 minutes or so of the battle and, as he put it himself, was "hors de combat" from that period. He was in hospital until February 1945 and only rejoined his battalion at the end of the hostilities and so missed the drop across the Rhine; and admitted to me he was glad he had missed that one. He did say to disregard the legend of Lord Lovett's commandos marching across the bridge with the pipes wailing - he said they ran across that bridge just like the rest of them! He explained how one of the gliders had landed on the wrong river about 11 km away - the Platoon Commander had captured the bridge where they were before realising they were in the wrong place. He then decided to march his boys to the sound of the guns, picking up over 50 airborne stragglers on the way.

He had served in the British Army in the Rhine after the War so we had plenty to talk about. All in all it was an hour of my life that went far too quickly. Interestingly enough my Grandfather is a Normandy vet

and lives in Devon. I heard from David that the guy that runs the Normandy Vets association in the same town as my Grandfather is none other than Piper Millan - the same piper who is supposed to have piped the Commandos across the bridge on that June morning!

So my mundane flight from Dusseldorf to Heathrow turned into an airborne assault on Pegasus Bridge.

Who said business meetings are dull!

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THE CRUSADERS PRODUCT PRICES

The following price list is effective from 1st May 1997.

For the latest on stock availability telephone The Crusaders on (01258) 459851, or by email at NeilStevens@compuserve.com.

<i>Time On Target #1</i>	£8.00
<i>Time On Target #2</i>	£14.00
<i>Time On Target #3</i>	£17.60
<i>WCW Colour Scenario Pack</i>	£8.00
<i>Critical Hit #1</i>	£6.80
<i>Critical Hit #2</i>	£8.00
<i>Critical Hit #3</i>	£8.00
<i>Critical Hit #4</i>	£8.00
<i>Critical Hit #3-1</i>	£11.00
<i>Critical Hit Xmas Special</i>	£13.60
<i>SS Schwere 102</i>	£5.60
<i>Jatkosota</i>	£10.20
<i>Soldiers of the Negus (CH Edition)</i>	£13.80
<i>Platoon Leader</i>	£8.00
<i>Platoon Leader (2nd edition)</i>	T.B.A.
<i>Cemetery Hill</i>	£7.25
<i>Armored Stand (PL2.0)</i>	£ 8.00
<i>Primisole Bridge (PL2.0)</i>	T.B.A.
<i>Aussie '96 Scenario Pack</i>	£8.00
<i>Rout Pack I</i>	£6.80
<i>Rout Pack II</i>	£8.00
<i>OAF Pack I</i>	£8.00
<i>Leathernecks</i>	£8.00
<i>Gembloux: The Feint</i>	£14.40
<i>Defeating Enemy Armor</i>	£7.20
<i>Schwerpunkt</i>	£8.00
<i>Baraque de Fraiture</i>	£12.75
<i>God Save The King</i>	£16.00
<i>King Of The Hill</i>	£16.00
<i>ASL News #28</i>	£8.00
<i>ASL News #29</i>	£8.00

All orders should have 10% added for postage and packing [EXC: Crusaders are exempt P&P charges] and be sent to Neil Stevens, The Crusaders, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.

THEY CAME FROM THE SKY

Tom Huntington

When I was settling down to play *Cemetery Hill* and conduct my first airborne drop, I kept getting the ‘what happens next’ order really mucked up, so I wrote a list to show me what happens and when. In the hope that others find it just as useful, I present it here for your perusal.

Further information on gliders and tactics can be found in the *ASL Annual '96*.

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WHAT IS A PARATROOP?

Pete Phillipps

One of the few problems with the paratrooper rules is E9.42, which says “A Stick that fails its NTC automatically Deploys into its component HS; one HS is moved to the next hex directly downwind,” which is clear enough, but it doesn’t mention what happens to the parachute counter. Does each HS get a counter, does it stay with one of the HS, (and if so, which one) or is it simply removed? E9.6 implies the latter, (“Paratroops may not advance during the APh. Instead, all [EXC: those that have already Deployed; E9.42] just-dropped 5/8” parachutes are removed.”) but this causes problems later on in the turn.

E9.5 says “Paratroops may not attack or rout...while still represented by parachutes,” which is clear enough, but if a Stick Deploys into its HS and the parachute counter is removed, both HS can technically attack in the APh, rout, and Advance!

However, this is clearly in violation of E9.1, which states “Paratroops...forfeit their normal capabilities during the Player Turn in which they are dropped [EXC: CCPh].”

This appears to be a hole in the rules for which there is currently no errata/Q&A. Until any errata/Q&A is published, the general feeling on the Internet *ASL* Mailing List is that each HS should get its own parachute counter to play it correctly.

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PARATROOPS	GLIDERS
<p>PRE-GAME Group five squads, accompanying SMCs, and SW into a ‘Wing’ [or, instead of five squads, one “platoon” in Cemetery Hill] [E9.11]. Each squad of a ‘Wing’ becomes one ‘Stick’. Use a Cloaking Display to set up troops, and assign a 5/8” Parachute counter to each squad (with accompanying SMC) [E9.11]. Use a ½” counter for each SW from each ‘Stick’. Use the Cloaking Display for individual SW, too [E9.11] If the Paratroopers are British, their LMG, light MTR, and radio SW stay with the owning squad. Stack the SW in the Stick Cloaking Display box [E9.2]. If the Paratroopers are U.S., their light MTR stay with the owning squad. Stack the SW in the Stick Cloaking Display box. [E9.2] Before setup, secretly choose a Drop Point for each ‘Wing’, at least five hexes apart from each other [E9.12]</p>	<p>PRE-GAME Use a Cloaking Display to assign troops to a glider, based on each glider’s PP Capacity [E8.1]</p>
<p>RPh Establish Wind Direction [E9.1] Make a dr for each Wing Drop Point. 1-3 it’s accurate, 4-6 the Wing lands elsewhere [E9.12] If the Wing isn’t accurate, then: randomly determine the board of entry [E9.12] draw a Snow Drift counter (or Letter Chit from SASL) and read the upper left letter (A thru GG) for a random hexrow [E3.75] place the Wing on the random board, on the random hexrow, on hex 5 [E3.75] from this hex make a Random Location DR to find the final hex for the inaccurate Wing [E.3, basically resolved like a Sniper attack] Once the Wing’s Drop Points are positioned, place each 5/8” parachute for each Stick of that Wing in a line, centered on the final Drop Point [E9.12]. Place any ½” SW Parachute on top of its appropriate 5/8” Stick parachute.</p>	<p>RPh Establish Wind Direction [E8.1]</p>
<p>MPH Each Parachute counter now Drifts. Make a Random Location DR for each Parachute (5/8” and ½”), and scatter your troops around the board [E9.2] If the Paratroopers are German, cut the Distance dr in half (FRU) If the Paratroopers are Russian, increase the Distance dr by 1.5 (FRD) If there is wind, move the Parachutes an appropriate number of additional hexes in the Wind Direction [E9.2] If it’s a Mild Breeze, move them 2 hexes downwind If it’s Gusts, move them 3 hexes downwind If it’s a Heavy Wind, move them 4 hexes downwind Offboard Units are still in play, move slowly but can come onboard [E9.41]</p>	<p>MPH All gliders are placed in their Intended Landing Hex, facing into the current Wind Direction, with no stacking [E8.2]. The five hexes behind the Glider are the Avenue of Approach.</p>
<p>MPH - DFF Defender may use Small Arms and Light AA to DFF and SFF on the parachutes [E9.3] Defender can use HMG, a Gun with IFE, Vehicular AAMG, or AA capable MA/CMG for Light AA [E7.51] Aerial Range is doubled [E.5] Light AA cannot use SFF [E7.5] HMG loses ROF [E7.51] IFE Gun ROF reduced by 1 [C2.29] Light AA weapon must be marked with an AA counter [E7.5] Hazardous Movement (-2 DRM) applies [E9.3] Neither TEM, Height Advantage, Concealment, nor most Hindrance applies [E9.3], but SMOKE/LV do apply [E9.3] PTC and Heat Of Battle have no effect [E9.3] If more than one parachute is in a hex, use Random Selection to determine a target (even a ½” parachute) [E9.3] A parachute may be fired on only once by one unit - so SFF must apply against another parachute [E9.3] A Stick (one 5/8” counter) makes only one roll for a MC/TC. The Stick’s ML is 7. The results affect all contents of that Stick (MMC and SMC) [E9.33]</p>	<p>MPH - DFF Heavy AA cannot be used during the MPH [E7.52] Defender can use HMG, a Gun with IFE, Vehicular AAMG, or AA capable MA/CMG for Light AA [E7.51] Aerial Range is doubled [E.5] Light AA cannot use SFF [E7.5] HMG loses ROF [E7.51] IFE Gun ROF reduced by 1 [C2.29] Light AA weapon must be marked with an AA counter [E7.5] Glider get +1 while Airborne PTC and Heat Of Battle have no effect [E8.12] Rolling equal to the * number Damages a Glider, mark with a Wound [E8.21] Rolling equal to or 1 > the * number forces the Glider to take Evasive Action [E8.211] Move Glider using Random Location DR [E.3, basically resolved like a Sniper attack] Resolve any more Light AA against the Glider in its (new) ILH Possibly resolve Evasive Action again, repeat.</p>

DROPPING IN FOR TEA AND BISCUITS

With the recent arrival of the *Platoon Leader CG Cemetery Hill*, the new *HASL module Pegasus Bridge*, and the forthcoming *PL CG Primisole Bridge*, airborne landings seem to be quite popular right now. So, a discussion on airborne assault tactics seems to be in order.

THE LANDING SITE

In conducting an airborne assault, the biggest decision you are faced with is where to land. Do you try and land as close to the

target as possible, or do you try to land your forces safely so you can then gather them together before assaulting the target?

As far as paratroopers are concerned, the main concern should be to get them down safely, because they are extremely vulnerable while in the air. The random location and spread out nature of the drop points means force concentration is initially difficult to establish with paratroopers. Bearing these points in mind, it is generally best to select drop points that are clear of enemy units and located in Open Ground. Once down, gather your forces together, and

begin to deploy them ready to assault the objective.

Care must be taken when landing pre-1942 Germans, since they drop in an unarmed state. They are particularly vulnerable to CC attacks - against a typical British or Allied Minor squad they will be attacked at 2:1 odds, and only be able to attack at 1:2.

Even if the defender is weak dropping on top of him may be worth considering, but even then there is only a 50-50 chance of actually landing on target, so don't rely on it as a scenario winning tactic.

Glider troops are more suitable for such a coup de main because they do not drift, although they are susceptible for Evasive Action caused by enemy fire.

THE DEFENDER

As the defender, you want to do as much damage to the enemy while they are in the air, but is this best accomplished by spreading out your forces, or just covering the likely drop zones?

Shooting paratroopers down while they are in the air is the ideal situation, but the doubling of range for aerial attacks, and blind hex considerations usually limit the opportunities for most units to fire. This problem even affects IFE AA Guns - their 16 hex Normal Range is effectively only 8 hexes against aerial targets, and their maximum range just 16 hexes.

This problem is particularly acute at night, since the Aerial Range is doubled even for NVR purposes (see the Q&A clarification elsewhere in this issue). With a typical NVR of 2 or 3, for example, you can only see (and thus fire) at units which are adjacent. If the unit is two hexes away, this is doubled to four, which is beyond the NVR. This makes it very difficult to set up your units to catch the enemy in the air.

Because of the range limitations, the most important thing is to adequately defend the objective. Airborne assault scenarios don't usually have any CVP cap for the attacker, so the objective hexes are the most important thing. Defend that locality, and if there are multiple objectives choose the key one.

If the attacker chooses to land at a distance and form up, this gives the defender time to react, and time for the reinforcements to arrive.

Happy Landings!

PARATROOPS	GLIDERS
<p>MPh - after all DFF All unbroken Paratroops may move 1 hex [EXC: Germans] [E9.4]</p> <p>Anyone landing in Bamboo, Building, Cactus Patch, Crag, Marsh, Olive Grove, shallow Stream, Vineyard, Woods, Irrigation Ditch [Q1.] takes a NMC (ML 7). A unit landing on an Interior Building takes NMC and is then moved one hex directly downwind - repeat process if land in another Interior Building hex [E9.42] The MC is a NMC in No Wind, a 1MC in Mild Breeze, and a 2MC in Gusts/Heavy Wind.</p> <p>Anyone Landing and avoiding the above still takes a TC (ML7). The TC is a NTC in No Wind, a 1TC in Mild Breeze, and a 2TC in Gusts/Heavy Wind. Failure will Deploy a squad, with one HS landing in the target hex, the other HS landing one hex downwind (accompanying SW and SMC Location determined randomly). If Deployed, remove the Parachute counter and place the two HS/SMC/SW [E9.42] [but see sidebar to left] All 1/2" Parachutes are flipped over to hide their identifying Cloaking Display letter [E9.4]</p> <p>Eliminate any Parachutes (and their contents) or deployed HS currently in a Blaze, unfrozen Water Obstacle, or deep/flooded Stream [E9.4]</p>	<p>MPh - after DFF Glider attempts to Land in its final ILH by making a DR; land successfully if the coloured dr is <=1 [E8.22]. Modifiers to coloured dr are: -1 Per consecutive hex along the Avenue of Approach containing no obstacle with a height >= 1 more than the height of the ILH +1 Per level higher than 1 level above the ILH of the highest obstacle in the Avenue of Approach</p> <p>If coloured dr is > 1, the glider overshoots (white dr >=4) or undershoots ILH by a number of hexes equal to the final coloured dr Glider now is flipped to its Green side, and makes a Crash dr [E8.23], needing to roll <=6 to land safely Lots of modifiers, see [E8.23], but basically: +1 if not landing in final ILH, or conditions are flaky +2 if landing in "light" terrain (orchards, walls, etc.) +3 if landing in "heavy" terrain (woods, buildings, etc.)</p> <p>A Crash final dr of 7 means the Glider is Damaged [E8.24] A Crash final dr of 8 means the Glider and contents are Destroyed [E8.24] Any Glider that landed in a Blaze or non-frozen Water Obstacle is eliminated [E8.232]</p> <p>Offboard Gliders are still in play, but the passengers move slowly and can come onboard like Paratroopers [E9.41]</p>
<p>MPh - after Landing/DFPh Defender may Final Fire</p>	<p>DFPh DEFENDER gets to shoot Gliders like they are unarmored vehicles [E8.3], no longer pay the doubled Aerial Range [E.5], nor the * Aerial DRM Glider passengers suffer Collateral Attacks [A.14] Glider do not burn, and have a cs 7 [E8.3] Glider now offer a +1 Hindrance [E8.3]</p>
<p>AFPh Paratroopers cannot Advancing Fire [E9.5]</p>	<p>AFPh Any Damaged Glider that was Damaged again is eliminated, along with its contents [E8.41] Any Damaged (once) Glider does the following to its contents: SMC/MMC suffer one Casualty Reduction (Random Selection), everyone else takes a NMC [E8.41] SW/Guns are considered Malfunctioned [E8.41] Vehicles are Bogged [E8.41] Glider contents are placed onboard [E8.4] Glider troops can fire [E8.4]</p>
<p>RtPh Paratroopers cannot Rout. Broken DEFENDER units may rout from a hex containing both Paratroopers and the broken DEFENDER [E9.43] Paratroopers are immune to Surrender/Failure To Rout while still represented by Parachute counters [E9.5]</p>	<p>RtPh Glider troops rout normally</p>
<p>Aph Paratroopers cannot Advance. Replace 5/8" Parachutes with actual units in Cloaking Display [E9.6]. 1/2" Parachutes remain onboard until Recovered [E9.4]</p>	<p>Aph Glider troops may advance as normal</p>
<p>CCPh Paratroops may engage in CC [E9.1]</p>	<p>CCPh Glider troops engage in CC normally</p>
<p>Next Game Turn Place Sniper counter on board if needed [E9.32]</p>	<p>Next Game Turn Place Sniper counter on board if needed [E9.32]</p>

THE DIARY OF AN ASL TOURNAMENT DIRECTOR

Trevor Edwards

Inspired by the success of INTENSIVE FIRE, the British ASL tournament, Trev Edwards and his cohorts from Blackpool decided to organise an ASL tournament closer to home. Here, Trev tells us their story.

Thursday 6th March, evening

The first eager attendees got down to some friendly play this evening. We were slightly taken aback by the eagerness of some of the delegates and frantic negotiation with the hotel followed. Over 30 players will be getting some uninterrupted game time over 3 ½ days. The tourney is 22 strong and some others are embarking on projects that family life would normally prohibit.

Ian Dagleish and Iain McKay are embarking on their Ashes match of RGP CG II and the Saunders brothers will be having a go at "The Beast at Bay".

The German players have arrived and are thoroughly enjoying the evening.

Also expected are Charles Markuss and Shaun Carter, whose scenarios were recently published in Critical Hit, and the organiser of the Crusaders Neil Stevens. Pete Phillipps, editor of View From The Trenches will definitely be here because there is a bar!

In the running for the tournament prize (a hand painted pewter figurine of a 1940 British BEF soldier) are some of the best UK players including Derek Tocher who was the best individual player at Intensive Fire last November and Mike Rudd, currently the highest AREA rated British player.

Friday 7th March, afternoon

I came down in time for breakfast on the Friday to find the game room already set up by eager squids. Dice were rolling before I'd mopped the last ketchup from my plate. I had been concerned as to the size of the room but it turned out to be just the right size. As the day passed more

people arrived, despite my giving the wrong directions on an internet message last night. "Duh!"

Saturday 8th March, late afternoon

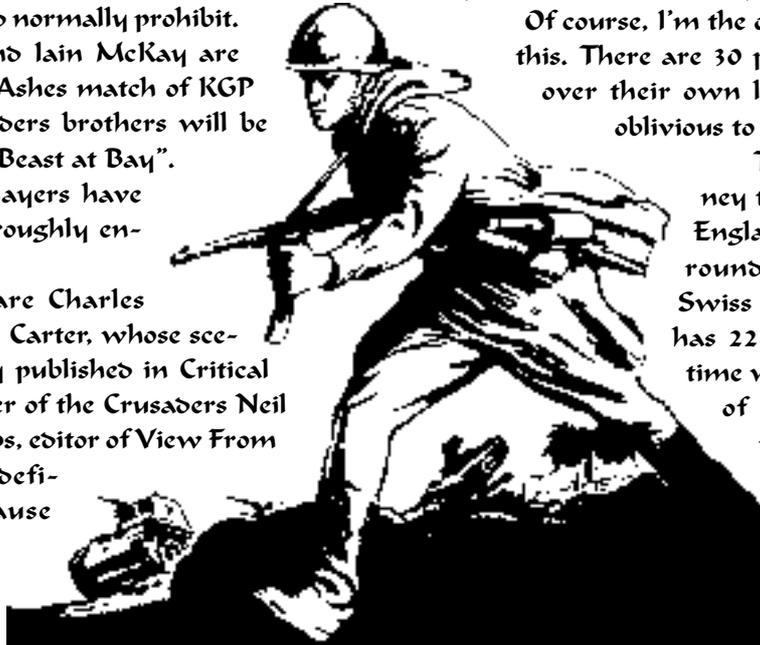
As I write this the sun is streaming in through the windows of our sea front hotel that overlooks Morecambe bay in the Irish sea. You can see all the way to the horizon with only Blackpool's North Pier breaking up the uniformity. Trams are rumbling by and the new season's first visitors are taking a leisurely stroll along the promenade. It is a truly glorious early spring day.

Of course, I'm the only one in here aware of this. There are 30 plus other guys bent low over their own little piece of the action, oblivious to the outside world.

The first major ASL tourney to be held in the North of England continues today with rounds two and three of the Swiss Chess tournament. This has 22 players having a great time with our scenarios, many of which they've not had time to try yet. A couple of surprises have seen the two favourites get sidelined by the half-way point.

One was predictable however as Derek Tocher and Mike Rudd both opted to play PTO on the first round (I was surprised to see so few go for that option). They came down to the last turn of Tempest at Tombe with the question: Does a flame constitute "burning??" It was important for the VC. We decided that a flame has no effect on entry and really only exists as the possibility of a real burner, it wasn't burning. Derek won but went on to lose in the second round. As I write this, Paul O'Donald has just gone 3-0 with a solid defence of the Hotton bridge.

My favourite three are currently on offer, Holding the Hotton Bridge (SP 2), Abandon Ship



(WCW5) and Brief Breakfast (BdF5). We had a blast playing them to see if they were suitable in the weeks leading up to the event. BdF is pretty new over here but we liked the look and feel of this ambush from the mist.

I've just been talking to Charles Markuss. He, Shaun Carter and Alan Leigh are playtesting "Wittmann's Demise" where everyone's favourite tanker buys it. Or will he?? Large six boarder with Tigers Vs Fireflies with little cover available. Shaun is a real Normandy nut. I had the pleasure of a quick playtesting session with him myself this morning. Hill 226 is a famous ambush of nearly a full squadron of Churchills by three JagdPanthers which historically caught the British completely by surprise. I adopted a "circle the wagons" approach and we had a great game. The best of it is that Shaun can expand on the background of the battle in question because he is unfeasibly well read on the subject. I learned a lot. It turns out Wittmann died today but the Germans exited most of the rest of their armour to win.

I had a game of The Eye of the Tiger which I lost to Derek Tocher. I wasn't expecting to get a game in at that time (as a tournament director I'm continually interrupted, but then my opponent understands that this is the way it needs to be) but managed to do so. Derek's dice went wild as T34's scored multiple CH's in a DFPh. It was a shame as such dice rolls hid the fact that he was going to win comfortably anyway. Good scenario I think.

Actually, it is really strange to be the guy the players come to for guidance on rules. They're too numerous and weird to recount in detail but Derek and Mike's "what is burning" in Tombe takes the biscuit so far...

I finally get to play some of the people I've met at the Intensive Fire events yet never had time to play. Aaron Sibley was on my team that first year but only today did we get to play. I tried The Tiger's Roar from the newly available (in the UK at least) "On All Fronts" pack (someone pointed out how appropriate it was that I was walking around with the "OAF" pack under my arm... but he's not my friend anyway). Nicer layout of scenario cards (you really get to see how the unit was organised at the time) but OAFerlay 1 is a pretty poor effort I'm afraid. I did get to break out the old overlay A from G1 (ah, the memories) which the Flam PzIII got bogged/immobilised in and I won after Aaron

let me ambush a Tiger with street fighting for the Russian win. Tough luck Aaron...

We have an award for snakes and boxcars. Steve Thomas is in the front running for the latter after 7 twelve's in "Abandon Ship" Three were for MC's on SMCs. He lost.

Righto.

Time for Fish 'n Chips

Saturday 8th March, 23:00

Well, we still have some games in progress in the third round. However, four clear front runners have emerged. Tomorrow, Peter Ladwien of Friedrichsthal (near Saarbrucken, Germany) will play Paul O'Donald and Pete Phillipps will play Bernard Savage. The choices are CH 19 Into the Valley, A 70 Wintergewetter and T4 Shklov's Labours Lost. Despite the original plan to hold only four rounds due to the need for early departure of some attendee's, these four have agreed to play a final game, time permitting, to determine the winner. Scenarios for this possible round will be decided later (when the TD has had some sleep).

We have a new leader in the "Boxcars" competition: Neil Stevens rode out the Holding of the Hotton Bridge by his American opponent with no less than eleven. He reckons he was still in it as the last turn rolled round. I think that's going to be hard to beat. A couple of people are on five "Snakes" (including-would you believe- Neil in the same scenario!!) but Ulric has six and he's only on turn four (after over five hours) of the Hotton Bridge. Aaron Sibley got six when Confusion Reigned

The playing of "the Beast at Bay" ended with the Saunders brothers shaking hands as the VS lost 65 CVP to the Germans by turn 6. La Gleize



Andy Saunders (left), his brother Paul (centre), and Nigel Brown (right) battle to keep "The Beast At Bay".

was alight I'm told! The Cheneux campaign saw a dire night turn for the VS player and that too has ended early.

I got to play another game Vs a friend from previous events who I'd never got to actually play. Ian Dagliesh has developed an HASL pack (currently being prepared by CH for release this year) centring around the causeway in Normandy that lies near Le Manoir and the bloody battles of the 82nd Airborne. Once again I was treated to a short talk whereby Ian explained the background to the scenario we going to play. Ian has been there and video'd the area. It is really nice to have a background much longer than the usual paragraph on the scenario card to set the scene. Why are the SSR the way they are? Why some troops from the same unit with different morale? All was clear as I sat down to play. Unfortunately, the dice intervened and ruined the game. My first three rolls were "snakes" and that set the tone. My Glider troops were all over him like a cheap suit and he folded. A shame. Ian is really fun to play.

Well, at 00:14, I'm going to watch Vlric and Paul play out their last turns. Time for more beer.

Monday 10th March, afternoon

The main event finished here in Blackpool yesterday with the winner being decided from an initial field of 22. A gentleman's agreement was made by the last four unbeaten players as they went into Sunday morning's final Swiss round: A fifth round "final" was to be played for the trophy.

Pete Phillipps (esteemed editor of *View From The Trenches*) and Paul O' Donald (a Cambridge accountant) played "Strayer's Strays" and Pete's paratroopers failed to pass by the Chateaux in force in time.

Paul was a universally popular opponent amongst the other attendees and was complemented for his speed of play. He takes home a hand painted pewter figurine of a 1940 British Soldier crouching down to fire his .303. Well done Paul. He got 12 games in all. I got a game of "High Danger" in against him and lost in a close one.

Second place went to Pete Phillipps who was very surprised to be in the running at the final stage (he's second from bottom on the sizable CompuServe ladder). He played a blinder to come second.

Third came Peter Ladwein of Friedrichsthal, Germany, a first time attendee of a UK tourna-



Trev Edwards (left) congratulates Paul O'Donald on his victory in the BERSERK tournament, and his all-round excellent play.

ment. A worthy opponent for all who played him. Like Paul, he also posted twelve games.

The (non virtual) wooden spoon went to one time ASLOK attendee Paul Case. He was very pleased I'm told.

Hot dice award goes to Vlric Schwela who rolled 7 "snakes" to take the Hotton Bridge as the Germans in a marathon session that ran all afternoon and evening on Saturday.

Cold dice afflicted Neil Stevens in the same scenario (different oppo). Eleven "boxcars" in a game of "Hotton" in which he was still in with a chance of winning until the last turn as the Germans. Takes some doing. The trophy with the double sixes went his way.

The last dice were rolled at 1:58am this morning as I managed to hang on in a game of "The Hornet of Cloville" vs the third placed Peter Ladwein. He lives on Wiener Str. Which I thought meant "Sausage Street". It doesn't.

Overall this was an event where the players were as friendly and sportsmanlike as an organiser could ever wish for. What an atmosphere! I tried to say "goodbye" to everyone as people left but some slipped through.

I have received a lot of compliments about the way the event was run. Some of this may be due us here in Lancashire, but I think this would lead us to overlook the attitude of those who attended the event itself. Many had come a long way, even from abroad, and I know that some attendees had to make a lot of excuses to get away from family and work commitments.

The one thing that struck me most of all was the gentlemanly approach that all of the players

took. I heard no heated arguing about rules at all. I was asked several times about rulings and tried to offer the best I could. Without exception, all these were taken on board by both players involved without so much as a glum look. I think everybody's enthusiasm for the weekend fed off everyone else's and the whole feedback loop led to a truly enjoyable experience for all. We should all be proud of ourselves.

The enthusiasm didn't let up all weekend. Given the success we have to start planning for March '98. I hope to see all the same guys there and I hope that, after word gets out, we can swell our ranks. Looks like we're going to need a bigger hotel!

Until then I guess we can look forward to "Intensive Fire '97" in October.....

Berserk was a group project also involving Steve Thomas, Andy Saunders, Nigel Brown and Arthur Garlick, the Crusaders via Neil Stevens, Pete Phillipps and others. If Russ Gifford, who runs AvalonCon's ASL tournament, hadn't written "Running an ASL Tournament" then we may well have floundered at the outset. As it was we had a pretty good idea where we were going from the moment we read this. I have a printed copy of the article (available from the AREA Home Page) which I was reading on and off for several months. If you are considering running an ASL weekend, be sure to see this as it will save hours of needless hair pulling and will clarify what you should be thinking about. Thanks to Derek Tocher for pointing it out to me.

Ω

BERSERKERS

The following is a ranking from 1st place to last, in order of merit. Where players are tied, the win loss records of common opponents has been used as a tie breaker. The first and second places are as a result of a final round playing of "Strayer's Strays" which was agreed on by the final unbeaten four before the fourth round was played.

- | | |
|----------------------|-------------------------|
| 1. Paul O'Donald | 14. Andrew Dando |
| 2. Pete Phillipps | 15. Christian Speis |
| 3. Peter Ladwein | 16. Steve Thomas* |
| 4. Joe Arthur | 17. Neil Stevens |
| 5. Bernard Savage | 18. Derek Tocher |
| 6. Ian Pollard | 19. Dominic McGrath |
| 7. David Schofield | 20. Mike Rudd |
| 8. Stefan Jacobi | 21. Nick Angelopoulos* |
| 9. Ulric Schwela | 22. Paul Case |
| 10. Aaron Sibley | |
| 11. Mike Standbridge | * Indicates only played |
| 12. Michael Rhodes | in three rounds |
| 13. Frank Tinschert | |

BOXCARS - A SALUTORY TALE

Nigel "Boxcars" Brown

As this is the first piece that I have ever written for a well established magazine, or indeed any magazine, I thought I would write about something that just seems to come naturally to me.

Most people who play ASL can usually go on about tactics, strategies and throwing that crucial snake eyes during the last turn of the game, but I can tell you one or two things about the awful situation of only needing an eleven to win a game but actually rolling double six. This phenomena seems to be attracted to me like a safety pin to a magnet.

For INTENSIVE FIRE '95 our three little Fire Team members from Blackpool and one from Scotland, all of whom shall remain anonymous for fear of further embarrassment (although one has gone on to have a scenario published in *VFTT* and *CH*) went down to Shrivenham thinking we were going to come back with a bucket full of trophies. Instead we got our arses well and truly kicked, but that's another story. Coming last in that event didn't seem to matter too much because I wasn't the only one in my Fire Team to lose all their games. There was a feeling that at least I learnt a lot of valuable lessons on how to play this marvellous game.

Since IF'95 my winning of games has gone from bad to worse, although I strongly defend my playing ability. I have concentrated on the little things that I picked up at IF'95, like not using your leader in a firing stack in the PFPh but moving him in the MPH to go round the hopefully broken unit and get them for failure to rout. Learning neat and downright sneaky little tricks like that I was nevertheless still losing a good majority of my games. What could be going wrong? Like Data (bless his little emotion chip :-)) I tried running a level 3 diagnostic; the results were inconclusive so I thought I would just blame it on the dice, like all the best players do!

High dice rolls seem to be par for the course with me, and playing Luis Calcada in "Meeting of Patrols" at IF'96 was no different. There I was for a time thinking I had the game well in hand and a good possibility of beating somebody with a foreign accent and yes the inevitable happened - I started rolling dice that even made this man start to apologise on my behalf. If I only had a pound for every time somebody has said UUUUNNNNNLUCKY. To come last in consecutive years is a bitter sweet pill to take but at IF'96 I was as last as could be, so for IF'97 there's only one way for me to go.

Any way enough whinging about the dice, I have come up with some DO'S and DON'T on rolling double six!

DO:

Look amazed when you haven't rolled a double six
Say "It's not a double six! You may as well give the game to me!"

Look un-worried when rolling one
 Accept a re-roll if one of your dice has come out of the dice roller and the one that didn't was a 5. Just re-roll the one that came out because at least you can't roll a double six now

DON'T:

Say "Anything but a double six", you know you are just asking for it

Give your opponent the satisfaction of seeing you cry when you roll consecutive double sixes

Tell him that your half squad wasn't important to you when you roll double six on a Rally

Tell him that it's only a game and that you aren't bothered because you want to give him a chance of winning

Agree that you are unlucky, tell him that's the fog of war, but why is it foggy on my side and not on yours

use loaded dice

let them catch you with loaded dice

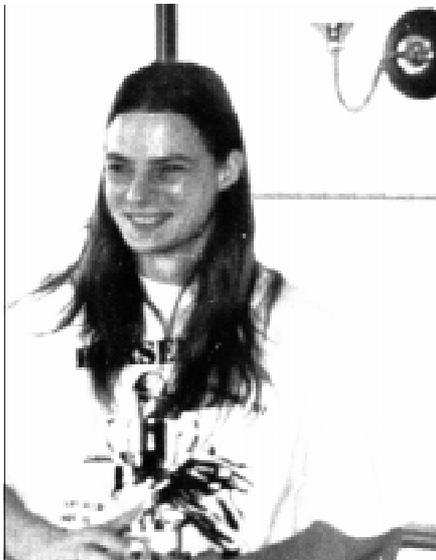
If all else fails and you can't stand it any more, but like me you just can't stop playing, throw the offending dice away and buy some more. Or burn them in front of your other dice, as an example of failure!

In closing, I'd like to dedicate this muse to Neil Stevens for his outstanding performance at BERSERK '97.

Ω



Neil '7-0' Stevens can still smile despite receiving the award for most boxcars in a match at the BERSERK tournament.



A BERSERK EDITOR

I arrived at 10pm Friday evening, and went straight to the games suite, where there just happened to be a bar :-). Needless to say, I didn't get any gaming done, but did get quite a few beers brought for me, courtesy of satisfied VFTT readers :-)

I managed to get in five games on Saturday, going 3-0 in my tournament matches, and 1-1 in friendlies. The second of these was started around mid-night! a game of "Mayhem In Manila" (the deluxe scenario from the last annual), which ended at 4am with my first loss of the weekend. Of course, by then, neither of us cared much about the game, but we'd had a great time getting there!

I went into the tournament Sunday morning as a possible champion, and played "Shklov's Labours Lost" against Bernard Savage. Considering the stakes we both played fairly fast and loose. The game ended when I made a 30 +0 attack against his 10-3, a pair of 458 and a 248hs who where locked in Melee with one of my 468s. The roll was snake-eyes, a 4KIA! The Random Selection DR took out all of his units, leaving mine broken, and me the winner!

I then took on Paul O'Donald, the other round 4 winner, in a quick match of "Strayer's Strays". Again we played fairly fast and loose, but maybe this time I was a bit too fast and loose. By the end of the first turn, half of my Yanks were dead or broken and I wasn't able to recover from that. On the last turn, I needed to rally a leader and two broken squads, but the leader failed and I didn't have enough units left to exit.

Still, I can't complain, as I was hoping to maybe win once or twice throughout the weekend, so to go 5-2, and come home with the runner up trophy was beyond my wildest expectations! Mind you, now everyone expects me to know how to play the game - I had to keep reminding people that I'm second from bottom on the Compuserve ladder!

The atmosphere was very friendly and relaxed, as was much of the gaming. Although Blackpool is a seaside resort, and the hotel was just a few yards from the beach, no-one seemed to try out a beach landing, which is even more surprising considering that Paul Saunders had brought down his copy of *Blood Reef: Tarawa*. Maybe next year eh guys...

Ω



Midnight On The Firing Line. Iain Mackay (left) and Pete Phillipps (right) go BERSERK in Blackpool and cause Mayhem in Manila at 2am in the morning!

GERMAN FOR ASL PLAYERS

Trevor Edwards

While playing Peter Ladwein, one of the German players, at Berserk, I wrote down a word that I'd heard him say during play: "Nahkampf", which means CC. Using the actual German for some of the more important events in ASL could add something to the game I think. Some of them are really fun. I wrote down a few as I was packing up my gear. Where the pronunciation isn't apparent I've tried to spell it in a sort of phonetic English:

Nahkampf - CC

Handemenge - H-T-H CC

Sheumantor - "Barn door", a Sherman

Voltrefrer ("Folltrefor") - "Full Hit",

a CH

Panzergranate - AP Ammo

Sprenggranate - HE Ammo

Sondermunition - Special Ammo

Luke Auf - "Look out/up", CE

Luken Dicht - BU

And my favourite:

Blindganger ("Blintganger") - Dud.

The "a" needs 2 dots over it by the way.

So, next time you roll boxcars TK, say "'Ach! Blintganger" and earn the respect of your peers.

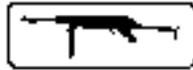
Or something.

DEBRIEFING

This is the latest set of Q&A posted to the InterNet ASL Mailing List by MMP.

The questions below are mostly as MMP received them, although some changes have been made in order to present them in a coherent fashion. This Q&A should be treated just as if they had been mailed to TAHGC with a SASE, in which they were then returned to the sender. Some of these Q&A are destined for publication in the next Annual.

The reader will note that MMP have changed position on the issue of what modifiers apply to an Indirect Fire Critical Hit when airbursts are involved. There are three Q&A from the May 6 1996 compilation which have been revised based on the Day 7 extension to Chapter K found in *Pegasus Bridge*.



A4.132 If a firer's LOS to a unit paying Road movement costs is blocked at the centre dot, can the firer then check LOS to the point where the hexside intersects the road (and vice versa)?

A. Yes.

If the LOS is hindered?

A. Yes.

Is this point where the road bisects the hexside?

A. No, any point on the hexside where the road crosses it.

A4.8 & A12. Is TI status itself considered a "?" loss activity even if LOS is established after the phase in which the TI gaining activity occurs?

A. No.

A7.1 & A8.1 May a unit use Small Arms (or non-ordnance MG) to DFF on the IFT at a moving BU, CT AFV for the sole purpose of laying down a Fire Lane or leaving Residual FP?

A. Yes.

A7.8 Can a broken unit ever become pinned by any cause other than Interdiction or a Collapsed Hut PTC [G5.5] (e.g., via minefield or FFE attacks)?

A. No, and even during Interdiction the condition only lasts until the end of the RPh (this supersedes the prior Q&A in the '96 Annual).

A7.8 & A7.82 If the Inherent crew of a vehicle is pinned in the act of movement, must the vehicle immediately stop moving?

A. No.

Or may it continue movement, although perhaps BU?

A. Yes.

A9.222 Does an IFT roll have to be made if a BU, CT AFV without Vulnerable PRC moves into a Fire-Lane/Residual-FP hex?

A. No.

A9.22 May a MG firing as ordnance TK an AFV also declare a fire lane?

A. Yes.

A10.5 During the RPh, may a broken unit remain in the same Open Ground minefield hex while in Normal Range and LOS of a Known enemy unit?

A. No.

A11.15 If two units are in melee and during a PFPh one of the units is eliminated by Prep Fire is the melee counter immediately removed?

A. Yes.

If the remaining unit is of the same side whose PFPh it is may that unit then Prep Fire normally?

A. Yes.

A12.11 & B28.41 May dummies enter/exit friendly hidden minefields without revealing either themselves or the minefield?

A. No.

A12.141 & B24.8 Is Labour status itself considered a "?" loss activity?

A. No.

Must the unit actually attempt the activity for which it gained Labor status in order to lose "?"?

A. Yes.

A12.33 An OB-provided Foxhole is placed HIP in a woods hex out of LOS of the opponent's units. During the MPh, one of those Good Order units moves into LOS within 16 hexes of the hex containing that Foxhole. Is the Foxhole revealed as soon as the LOS is established?

A. Yes [EXC: Night; E1.16].

A14.22 -3 Is a broken DM MMC a valid Sniper target?

A. Yes.

What effect does a sniper dr 1 have on it?

A. Casualty Reduction.

A sniper dr 2?

A. None.

A15.46 Would a same-Location ordnance attack by a berserker that eliminates all Known enemy units qualify that berserker unit to return to normal?

A. No.

Would such a same-Location FT attack?

A. Yes, if on the IFT.

A19.12 & A20.21 Must a Disrupted unit surrender to an ADJACENT but non-Known enemy?

A. No.

Must a Disrupted unit surrender to an ADJACENT GO enemy unit in a Known Minefield or FFE?

A. Yes.

Is a surrendering unit attacked by FFE/mines in either its Location or its captor's?

A. No.

Is a broken unit actually "routing" when it surrenders?

A. No.

A19.131 Is a HS with underlined morale that rolls an Original 12 on an inherent FP IFT DR during ammunition shortage broken and disrupted?

A. Merely broken.

A20.551 & A20.552 Suppose a 1945 German squad is captured, escapes, and then becomes rearmed. Does this unit also become rearmed with its Inherent SW (PF and ATMM)?

A. Yes.

A23.4 -6 If I throw a DC and roll a 7 in my opponent's hex and 12 in my hex (or vice versa) does the malfunction impact both hexes?

A. Only the first DR can cause malfunction, in which case no second DR is made; if made, the second DR is resolved even if an Original 12.

A24.8 Do Residual FP attacks in a SMOKE location add this additional +1 to the IFT DRM?

A. No.



B9.31 & 9.32 A unit is in a '0' level building location that also has a wall hexside over which it has wall advantage. This unit receives non-ADJACENT enemy fire through the wall hexside and decides to use the building TEM (assume fire is originating through the wall hexside and there are no ADJACENT enemy units for all parts).

a) Can this unit choose to use the wall TEM vs other shots later in that same Fire Phase?

A. No.

b) Later in that same Player turn?

A. No.

c) If the answer is "No" to both a) & b) would the unit have to wait until the next Player Turn before being able to once again choose the wall TEM (assuming that no enemy Infantry has moved ADJACENT)?

A. Yes.

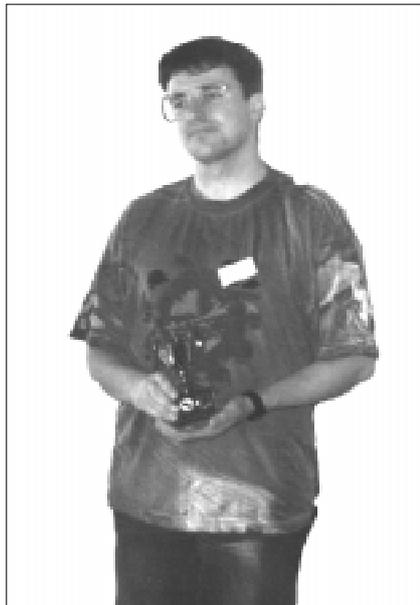
d) If the answer to a) & b) is "No" and c) is "Yes" would this mean that choosing the wall TEM is synonymous with claiming WA (since WA follows the same exact restrictions)?

A. No; a unit not choosing in-hex TEM (EX: one in Open Ground) would still receive wall TEM vs a non-adjacent firer despite not having WA.

B9.32 Is a unit in an entrenchment/pillbox considered to have wall advantage if another friendly unit within that hex does?

A. No.

B9.32 & C8.31 May a unit with wall advantage still use HEAT against an adjacent unit behind that wall without first forfeiting wall advantage?



Germany's Peter Ladwein holds his third place prize from the *BERSERK* tournament.

A. No.

B10.31 In the example in this rule, a unit moving from AA2 to BB1 is subject to FFM from Z1. Would the same unit be subject to Interdiction from Z1?

A. Yes.

Would it lose concealment to the unit in Z1 if advancing?

A. Yes.

B13.3 & C3.71 B13.3 states that the TEM of a woods hex vs indirect fire is -1 instead of +1. The C3.71 example lists the TEM of woods as +1 and reverses it as well as adding the airburst DRM. Is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex resolved with a -2 DRM or a -1 DRM? Similarly, is the DRM of a CH vs an unarmored unit in a dense jungle hex -1, -2 or -3?

A. -1, -2 for Direct Fire, -1 for Indirect Fire. [This supersedes the prior reply in our compilation of May 6 1996, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 in *Pegasus Bridge*].

B13.41 May a vehicle in a woods-road hex leave the road to enter the woods obstacle using all of its MP and then enter an adjacent hex in the same MPH?

A. No.

B29.3 & C8.31 Is a roadblock considered a wall, allowing shaped-charge weapons to attack Infantry behind it?

A. Yes.

If so, is a unit in an extension location considered "behind a wall"?

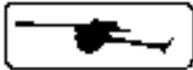
A. Yes, if the LOF crosses the extension; see the B29.4 EX.

B30.31 How is a DC Placed/Thrown inside a pillbox per the last sentence of B30.31?

A. If it is Placed/Thrown from within the pillbox (EX: by a Japanese unit).

B30.2 May a unit in a Pillbox trace LOS through its CA past a wall hexside that forms its hex to a same-level non-adjacent target?

A. Yes.



C1.5 -151 A BU CT AFV is Stopped in Open Ground and inside a FFE Blast radius. Can the FFE attack the AFV for starting?

A. No.

For changing VCA/TCA?

A. No.

For becoming CE?

A. Yes.

Is this any different if it were an OT AFV?

A. No, unless receiving airbursts.

C2.1 Can a squad fire a Gun and also use its inherent firepower in the same fire phase?

A. Yes.

C3.71 Does "normally" entitled to in this rule mean any TEM that would normally apply to the shot obtaining the CH? Is the C3.71 example correct (applying airburst and woods TEM)?

A. Yes (i.e., -1 airburst in woods, not +1 woods TEM, for Indirect Fire). No; in lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1[reversed TEM] +". [This supersedes the prior reply in our compilation of May 6 1996, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 in *Pegasus Bridge*].

C3.71 & A24.31 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (EX: NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)

A. Yes. [This supersedes the prior reply in our compilation of May 6 1996, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 in *Pegasus Bridge*].

C3.74 In the DFPh, a mortar attacks a hex that contains only a CE AFV and obtains a HE CH. How is the crew/passengers/riders affected?

A. Normally (i.e., as if a non-CH).

C5.11 Does a Gun Defensive First Firing during the MPH from a woods/building/rubble location have its CA fixed through the end of the DFPh?

A. No, as long as it is still able to fire and is not Pinned.

C9.3 May a leader or MMC spot for 3 or more mortars in one fire phase, or may a squad fire its inherent FP and spot for two or more mortars?

A. Yes to both, but only if the mortars are all in the same hex and firing at the same target.

Does it matter in which order the shots are taken and/or alternated?

A. No, although any acquisition gained with the mortars will be lost when inherent FP is used.

May a squad spot for mortars in different hexes or mortars firing at different targets?

A. No, each such mortar must have its own spotter.



D2.401 What happens to the TCA when the VCA is changed after a successful Motion attempt? Does it change with the VCA and keep the same relative position with the VCA as before the Motion attempt?

A. The TCA may be adjusted to any desired hexspine. Add "TCA" after "VCA" in D2.401 lines 13 and 16.

D3.54 May a non-MA MG fire at a fully-armored AFV without Vulnerable PRC without making a TH/TK attempt (EX: firing a BMG to change VCA, or to test LOS)?

A. Yes.

D6.2 Can the LVT2 (U.S. Vehicle Note 49) carry Riders?

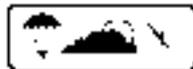
A. No [EXC: SMC].

D13.2 When making a smoke dispenser usage attempt in the opponent's MPH as if intervening with Defensive First Fire, must one place a First Fire counter?

A. No.

D16.11 & G13.442 May a DD Tank lower its skirts while in a Shallow Ocean hex?

A. Yes, during any friendly MPH in which it is not in a Water Obstacle; it is Wading while in Shallow Ocean regardless of the status of its screens.



E.5 Is the range to/from an Aerial target doubled for purposes other than an attack (i.e., NVR, etc.)?

A. Yes.

E3.733 & E4.3 In deep snow, is the movement cost for a woods path 1 MF for Infantry? Do skis improve this?

A. Yes. No.



G5.5 Does a broken unit have to take a Collapsed Hut PTC?

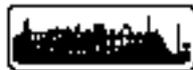
A. Yes.

Would failure of the PTC cause a Pin counter to be placed on the broken unit?

A. Yes.

When would the Pin counter be removed from the broken unit?

A. At the end of the CCPh.



O5.331 Once a Breach is created in a Factory wall, it is treated as a Wall for many purposes, including LOS. Can Wall TEM be claimed by a target directly behind the wall hexside (as per B9.3)?

A. No.

O11.6194 Can a Dug-In AFV setup in Rubble? In Buildings/Factories?

A. Yes. No.



SSR KGP16 Is the resulting radio subject to the same restrictions as any of the units that were withdrawn to generate the OBA battery? (i.e., in the CGII Initial Scenario may the American player withdraw one or more mortars from the purchased RG but enter the radio on turn 1)?

A. Yes. No.

P8.2 May a player ignore his HIP units for purposes of declaring control of a Strategic Location?

A. How could he?

P8.4 CGII Does being out of all possible LOS at set up allow a unit to set up HIP?

A. No.

ASL 17 "Lost Opportunities" In the VC should "stone" or "multi-hex" be inserted in front of "buildings"?

A. No.

ASL AP4 "L'Abbaye Blanche" Would a U.S. Gun captured and exited by the Germans be worth 4 VP or 2 VP?
A. 4 VP

The following Q&A and errata has been noted for *Pegasus Bridge*.

Q6.1 Hex C9 should have a square, white staircase symbol indicating it is a Tower.

Q8.2 ILLUSTRATION Under squad E, add "A," between "except" and "B".

Q9.1 Does the German control all Strategic Locations at game start.
A. Yes.

Q9.4 CG SSR4a Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9."

Q9.61741 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7.

SSR PB14 Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?
A. No.

MAP Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11"; change the second "10" to an "11" in hexrows II and MM also.

MAP What level is hex Z8 at?

A. Level -1.

The following Q&A and errata has been posted by Front Line Productions, in addition to that included with *Baraque de Fraiture*.

BdF7 "Baraque De Fraiture" The US Tanks attached to Task Force Richardson set up between rows P-JJ, not P-J as described on the card.

The following Q&A and errata was posted by Kinetic Energy Productions.

ToT42 Thunderbolts SSR1 (clarification) Due to Ground Snow, the ponds are frozen, but by SSR the stream is flowing and frigid.

Ω

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.

MAY

ASL SOUTHERN CROSS

When: 23 - 25 May.

Where: Comfort Hotel, Knoxville TN. Phone 1-800-228-5150 or 1-423-690-0034. The Southern Cross Group Rate is \$62.00 a night.

Fee: \$15.00.

Format: We will have 5 Scenarios (never before published).

Contact: To Pre-Register and receive your information package contact John Skillman, P.O. Box 277, Greeneville TN 37745 or email skillman@greene.xtn.net.

THE 1ST BORDEN ASL TOURNAMENT

When: 23 - 25 May.

Where: CFB Borden, Ontario, Canada (1 hour north of Toronto). Accommodation in military quarters is available (4 man rooms) at \$9.00 Canadian a night per person. Local hotels are approx \$69.00 Canadian.

Meals are available at the Mess Hall for only \$14.00 Canadian per day (includes breakfast, lunch and dinner with two to three menu choices, all you can eat salad/sandwich bar and desserts).

Fee: Registration \$20.00 by 20 May.

Format: Double Elimination format with six themed rounds.

Notes: Once registration is received a tournament package will be sent out to you. This package will include the scenarios list for each round as well as other tournament information.

Contact: Registration should be paid by cheque or money orders payable to "Base Borden Wargamers Club" and sent to Base Borden Wargamers Club, 207 Saskatchewan Blvd, Borden, Ontario, Canada, L0M 1C0.

JUNE

ASL SUMMER WARS '97

When: 6 - 8 June.

Where: Comfort Inn Mechanicsburg, 6325 Carlisle Pike, Mechanicsburg, PA 17055. Special room rates for this event are: 1 room - single or double \$52.00 + tax. In order to get this special rate you must state you are staying there for *ASL Summer Wars '97* when making reservations. Call (717)-790-0924 for reservations. Special rates are available up to 23rd May, after that they are subject to availability.

Format: Tournament play will feature an unstructured format as used at the ever popular Oktoberfest and Winter Offensive. For those who can only attend on Saturday, a mini-tournament will be held.

Fees: Weekend (before 5/23) \$10.00, (after 5/24, at the door) \$12.00. Saturday Only (before 5/23) \$5.00, (after 5/24, at the door) \$7.00.

Notes: *ASL Summer Wars* T-shirts are \$8.00 each and available in sizes M, L, XL, XXL.

Contact: Payment should be made payable to Kevin Meyer and sent to 1090 Peggy Dr., Apt #7, Hummelstown, PA 17036-9026. Telephone (717)-566-7380.

JULY

WILD WEST FEST

When: 17 - 20 July.

Where: Treasure Mountain Inn, Park City Utah. Phone: 1-800-344-2460., their website is <http://www.ditell.com/~thealeon/index.html>. Room rates for the WWF crowd are \$89.00 per night for the spacious 4-man rooms with in-room kitchen facilities.

Fee: \$15.00.

Format: Open gaming, six rounds minimum. AREA-friendly but not required. A mini-tournament to be determined.

Contact: Tim Wilson phone: (307) 332-9266, email twilson@wyoming.com, or Tom Repetti phone:(303) 840-7593, email tqr@diac.com.

AUGUST

INCOMING

Continued from page 3

tions, rules for new terrain, and a set of design notes. Ian had a playtest copy on display at the BERSERK tournament, and it also saw some use there.

Critical Hit, Inc. can be contacted at 88 Lodar Lane, Brewster, NY 10509, United States of America.

Due over here any time now is *The General Volume 31 Number 3*, complete

with new logo, "glossy, yet readable matte finish" throughout, adverts from other companies, and a news column. From Volume 31 Number 5 there will also be an eight page insert containing reviews of non-AH games. The magazine continues to focus on AH games though, and for us *ASL*ers the issue contains a *SASL* Series Replay and two new scenarios (well, mostly new, one is a *SL* up-

date). The price remains \$5.00.

Elsewhere on the AH front, expect playtesting of the scenarios for the Minor Nations module to start any time now. At this early stage in its development, it is too early to say when the module will be released; nor is it not clear yet whether it will be one module or two.

THE TRENCHES

SEPTEMBER

OCTOBER

OKTOBERFEST ASLOK 1997

When: 7 - 13 October.

Where: Middleburg Heights, Ohio, OH 44130. Telephone (216) 243 4040.

Fee: \$15.00.

Format:

Notes:

Contact: Rick Troha at rickt@nwsupcom. Mark Nixon on (216) 442 9127, or visit the ASLOK Home Page at <http://www.en.com/users/rickt/aslok/ashhome.htm>.

INTENSIVE FIRE

When: 17th -19th October (provisionally).

Where: the Embassy Hotel, Dorset, England.

Fee: Likely to be £5.00; free for members of The Crusaders, the UK *ASL* association.

Format: A three round Fire Team tournament, plus open gaming for those who do not wish to take part.

Notes: A visit to the Bovington Tank Museum is on offer to everyone who can arrive early on the Friday morning.

Contact: Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE. Phone (01258) 459851 or email NeilSSStevens@compuserve.com.

NOVEMBER

TOULOUSE FIREGROUP '97

When: 8-10 November.

Where: the Town Hall of Escalquens, a small town 10 KM away from Toulouse.

Fee: 50FF (10\$).

Format: 3 day play, 2 official rounds per day, and an obliged unedited middle sized scenario in each round. The theme will be "The birth of the 1st French Army: The battle of Toulon", and all the scenarios will cover this theatre. Before each round, a presentation of the scenario to be played will be made, placing the scenario in the battle, giving the tactical environment and explaining the terrain, the OB and the SSR.

For those not wanting to participate in the tournament, a 6 scenario mini-campaign on the same theme is proposed.

The campaign will also be included, along with the 6 tournament scenarios and 4 others (unedited) in the "Provence Scenario Pack".

Notes: Free accommodation can be provided in limited amount by local players. If insufficient, everything will be done to get the best prices for the participants in the local Inn's (according to their wishes....)

Contact: Laurent Cunin, 5, rue du Berjean, 31750 Escalquens, France. Phone (33) 61 27 94 91 or email Laurent.Cunin@est.cnes.fr.

DECEMBER

1998

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