

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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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

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

Issue 19 will be out in May.

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VIEW FROM THE TRENCHES
49 Lombardy Rise
Leicester
LE5 0FQ

E-mail:
Pete_Phillipps@compuserve.com

World Wide Web Home Page:
http://ourworld.compuserve.com/homepages/Pete_Phillipps

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PREP FIRE

Hello and welcome to a very late first issue of *View From The Trenches* for 1998.

Blame Neil Stevens for not getting the Crusader subscriptions to me until the end of January, blame me for having too much work on early in February, blame me for being lazy mid-February, blame me for drinking far too much every weekend in February. Oh yeah, Having flu for a week in February didn't help either:-)

Anyway, as before when I skipped an issue, I've decided to combine the January and March issues, so I hope you won't be too disappointed with me. Hopefully it won't happen again.

Thanks to everyone who has expressed an interest in attending a weekend tournament in Leicester in late June/early July. Unfortunately I don't have the time to organise this at the moment :- (what with working on the *Brit Pack* scenarios, the *Provence Pack* English version, *Operation Neptune*, and *VFTT*. There is also the small matter of attending the Ozz-Fest festival on June 20th, which sees Ozzy Osbourne and the original Black Sabbath line-up playing top of a very heavy metal bill! And there is of course the World Cup to keep us footie mad ASLers busy. Maybe next year.....

Online ASLers may be interested to know that the Crusaders Ladder now has its own web page at <http://ourworld.compuserve.com/homepages/DerekTocher/>. The win/loss statistics are also there as well as the raw ratings.

And on the subject of web sites, VFTT can temporarily be found at <http://freespace.virgin.net/david.schofield1/vftt.htm>. If you try the CompuServe address you'll get an error.

Until next time, whenever that may be, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

COVER: Francois Boudrenghien and John-Luc Claverotte find time to smile even in the midst of intense competition at Fire Group '97, the third annual Toulouse ASL tournament.

INCOMING

THE GAMERS STAFF INJURED IN CRASH

Dean Essig, Dave Powell, and Chris Volny from renown wargame producers The Gamers have been injured in a light plane crash.

Dean has had surgery on a broken ankle and also has broken ribs, a broken nose and a very badly broken shoulder/arm (which will also probably need surgery). He will be laid up for 6 - 8 weeks in a wheel chair once he is released from the hospital.

Dave have broken bones but is doing okay.

Chris is in the worse condition, and has numerous broken bones. He has had surgery on his leg, and they expect to perform surgery on his spine. However he is awake and cheerful and is regaining more feeling.

If you want to send a get well card it will be appreciated. They are at UNC Memorial Hospital, 101 Manning Drive, Chapel Hill, NC 27514. Dean's room number is 4716, Dave is in 5306 and Chris is in the Intensive Care Unit in room #2731.

DOOMED BATTALIONS

Work is continuing on *Doomed Battalions*, which will cover the Allied Minor nations (Poles, Dutch, Belgians, Norwegians, Greeks, Yugoslavs). This will be similar to *Croix-de-Guerre*, containing two new mounted maps (one a new city board which saw some use at Winter Offensive recently, with a layout evocative of a Worker's Paradise factory town; the other is a country board with a farm complex or two)

The as yet to be determined number of counters represent the vehicles and ordnance of the Allied Minors and range from both versions of the Polish 7TP to the Danish Motorcycle mounting a 20mm ATG in the sidecar and are accompanied by a full set of Chapter H notes.

Space permitting they may also include railways and armoured trains, early-war SS, and some early war German vehicles not yet published (such as the 12T Prime Mover mounting an '88 used to bust fortifications in Poland and France).

10 scenarios are currently being play-tested, including a Japanese-Dutch clash in Java and a Greek-Italian action which see Greek cavalry and captured Italian tankettes against a mixed assortment of Italian Infantry and Ordnance. Other scenarios include 'Round One', 'Make Them Pay' and 'An Uncommon Occurrence'. MMP see the play-

testing as being the determining factor for the module's release, although they are hoping to have it out around June or July.

AH's ASL '98 PLANS

The *ASL Annual '98* is expected to be released in July. It will be the usual 64 pages and contain 16 scenarios.

Some time after that expect to see *Action Pack 2*, with two new maps, 8 new scenarios, and new overlays.

Possible items for inclusion in either of these include a set of *SASL* tables for *Red Barricades!* and an OVR flowchart. The latter is being worked on by JR van Mechelen and Tom Repetti.

Work continues on *Blood Reef: Tarawa*, which is expected to become the definitive beach assault *HASL* Module.

AH were unable to finalise a deal with Kurt Martin for the use of his *The Third Bridge* rules and scenarios, although they already had a deal for the map with Don Petros. Not wanting to delay any further, they have solicited Russ Bunten to do the research and scenario design for *A Bridge Too Far*. This is likely to be similar in size to *Pegasus Bridge*.

It is unlikely that both *BR:T* and *ABTF* will be available this year. Which one will be released first depends on how they fare in play-testing.

MMP'S FUTURE PLANS

MMP also have any projects lined up for the next few years.

Armies of Oblivion should be out in 1999 and will contain two maps, scenarios, and the counters for the Axis Minors (Rumanians, Hungarians, Bulgarians) vehicles and ordnance and missing Russian late war/lend-lease stuff. The release of this module will result in the completion of the WWII system, although they are contemplating breaking off the Finns into a mini-module to better simulate their role in WWII.

With the completion of the system will come a completely revised index. MMP expect to be working closely with Tom Huntingdon, author of the unofficial Expanded Index, to see that this is complete as possible.

Also planned is a Spanish Civil War module containing two maps, scenarios, and early-war vehicle counters.

There are also many *HASL* and mini-*HASL* modules in the pipeline, including *Manila* (US vs. Japanese in terrain "which

makes *RB* look like a playground"), *Warsaw In Flames* (Germans battling Polish Home Army) *Cassino* (the US attempt to cross the Rapido River), *Central Stalingrad* (see elsewhere for details) and *Kakazu Ridge* (a Dan Dolan effort which is likely to contain two KGP sized mapsheets. "PTO FANatics will love this baby" according to Brian Youse).

As far as *Mud and Blood* is concerned (as advertised in the *95 annual*) Gary Fortenberry was responsible for advertising that, and AH has no contract for it as far as MMP are aware.

MMP WANT SCENARIOS

Although they already have 20-30 scenarios for *Doomed Battalions* and *Armies of Oblivion* undergoing play-testing, MMP are interesting in seeing more submissions.

Prospective scenarios must involve either Polish, Belgian, Norwegian, Greek, Dutch, Danish, Romanian, Hungarian, Yugoslavian, Croatian, Yugoslav Partisan, Finn or any other Allied/Axis minor nation forces, and the designer must have legitimate text sources to back up the Order of Battle for both sides as well as the action.

If you want to submit something e-mail Curt Schilling at gehrig38@erols.com. "If it's a legitimate action that involves minor nation forces and is historically accurate then it'll have a real good chance of being published in either module or an Annual or a minors action pack." according to him.

MMP are also working on updating many of the *GI*-era scenarios, including 'Sweep for Bordj Toum Bridge', 'The French Decide to Fight', 'Bridgehead on the Rhine', 'Point d'Appui', 'Thrust and Parry', 'Weissenhof Crossroads', 'The Factory', 'Trial by Combat', 'Riposte', 'Swatting at Tigers', 'A Belated Christmas', 'Han-Sur-Neid', 'Climax at Nijmegen Bridge', and 'Action at Kommerscheidt'.

CRITICAL HIT BACK IN BUSINESS

Critical Hit! and Avalon Hill have resolved their recent dispute. As of 12 November 1997 the case has been closed and CH has obtained an agreement which allows them to continue producing *ASL* materials including magazines, scenarios, maps, charts, and mounted counters.

CH President Ray Tapio feels that this will benefit TAHC, *ASL* players and CH. "Recent history has shown that the *ASL* com-

munity will support quality products that we and TAHGC put on the market. The coverage of previously neglected battles is also helping increase the number of ASL players world wide. We look forward to working with TAHGC to keep the hobby alive and thriving for years to come."

The first sign of this is their new web site is up and running at <http://www.criticalhit.com/>.

RAY TAPIO TO STEP DOWN AS CH! EDITOR

The '97 *Special Edition* will be Ray Tapio's last issue as Managing Editor. "Now that the company is off and running, it's time for me to step back and let the experts do their work," said Ray. The issue is slated to expand CH's Stalingrad coverage with a historical map of the Grain Elevator sector being bundled with the magazine.

His replacement is Walter Green, a long time ASL hobbyist and a New York attorney,



CH ISSUE PL 2.1 FREE TO ALL PL 2.0 OWNERS

After months re-tooling, fixing and tweaking, *Platoon Leader 2.1* is now complete and available for free from CH.

Spearheaded by Kurt Martin, this project included suggestions and comments from dozens of PL players and incorporates the PL2.01 fixes (printed elsewhere in this issue - Pete) along with many new improvements.

Anyone who did not purchase PL 2.0 direct from CH should write, fax or e-mail their address and the name of the store or retailer they purchased their copy from to receive the free update.

Those wanting the Chapter divider and CG 'Sunrise Bridge' that came with PL 2.0 will still need to purchase that product. Plans are to include a printed 2.1 with divider in an upcoming CG pack.

Several CG should be released soon, including *Cemetery Hill*, *Easter at Tobruk* (both updates of PL1.0 CG with new HASL maps), *Jerusalem 1948* and *Pointe du Hoc*.

In related news, Kurt Martin has been hired by CH! to act as Director of New Product Development. "Kurt Martin is a multi-talented individual and a well known cre-

ative talent in this hobby." Ray Tapio stated.

CH'S NEW EURO PACKS

Euro-Pack 2: The Battle of the Bulge and *Euro-Pack 3: Late War '44-'45* consist of scenarios obtained via CH's agreement with Philippe Leonard, publisher of the now defunct ASL News. Both packs have limited print runs and re-prints are not planned (indeed ASL News Pack 1 is now out of print).

Other new CH products in the pipeline include *Kaminski Brigade*, *First Alamein 1* and *Wavells 30,000*. No details have been released on these yet.

SHANLEY'S HILL

The final ALL AMERICAN module, *Shanley's Hill*, should be out any time now. The map centres around the second of the two vital bridges across the Merderet River that the Allied needed to take to move inland (the first bridge, at La Fiere, being shown in the *Kellam's Bridge* module). On one side is Hill 30 (rendezvous site for the 508th Parachute Infantry Regiment), on the other the open countryside around the small town of Chef-du-Pont, as well as the Paris to Cherbourg railway line.

Ten scenarios will be included, with a pair being playable in an hour, and one featuring General Gavin and (using existing game components) a moving train complete with locomotive, wagons, and FlaK wagon!

FORTRESS CASSINO

Having analysed the results of their "most desired HASL" survey, Heat of Battle have begun work on a Cassino HASL module. They are currently looking for "a few good play testers who have the guts to throw six-sided grenades. Any volunteers? You should know, that the pay ain't bad...but, the work IS! ;-)" to quote Eddie Zeman.

If you are interested, he can be contacted on 714-662-1902 or by e-mail at ERZEMAN@AOL.COM.

CENTRAL STALINGRAD

Tom Morin and Don Petros are currently working on a *Central Stalingrad* module for AH/MMP. This should not be confused with the CH product *Dzerhinsky Tractor Works*, even though both are based on maps drawn by Don.

Don is currently revising the 50 by 40 hex map based on new photos and a detailed street map of downtown Stalingrad recently unearthed. It covers some of the most bitterly contested real estate of WWII, including Pavlov's House, The Central Railway Station, The Univermag Department Store (where Von Paulus surrendered), the Cen-

tral Ferry Landings, the U-Shaped House, and the Specialists House.

8 scenarios have been developed and work continues on 5 more; 2 campaigns are ready for play test and there is a possibility of a third.

They hope to have the project ready to turn over to MMP by 1999 for additional play-testing and fine tuning.



NEW BUNKERS FOUND

The second issue of *Dispatches from the Bunker* is now available. The 12 page newsletter contains two new scenarios ("Unhappy Trails" is a two parter based on the struggle for the few native trails leading inland from the Marine beachhead at Bougainville, while "Devil's Play" is a running fire fight in Tunisia between Frost's Red Devils and the Fallschirmjaegers of Koch's Green Devils), both of which use a new format which uses text instead of counter art to avoid infringing on AH copyright. The issue contains design notes and analysis for the scenarios, an analysis of CH's *Gembloux: The Feint* CG by Jim Torkelson, a look at the New England ASL scene, Tactical Tips for Veterans and Novices, play test news and a look ahead at future projects.

The third issue is expected to be out any time now and will contain the first in their 'twin' series on the Philippines Campaigns, which sees remnants of the Philippine 71st Infantry division fleeing the Japanese near Lingayen Gulf. The other scenario will be the second in the Leibstandarte Series, a clash over a town's marketplace in the Dunkirk perimeter. There will also be an in depth analysis of the RB scenario 'One Down, Two To Go'.

A one year subscription (four issues plus a free copy of issue 1) is \$13.00 (\$15.00

for non-US subscribers) and is available from Vic Provost, *Dispatches From The Bunker*, 1454 Northampton St., Holyoke, MA 01040 USA.

THE FRENCH FIGHT ON

Le Franc-Tireur #3 is scheduled for publication any time now, and will focus on the Norwegian French/English expeditionary corp.

Issue 4 is scheduled for publication in mid 98, and will be mainly composed of material connected with their forthcoming *Provence Pack* scenario pack.

SCHWERPUNKT 3

The Tampa ASL Group is currently play-testing scenarios for the upcoming *Schwerpunkt Volume #3* and are inviting all players regardless of skill level to join them.

If you are interested in participating send Evan Sherry a brief message about you or your group and he will send you a draft scenario to start testing. He can be contacted at Sherry Enterprises, PO Box 3, Ruskin, FL 33570, United States of America, or by e-mail at EvanSherry@aol.com.

DYO ASSISTANT PROGRAM AVAILABLE

DYO Assistant for Windows Version 3.0 leads players through the creation of a random scenario and the purchase of forces using the Chapter H rules and the DYO article from *The General Vol 24 No 1*. All data, including RF, for every vehicle and gun are included in the program, and the user is lead through the purchase of forces, including SW generation, leader exchange, and equivalent infantry in a process that takes about five minutes. The program can also generate SASL missions automatically, dramatically cutting down on set up time.

The shareware version of the program contains only the Italian and British OB's, while the full version costs \$25.00 and includes printed documentation and upgrade notifications. The next upgrade is likely to follow the release of the Axis and Allied Minor OB's.

Contact Tim Kitchen at 9228 Fetlock Dr., Mechanicsville, VA 23116, U.S.A. Telephone (804) 550-3911 or by e-mail at kitchent@erols.com.

EVERYBODY S A L S A !

SALSA! (Solitaire ASL Assistant) is a game assistant program for Macintosh and PC users which automates the SASL die rolling sequences such as S? Activation, unit selection and attack and movement priori-

Continued on page 31, column 2

OPERATION NEPTUNE

THE BATTLE TO CROSS THE SEINE

Following the destruction of the German forces in the Falaise Pocket in mid-August 1944, the British XXX Corps came upon the Seine at Vernon, a small town some 50 miles from Paris. Across the river lay the suburb of Vernonnet, behind which a steep 300 foot chalk faced escarpment dominated the river and both banks.

Aerial reconnaissance showed that both the railway bridge and the road bridge had been destroyed, although the latter had been hastily repaired by the Germans. In theory it was passable to infantry moving in single file, although they would be completely exposed to enemy fire while doing so.

Intelligence sources estimated the German strength to number some 250 men in and around Vernonnet and another 250 some 2 miles upstream in Giverny, both detachments of KG Meyer of the 49th Infantry Division. They were armed with an assortment of MGs and 20mm flak guns, but lacked any tank support, and possessed few 88s or mortars.

The job of forcing the Seine was given to 129 Infantry Brigade of the 43rd (Wessex) Division, who had spent over two years prior to D-Day practising such operations. The

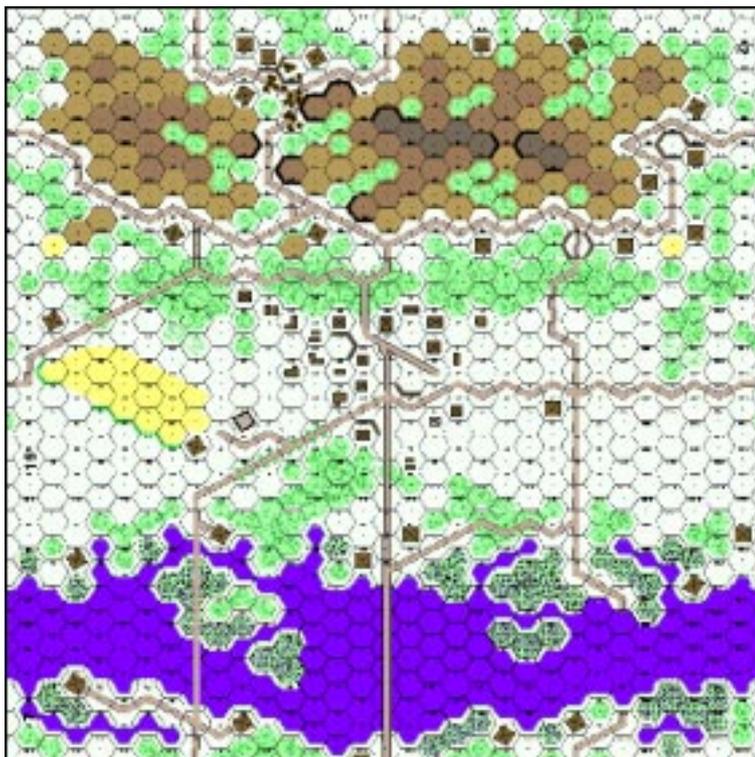
crossing would be made in storm boats and DUKWs, and a 'borrowed' squadron of Cromwells from the 11th Armoured Division's 15/19th Hussars was available to provide tank support.

On the evening of August 25th, as the French 2nd Armoured Division liberated Paris, the British launched Operation Neptune, an attempt to force a crossing of the Seine at Vernon.

Andrew Saunders, designer of the scenario 'VF11 High Danger' is working with Nigel Brown to bring this action to ASL in the form of a *Platoon Leader* Campaign Game. Using mapboards 7, 19 and 2 and a series of overlays designed especially for the pack, the CG is played over six CG Dates spanning the three day period of the battle.

No release date has yet been determined, but the pack will contain a set of full colour overlays, a CG Card and a historical booklet detailing the action in more detail.

Although designed for use with *PL1.0*, it is planned for CH to develop the module for use with *PL2.1* in the future; anyone purchasing the *PL1.0* version will receive a discount if they wish to upgrade to the *PL2.1* version.





3RD TOULOUSE ASL TOURNAMENT

Laurent Cunin

Fire Group '97 took place over the weekend Friday November 8th to Monday November 11th. 29 people turned up, coming from all over France (even from Lille which is 1000 Km away) despite the trucker strike which blocked roads across France throughout the weekend. Most of the best French players were there, except maybe Omar Jedaoui, who is currently working in Moscow.

Of the 29 participants, 27 recorded at least one game for the tournament. On the 3 organisers (Jean-Claude Lallemand, Franck Reinquin and myself), only Franck was able to play a non-competition game, since we weren't supposed to participate to the tournament, and had very little time left with all the organisation, referee task and logistic (mainly the food service...).

The atmosphere was real cool, with playings that were all correct, honest and humorous. Every participant received a prize at the end and a joined meal happily concluded this event.

The only complain I've heard were about the scenario length (none, except the fifth were tournament sized), and this was a little

NAME	TOWN	RECORD	POINTS	OPPO*	RANK
Francois Boudrenghien	Lille	6-0-0	30	116	1
Laurent Forest	Grenoble	5-0-1	26	118	2
Francois Marchal	Lyon	4-0-2	22	122	3
Georges Tournemire	Paris	4-0-2	22	109	4
Bruno Nitrosso	Lyon	4-0-2	22	102	5
Patrick Levy	Toulouse	4-0-2	22	95	6
Arnaud Leclerc	Orsay	4-0-2	22	95	6
Jean Devaux	Paris	4-0-2	22	90	8
Marc Vinesse	Toulouse	3-0-3	18	120	9
Christophe Lacoste	Toulouse	3-0-3	18	112	10
Cyril Guinard	Lyon	3-0-3	18	103	11
Gerald Koenig	Grenoble	3-0-3	18	94	12
Jean-Luc Claverotte	Pau	3-0-1	16	96	13
Stephane Mariani	Marseille	2-1-3	15	72	14
Phillippe Briaux	Paris	2-0-4	14	101	15
Renaud Guettier	Issy Les Moulineaux	2-0-4	14	95	16
Laurent Closier	Brest	2-0-4	14	92	17
Cyril Courtiat	Toulouse	2-0-2	12	78	18
Pascal Koeberle	Pau	2-0-2	12	65	19
Laurent Ferraro	Port De Bouc	1-0-5	10	103	20
Pierre-Jean Cillufo	Lille	1-0-5	10	99	21
Alexandre Rousse-Lacordaire	Paris	1-0-4	9	77	22
Francis Garnier	Tarbes	1-0-3	8	59	23
Nicolas Mosson	Toulouse	1-0-3	8	58	24
Arnaud Bouis	Toulouse	1-0-2	7	22	25
Olivier Loustaunau	Escalquens	0-1-0	2	15	26
Pierre Etcheto	Toulouse	0-0-1	1	7	27

* This is the sum of the points of the opponents a player encountered. It is used to rank the participants who have the same record. It is also an indication of the strength of a player's opposition during the tournament



Mark Vinesse and Francois Boudrenghien get "A Little Bit Closer To Heaven"

annoying since the players only saw the scenario for the first time at the beginning of each round. This fact gave the players little time to prepare their defences on brand new scenario and favoured slightly the attacker side. Another little complain (by a minority) was the tournament director's decision to randomly assign sides to each player and to retire the balance from play (this was done after a pre-tourney survey to save some time choosing and balance bidding and to make players concentrate on their side as soon as they saw the scenario).

The six scenarios on offer were played a total of 69 times. At least 2 of the Defence losses in the last round were caused by a misunderstanding of the 1st VC :- (Afterward, it seems that Scenario PP1, PP8 and PP6 favour a little the Attacker side. This should be corrected with minor alterations and will be soon...

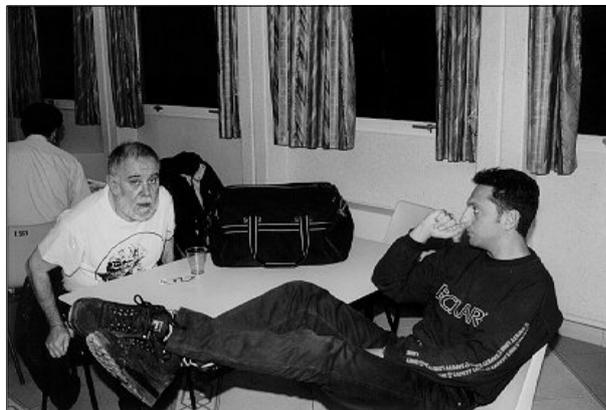
We also asked each participant to note the balance on a 1-5 basis (1: favour strongly defender side 3: Even 5: favour strongly Attacker side) and to note also the "fun" of the scenario (from 1: boring to 5: a must).

And now the tournament ranking - congratulations to Francois Boudrenghien, who made the perfect tour with 6 wins. Records are given in Win-Draw-Losses. Points are awarded 5 for a win, 2 for a Draw and 1 for a loss.

Many thanks to all players and I hope we meet soon in another place. Next time I WILL play!!!

Laurent Cunin, CNES DGA/T/SH/QTIS/GC, 18 Av. Edouard Belin, 31055 TOULOUSE CEDEX, FRANCE. Tel (33) 05 61 27 45 41, email Laurent.Cunin@cnes.fr.

Ω



John Devaux and Laurent Ferraro take time out to relax after a hard weekend of gaming



The scenarios of the Provence pack on show, along with a map showing the area of the battle.

PROVENCE PACK PREVIEW

Laurent Forest

The scenarios in use at Fire Group '97 form half of the set due to be released some time later this year as a Provence Pack scenario set (*Here at VFTT, I am working with Laurent Cunin to produce an English version of the pack - Pete*). With that in mind, I thought I would give you my impressions on them.

Scenario PP1 : Cut The Road To Marseille

First game, first defeat! I played the German. My defence was too concentrated around 17R4. Despite a foxhole placed at the cross road on board 17, an error of my opponent which removed the "surprise" status during turn 1, a lucky shot that killed his 9-2 and reduced the commando, and an efficient sniper who recalled 2 half tracks, I conceded at the end of turn 2. I was unable to deal with the AFVs which ran into my own hexes. Actually, my MGs were "frozen" by the AFVs that my PFs did not hit, and my Mtrs were not Recovered (I could not be always lucky). So the enemy Infantry could move without real opposition on turn 3. An interesting and difficult defence, but also very static and sometimes frustrating.

Scenario PP3 : La releve du Viet

The "hottest" game for me. I played the German. As the US defence did not give me any hope to stop their exit, I decided to control as many buildings on board 15 as possible. I carefully attacked on the South and finally controlled 15H9, I8, K8, K10, M9, O3 and O10 on turn 4.

The US Mtr were well placed but strangely concentrated their fire on my HMGs (they would have been more efficient on my assaulting troops in the woods or vineyards).

In the process, I broke my 2 light Mtr and my AA Gun. With the French reinforcements, my opponent immediately counterattacked. I withdrew step by step.

The last stand on turn 7 was around 15O10 where all his attacks failed : every MMC but 1 HS ADJACENT to 15O10 was broken or pinned. My 2 squads in O10 Ambushed and killed it in CC. Phuoouo !

Scenario PP6 : Hurdling Under A Leaden Sky

I played the German. I rushed into the village with no real opposition (what could 3 HS do vs 10 squads ?) and sent my 2 MMGs with crews to 41FF8 (from where I

set 2 Fire Lanes to 15T4). My MMGs slowed the arrival of French reinforcements. I felt self-confident. Too self-confident ...

2 OBA on turn 4 broke 3 of my squads, pinned another and left the French undamaged. I was too dispersed among the buildings. He counterattacked with all his forces on board 41 (about 6 squads) and engaged in CC. Happily (for me), the CC and the following Hand-to-Hand CC turned to my advantage (for instance, 1 of my squads killed 3 squads and 1 leader). My opponent conceded on turn 6.

Scenario PP7 : A Hunter In A Hurry

I played the French. I decided to launch my main attack to the hill on board 2 along the 2GG5-2T2-2M5 axis, and a minor attack to 2V8 to avoid German reinforcements on my main attack.

Strangely, the hill was not heavily defended and I totally cleared it in 5 turns with few losses (including 2 M5A1). But all the Guns were still hidden!

Then, my Infantry descended the hill to the woods and vineyards (towards 3J9 and 43BB3) to search the Guns while my AFVs went down to 2B5 and 43GG5 (out of the German set-up areas). My Infantry eventually found the Guns and destroyed them with some losses. My AFVs easily exited the map on turn 8.

Scenario PP8 : A Little Bit Closer To Heaven

I played the French. On turn 1, 8 HS rushed up the hill to test the German defences (concealment, Trench, minefields, ...) and most of 4-5-8 attacked carefully on the right flank. 2 AFV on each flank moved out of LOS of the AT Gun.

On turn 2, everybody climbed the hill as quick as possible, preceded by the AFVs. A short but efficient attack: at the end of French turn 3, there was no German unit on the map any longer and the whole hill was secured. The German reinforcements were too late and could not save the day. Actually, the defence was too concentrated on the Crest Line on level 3 with no path for withdraw or rout.

Scenario PP10 : A Cab For Sainte-Anne

I played the French. I decided to give up the board 41 and concentrated my attack on board 20.

As a diversion, I launched a small attack on board 41 but it quickly failed as a Fate MC killed my 9-2 on this board.

The Germans stayed static. I put my

Continued on page 10, column 3

Round	Scenario	Played	Attacker	Draw	Defender	Balance	Fun
1	PP1 Cut The Road To Marseille	13	8	1	4	3.35	3.54
2	PP7 A Hunter In A Hurry	12	6	0	6	3.33	4.00
3	PP8 A Little Closer To Heaven	13	10	0	3	3.54	3.77
4	PP10 A Cab For Sainte-Anne	12	6	0	6	2.71	3.79
5	PP6 Hurdling Under A Leaden Sky	10	7	0	3	3.45	3.95
6	PP3 The Viet Relief	9	6	0	3	3.33	4.17

RETURN TO THE TRACTOR WORKS

William Cirillo

In a nutshell *Dzerzhinsky Tractor Works* covers actions from October 13 - 15, 1942 in Stalingrad around the Dzerzhinsky Tractor Works, between elements of the Soviet 37th Guards and German 305th Infantry Division supported by tanks of the 14th and 24th Panzer Divisions.

DTW is part of the *Platoon Leader 2.0* series. The four scenarios included with the module do not require previous ownership of *PL2.0*, but the two CG will require it. Additionally, ownership of *Red Barricades* is required as the *DTW* rules reference the RB Rules and SSRs.

THE RULES

For \$24.95 (retail) you get 2 pages of official *PL2.0* Changes and Clarifications (PL2.01) which are available on the Critical Hit web site and also printed in this issue of *VFTT* and four pages of rules specific to *DTW* including:

1. Tractor Works Terrain - brief description of new terrain.

2.1 Rail Hexes - The *DTW* rules for Railway Embankment hexes are different than those given in *RB*. Basically, if you're a moving target in a Railway Embankment hex you receive no benefit, if you're a non-moving target you receive a +1 TEM to fire crossing the Railway Embankment depiction.

2.2 Railroad Cars - *DTW* introduces us to Railroad Cars, basically the depiction represents a Level one obstacle with a +2 TEM which can be entered or bypassed by infantry. Some areas of the mapboard are loaded with Railroad Cars causing a pretty dense area with limited LOS.

3. Machine parts yards - Similar in nature to lumber yards, +2 TEM, half-level LOS obstacle.

4. Fountains (water not soda) - +1 TEM, half-level LOS hindrance depicted by small circular walls located in the middle of a road hex. Ideal for tossing coins in, but not surviving against OBA (0 TEM vs. Indirect Fire).

5. Wooden Fences - similar to hedges.

6. Tractor Works Factories - Similar to *RB* Factories except that Rail Embankment entrances also serve to make a building a Factory. The biggest change is that ANY Building that has all of its ground level Locations fortified with a Commissar inside is defined as a "Fanatic Resistance Nest" (sounds like bugs Mister Rico) in which all Russians are considered Fanatic.

7. Partially Rubbled Buildings - major mod is that any direct fire that crosses a partially rubbled building hexside into an upper level Location of that building receives a drop of 1 in TEM (i.e. Stone TEM now +2 instead of +3). I like this rule as it penalises those guys hanging out in an exposed room against incoming fire.

8. Debris - same rules as *RB*.

9. Open Roofed Building Hexes - same rules as open roofed Factory hexes.

10. Squares - treated as Boulevards.

11. Gravel Piles - same as Rail Embankments.

12. Storage Tanks - same as *RB*.

13. *DTW* Cellars - same as *RB*.

14. Single Hex Two-Storey Houses - same as *RB*.

15. Tractor Works Campaign Games - Introduces several modifications and variant rules to the *PL2.0* system for use in *DTW*. The most important variant rule is the introduction of Machine Gun Crews and Support Weapons Teams. The rules and penalties are similar to those governing Japanese crew and squad usage of HMGs and MMGs, but also include LtMTR/ATR/MOL Projector usage. This rule really penalises squad usage of HMGs and MMGs to form large kill stacks.

16. Rules References - notes that all *RB* SSR are in effect.

In summary the new rules are pretty tight and easy to incorporate. The only question I had was about some of the wording governing the Machine Gun Crews and Support Weapons Teams. I think there are a couple typos in the rules covering these sections. Or I'm an idiot who can't seem to comprehend them, too close to call. [9.5 out of 10]

THE MAP

Nice map.

Okay, I'm just kidding. This is in my opinion the finest *ASL* map produced to date. It's beyond really cool or wow. The map is like a piece of art with a hex grid laid over it. You just want to lay that map out and kind of appreciate it from a few different angles before laying those units all over it. The colours are more muted than previous maps and the whole mapboard seems to flow from one end to the other like a real colour photo of the area would. Some of the features I especially liked were:

The rubbled building hexes include some remnant of the original building still intact

with the resulting rubble strewn about in the correct damage pattern.

The Railway Embankment hexes look like actual rail lines. (Stirred the old model railroader in me).

The debris hexes are much more subtle than on the *RB* maps.

Don Petros has my vote for *ASL* artist of the year.

The only issues I had with the map are minor. The first is that as was mentioned earlier some of the hexes are not proportional, but not enough to be bothersome.

The more nagging problem is that some of the outer factory hex depictions do not cover the centre hex dot. This allows the unusual ability to fire down a building from non adjacent building hexes of the same building. I'm pretty sure something should be decided about the validity of this tactic.

Finally the hex size is 3/4". While a little small I had no problem moving my units around during my first playing. The map is 37 hexes by 40 hexes, roughly the same equivalent size in game terms as the 2 *RB* maps which total 36 hexes by 45 hexes.

Map [9.95 out of 10]

THE SCENARIOS

The four scenarios are a nice mix in terms of size, unit make-up, and Victory Conditions. Three would be considered mid-sized, while the last is somewhere between small and mid-sized. Two of the scenarios have Victory Conditions that allow for an immediate victory while the other two place a cap on the number of CVP that can be lost by the attacking side.

Firefight TW-A: The Fortress - 6 Turns

Playing area: 9 x 20 hexes on the western map edge

Forces: A mix of 14 squads (458, 447, 527, 628) and 8 crews with plenty of MGs and fortifications to go around defend the West entrance to the Factory works against 10 German Squads reinforced by 6 Pioneers, 5 tanks, some Battalion Mortars, and the ever present Stukas avec buums. Oh yeah, the Russians get to draw twice secretly in order to enhance their forces. Capabilities range from .50 cal to MOL usage).

Objectives: Take one really nasty building and win immediately or take 7 out of 8 not so nasty buildings by game end.

Firefight TW-B: Rattenkreig - 6 Turns

Playing area: 15 x 40 hexes down the left-middle portion of the map (did I mention how nice the map is?)

Forces: Another mixed bag of Russians (458, 447, 426, 628) backed up by a HIP immobilised OT-34 (careful Franz that's...hot! never mind) against 14 German squads (548, 468, 467) backed by 4 tanks. No Stukas. No buums.

Objective: Take 3 out of 4 buildings but don't lose to many guys doing it.

Firefight TW-C: Before the Storm - 5 Turns
Playing area: 18 x 14 on the southern edge of the map

Forces: 15 mixed Russian squads and a couple of HMGs attack from the north, 3 T-34 M41s enter from the south, and an assault engineer with FT and buddies reinforce from the east on Turn 2 against 12 mixed bag German defenders backed by an AT gun, 2 tanks, 81mm OBA and the ever popular Stuka avec big buum.

Objectives: Take the large Factory behind door number 1 and go home immediately or stick around to the end and take 3 out of 4 multi-hex buildings from the cold dead fingers of the stubborn Nazi defenders.

Firefight TW-D: The Housing District - 6.5 Turns

Playing area: 17 x 26 hexes in the upper north-east corner of the map.

Forces: 7 Russian squads and an AT gun valiantly try and hold out against 12 German squads, a tank, and a PSW 222.

Objective: Take 14 of the 19 multi-hex buildings without incurring to many losses.

THE CAMPAIGN GAMES

CG-TW1: The Volga Corridor - 6 Scenarios (from Dawn on Oct. 14 - Dawn on Oct. 15)

Victory Conditions: Either control a number of cliff hexes overlooking the Volga or control greater than or equal to 7 Factory buildings.

CG-TW2: Seizing the Factory - 5 Scenarios (from Dawn Oct. 15 - Night Oct. 15)

Victory Conditions: The Germans need to 10 of the 13 numbered buildings on the map AND control a number of Level 1 cliff hexes. The Russians can win at the end of any Scenario by not letting the Germans control the proper number of cliff hexes.

In summary the Scenarios all look highly playable and challenging for both sides. I'd replay the scenario I played on Saturday as either side which is about as much praise as

Continued on page 10, column 3

THE GRAN ELEVATOR

Steve Pleva

At the Crusades '98 tournament I had a chance to run a refereed "Grain Elevator" multi-player scenario. We (being CH) made a 3' x 4' map especially for this event. The hexes were about 3" across. Ray did a nice job with it. You'll all see this map in the next issue of *CH*. Eight guys volunteered for the event. The scenario is a German infantry assault against the Grain Elevator and they needed to take the Grain Elevator and exit some guys. The terrain was primarily city with some woods hexes and an open area in front of the elevator. Each side commanded from four to five squads. Each player received their own scenario card which only showed that player's OB. The enemy OB was not known other than they were mostly infantry. The Russians didn't know the exact victory conditions, only what they were trying to prevent. The players only knew some of the SSRs (i.e., the Germans didn't know that guys in the elevator were fanatic, so they were complaining to me that guys that should have broke were only pinning...).

The Russians set up first. Dan Dolan held the northern flank; Ray Tapio held the Grain Elevator; Carl N. (I'll only butcher someone's name once in a post) held just south of the elevator; and Mike, a newbie held the far south. They set up the usual HIP traps and assigned each of them their roles. They waited for the Germans to creep forward from the buildings.

The Germans set up next; north to south it was: Jim Shetler with a strong group; Rich Pucci with an 81mm MTR and the ranking leader; Andy Bell, another newbie, with an average group; while Scott Brady anchored the south with a very powerful group. Rich was the commander so he gave the guys a pep talk, "We only need two hexes a turn, so grind forward methodically". There was going to be no fancy footwork, this was going to be a slugfest.

Before the game began, I laid the ground rules. Each phase I would determine randomly who would go first, that player then had to execute quickly, or forfeit any actions, or (during a unit's movement) expend delay MFs. During one move a squad moved to an OG hex (IMF), another OG hex (2MF), at this point he stopped to think, I

replied (3MF), the player then realised that now there were no options so he stopped moving that unit. At the same time the defenders had to make snap decisions as well, either they fired immediately or the opportunity was lost. A couple of times the Germans moved through a good spot while the Russians dozed off for a moment. In general, the players responded quite well to the mechanics. I gave everyone a 20 second time out (which no one used) and one free rules challenge/lookup (several used this as I made more than one error). After a player used their free challenge, each unsuccessful challenge resulted in a sniper dr by me on the appropriate target. More on this later. Lastly, I instructed them that there was to be no communication unless the players each had a leader in the same hex. Each infraction of this rule would result also result in a sniper dr. Basically, anything that slowed the game down and/or pissed me off resulted in a sniper dr... :) The entire game was played without a QRDC. The goal was to play the game as close to real time as possible.

The game began with the Germans cautiously moving forward to good fire positions 3-6 hexes from the Russian MLR. The Germans stacked too much, but the Russians couldn't make them pay. Ray opened up from the Grain Elevator (which is Level 3 in one hex) with a couple of MMGs and engaged the Germans while the rest of the line played cat and mouse. During the initial firefight, the Germans gained the upper hand as Ray's 9-1 boxcar'd his second MC; luckily for him, it was only a flesh wound. As the heavy German firepower reduced the elevator forces, Jim and Dan started duking it out to a stalemate. Also, Scott and Andy began to press Carl's forces along the south approach to the elevator. At the beginning of the game, the Germans were taking every low odds shot in the book. After many rolls they discovered that the Russian SAN was 7; Rich and Scott stopped taking those shots, Andy and Jim didn't. This would cost them as the sniper broke three or four squads, killed Jim's 8-1 and pinned other MMCs along the way. Around turn 4 (the scenario was 7.5 turns long) the elevator was in shambles, Tapio's 9-1 died on the fourth wound check, all but one guy was broken in the elevator, Dan was pressed heavily and couldn't reinforce the elevator, Carl was slowly falling back to the

elevator but he was heavily engaged by Scott and Andy, and Mike decided to attack the weakly held German south instead of re-deploy around to the elevator. During the next PFP, Rich fired at the elevator with the 81mm MTR, but the only Russians were at ground level now and he could only see levels 1-3. He fired and got a hit, but those hits can't affect the ground level because there are no other units (C3.33). He started arguing with me. Since he already used his free challenge, I dropped the sniper dr - 1. The MTR crew was now broken. All the players [EXC: Rich] erupted at the spectacle. Funny, I didn't get any rules challenges after that.

This was the key juncture of the battle. The elevator garrison was diced down to one squad and only Carl offered any support to the elevator. Rich saw the opportunity and raced his force to the front of the elevator calling for the rest of the Germans to follow. Rich absorbed some losses going in, but he made it there with enough forces to make it work, especially if Jim and Andy followed suit. When the MPh was over, Rich looked back and saw his compatriots waving from the protection of the buildings which they occupied the turn before. No one reinforced his move! The Germans gave away most of their advantage in this one turn. They were still in a good position to win, but it was now fairly close.

Turn five saw the Germans finally assault the elevator with Jim, Andy, and Rich's (depleted) forces. They wrestled control of most of the elevator away from the Russians but the Russians weren't going quietly. Carl and Dan were starting to feed some forces back to the elevator, but the Germans were still in control. Mike was pushing his guys into the German southern flank, distracting some of Scott's forces in the process.

Turns six and seven saw Jim, Andy, and Rich really gain firm control of the elevator's key hex but they forgot to try and exit anybody! Jim had the opportunity to slip a few guys past Dan's broken defenders in the North, but instead opted to lay into the elevator with all his forces.

Late in the game, Rich wanted Andy to do something so he just blurted it out because he thought it was so important that it was worth risking a sniper roll. He didn't pay for that one.

The game ended in the middle of the last player turn with the Germans in control of 12 VP of Grain Elevator and the possibility of getting 2VP from Russian held Grain Elevator hexes. The Germans needed 15VP

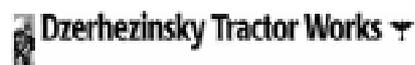
to win. Somehow, the Russians won despite being pounded into next week by nasty German dice. The Germans did have one reinforcing tank that could have exited (worth 6VP), a missed opportunity. A very exciting scenario that could have been won by the Germans as easily as it was lost.

The entire scenario was finished in three hours. It slowed a tad towards the end because there was some beer being consumed by some of the players/referee. All the players did a great job adhering to the spirit of the scenario.

I was impressed by the fact that expert and newbie players could both enjoy and contribute to the scenario. Many multi-player games that I have seen featured experienced players "taking control" of the newer player's forces through suggestion. This resulted from the frustration of the more experienced players watching newbies under utilising their forces. Of course, this tends to frustrate the newbies because they no longer feel like they are contributing, but rather they felt like marionettes. This didn't happen in this game because no one was sitting around watching what their teammates were doing, they had to concentrate on what they were doing.

I found it interesting that the Germans didn't win because their attack wasn't as coordinated as it needed to be. How many times have we read that in history? I think this scenario showed the difficulty of coordinating your forces. This is something that you don't see in a regular one-on-one scenario; somehow, each squad coordinates its move perfectly with every other squad (in theory anyway). I enjoyed this scenario immensely. I hope all of the players did as well. IMHO, this made the whole weekend worth the trip (combined with the fact that I got to see old friends). I have to admit that my head was spinning by the end of the scenario and this was not alcohol induced, either.

I hope to run this again at BERSERK '98 in March if there's interest and time. Then again, it only takes about 4 hours including set up time. I had fun doing it once, so I'd like to do it again. I even have some improvements to the process.



RETURN TO THE TRACTOR WORKS

Continued from page 9

I can give any scenario. Will I ever get to play any of the campaign games? I hope so, they're both small enough that a few days of solid play should take care of one of them.

[Scenarios: 9 out of 10. A couple more scenarios would have been nice, but I understand that the CH Special Issue has a few more.]

Well, that does it from here. If I missed anything or got something wrong it's my fault and I'll apologise now. All in all I feel that DTW is Critical Hit!'s best product yet and ranks right at the top with any ASL purchase I've made over the years.

[Overall score 9.5 out of 10]

Ω

PROVENCE PACK PREVIEW

Continued from page 7

reinforcements in the battle as quick as possible. I began my attack on turn 4 on board 20, near of the board 41, in order to cut the German forces in two parts. It worked slowly until turn 5. Then, the front collapsed and I rushed into the buildings "from the rear" (along the 20Y2-20FF2-20EE8 line). My opponent conceded at the end of turn 6. I think the German was too "shy" and should have attacked on board 20 (on my right flank) during turns 1 to 3.

Overall, the scenarios were perhaps a little long for tournament play but they were very interesting, creative and varied.

Ω



Laurent Forest puzzles over how to get "A Bit Closer To Heaven".

WINTER OFFENSIVE '98

MMP's ASL Tournament

Perry Cocke

First the facts, then the story behind the headlines.

Champion John Slotwinski 5-0 Engraved Dice Cup, \$50, some trinkets (1997 Annual, Winter Offensive coffee mug).

Runner Up Alan Bills 5-1 \$30, similar trinkets

Third Place Jeff Coyle 4-1 \$20, trinkets

Winner of four-round single elimination mini-tourney Scott Drane Engraved Dice Cup, trinkets

Second Place Neil Stanhagen trinkets

Winner of three-round single elimination mini-tourney Lee Neeman Engraved Dice Cup, trinkets

Second Place Jeff Shields trinkets

Total paid attendance 60, plus staff plus several "just looking"

Congrats to the winners, all of whom are familiar to regulars at Winter Offensive. Everyone had a good time, as usual. Thinking about re-naming tourney to "Winner Offensive". Everyone there acted like a winner.

Highlight of the weekend: Brian launches a width of the (deluxe) board Banzai vs Matt Noah in Tiger of Toungoo. 15 hexes if it were one.

Low point of the weekend: repeated banal banter between them, often across the room.

This one will be recorded as the "friendly" Winter Offensive. While attendance was down about 30 percent, gaming space was down almost 50 percent. The tables were closer together than we would like, but there was plenty of table of space to play on—space to spare in fact. Everyone sucked in their guts a bit and thrived.

WO doesn't officially begin until 1800 hours Friday, in order to accommodate those who can't get off work early or who have to travel a good bit, but gaming always starts well before then. As usual, only one game completed before 2000 hours can count. By the time I arrived at 1100 hours, Brian had already directed the early-arrives in setting up the tables, and several games were already going. I then spent much of Friday (and Saturday) going over the armour notes for *Doomed Battalions* with Curt

Schilling. Many people were enjoying the draft vehicle counters (colour!) and the draft boards: city board with one big castle in the middle, with overlays to match.

The highlight of WO'98 were the mini-tournaments, single elimination events using brand new scenarios based on the drive to Singapore. Also known as joint play-testing. Losses in the minis did not count towards a player's record in the overall WO'98 event. Wins start accruing only after the first round. Because there were 24 players in the minis, it was difficult to judge how the overall tournament event was progressing until late Saturday.

The 16-player four round mini started at 1600 and everyone arriving in the afternoon was encouraged to join in. Supply equalled demand, as we got up to 16 players without having to turn many away. The first of the four scenarios - 'A Stiff Fight' - was the most straightforward of the bunch, with a combined arms Japanese attack required to clear the Brits from being adjacent to the woods-road. It was also the scenario that we are changing the most post-tournament.

Round two featured a similar combined-arms Japanese attack spearheaded by CHI-HAs (but with trucks also) required to exit the length of a board vs 1st-line Brits and Marmon-Herrington MFF armoured cars - with a 4 CMG MA and the turreted ATR (the tater) secondary armament. Plink, plink, plink vs the CHI-HAs. 'Armored Fist'. Dicey. Some small OB changes should tweak this just right.

Round three on the deluxe hill (no hedges) with a turn one Human Wave from the Sikhs 'In The Old Tradition'. How much survives the first turn says a lot about how the game will go. Looks good to go.

Round four was on a colour copy of the new city board for *Doomed Battalions*. 'Jungle Fighters' found the Japanese finally attacking into Singapore. Both side enter from the south (?) and the winner exits the most VP across the length of the board and off the north(?) edge. Scott Drane's British whittled down Neil Stanhagen's IJA - the Konoe Guards(?) (3-4-7s with ELR 5) till there wasn't enough left to out-exit Scott. Reportedly, things would have gone better for Neil if he could have gotten more Smoke.

All hail to Scott Drane, winner of the

first-ever WO mini-tourney.

The second mini kicked off 0900 Saturday with 8 players going through the same first three hoops. We dropped 'Jungle Fighters' since we only had the one colour copy of the board. Lee Neeman took out Jeff Shields. Lee has come down from Maine to the "sunny south" with his buddies Bob Dyer and Ted Wilcox for several years now. The weather in Bowie was perfect - not good enough to entice anyone to play outside, but otherwise fairly innocuous. Dan Wellhausen from Pittsburgh and Dave Ginnard and Mike Daniels from Cleveland had a bitch of a drive in the rain, but the North Carolina contingent (Darrell Wright, Scott Blanton, Locke Monroe) had smooth sailing. Scott Drane once again had trouble flying in from Chicago, but at least his plane didn't turn around when it got here like two years ago. Kent Smoak's plane from LA was delayed, and Eddie Zeman got lost in the airline shuffle and didn't make it, to our disappointment.

Scott Blanton finally won a game at WO, immediately dropped 3 straight and then won another. This year's official Newbie Dave Thiessen went 0 for WO but kept on smiling; he seemed to be having fun. Our other newbie of note was Thomas North who received a copy of *Pegasus Bridge* (complete with the Night Rules Playing Aid that he was borrowing) for winning the WO quiz - match up nation with nationality symbol and name 4 AFVs from the their overheads. No one named the Marmon-Herrington MFF. Thomas missed 2 out of 20 to win by a margin of three over perennial quiz-meister Kevin Meyer.

By late Saturday night things were starting to sort themselves out. Alan Bills had stayed out of the minis and was 4-0. Jeff Coyle lost (to Mike McGrath) in the first round of the mini (which didn't count against his overall record) and was 4-0. Scott Drane picked up 3 victories by virtue of winning the four round mini and was also at 4-0. The only 3-0 with a shot to compete was John Slotwinski, who had had two long scenarios Saturday, A Breezeless Day vs David Earle and ToT's 'Thunderbolts' vs JR Tracy. Youse House regulars John Appel and Ken Dunn had done well, going undefeated overall until running into, respectively, Coyle and Bills,

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RUMBLE IN THE RUBBLE

A MINI-REPLAY OF THE B:RV CG

Mark McGilchrist

I am sure some of you will be interested in the recent *Berlin: Red Vengeance* CG I played against my brother and his flatmate, so here is a mini-AAR of the game.

Bear in mind that there are a few problems with the rules that Heat of Battle seem to be ironing out along the way. Also, we are not real respecters of the perimeter rules. We try, but sometimes it just seems like a lot of hard work for not a lot of fun. If it seems fair, fair enough!

INITIAL PURCHASES

Having taken the Russians, my initial purchases revolved around the plan I had for the assault. Obviously the first priority is to secure the north bank and place the bridges under fire. The next objective is to capture at least one bridge intact. Since the Germans can only use one OBA module at a time, it would be best to capture two bridges, so that the OBA cannot totally interdict the crossing.

For this reason I'm mainly looking at capturing the Marshall and KronPrincen bridges, with the Moltke as the backup.

Bridge Protection 28CPP

I8 Gd HW Pltn G3 MTR Sect S1 Shturmovik O1 Btn Mtr OBA O7 Spotter Plane

Recon 2x I6 Moabit Prisoners 8 CPP

Assault 42CPP V6 IS3 Ptn V10 ISU 152 Ptn 2x I1 Rifle Ptn I2 Gd Rifle Ptn O5 Katyusha Barrage O6 Pre-Reg hex

THE PLAN

My primary entry area will be between S and MM, with the .50 cal HMGs moving into T1 Level 1 in the first turn. These MG will take the Moltke under fire. I expect to add the 82mm Mortars firing from around the roofless building in T4 (these guys will also be useful at night firing IR and later for Smoke). Other MG units will move up to take the KronPrincen bridge under fire from around T4 as well. The Spotter plane will be directing the Btn Mtr OBA at nasty engineers setting Demo Charges. Later on, the Sturmoviks will take over this job (I hope).

The ex-Prisoners are there to secure the two flanks and search out the evil Nazis. With concealment, they will look a little more impressive than they are, and will take the brunt of the initial losses whilst searching a lot of ground.

The Assault elements are a roving force

that will threaten to cross either the KronPrincen or the Marshall bridges. The Katyusha will be pre-registered on EE18, and I'm a little worried about the spotter for this. I'd have preferred an Off-board observer, but as needs must. If the Germans set up Engineers on this bridge, I'll let fly straight away, but otherwise I'll wait till I'm set up and ready to go.

I'll bring an IS3 on down to EE2 to take the Marshall Bridge under fire and kill the armoured cupola or AT gun I expect to see on the street. The other assault elements will work their way down under the S-Bahn overwhelming any German positions on the North Bank.

Overall, I don't expect to cross the Spree in the first scenario, but I do want to secure the north bank east of the Hohenzollern Canal. Hopefully I have a good piece of the North bank West of the canal as well. Mainly, I want to protect the bridges from destruction. Oh, and kill some Germans.

THE RESULT

Well things went pretty quietly overall. A Pike blew a Panther D (with a 9-1 Armour Leader) Dug In along the EE Road to hell, and due to a misunderstanding, the German Engineers that had tried to use Set Demos in set-up didn't. Only 1 Sturmovik arrived and achieved nothing of significance.

Overall though the north bank is mostly secured east of Hollernzollern Canal, all 3 bridges still intact.

Russian losses were a Pike malfunctioning the MA first shot, and disabling it in the RePh. A German 88 CH destroyed a MMG and crew, and sent my 9-2 leader berserk; he then ran to his death. Two other crews were destroyed by MG ROF directed by German 9-2's. The Artillery Spotter plane was shot down by Heavy AA. Some prisoners died. Two ISU-152 are marked with Low Ammo and no sign of any more ammo.

CGS 2

For the second scenario, I go Idle and buy a lot of reserves. Personally, I don't fancy crossing the bridge at night. I have smoke OBA and intend to use it, and I would prefer using massed firepower.

CGS 3

My plans this time include making assaults on both the KronPrincen and Marshall

Bridge, or maybe even the Moabit Bridge if not well defended. I place some 203mm artillery pieces in fortified buildings well forward to fire at the Reichstag.

I plan on buying a pltn of T-70s to cover my bridge crossing, and I get the Supplemental armour for this scenario as well. My concern is that with the supplemental armour they won't burn as well.

I am deeply concerned about the state of the Russian ammunition supply, for it seems that no provision is made for re-arming the Russian tanks.

Things go steady as we get to Turn 2, with three T-70s and two T-34s streaking across the Marshall bridge after a Katyusha had cleared the wire and minefields. A JS3 had SHOCKed a King Tiger and the Russian 203mm Artillery was pounding the Reichstag.

German Turn 2 was a sad affair of the Germans missing virtually everything they fired (and intensive fired) at by 1. The only hit, an 88L bounced off the front of an SU-122 (not easy to do, you have to hit just the right spot)!

German movement was fairly sedate, with only a German SS with PSK moving up to hit the T-70s. The Russian .50 cal HMG directed by a 10-2 squeaked in a shot, a 2MC. He promptly rolled a 12, ELR & CR.

Russian Def Fire was pretty ordinary, the JS3 shocked the King Tiger again.

German advance was essentially back up into position, with several Germans moving up the the front of buildings to cover the Marshall Bridge.

Russian turn 3 Prep Fire sees smoke for the SU-122 and the 70mm OBA to cover the bridge crossing. The King Tiger has recovered, and for once the JS3 fails to shock it. The .50 cal continues the terror, putting a 1MC on another SS squad with a PSK, another DR of 12 sees it also ELR & CR. A hit on the Reichstag with the 203mm HE sees a German crew & MMG KIA. The Germans are dying like flies, but I have to cross the bridge with infantry, and the King Tiger just won't die.

First thing in movement, a T-70 moves behind the King Tiger, halts to fire, loads APCR and puts a round straight up the cat flap of the King Tiger. Critical Hit! Burning Tiger! T-70 crew goes wild because they

know that Stalin will give them a better tank now.

This is too much for my opponent though. He resigns after shooting Hitler, blaming his dice and my brother's lame set up for his woes (and the set up was pretty lame).

So suddenly it's over!

We plan to start again soon, this time with a better grasp of the special rules and the terrain. I will be the Russians again, whilst there will be only one German this time (my brother having gone back to Canberra).

This means I need a new plan. Any thoughts? I still think that two crossing points are needed, and may try for the Kronprinzen bridge in the first scenario next time. The Moabit bridge initially seems the toughest, but in hindsight it is moderately well protected from long range fire by the buildings on the far bank and the curve of the river. This is probably the hardest part about crossing the Marshall bridge, fire can come from virtually everywhere and it is hard to suppress.

Ω

BERLIN: RED VENGEANCE

Brad Luellen

After opening this up, I was immediately impressed with the counters. The colour for the Germans is almost perfect and the counter art is exceptional. The colour for the Russian Sturmoviks and 203mm ART is a darker than my other Russian counters, but I can live with it.

The counters contain 12 assorted Party leaders (German Commissars) and Gestapo leaders. The additional SMC is one for Adolf Hitler himself. What is he used for?? Well, according to BRV8.7; "HITLER COUNTER: TBA."

Next are various armoured cupolas. There are 3 for HMGs, 3 for MMGs, 4 for the PzVG, and 4 for the PzVIB. The reverse side of the MG cupolas is for a Russian equivalent, while the AFV cupolas have a CE and a BU side.

There are four Barricade counters, which are slightly modified Roadblocks and as previously mentioned there are three Sturmoviks, and two 203mm ART for the Russians. Also included are three counters for Red Banners, four DAMAGED counters for bridges, and six Mouse Hole counters. The reverse of the Mouse Hole counters has a "Bayonet Charge" counter for our rare charges with fixed bayonets. Rounding out the counter mix we get Reserve, Attack and Idle chits, one for the Germans, and one for the British (?).

The next thing I looked at was the map. This is not enormous, which to me is a big plus. It's 20" x 27" inches and covers the area around the Reichstag, including the Spree River. Eddie Zeman did the artwork and it is well above the acceptable level for me. Some of the buildings that are surrounded by rubble are a little fuzzy, but still nice. All the various streets are labelled, and I definitely get a 'feel' for being in 1945 Berlin. The bottom of the map has a turn record chart, a SAN chart, and a 'Current ELR Loss CVPs' chart.....handy stuff.

The Chapter divider is pretty standard fare. The front side has blocks for the different forces in play, HIP units, Armour leaders, etc. The reverse side has a reproduction of the play map with the different buildings of interest annotated.

The rules section is 17 pages long and covers all the normal things you would need to play a 'new' module. Included are sections for the German Commissars, Gestapo, and the use of the Red Banners. Of interest to some, HTH can be invoked by either side for this module (Hmmm, all the scenarios too??).

The scenarios really interested me. They are all printed on heavy card stock and are more interesting to look at than 'most' cards. The Russian/German insignias are varied throughout the cards, and the pictures are interesting, if a bit grainy. Two of the scenarios are not set up to be played on the B:RV map. Even though they follow the theme of the module, they allow players to get off the map for a while and play a manageable two board scenario. The rest of the scenarios are played on the B:RV map and cover areas equivalent to roughly 1/2 of a regular board, up to and including the entire B:RV map.

The campaign game looks to me to be very 'do-able'. There are 8 dates, 3 of which are night. Having glanced over it, I'd say the CG rules are a bit of RB, a bit of KGP, and the last bit added by HOB. I guess if we are going to use a set format for future HASL modules this set up would probably be the way to go, since the RePh should be interchangeable to any/all HASL modules.

All in all, I like this purchase. To bring this to a close, I would definitely recommend B:RV. If you don't have it, GET IT!! It is

Continued on page 22, column 3



Berlin in ruins after years of aerial bombing and the Soviet ground assault which captured it.

COWERING

Jonathan Van Mechelen

Being immune to cowering for many British troops is a definite advantage that cannot be overestimated.

Fritz Tichy.

Let's see if it can be estimated. The following comparison shows the difference cowering makes to the chance of breaking a 7 morale unit for some typical shots:

ATTACK	W/O COWERING	W/ COWERING	DIFFERENCE
1 FP -2 DRM	25.5%	19.7%	5.8%
1 FP even	8.3%	5.6%	2.7%
2 FP -2 DRM	38.2%	36.6%	1.6%
2 FP even	15.5%	13.9%	1.6%
2 FP +1 DRM	8.3%	7.2%	1.1%
4 FP -2 DRM	48.3%	47.2%	1.1%
4 FP even	23.9%	22.8%	1.1%
4 FP +1 DRM	14.7%	13.9%	0.8%
8 FP +2 DRM	34.3%	33.5%	0.8%
8 FP +3 DRM	14.7%	13.9%	0.8%

At the 1 FP level cowering makes a substantial difference because the shot cowers off the table. As you get higher and higher FP, cowering makes less and less difference.

If we compare the difference made by adding a squad to the attack (a 4 FP squad, say the difference between a 4 up 1 and an 8 up 1), we find that adding a squad increases the odds on the attack roughly between 6% and 20%, with typical values being around 10%. This makes the benefit of cowering worth roughly one tenth of a squad's FP. The 10% increase in FP does not increase the defensive capabilities of the side, however (the ability to survive being shot at; there are still the same number of squads to break), so adding/removing cowering can be said to change the capability of a side by something less than 10%. The exact amount is very hard to calculate because it would involve comparing the advantage of having extra squads, which would include increased ability to move and increased ability to survive being shot at.

One of the main disadvantages of cowering is its effect on Defensive First Fire to eliminate the option of Subsequent First Fire and causing all possessed SW to be marked with 'Final Fire' counters. There is also the reduction of Residual FP and loss of Fire

Lanes. Adding these factors into a mathematical analysis would be problematic for a number of reasons.

The value of Subsequent First Fire is a complex issue. First, not every unit that First Fires has the opportunity to Subsequent First Fire. Second, Subsequent First Fire can only be conducted in normal range and only if the moving unit is not farther than another Known unit. How many times do you move a HS close to your opponent's unit to draw fire and prevent Subsequent First Fire? In these cases, cowering won't make a difference except for the initial shot. To incorporate Subsequent First Fire would require some kind of fudge factor to put these in with my other numbers.

Figuring the value lost for Fire Lanes is also problematic. Most players (in my experience; I'd like to hear whether this is generally true) won't challenge a Fire Lane, especially one that is two or more FP. Instead they move around, and calculating the value of that in terms of the FP of a squad would be challenging indeed.

The value of the loss of FP in the Residual FP depends on how necessary it is for the opponent to move through the same hex. This is clearly dependent on the situation. Perhaps your opponent sent that HS out just to draw fire so his Opportunity Firer would have a target. Or perhaps he has to cross twenty squads over the bridge on this, the last turn, in order to win.

To assign a value to the loss of other FP from other weapons is also complicated. It depends on the percentage of troops that actually have additional SW as well as their value at the time of the cowering. It doesn't really matter if your bazooka is marked with a Final Fire marker if it doesn't have any targets anyway.

My estimate is that the value is about equivalent to about a 5% increase in the Infantry OB. Since for the above reasons I think I would be hard pressed to come up with a good new estimate of the benefit without doing much more study and work than I could do just sitting here at my keyboard, I would hazard a guess that the value would probably be in the 5-10% range, depending on the overall situation (attacking or defending, etc.). Let me point out that a 5-10% increase in Infantry squads is usually more than the balance provision for many scenarios.

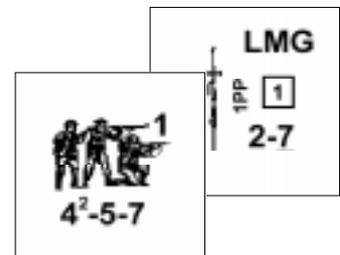
No nationality has enough leaders to direct the fire of every unit or even MG. But in effect, for cowering purposes British units have an 'inherent leader'! Being free to fire inherent FP first against a not so juicy target, saving the MG for later/keeping the PIAT in reserve without having to fear you won't get out a single shot of those SW can be very valuable. That frees a lot of leaders for better duties like keeping front line units in good order, moving, etc. etc.

So there is little reason to stack those zero modifier British leaders with the Elite and 1st Line Infantry in the front. Better to keep them back for rally purposes. Over-all there is less reason for a British player to expose his 7-0 and 8-0 leaders to enemy fire. Normally, I wouldn't think of putting 0-modifier leaders on the front line, but I've been known to do so just to prevent cowering for a first-turn Fire Lane.

A quick tip: the wise player uses his LATWs (or Mortars) first, as doubles on the TH don't count as a Cover. This isn't always convenient, however. With the British (and Fanatics, Finns in Finland, etc) you don't have to worry about it.

A final thought: another way to assign a value to a feature in the game is with a method used to economics used to compare the relative value of different goods. If you were given a reasonable force of British Infantry, how many more squads would you need in order for me to induce you to give up this special ability. Obviously you would jump at the offer to double your Infantry, and just as obviously you would never accept if I offered nothing in return. Would you trade for a 5% increase in force? 15%? At what point would you accept the trade?

Ω





OFFICIAL PL 2.0 CHANGES & CLARIFICATIONS (PL2.01)

THE PL PHILOSOPHY

PL 2.0 was designed with one thing in mind, to develop a new campaign game system that we could 'port' new maps, battles and Orders of Battle to in a timely and organized manner. Along the way we have encountered a wealth of customer feedback, knowledge, and yes, flak as the process has moved along. Thanks for your input!

The *PL 2.1* rules update will be made available to everyone who previously purchased *PL 2.0* direct. If you purchased your copy via a retail store or direct mail outlet simply drop us a line with your name, mailing address and the name and address of your retailer and you'll be added to the list for the free rules update and any future mailings for *PL* enthusiasts.

A full blown designer's notes treatment for *PL 2.0* is coming in an issue of *Critical Hit* magazine soon. It will discuss burning questions like why we listened to military guys when designing the new system, how one experienced Master Gunner's input killed the idea of having Guns go off the 'radar-screen' once located on our tactical level battlefield, and what all this MLR stuff (and other terms recognizable to grunts that have nothing in common with wargamer sensibilities like eye-go-you-go games) and active or passive 'ZOCs' is all about.

Gamers are getting the hang of the MLR approach *Platoon Leader* offers and fighting has been breaking out for those woods-lines that are featured in so many accounts as militarily significant terrain (see S. L. A. Marshall; Bastogne The First Eight Days; quote on plate 36: every forest was a defensive island). Designers have gotten into act in a big way, too. Our commitment to the *Platoon Leader* system is ongoing and active. Our thanks also go out to the new playtest groups recently added to the team and working away on *PL* related projects covering the length and breadth of 20th Century warfare.

PL 2.01 UPDATE SHEET

These clarifications supersede the existing *PL 2.0* rules and are considered official for all intents and purposes. They address the points raised by many players and playtesters regarding issues relating to the use of leaders, redeployment, etc. Thanks for your input and interest in this system.

You are permitted to copy and circulate these updates. *Platoon Leader 2.1* will incorpo-

rate these changes. A sheet containing them included with *Dzerhezinsky Tractor Works*.

QUESTIONS & CLARIFICATIONS

CG3 Can CG scenarios also end by mutual agreement?

A. Yes.

CG12 Must Malf'd weapons attempt repair in every Rally Phase? If you have a Leader with a malf'd SW, does he have to attempt repair even if there are broken units in his Location?

A. Leaders with broken units in their hex may attempt to rally those units instead of attempting SW repair.

2.2 Do losses during the RePh count for Scenario, CG and DRM purposes? What about recalled vehicles?

A. All RePh losses count for the previous scenario for all purposes. Recalled units are lost but are not counted for CVP.

2.3 a) "All vehicles currently within their VCA" should read "Any vehicle currently within its VCA"

2.4 e) Don't remove concealment counters.

REDEPLOYMENT

2.14-2.141 Which Redeployment DR/dr are secret?

A. None.

In what sequence are the DR/dr made?

1. Attacker in enemy MLR, then Defender in enemy MLR.
2. Attacker Isolated, then Defender Isolated.
3. Attacker in Uncontrolled, then Defender in Uncontrolled.
4. Attacker in No Man's Land, then Defender in No Man's Land.
5. Attacker in friendly MLR may redeploy. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Attacker may now conceal all units according to PL CG11 before Defender may look at board.

6. Defender in friendly MLR. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Defender may now conceal all units according to CG11 before Attacker may look at board.

2.14-2.141 Is a redeployed Gun no longer emplaced?

A. No - it may still be Emplaced if Terrain allows.

Can you dm a dm-able SW/Gun for purpose of this shift and then still set it up normally?

A. Yes.

What are the options for TCA, BU, hull-down during redeployment?

A. One Hull-down roll per AFV is possible, as are all other options of TCA/VCA, BU/CE as per normal setup.

Can AFV platoons redeploy with one DR?

A. Yes. Roll Random Selection for any adverse effects.

What happens if a vehicle redeploy into a building, bog or mine hex?

A. All effects of the move take place immediately, e.g. mine attacks or bog checks are resolved as soon as the vehicle is placed in the hex. Redeployment range is not relative to control, units can fly six hexes over enemy-controlled terrain?

A. Yes.

FORTIFICATIONS

2.171 Which fortifications may remain HIP without being placed on board during the RePh?

A. Mine/minefield, Wire, Tetrahedron, Panji, Pillbox, Fortified building, Tunnel, Cave, Cave Complex, HIP Guns, Trip Flares, Set DC.

RECOMBINING

2.21 This rule can force units to recombine when redeploying freely could allow them to acquire abandoned SW.

A. Units may ignore this rule when doing so requires not attempting to redeploy to an abandoned SW, Gun or AFV. The owning player may choose the sequence for resolving such recombinations.

BATTLE HARDENING

2.22 Each side may have a maximum of two heroes at the end of this step.

2.23 Battle Hardening rolls should be secret.

2.24 Should there be a leader allowed for each?

A. Change 2.24 LEADER GENERATION For each MMC Battle Hardened to 2.24 LEADER BATTLE HARDENING Make a second dr on the Battlefield Promotion Table with a +2 drm plus any other non-CVP drm. If this result is > 0, the player may battle harden that number of his leaders. No leader hardened in step 2.221 may harden again, nor can any leader harden more than once during this step.

3.3 Are used/X'd DC/FT/PSK/BAZ eliminated? What about replenishment of Special Ammo numbers?

A. Yes. There is none, except by CG Special Rules.

3.121 Change the DR column of the table to read 2; 3; 4; 5-6; 7-8; 9-10; 11

Are there any limits to leaders?

A. Neither side may begin a CG with more than one each of the two top leader types listed for their nationality in the 3.121 Table. For instance, the Japanese may only start with one infantry 10-1, one infantry 10-0, one armor 10-2 and one armor 9-2. Any extras rolled for automatically become the next available leader on the list, e.g., a Japanese 9-1 instead of a second 10-0. In addition, the total squad-to-leader ratio for a side's non-Reserve units may not exceed their Chapter H limits (i.e., British 5, German 4, etc.)

3.13 Which fortifications can be purchased for the Initial Scenario only?

A. Trenches, A-T Ditches, A-B Mines, Tetrahedrons, Panji, Pillboxes, Tunnels, Caves, Cave Complexes and Minefields may only be purchased before the initial scenario unless stated otherwise (i.e., by CGSR, CG Card)

3.141-3.142 What are Night scenario Defender/Attack benefits?

A. Spelled out in 3.142 No Move, etc.

3.144 This rule says that initial scenario VC and CG VC are stated on the CG cards, (and they are), but doesn't mention what the VC are for non-initial scenarios.

A. VC are determined by CVP if not otherwise indicated by individual PL CGs.

DEFINITIONS

3.4 What is the "Front Line" referred to in the Fortification Clearance Table?

A. Any hex in the friendly MLR 2 hexes from an enemy MLR hex.

RESERVES

3.91-3.92 Are Reserves eligible Sniper targets?

A. Yes.

Are they released by OBA?

A. No.

By Snipers?

A. No.

OBA?

Do IR count as FFEs?

A. No.

CORRECTIONS

Page 1 CTHC Uses >; should be <.

Page 4 REDEPLOYMENT DRM lists +1 per HS equivalent > one HS should be +1 per HS > one Squad ..Also -1 for PP > IPC of Redeploying unit ; should be +1.

NOTES

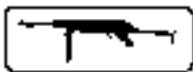
Be sure to note the important changes in the form of Leader limits and units which may re-deploy within their Redeployment Range without making a DR.

In the interest of calling it a night, players may opt to skip step 2.136 (i.e., Redeployment of Units in Friendly MLR) and perform 3.5 through 3.13 on their own (i.e., purchases), followed by 2.135 - 3.4 their next time together, followed by 3.14 on.

DEBRIEFING

This is the latest set of Q&A posted to the InterNet ASL Mailing List by MMP. This compilation was preceded by six earlier ones (the latest dated March 11, 1997) and includes all questions received from November 26, 1996 through June 6, 1997.

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.



A.14 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack? A Specific Collateral Attack?
A. Yes. No.

A1.11 & A25.24 Are Partisan SMC considered to be elite units?
A. No.

A1.123 Are vehicular crews in counter form (e.g., 1-2-7) considered to be elite units?
A. No.

A4.134 Are Heroic SMC pinned after a Minimum Move?
A. Yes; in A15.2 line 7 add "Minimum Move (A4.134)," before "Wounds".

A4.2 May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?
A. Yes. Yes. Bicyclists may. Only via Platoon Movement (for AFV) or Convoy (including motorcycles and unarmoured vehicles).

A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in its next player turn"?
A. Yes.

A4.61 Does assault-moving have any effect on how MF are expended (within the limits of moving no more than one Location)?
A. No, other than prohibiting the use of all MF.

A7.2 If a Gun uses Intensive Fire, is the manning infantry allowed to subsequent first fire thereafter?
A. No.

A7.353 May a HS that fired a SW in First Fire use its inherent FP in Subsequent First Fire vs a non-adjacent target?
A. Yes, under the usual conditions (range, etc.).

A7.353 & A8.31 A HS malfunctions its MG in Subsequent First Fire. Is the HS then free to fire Inherent FP as FPF, since the MG is no longer "usable"?
A. Yes.

A7.6 & A14.21 D5.31 Is the CE DRM considered an "in-hex TEM" for sniper alternate target selection purposes?
A. No.

A7.9 If a squad firing a MG only (not its inherent FP) cowers, are both the squad and the MG marked with the Prep Fire or Final Fire counter?
A. Yes.

A8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?
A. The highest.

A8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled, FP? Does an Area Target Type attack leave residual FP based on half of the halved FP attack?

A. No, it is based on doubled FP. Yes, it is based on halved FP.

A8.2, B23.31 & D2.38 Does a unit/its-vulnerable-PRC bypassing a building Location containing a residual fire counter receive building TEM?
A. Yes.

A8.2 If a unit is attacked by residual FP as it enters a Location, could it be attacked again by the same residual FP if it spends additional MF (e.g., placing a DC, attempting to place smoke) in the Location?
A. Only if it becomes more vulnerable; see A8.22.

A9.8 Can a unit which dismantles a SW in PFP move in the subsequent MPh? Fire in AFPh?
A. No. No.

A8.26 Does the +1 TH DRM for being BU reduce by one column the residual FP resulting from a hit by a vehicular Gun. Even if the net DRM was negative?
A. Yes. Yes.

A9.4 Should "aerial or" be deleted from the last line of this rule?
A. Yes; see E.5.

A10.5 & C7.42 Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?
A. Yes to both, if manned.

A10.5 An infantry unit starts the RtPh broken and DM, IN a Foxhole in an Open Ground hex, in Normal Range and LOS of a Known, unbroken, armed, non-ADJACENT enemy unit. Is the broken unit required to rout?
A. No.

A10.531 Since LV hindrances do not negate Interdiction (E3.1), what would be an example of a "weather effect" that would negate Interdiction?
A. Fog (E3.31), Heavy Dust (F11.73), or Very Heavy Mist (KGP SSR 3).

A10.532 May an AFV suffering from the +1 stun modifier interdict?
A. No.

A11.41 Can a unit which has qualified for ambush and has eliminated its opponent in CC withdraw into an adjacent, accessible hex and participate in another CC/melee which has not yet been resolved?
A. No, it would be eliminated by withdrawing into an enemy occupied Location; see A11.21.

A11.7 Is an Immobile vehicle held in Melee? Are its Passengers/Riders?
A. No. No.

A11.7 Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?
A. Yes, if manned. Yes.

A12.141 & D2.401 Is making a Motion attempt or a concealment loss action if the vehicle fails? If it passes but fails its subsequent stall/Mechanical Reliability DR?
A. No. No.

A12.14 Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground?
A. Yes, as long as the LOS crosses the wall; see A10.531.

A12.153, A12.33, & B23.911 Are Fortified Locations revealed when a player Mops Up a building? Are mines?
A. Only if he gains control of the building, and only those Location he did not previously Control. No.

A13. & D6.64 May Cavalry riders form Fire Groups?
A. Yes.

A14.1 If a SAN is rolled on a TH DR and the subsequent IFT DR, is the sniper activated twice?
A. Yes.

A14.21 If an attacking Sniper counter chooses between >=2 Alternate Target hexes based on the Location with the lowest TEM, must it choose that Location with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?
A. Yes. No.

A15.431 May a berserk unit expend MF to place SMOKE?
A. No.

A19.13 What happens when a Fanatic HS with underscoring morale undergoes ELR replacement?
A. It suffers no penalty.

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (EX: broken squads surrendering to a SMC), what happens to the "excess" surrendering units?
A. Once all surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unarmed units are under the control of the opposing player. See A20.5.

A20.22 & J2.31 Can a capture attempt be made during Hand-to-Hand CC?
A. Yes.

A20.22 Can capture attempts in CC be made if No Quarter is in effect?
A. Yes.

A23.3 A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?
A. No, the hero is pinned (A15.22).

A23.3 & A15.431 If a unit goes Berserk as a result of First Fire for the MF it uses to Place a DC, is the DC Placed successfully?
A. Yes.

A24.31 & D5.31 Is the +2 CE DRM a Negative DRM for WP NMC?
A. Yes; in line 7 add "+2 CE DRM," between "ship" and "and".

A24.4 & O6.3 Does ground level smoke extend into cellars? Would a LOS traced from a Cellar Location to >= Level 0 be affected by Smoke at Level 0 in that Cellar unit's hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?
A. No. Yes. No.

A24.8 & C8.52 What DRM would apply to a shot at a unit in a stone building Location (+3) in Dispersed WP (+1) across a building hexside from a unit in an adjacent Location of that building also in Dispersed WP (+1 plus +1)?
A. +6 (+3+1+1+1)



B1.3 & C3.331 Is FFMO a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?
A. No. On the TH DR (or on both if a CH).

B4.2 Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not INTO) such a hex [EX: V6 through AA5 to DD4]?
A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41DD4) through a level 0 Depression hex (e.g., 41AA5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AA5.

B6, B20.4, B20.7 If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units be under the Bridge?
A. Yes. No. Yes.

B10.5 If two adjacent open ground level 1 hexes have a level 0 crest between them (e.g., 15AA10 and 9AA1), does it cost 2 or 3 MF to move between them?
A. 3

B13.41 & D2.14 If a vehicle blaze exists in a woods-road, can other units still use the road?
A. Yes.

B25.6 & O.4B Can a blaze on the ground floor of a factory hex spread to the roof Location? What spreading fire DRM would be used?
A. Yes. +1 to higher elevation.

B27.42 Does a squad placing a DC from a foxhole receive foxhole TEM?
A. Yes.

B29.2 For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building/woods hexes)?
A. LOS to, and thus HIP loss of, a roadblock is dependent upon LOS to the hex the roadblock is in. However, if the roadblock (only) blocks LOS of a Good Order enemy unit to any Location, then the existence of the roadblock hexside must be disclosed (although not necessarily the hex it is in). In practice, it is easier to place the roadblock on board once a qualifying LOS has been blocked.



C.9 & C3.31 Can Vehicle Target Type be employed against a hidden or concealed vehicle? Does the specified order (Vehicle, Infantry, Area) of target type apply even if firing at a Location with no Known targets? Must the defender reveal any information beyond what, if anything is hit?
A. Yes. Yes, the existence of an actual vehicle is not required to permit a Vehicle Target Type attack. No.

C1.63 & C1.732 What is the Accuracy dr required for a pre-registered Offboard Observer?
A. 4 or less.

C3.2 & D1.81-2 Can a Gun fire in its own hex (i.e., is its own hex considered in its CA)? Do the same principles apply to BMG/CMG?
A. Yes; except during the MPH if the hex is entered from outside the CA, when, even if the moving target now expends MP for some other purpose (e.g., firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered. Yes.

C5.35 Does Case B apply when Case C applies, even when the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the AFPh?
A. Yes.

C6.3 May an ATR qualify for Case L, Point Blank Range?
A. Yes; add "using its own To Hit Table" after "LATW" in line 1.

C6.5 May an OT AFV maintain Acquisition while BU?
A. Yes.

C7.11-7.24 Do TK Cases A-D apply to MG attacks?
A. A, B, and D do, but not C.

C13.1 Is a MG attempting To Hit an AFV treated as a LATW?
A. No.



D2.11 Can a non-motion Vehicle change its VCA to fire its MA? Must it make a motion attempt to do so?
A. Yes. No.

D2.21 If it costs a fully-tracked AFV 5 MP to go up a hill into open ground (1+4), what does it cost to back down the hill in reverse into open ground?
A. 4 MP (4*1).

D2.32 Is LOS drawn from the front CAFF in ALL cases for both fire from and to the vehicle in bypass? Even if the vehicle is in reverse motion?
A. Yes. Yes.

D3.43 & D5.4 Can an armour leader abandon an immobilised or bogged vehicle other than as part of its crew?
A. No.

D3.7 May a vehicle attempt weapon repair while holding enemy units in Melee?
A. Yes.

D4.3 Can the firer take a normal shot before an Underbelly shot with the same weapon? Can he take an Underbelly shot after a normal shot?
A. Yes. Yes.

D4.3 How many Underbelly shots may a weapon maintaining ROF take at an AFV as it exits a gully?
A. As many as MP expended for entering the new Location (less any MP used to negate Case J DRM); see A8.14 and A9.2.

D5.5, D5.6 & D9.3 Does the AFV TEM DRM apply to units abandoning the AFV due to Crew Survival or Immobilisation TC even if the AFV is considered moving?
A. Yes.

D6.24 Are units that are Bailing Out subject to the Hazardous Movement (A4.62) DRM?
A. No.

D7.1, D3.3, D3.32 May a vehicle that voluntarily uses its MA only during an OVR and rolls <= its ROF on the OVR attack, use its MA in a non-OVR attack during the MPH or AFPh?
A. No.

D8.3 When multiplying the wdr by the cdr to determine the number of Start MP used to start a bogged vehicle, is the Original cdr used or is the Final cdr used?

A. The Original cdr.

D9.3 & E3.62 & E3.731 If an HE attack is being resolved in a hex where the +1 mud/deep snow TEM would apply, would a +1 wreck/AFV TEM also apply cumulative with that mud/deep snow TEM for that HE attack? Would entrenchment TEM? Wall TEM?
A. Yes to all; Mud/Deep-Snow TEM is always cumulative with other applicable TEM.

D9.31 & A8.3 While Armoured Assaulting, an AFV spends three MP to enter a hex but the Infantry spends only one. Having First Fired once, may an enemy unit fire again at the same moving stack?
A. Yes, but the second shot could only affect the AFV.



E1.16. What happens if a vehicle declares entrance of a Location containing a HIP Fortification and:

a) The vehicle is not allowed to enter the Location due to the Fortification (e.g., A-T Ditch)?

A. The Fortification is revealed, and the vehicle expends the declared MP in its current Location and must expend one extra MP (if available) to Stop.

b) Additional MP are required to enter (e.g., Wire)?

A. The Fortification is revealed and the vehicle expends, if available, the additional MP to enter. If sufficient MP are not available, the vehicle must spend its remaining MP to Stop.

c) A Bog check is required?

A. The Fortification is revealed and the Bog Check is taken.

E1.2 If a Scenario Defender's HIP/concealed MMC has SMC/SW recorded on a side record with it, and the unit moves with the recorded SMC/SW, are the SMC/SW still noted on a side record? If a Scenario Defender's HIP/concealed MMC loses concealment, are those recorded SMC/SW placed on board unconcealed?
A. Yes. Yes.

E1.42 May a Cloaked SMC portage a 1PP SW? May a cloaked MMC portage two 2PP dm 50mm mortars totalling 4PP?

A. Yes. No; except as specified for 4-PP and 5-PP SW that cannot be dm, a unit cannot portage greater than its IPC while Cloaked. In line 4, replace "MMC" with "Infantry units" and in line 5, after "them" add "without exceeding any unit's individual IPC."

E1.71 Does a MG laying a Bore-Sighted Fire Lane at the start of the enemy MPH need to make a DR to check for malfunction/cowering/sniper activation?
A. No.

E1.71 & ASOP (rev.) Where in the ASOP (rev.) should the bore-sighted night Fire Lane placement occur?
A. After 3.13A (as if it were 3.14D).

E1.76 What happens at night if your SAN has already been reduced to the printed SAN, and the enemy sniper attacks your sniper with a '1' dr?
A. Nothing.

E1.77 Is Hand-to-Hand CC allowed at night?

A. Yes, under the usual conditions (e.g., Deluxe, Red Barricades, Japanese, SSR).

E1.8 Does assembling or dismantling a weapon create a gunflash?
A. No.

E9.41 May a paratroop unit that lands off board gain concealment?
A. Yes.

E9.1, E9.42, E9.5 & E9.6 If a parachute fails its landing TC and deploys, are those units still considered on parachutes for curtailment of the activities prohibited in E9.1 even though they are revealed and no longer represented by a parachute counter? If so, do the provisions of E9.5 apply to such revealed units?
A. Yes. Yes.



F11.71-F11.74 Is light dust automatically in effect if vehicle dust is in effect?
A. No.



G11.7 May Japanese Dummy units enter caves?
A. Yes.

G12.13 & G12.671 Can a LC Inherent crew be eliminated without eliminating the LC? Can it break?

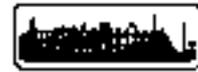
A. No to both; LC Inherent crews only suffer (cumulative) Stun results

G13.421 Do infantry get subjected to a -2 Hazardous Movement DRM for Wading in shallow ocean hexes?
A. No.

G14.51 Do tetrahedrons in shallow ocean lose HIP as soon as an enemy unit within 16 hexes gains LOS to them?
A. Yes, provided it is a Good Order ground unit (including Passengers of a LC).

G17.11 May two good order USMC 3-4-8 HS recombine into a 7-6-8 without the presence of a leader?
A. No.

G17.41 Is the NCA TEM of a Pillbox added to the TH DR of a Napalm attack using the Infantry Target Type? Is it added to the Effects DR?
A. Yes. No.



O5.34 Does an interior factory hex that is rubble become a roofless factory with rubble TEM (not debris)?
A. It becomes a rubble hex.

O11.6042 & P8.6042 If the AFV successfully escapes a minefield hex, is a TB counter placed?
A. No.

O11.6194(b) Does a Stuka cause activation of a reserve group by being within 3 hexes of it? Are Stukas free to attack Reserve Units?
A. No, it must be within 1 hex (E.5). Yes.

O11.621 Does a HIP Set DC Fortification purchase come with a DC?
A. No; see footnote 9.



KGP CGIII Do the Americans really only get 5 infantry platoons before the brown units are available?

A. Yes.

KGP II Do the U.S. Infantry crews have a BPV of 7 as shown on the counters in *KGP II*?

A. No, their BPV should be 6.



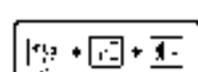
Q5.1 How is a gully/irrigation-ditch hex (EX: PB R22) treated?
A. Like a gully hex.

Q9.4 CG4 This SSR states that the provisions of E1.21 do not apply. May a SMC with "Freedom of Movement" pass on this status to an MMC stacked with it at the beginning of a friendly MPH?
A. No.

PB CG4b During the RePh following the completion of the Night I scenario, do units north of hexrow CC have "Freedom of Movement" and thus may be shifted to new starting positions when setting up for the Night II scenario?
A. Yes; see Q9.6058

PB SSR 19 Does the +2 modifier applied to British use of star shells also apply to IR rounds?
A. No.

PB CG I Do the 8-1 and 2-3-8 HS that enter on turn 2 have "Freedom of Movement"?
A. Yes.



U.S. Multi-Applicable Vehicle Note V Can such a weapon (i.e., one that cannot fire in the VCA at the same level) attack in OVR?
A. Yes.

British Vehicle Note 37 Can a Fascine be placed in an adjacent hex by an immobile AVRE? Across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a

woods-road across a non-road hexside without a trailbreak?
A. No. Yes. Yes. Yes.

British Vehicle Note 36 Can a bridge be placed across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods/road across a non-road hexside without a trailbreak?
A. Yes. Yes. Yes.

Scenario A72 "Italian Brothers" Should the Republican OB refer to SSR 5 instead of SSR1?
A. Yes.

Scenario A73 "Not Out Of The Woods Yet" Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal provisions of G.9C.
A. No.

Scenario A86 "Fighting Sparrow" Are the Australian troops of the 2/40 Infantry Battalion considered ANZAC (A25.44) for stealth purposes?
A. Yes.

Scenario A95 "The Long Road" SSR 2 Are the roads in the bridge hexes in play?
A. No.

Scenario AP2 "Storm of Steel" SSR 3 May infantry on board 43 set up in buildings?
A. No.



SASL Mission "The Fortress" Should the board 21 objective be Z6 rather than P7?
A. Yes, and the footnote applies to building Z6.

The following Q&A was posted to the InterNet ASL Mailing List by Heat of Battle for *Berlin: Red Vengeance*.

CG3.0 The reference to rule "RB6" should be "RB16".
CG14 Second sentence should read, "All non-bridge River hexes are always considered No-Man's Land (see RePh 8.6051)".
RePh 8.6071 Fighter Bombers are NOT retained if unused or if not entered during a CGS (CVPs are NA for unused/unentered FB unless earned normally during play).
RePh 8.6233 b Night Dual Attack CGS both sides are considered the Scenario Attacker.
RePh 8.61411 The end of the first sentence should read, "...by making a DR ≤2 with the following DRM:".
RePh 8.621 Anti-Tank Ditch footnote "D" is NA.
RePh 8.602 Add the following: "Remove all Low Ammo counters."
RePh 8.6052 Under the notes section, delete the word "Canal" from the first sentence. Since the Canal is enterable, units are not separated into different Set Up Areas by the Canal. Additionally, since an S-Bahn bridge existed just north of the Admiral Scheer Bridge vehicles/Guns are also not separated into different Set Up Areas by the Canal.
CG27 Delete the last sentence of this rule.
12.3 May the +1 TEM provided by the "built up" Reichstag be increased to +5 TEM (total) if a ground level Reichstag location is subsequently fortified as per B23.9?
A. No. +4 is the maximum TEM [EXC: Indirect fire].
Q Did HOB use the 0 TEM for bridges as per B6.3 or did it use the -1 TEM listed on the Chapter B Divider?
A. HOB used the 0 TEM printed in B6.3.
9.21 9.21 states that only "...fully tracked vehicles may attempt to cross a Barricade". Are infantry allowed to cross a Barricade, or was the reference to fully tracked vehicles for vehicle types only?
A. Yes, infantry may cross a Barricade as if it were a roadblock. The reference to fully tracked vehicles is for vehicle types which may attempt to cross it.
RePh 8.621 May DC be purchased as "set" by spending FPPs to do so.
A. No. The BRV table and its footnotes are designed to replace the KGP I/II table/footnotes altogether.
CG14 As I understand CG14, ANY location [EXC: Bridges] with a Good Order MMC is a strategic Location?
A. Correct.
CG17 Are these effects cumulative? If two Red Banners are placed is the ELR increased/decreased by two?
A. No, only one Red Banner counter is required to qualify for the ELR bonus. Additional emplaced Red Banners have no added effect except that all must be removed in order for the ELR to revert back to the normal level for the Germans.
Q Must the Russian control hex J4 to purchase the I6 Moabit Prisoners RG? Probably only applicable to the initial CGS.
A. I am sorry, the footnote you are referring to (footnote 16) is referencing the hex which contains the Station. Just north of the Station is where the Prison actually was.

Scenario BRV1 "Tactical Doctrine" Reverse the nationality symbols in the Turn Record Chart (the Russians still set up first, and the Germans still move first).
Scenario BRV2 "Run For Your Lives" Add to SSR4 "The German player receives one Roadblock and one Barricade counter."
Scenario BRV5 "Himmels House" End of Russian OB should read, "(See SSR 4)".
Scenario BRV8 "Polish Prize" The Germans set up should read "Set up on/south of hexrow D and west of the canal". Delete SSR3 and replace with "No German unit may enter a Bridge Location."
Scenario BRV9 "Jail House Rock" SSR4 Clarification- The Russian Smoke placement occurs only during the first Russian PFP.

The following errata for *Schwerpunkt II* was posted to the InterNet ASL Mailing List by Evan Sherry. It applies to copies purchased before 31st October 1997.

Scenario SP14 "The Green House" The American balance should read "Exchange the Japanese HMG for a MMG."
Scenario SP16 "Hilfe Kommt" The American Sets Up First. In the American group setting up within 3 hexes of 2208 should have two M4A3(76)w.
Scenario SP17 "Cross of Lorraine" The American Sets Up First. The German balance should read "American OB."
Scenario SP19 "Men From Mars" The Chinese/American Sets Up First.
Scenario SP20 "The Slaughter at Krutik" The 8-1 leader in Compania 8 should be a 8-0.
Add SSR #4 "The T34-M41's may set up in motion.
CLARIFICATION: The Axis unit entering on turn two is German.
Scenario SP21 "Johnny One" The British group with three 6-4-8's set up instructions should read "Set up on board 15, west of hexrow Q."
Scenario SP22 "Tod's Last Stand" The British balance should read "Delete the 2-4-7 from the HIP units."
The German SAN is 3.
The MMG in the British OB should be a British MMG.
SSR #2 should read "Place overlay ST3 on 43K5-J4. Grain is in season."

The following missing text from the bottom of both columns of the "New England ASL Scene" article in *Despatches From The Bunker #2* was posted to the InterNet ASL Mailing List by Vic Provost.

Bottom of column one:
"comeraderie when they were here: Bill Glasser and"
Bottom of column two:
"New England, our dreams came true."

The following errata for the *Paddington Bears '97-Pack* was posted to the InterNet ASL Mailing List by Paul Haseler of the Paddington Bears. It replaces all previous posted errata.

The number of * show the likely degree of impact on the scenario.

Scenario BBP11 * The CH setup graphic on the map could be misinterpreted. The text above the unit OBs (saying where to setup) is correct.

Scenario BBP13 * There was a fault on this scenario in some of the print run for CH; the French AFVs are 2xAMD35 Panhards (as mentioned in the historical conclusion text).

Scenario BBP15 "The Road To Mandalay" * All Burmese 336/136 MMC are treated as Conscripts (as printed on the Axis Minor counters).

Scenario BBP17 **** US Turn 1 reinforcements enter via the WEST edge (the orientation of the board diagram was changed to save page space and we forgot to revise this text line).

Add to German Turn 2 reinforcements: 9-1, 2x468, dmMMG.

Scenario BBP18 ** Delete the red 2 under the Japanese 9-0. The Japanese OB should include only 3x SMC: 10-1, 9-1, & 9-0 (plus 3x448, 3x447, 3x228, 2xMMG, 2xLMG, 1xMTR, 10x?, 2xTrench, 5xFoxhole, as printed).

WINTER OFFENSIVE '98

Continued from page 11

giving each their fourth win. Jeff and Alan paired up for the morrow, as did Drane and Slotwinski.

Come the morning I find that Bill Cirillo, who took off Saturday to be with his family in the D.C. museums, was also 3-0. He most likely couldn't get in 2 games on Sunday and paired up with John Appel.

Drane and Slotwinski do ASLUG's 'Escape at Dawn'. John's Russian tanks cruise down the road impervious to the plinking away of Scott's Axis Minor troops (Scott even wore dark green for the occasion) and soon John is 4-0. Alan Bills gets the Germans vs Jeff Coyle in 'Hamlet's Demise', with Jeff wearing his French Blue tee-shirt from ASLOK. Jeff's French stand strong until the end when they run out of room to fall back to and collapse all at once. Alan is 5-0 and facing John for the championship in 'Lash Out'.

Alan sets up everyone back at the hedge parallel to the board edge (questionable, in my opinion) and quickly loses a squad and the 9-2 to some long range MG fire from the two-hex building. I didn't think that Alan needed to leave soon, so it must have been the overall wear and tear from the weekend (or else the residual effects of the game against Jeff) that contributed to Alan breaking when faced with this personal morale check. John called me over to try to talk Alan out of conceding but I figured Alan knew his own mind best. He stuck out his hand, John shook it; and a new Winter Offensive champ was crowned. He joins the illustrious company of Bill "Fish" Conner, Mike McGrath, Guy Chaney, and "Threepeat" Steve Pleva. Alan comes in 2nd with 5 wins, while Jeff beats out Scott (and several other 4-1 pretenders) on the strength of his schedule. Bill Cirillo beats John Appel and goes 4-0, just missing the fifth game needed to make it official.

Everyone had a great time and we didn't lose too much money. Sounds like a smashing success. Again. See you next year, likely at a different place, probably at the same time.

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RETOUR A L'ECOLE

(BACK TO SCHOOL)

Most of you will know Philippe Leonard, as the designer of *KGP*, but for many years he has also hosted *Rencontres*, a quarterly *ASL* meeting in his home city of Brussels. Usually, this brings together a few dozen *ASL* enthusiasts from Belgium, Holland, France, and England, to play a scenario that no one has seen before.

The final round of 1997 was held at a school on the outskirts of Brussels, and this time Philippe organised something more ambitious. He researched and developed a number of historical scenarios depicting actions in a specific area of France on 18th June, 1940. The 18 *ASL*ers attending were randomly allocated to either the German or French side, irrespective of their actual nationality, and the fun began.

Each team had a pool of forces available which was not to be exceeded. All the scenarios had different VC and a force level of either Heavy, medium or light which meant a selection of 15, 20 or 25 counters from the pool.

THE GERMAN SIDE

Ian Daglish

The bargaining began, and our General (a pro-Stalin Belgian!) sat at the map table to hear the pleas of his officers. In my case, having selected to fight over rolling countryside against medium French resistance, I argued that I did not need any OBA (I hoped I would be moving too fast) but wanted more than my share of the available armoured cars. The same argument got me two of the three *SturmGeschutz* available. Interestingly, no one wanted any of the available motor cycles.

The play was fantastic. Not only a new scenario, but one in which the opposition was unknown. I had no way of knowing if my opponent's Concealment markers covered dummies (they did not), whether he had any HIP (he did not, although he fooled me by occasionally studying a piece of paper very hard!), and the first I knew of his mines and antitank gun was when my armoured cars drew their fire. In a hotly contested fight, I narrowly lost to the skilled play of my opponent, Alexandre Rousse-Lacordaire, but like everyone present had a blast.

Philippe Leonard put a lot of work into this, so I felt the idea should be shared as widely as possible. Yet another example of how *ASL* can be developed to add new interest.

THE TRENCHES

THE FRENCH SIDE

Shaun Carter

I volunteered for the job of team leader on the French side, a recipe for disaster as the French did indeed blame the English for their misfortune in 1940! On the German side Serge Bettencourt played Rommel in his own inimitable style.

We held an auction whereby players bid for the forces involved. This was a good natured affair held in the school corridor and ably assisted by Francois Boudrengrien and Alexander Rousse Lacordiere amongst others.



Allied Commander Shaun Carter listens to the advice of his sub-ordinates - no wonder the Allied lost the war!

So to battle with my heavy French resistance on map boards 20 and 23 at Epinal. I was tasked with holding two bridge locations and preventing occupation of 5 buildings with LOS to the same in a game of seven turns. My opponent, Nicolas Fausot from Paris was a gentleman and as is often the case at *Rencontres* an able player. As this was a fog of war situation I expected a German tank attack and selected 2 25LL AT guns, a 75mm 1897 gun, 9 squads, roadblocks covering both bridges, a 9-2 leader and a 75mm OBA module. However this did not prepare me for what followed.

The German force was primarily in-

fantry with a 33FP kill stack directed by 9-2 leader on the 2nd level of a map board 20 building with a devastating field of fire. To make things worse I illegally put the 75mm gun in a building, as was soon pointed out to me on turn 1!

As usual in any game of *ASL* the dice were favourable and capricious in turn, the best example being a CH on his kill stack by the 75mm gun on an Area shot immediately followed by a dud for no result! That stack then went on to dominate the board, destroying some 60% of my forces including the leader directing the OBA and several important defensive positions.

I had committed the cardinal sin of setting up a front loaded defence without the aid of HIP or concealment. In addition I had not studied the map in sufficient detail, concentrating upon distributing the available troops to the other players. Even the addition of 2 Renault 17m tanks by Philippe could not save the day as I unwisely threw them straight into the path of a German 20mm AA gun and a captured 25LL, both being dispatch within a turn of each other.

My gallant French held one bridge under constant fire from a *Stug* IIIB and a 105 module of OBA before succumbing to a CH. The other flank crumbling under the firepower of the kill stack and a succession of half squads and squads crossed the other bridge absorbing all the fire power I could throw at them.

The game lasted until the final turn when Nicholas fulfilled his VC and I had run out of men. I had been taught another hard lesson in the *ASL* school of excellence, earning myself some well deserved disparaging remarks from Philippe about the quality of my play in the process!

Overall we lost 6-3 in several very tight but enjoyable games. I would count the day as a great success in that the fog of war prevailed for the most part. It forced players to think harder and not be able to treat a game as if it were a chess problem to be solved as is so often favoured by players. A luxury a real life commander would never have.

Thanks to Philippe for designing the scenarios and to all the players taking part, particularly Vincent Kamer for such a warm welcome. I will be going back to school again at the earliest opportunity, probably next March.

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THE CRUSADERS

My sermon for this episode of *VFTT*, with *BERSERK* in mind, is “looking after other peoples’ gaming gear”. As a tournament organiser I have seen people selflessly loan out their equipment to others to enable them to enjoy their gaming only to see it not be returned in the condition that it was loaned.

Supporting *ASL* is a huge investment for all of us. Not only have all the modules, boards and other paraphernalia to be purchased but one also has to get hold of as much of the third party stuff as still is in print. In fact a Potato with the *ASL* logo would be a sure fire seller; I am absolutely certain of it. My gaming regular, Dave, will not allow a drink or food anywhere near the table when we play at his place. We all have our own little foibles and this “house rule” was obviously learned the hard way.

The message I am attempting to impart is that whenever someone does you the great honour of allowing you to use their stuff please do treat it exactly as if it was your own and return it in the condition in which it was loaned. I would also add if you discover gaming equipment that is clearly not yours and appears to lack a good home it most certainly does not. Someone, somewhere, in the frantic action that characterises tournaments, will have misplaced it and the rightful owner will be cursing his missing board 1 when trying to next play *Guards Counterattack* with a new *ASL* convert. If you rescue something at a tourney do not regard it as a spoil of war but hand it in to the tournament organiser so that its rightful home can be found.

Speaking of which, I do still have a Plano Box full of counters and a module with a large number of un-punched counters that were left behind at *INTENSIVE FIRE* last year. Amazingly nobody has contacted me to say these items have been lost. Mmmmmm. Is there someone out there reading this who is actually not regularly playing *ASL*? Please let me know if you have lost anything, obviously giving me the details of what you have misplaced, and I will ensure they are returned: and will even pay postage. I can’t say fairer than that!

Now, volunteers to help me improve my Crusader Rating at *BERSERK*?

Yours in gaming,
Neil Stevens

PS If you are online check out the new Crusaders web site at <http://freespace.virgin.net/david.schofield1/crus.htm>. It’s still under development, but all comments are welcome.



THE CRUSADERS PRODUCT PRICES

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David Schofield and Neil Stevens dress up for a night on the town. Or something.

A CALL TO ARMS

This is the latest edition of the UK ASL Players Directory.

It is broken down by country. Within the country, players are listed according to the county they live in.

ENGLAND

Steve Cocks, 3 Tavistock Drive, Belmont, Hereford, HR2 7XN
Martin Hubley, 158 Walpole Road, Wood Green, London, N17 6BW
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX
Nigel Ashcroft, 67 Redland Road, Redland, Bristol, Avon, BS6 6AQ
Neil Piggott, 35 Hebron Road, Bedminster, Bristol, Avon, BS3 3AE
Martin Vodden, 21 Cheshire Park, Warfield Green, Bracknell, Berks, RG12 6XA
Steve Crowley, 58 Portlock Road, Maidenhead, Berks., SL6 6DZ
Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ
Paul Kettlewell, 15 Willowherb, Watermead, Aylesbury, Bucks., HP19 3FH
Peter Bennet, 84 Littlebrook Avenue, Burnham, Bucks., SL2 2NN
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HJ
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR
Andy Ralls, 11 Etridge Close, Bushey, Watford, Bucks., WD2 3PF
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB
Iain Mackay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire,
Andrew Dando, 52 Redhouse Lane, Disley, Cheshire, SK12 2HP
Alan Leigh, 190 Hurdsfield Road, Macclesfield, Cheshire,
Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, SK12 1BB
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW
Martin Sayers, 38 Syddall Street, Hyde, Cheshire, SK14 1JH
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT
Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE
David Schofield, 11 Longfiled Drive, West Parley, Ferndown, Dorset, BH22 8TY
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR
Derek Cox, 25 Crampshorn Walk, Chelmsford, Essex, CM1 2RD
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP
Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2
Sandy Goh, 12 Morningson Road, Radlett, Herts., WD7 7BL
Michael Rhodes, 23 Ash Grove, Melbourn, Royston, Herts., SG8 6BJ
Paul Ryde-Weller, 44 Farn Way, Watford, Herts., WD2 3SY
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberside, HU13 0NA
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent,
Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU
Ian Pollard, 8 Fiveash Road, North Fleet, Kent, DA11 0RE
Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET
Jon Williams, 4 Hanbury Drive, Biggin Hill, Westerham, Kent, TN16 3XN
Andrew Saunders, 22 Douglas Avenue, Layton, Blackpool, Lancs., FY3 7AL
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN
Charles Markuss, 23 Melrose Road, Littlelever, Bolton, Lancs., BL3 1DX
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs., BL2 6PL
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG
Ulric Schwela, 6 Castle Court, West Road, Lancaster, Lancs., LA1 5PE
Chris Tomlin, 19 Moorgate, Lancaster, Lancs., LN1 3QF
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ
Steven Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL
Jeff Hawarden, 9 Laburnum Road, Helmsford, Rossendale, Lancs., BB4 4LF
Pete Phillippis, 49 Lombardy Rise, Leicester, Leics., LE5 0FQ
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA
Philip Bohin, 2 Manor Road, Northorpe, Gainsborough, Lincs., DN21 4AA
Karl Brown, The Games Store, The Manor House, Lincoln, Lincs., LN6 9DG
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU
Flerg, 38 Park Avenue, Hounslow, London, TW3 2LX
Michael Chantler, 201 Grays Inn Road, London, WC1 8UW
Hugh Kernohan, 6 Parklands Road, London, SW16 6TD
Jean-Denis Martin, 33 Rothesay Avenue, London, SW20 8JU
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, N11 1RF
Mike Kerfoot, Rugby Tavern, Rugby Street, London, WC1
Lee Brimmicombe-Wood, 128d Barking Road, Canning Town, London, E16 1EN
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Nick Quinn, 21 Roxwell Road, Shperd's Bush, London, W12 9QE
Dr. Mike Batley, Doctors Mess, North Middlesex Hospital, Stirling Way, London, N18 1QX
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP
Santiago Lopez, TF 1.7 Owens Park, 293 Wimslow Road, Fallowfield, Manchester, M14 6HD

Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW
Derek Jones, 12 Rakersfield Court, New Brighton, Merseyside, L45 1NR
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ
Tristram Maclean, 9 Carlyon Mansions, Carlyon Road, Alport, Middx.,
Lee Winterbone, 47 Locket Road, Wealdstone, Harrow, Middx., HA3 7NQ
Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ
Chris Courtiour, 79 Belmont Road, Wealdstone, Harrow, Middx.,
Phil Nobo, 6 Milton Road, Ickenham, Middx., UB10 8NQ
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., UB10 8NQ
Bob Runnicles, 34 Albury Drive, Pinner, Middx., HA5 3RE
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA10 1AJ
Jackie Eaves, 1 Bowling Parade, Ridgewater Road, Wembley, Middx., HA10 1AJ
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB
Mike J. Harker, 22e Richardson Road, Newcastle Upon Tyne, NE2 4BH
Michael Rudd, 52 Woodbine Road, Gosforth, Newcastle Upon Tyne,
Scott Greenman, 2 Oak Avenue, Killinghall, North Yorks., HG3 2RT
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ
Geoff Gower, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ
Christopher Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT
Jonathan Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP
Tony Hayes, 11 Upper Fisher Row, Oxford, Oxon, OX1 2EZ
Darren Clahanne, 40 Atwell Close, Wallingford, Oxon, OX10 0LJ
Toby Pilling, Cedar Court, Brookfield Close, Winterbrook, Wallingford, Oxon, OX10 9EQ
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, S17 4FR
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, TF5 0NW
Paul Case, Falt 8, 19 Park Street, Taunton, Somerset, TA4 3JP
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ
Lee Bray, Flat 4, 13 Kingstone Hill, Kingston Upon Thames, Surrey, KT2 7PW
Derek Totcher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Ivor Gardiner, 27 Taylor Avenue, Kew, Richmond, Surrey, TW9 4EB
Derek Briscoe, 129b Melfort Road, Thornton Heath, Surrey, CR7 7RX
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP
Steve Grainger, 23 Winterton Road, Birmingham, W. Mids., B44 0UU
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Kevin Croskery, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP
Bob Groves, 56 Hall Orchards Avenue, Wetherby, W. Yorks, LS22 6SN
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ

SCOTLAND

Steven Trease, 67 Gaim Road, Aberdeen, AB10 6AP
Paul Saunders, 59 Grampian Gardens, Arbroath, DD1 4AQ
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA
Johan Flatseth, Kelvin Lodge, 8 Park Circus, Glasgow,
Oliver Gray, 84 Tarvit Drive, Cupar, Fife, KY15 5BH
Richard Adams, 14a Hill Street, Inverkeithing, Fife, KY11 1LP
Richard Kirby, 20 Dawson Avenue, Howden, Livingston, Lothian, EH54 6AJ
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF

WALES

C. Jones, Deer Park Lodge, Stepside, Narbeth, Pembrokeshire, SA67 8JL
K. Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP

IRELAND

G. Ferguson, 42 Rydalmer Street, Belfast, BT12 6GF

If there are any mistakes, please let me know so I can correct them for the next edition.

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NON - COM-MUNICATION

*Non-Com: a non-commissioned officer, a squad leader
Communication: to talk, exchange ideas.*

NICK BROWN, LEICESTER

I thought that *VFTT* was very provocative in the views expressed on the Critical Hit action. Avalon Hill have only themselves to blame for not supporting the game for about three years in the early '90s. However they have spent the time and resources on developing the thing in the first place and without copyright protection it's probable that no serious games would ever be developed and marketed.

DEREK TOCHER, SURREY

I thought your piece on AH vs CH was well written and gave a pretty balanced view of the situation. Thankfully it looks like the two have been able to come to some kind of agreement.

I saw your announcement about the new UK AREA ladder on the 'list'. Just one thing about that, Russ Gifford gets a bit upset if he thinks we are duplicating the AREA listing so if you could make sure and refer to it as the 'Crusaders Ladder' or some such, in the future it will avoid rubbing him the wrong way.

I also hope you can find room for a full Intensive Fire report in the next issue and not just a few photos.

Is it about time for a new 'Call to Arms' listing? I think issue 11 was the last time we saw one. With it being time for the Crusaders to re-subscribe it might be appropriate.

NICK LAW, KENT

Woke up yesterday morning and thought 'There's a VftT waiting for me', and I went and looked in my pigeon-hole, and there was issue 16. Spooky, or what? Perhaps I can go on that show with Carol Vorderman... :-)

NIGEL ASHCROFT, BRISTOL

Read issue 16. Gosh a mega doom and gloom made me feel like going out and massing all the ASLer's and committing mass ritual Hari-kari in front of the AH offices:-) But not all is lost, I don't think AH will be able to stop someone like Ray in the long run. But what a waste of bucks. why don't they pour it into producing ASL stuff - morons.

If AH think they own the intellectual feel they are wrong, the guy who does is Von Reiszitz in 1824 when he produced *KriegsSpiel* for the German General staff to conduct TEWTS (Tactical Exercises Without Troops). I own a copy of the English translation. ASL really is a slightly more complex version of this at the end of the day :->

This is typical of a court, they don't understand it so if the other side is not present to challenge they grant the order anyway. If the other party was present then it would have been different (I've seen this done many times over here in court). The ploy is to not have the other party to contest it, so it gets you the order and then everyone else thinks "oh shit".

In other words don't panic. Nobody has the right to stop you producing the magazine as a forum to pass information. You don't have to have their counters displayed, the counter information could be just listed. Look at technical data on tanks. There may be a dip for now whilst this is sorted out but keep going.

I find the magazine great and look forward to each issue

IAN DAGLISH, CHESHIRE

You may be amused by the following response from Tom Repetti following Mark McGilchrist's letter in the last *VFTT*. What a modest lot we are!

Ian,

Thanks much for all the info. Good luck in the vote - hope all your obvious hard work pays off with customer appreciation.

As to your comments "By the way, I was amused by the letter from Mark McGilchrist in the last *View From the Trenches*, who was 'pleased to see my name in print, particularly next to the likes of Tom Repetti and Ian Daglish'. Don't know about you, but I felt well flattered!"

I saw that too, and I felt the same way. Aw, shucks.

Tom

FRITZ TICHY, AUSTRIA

What follows is a small personal story that isn't even related to ASL, but to SL. This is the perfect place to acknowledge a man who is for sure one of the good guys on the globe.

I vividly remember how awfully long I waited for *GI: Anvil of Victory*. The thing was delayed over and over again. Then, all of a sudden, it was out. Unbelievable. And I was going to have a London trip for another reason.

First thing I did was going to Oxford Street. There was that big "Games Center" I knew about from earlier visits. And guess - they did not have it, but it was due "any time". OK, so after that two weeks in London I again visited the shop. That was 4 or 5 hours before I had to board my plane. I urgently wanted to buy it here, as surface mail-ordering from TAHGC would mean another 10! weeks waiting. Waiting while you know the thing exists and every American could play it every evening while I was starving to death. At that time I had played all the scenarios that were published numerous times. We were HUNGRY!

OK, climax of the story: The game had arrived mere minutes before I entered the shop, but only one copy pre-delivered to have one look at (for ad purposes to know what's in it?). The full load would come in about a week. The copy that came was already reserved by a staff member of the shop. I was very disappointed. But then a wonder happened. One of the guys there called that lucky owner of the most awaited pack of paper and cardstock in the civilised world. His name was "Neil" and I told him that I would want to have it

because for him, Neil, it would mean another few days to wait, while I would have to wait for 2 1/2 months. Neil spoke with me a few words, and then told me he would LET ME HAVE HIS COPY!! I could not believe it, but he was serious about that. The only condition: I should come later, as he hadn't opened it yet, and he cannot give it away without looking at it.

Later he really let me have it, we chatted about playing SL, and I had to run for my plane. I spent the night at Heathrow airport (some strike or similar thing spoiled the scheduled flight), but I wasn't bored at all! :)

That was the most impressive example of international SL gaming comradeship I could imagine, that man sacrificed for a week all the fun he has been waiting for years like me, just to shorten my torture for 2 1/2 years.

Neil, wherever you are in the UK, and although the only thing that still exists from that module are the boards, I owe you what! A toast to a man with a very big & soft heart!

MIKE REED, UNITED STATES OF AMERICA

Couldn't help but chuckle when checking out the World Cup Soccer draw the other day. The US vs. Germany, taking place in France. The more things change, the more they stay the same... :-) (of course, this time around, the US will be the marked underdog).

Also wondering just how much it cost Argentina to get such an easy draw. I guess 'the hand of God' also reaches into fishbowls... :-)

XAVIER VITRY, TAHITI

Life in Tahiti is quite pleasant, but as far as ASL is concerned, it's terrible! ... :-) (I've quickly learned to Pb(e)m indeed!)

Any ASLer willing to visit me here is invited, so if you've got time, just tell me when and I'll make you visit the area (as long as you agree in playing a couple of scenarios against me :-)

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BERLIN: RED VENGEANCE

Continued from page 13

available for \$25.00 (plus \$2.50 shipping and handling; \$5.00 outside the USA) from Heat of Battle, PO Box 15073, Newport Beach, CA 92659, United States of America (in the UK, contact The Crusaders, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE).

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THE AUSTRALIAN BALANCING SYSTEM

Guy Chaney and Mike McGrath

This article originally appeared in several issues of the now-defunct 'zine Fire For Effect. Permission has since been granted for it to be freely distributed, and I have been waiting for ages to have space to do just that. This combined issue of VFTT gives me just that opportunity - Pete.

In the Australian Balancing System (ABS) each side is given three levels of handicapping: x1, x2, and x3. In all cases the handicaps grow progressively more powerful as you move from one to three. An asterisk beside the handicap level indicates the AH balance provision. The handicaps are not cumulative unless stated as such. For example, in ASL 1 handicap R3 includes both R1 and R2 since R2 is stated to contain R1.

For each scenario we list our preferred playing. Those unfamiliar with a scenario can use this as a guide at the conventions. Just choose a scenario, use our preferred playing and roll dice for sides. Otherwise, is up to the players to decide which levels will be acceptable for the scenario they have chosen. There are three ways of doing this.

CHOICE A

Each player secretly chooses which side he prefers. If the players choose different sides, play the scenario as published. If both want the same side, either player may reverse himself and take the other side straight up. If neither does, each player then secretly bids using the ABS system choosing a level of handicap (0-3) for the preferred side. The player choosing the highest handicap gets the preferred side but gives up the handicap he bid. The lower bidder receives the other side. If both players choose the same level of handicap for the preferred side, then make a DR for sides. The high roll receives the preferred side but with the handicap (or none if both bid zero) both players bid, the low roll receives the other side. This sounds confusing but is actually very simple.

Here's an example using 'Defiance on Hill 30'. We both prefer to play the Germans. Since we've chosen the same side, and neither of us wishes to revert to the US, we must bid. Mike bids G1, Guy bids G2. Guy wins the bid, so he plays the Germans at AO (no balance). Mike plays the U.S., but receives the German G2 handicap (which is add a Hero, 337 HS, change the U.S. 8-0 to an 8-1, and the reinforcements enter automatically on turn 4).

In another playing, both players bid G1. In this case a DR is made. Mike wins the DR and plays the Germans with AO; Guy

gets the U.S. and G1 which is add a Hero to the U.S.

You will notice that the handicaps are reversed from the scenario cards, i.e. G1 actually helps the U.S. This is why we refer to them as handicaps, the other side is receiving the help.

CHOICE B

Both players agree on what level of handicap for each side will constitute a balanced playing of the scenario. Having decided this, both players make a DR. The high roller takes the Axis. Players could also negotiate sides and handicaps if they feel comfortable doing so. However, if either player is afraid of being "sharked" then negotiation is NA, roll the dice for sides after choosing the handicaps.

CHOICE C

Choice C adds another element of strategy to the game, and a bit of guesswork. In Choice C, both players secretly choose a side and handicap level simultaneously, with no prior discussion. Then the scenario is played using whatever has been chosen. If both players choose the identical side and level, resolve the matter the same as in a Choice A tie.

EX: In 'The Czerniakow Bridgehead' Mike may strongly favor the Russians while Guy may slightly favour the Germans. Mike therefore chooses R2 so if he does end up with the Germans he has some balance to assist him. Guy chooses G1 for the same reason. In this case Mike gets the Russians but has to give up the R2 handicap. In consolation he receives the G1 handicap. Be aware that Choice C adds another element of strategy to the game as a player must be careful not to under or overbid. Choice C favours those who have played the scenario in the past.



ASL 1 - FIGHTING WITHDRAWAL (R1, F1)

R1- Increase Game Length to 8 turns.

*

R2- R1 and add a 10-1 leader to the Finnish OB.

R3- R2 and add a HMG to the Finnish OB.

F1- Russians do not suffer Ammunition Shortage. *

F2- F1 and add a 447 and LMG to the Russian OB.

F3- F2 and exchange the Russian 8-1 leader for a 9-2.

'Fighting Withdrawal' was covered in an issue of FFE.

ASL 2 - MILA 18 (P1, G2)

P1- The German needs to earn only 1.5 times the Jewish player's Casualty Points instead of double, or Mop Up only 22 of the 33 buildings without losing more Casualty Points than the ZOB. *

P2- P1 and the Germans may freely deploy their squads prior to Game Start.

P3- P2 and exchange the German 9-1 leader for a 9-2.

G1- Germans are considered Inexperienced. *

G2- G1 plus the Partisans receive three additional Fortified building locations which may not be exchanged for tunnels, and No Quarter is in effect for both sides.

G3- G2 and add two 337 MMC to the Partisan OB.

'Mila 18' is not one of our favourites, but here it is anyway. In our experience the Partisans get clobbered if they opt for a firefight with the SS, but may win if they hide and try to keep the Germans from meeting the Mopping Up or CVP VC. Hiding in the sewer is a great way to avoid the CVP loss. The Germans must begin to Mop Up right away, remember that each rowhouse hex must be Mopped up separately. We would like to see the Partisans fight, not hide, and still have a good chance to win. We chose the recommended playing based on this. This scenario is not very exciting and is probably among the least played in the game.

ASL 3 - THE CZERNIAKOW BRIDGEHEAD (R0, G0)

R1- Add a SPW 251/1 to German OB.

*

R2- R1 and add a 467 to the German OB.

R3- R2 and exchange a German 8-1 leader for a 10-2.

G1- Treat the Kampinos Battle Group as Fanatic. *

G2- G1 and the Kampinos Battle Group does not suffer Ammunition Short-

age.

G3- G2 and apply a -1 DRM to the SSR2 NMC.

This is a good, even scenario. We enjoy playing it even more at R1, G1. The SPW adds a lot of fun to an already good game. This one deserves more playing at the tournaments. Our recommended playing considers balance only, not variety or excitement level. Thus the R0, G0 rating for this one instead of the R1, G1.

ASL 4 - THE COMMISSAR'S HOUSE (G0, R0)

R1- The first three DC removed from play for any reason are returned to the German unit which last possessed them for use as a new DC. If that unit has been eliminated prior to this, that extra DC is lost. *

R2 - R1 and reduce the Russian SAN from 6 to 4.

R3 - R2 and exchange the German 10-2 leader for a 10-3.

G1- Exchange the Russian HMG for a .50 cal HMG.

G2- All Russian occupants of building 20Z3 are considered fanatic while in that building. *

G3- G1 and G2.

'The Commissar's House' is one of the classic scenarios. A good, old-fashioned blood-bath.

ASL 5 - IN SIGHT OF THE VOLGA (R2, G0)

R1- Game ends after nine turns. *

R2- R1 and add three 467s to the German OB.

R3- R2 and add a HMG and MMG to the German OB.

G1- Russian forces are considered Fanatic but ELR is only 2. *

G2- G1 except ELR is 3.

G3- G2 and exchange the Russian 9-1 leader for a 9-2.

The scenario is heavily Pro-Russian. The Germans need some extra forces to stem the tide of 628s flowing across the river. The Germans need to push hard and fast in this one.

ASL 6 - RED PACKETS (R2, G1)

R1- Exchange the 9-1 AL for a 9-2 AL. *

R2- R1 and add a PSW 231(8R) to the German OB.

R3- R1 and add a SPW 251/1, 468 MMC, and ATR to the German OB.

(Note: When using R2 or R3, the Russians still need to destroy only the three original German AFVs to fulfil the second part of the VC).*

G1- Add fourth 447 and squad-sized

motorcycle to Russian OB. *

G2- G1 and Russian AFV crews have a Morale of 8.

G3- G2 and add an ATR to the Russian OB.

We feel this one is a bit pro-Russian and the 9-2 AL is not enough help. The extra AC evens things up, especially with the irritating B11 of the German MAs. A fast playing shoot 'em up scenario.



ASL 7 - DASH FOR THE BRIDGE (R2, G2)

R1- The SSR4 secret dr is halved (FRU). The # of turns later for re-entry remains equal to the final dr.

R2- R1 and add one PSK to the German OB. *

R3- R2 and add a PaK 35/36 AT gun and 228 crew to the German OB.

G1- Any German leaders left off board must be the best still available. *

G2- G1 and delete a SS squad and the 7-0 from the German OB while adding a 447 MMC to the Russian OB.

G3- G2 and delete a second SS squad.

We attempted to fix this scenario as well as balancing it. As it stood originally, the Russian could win by exiting the first eligible board 20 road hex and hoping for a "6" on the secret dr. To defend this the German was forced to leave units off the map. However, the Russians could blow by the first exit area and go for the second or third and, with a high dr, still blow by most of the German defence for an easy win. In short, too much depended on that dr. If the Germans leave enough units off board to totally negate the dr, the scenario becomes very dull. Again, the dr rules. Our handicaps seek to lessen the effect of the dr while leaving it in play. The dr concept is the heart of the scenario so it cannot be deleted. At the same time the Russians must be given a good chance to push through a stiffer German defence. With the halving of the dr few or no units will be left off map.

ASL 8 - THE FUGITIVES (R1, G0)

R1- Add an 8-1 Armour Leader to the German OB. *

R2- R1 and exchange one German

MMG for a HMG.

R3- R2 and add a SPW 251/1 to German Group #1.

G1- Shorten game to eight turns. *

G2- G1 and add a 447 to Russian board 20 units.

G3- G2 and Russian reinforcements enter on turn 4.

'The Fugitives' is one of our favourite scenarios. We like giving the Germans the 8-1 AL, but it is very even and worth repeated playings.

ASL 9 - TO THE SQUARE (G0, R1)

R1- Add a 467 and LMG to the German OB.

R2- Shorten game to 9 turns. *

R3- R1, R2 and exchange the German 9-1 leader for a 9-2.

G1- Lengthen game to 11 turns. *

G2- G1 and add another 8-1 leader to the Russian OB.

G3- G2 and exchange the Russian 9-1 leader for a 9-2.

We feel 'To The Square' is ever so slightly pro Russian. The extra squad and machine gun helps cover some more ground and provides enough help that we would accept either side. The AH balance was moved to level 2 as we feel the scenario favours the Germans at 9 turns length. This is much stronger than R1 in our opinion. Another enjoyable scenario.

ASL 10 - THE CITADEL (R1, G0)

R1- The Germans receive a fourth StuG IIIB. *

R2- R1 and add a 9-2 Armour Leader to the German OB.

R3- R2 and add 10 concealment counters to the German group which starts on board 20.

G1- The Russians receive a +1 drm to their MPH dr.

G2- The Russians may completely fortify any one building of their choice. *

G3- G1 and G2.

We covered 'The Citadel' in depth in an issue of *FFE*. It remains one of our favourites.

ASL 11- DEFIANCE ON HILL 30 (G2, US0)

G1- Add a Hero to the initial U.S. forces.*

G2- G1 and exchange the U.S. 8-0 for an 8-1, add a 337 hs to the initial U.S. forces, and U.S. reinforcements enter automatically on turn 4.

G3- G2 and add a 747 squad to the U.S. initial forces.

US1- Change one of the German LMG

to a HMG. *

US2- Exchange the German 9-1 for a 9-2.

US3- US1 and US2.

'Defiance On Hill 30' is an enjoyable, balanced scenario when played with these changes. The U.S. can definitely win half the time now.

ASL 12 - CONFUSION REIGNS (G0, US0)

G1- The required Victory Condition ratio of German:US CVP is reduced from 2:1 to 3:2. *

G2- G1 and add a 8-1 leader to the US forces.

G3- G2 and exchange a US MMG for a .50 cal HMG.

US1- Add a 7-0 leader to German forces.*

US2- US1 and exchange the German 8-0 for a 9-1 .

US3- US2 and add a MMG to the German OB.

'Confusion Reigns' is an interesting action which is fairly even . More people should try it at the conventions.

ASL 13 - LE MANOIR (G0, US1)

G1- Replace one German HMG with a MMG. *

G2- G1 and exchange the US 8-0 for a 9-1 .

G3- G2 and delete the German Hero.

US1- The US must be reduced to five unbroken squads/equivalents (not four) to result in an automatic German win. *

US2- US1 and add a 468 squad to the German forces.

US3- US2 and all Germans in building 406 are considered fanatic.

'Le Manoir' tends to be very dicey. The outcome depends almost exclusively on how much ROF the German gets with the MGs. There is ready no way to correct this without completely overhauling the scenario design. 'Le Manoir' should probably see a wide range of outcomes. Many contests may be tightly fought, but just as many will be wipe outs for one side or the other depending on the ROF results. This can be a fun one for playing at home, but we would avoid it at the tourneys.

ASL 14 - SILENCE THAT GUN (G2, US2)

G1- Building 3N1 has no second level. *

G2- G1 and delete two 436 squads from the German forces while also exchanging the US 7-0 leader for a 9-2.

G3- G2 and delete the German MMG.

US1- The American sets up first. *

US2- A bazooka critical hit vs. the AT Gun does not destroy the weapon. The gun's manning infantry is eliminated, but the gun suffers a malfunction. If already malfunctioned, the gun itself is unaffected by the critical hit.

US3- US1, US2, and exchange four 436 squads for 447s.

'Silence That Gun' has always been decidedly pro-German. Our first choice would be to add a couple of squads to the US force, but since the scenario aftermath is specific about the number of paratroopers present, we felt we could not do this. The Germans were weakened instead. US2 is more of a scenario correction than a handicap . It was always a killer to lose the AT Gun to a stinking Critical Hit. A scenario should not be won or lost by a single lucky DR. We have seen it happen several times in this one, the Germans would be kicking hell out of the US when, Wham! a bazooka round would end the scenario and leave the German player in a nasty mood. We wanted to eliminate that possibility. A deuce on the effect roll of a bazooka hit could still possibly do this, but the hit must be obtained and the gun crew chosen by a random selection dr, don't leave it alone for this purpose. With the recommended handicaps, this can be a good scenario.



ASL 15 - TRAPPED! (US0, G0)

G1- The German ELR is 3/2 not 4/3. *

G2- G1 and add a 747 MMC and a MMG to the US forces.

G3- G1 and add two 747 MMCs and a HMG to the US forces.

US1- The German must exit nine (not ten) unbroken squad equivalents off the south edge to win. *

US2- US1 and exchange one German MMG for a HMG.

US3- US2 and exchange the German 9-1 leader for a 9-2.

This is an interesting scenario, but is too lengthy for most tournaments.

ASL 16 - NO BETTER SPOT TO DIE (G2, US0)

G1- The Germans win if they control

four building hexes on board 24 at game end. *

G2- G1 and add two 747 squads, 2S foxhole capacity, and a 7-0 leader to the US forces.

G3- G2 and add a M2 mortar and bazooka to the US forces.

US1- The Germans win if they control two building hexes on board 24 at game end. *

US2- US1 and exchange a German MMG for a HMG.

US3- US2 and the US AT Gun must set up on board concealed.

The US has always needed a couple more squads in this one. 'No Better Spot To Die' is a short, fun scenario. With the handicap system it is balanced as well.

ASL 17 - LOST OPPORTUNITIES (G2, US0)

G1- The Germans win instantly if they currently control five buildings on board 1. *

G2- G1 and add two 747 squads to the US forces.

G3- G2 and the German ELR is 1.

US1- The Germans win instantly if they currently control three buildings on board 1. *

US2- In SSR2 change "nine" to "five".

US3- US2 and add a 9-2 leader to the German forces.

We covered 'Lost Opportunities' in an issue of *FFE*. We like the scenario when played as above. It is another good tournament sized action.

ASL 18 - THE ROADBLOCK (G2, US0)

G1- The German Movement Secret DR (SSR 4) is subject to a -1 DRM. *

G2- G1 and add two 747 squads and a 8-1 leader to the US reinforcements which will all enter automatically on turn 7 if not yet received.

G3- G2 and exchange the US 8-0 leader for a 9-2.

US1- Extend Game Length to 12 ½ turns. *

US2- US1 and the Germans receive a +1 DRM to the SSR4 Secret Movement DR.

US3- US2 and exchange a German LMG for a HMG.

The US tended to get steam-rolled in this one. The five initial US squads have a hard time slowing down, much less stopping, nineteen German first line squads with armor support. AFV Smoke helps to get the attack rolling across that open ground. The US needs more men to plug the gaps and stop the German advance.

ASL 19 - BACKS TO THE SEA (US0, G2)

US1- Increase German ELR to 3. *

US2- US1 and increase game length to 8 turns.

US3- US2 and change one of the 8-0s to a 9-1 in the German OB.

G1- Change the 9-1 leader to a 9-2 in the American OB. *

G2- G1 and eliminate 2 squads, 2 MMG's, 1 LMG, 1 MTR, and a 8-0 from the German OB.

G3- G2 and eliminate one more squad and the last MMG from the German OB.

This scenario has been covered heavily in other places.

ASL 20 - TAKING THE LEFT TIT (US2, G0)

US1- Increase German ELR to 3. *

US2- US1 and add two 467's and a 9-1 to the German OB.

US3- US2 and add an additional 467, one LMG, and 6 AP mine factors to the German OB.

G1- Extend game length to 8 ½ turns.

*

G2- G1 and add an 8-1 to the US OB.

G3- G2 and change the US 9-1 to a 9-2

This scenario is heavily pro American. The US has a great deal of FP and the German player will see his puny force broken and unable to rally. With only 2 leaders and the inability of units to rout normally at night or easily lose DM, the Germans are hurting. The German is also on a hill so alot of the time he won't even be getting the night DRM bonus.

ASL 21 - AMONG THE RUINS (US0, G1)

US1- The American wins by exiting at least 12 (not ten) Good Order squads (or their equivalent).*

US2- US1 and add one 548 and a LMG to the German OB.

US3- US2 and add a Flakfierling and crew to the German OB.

G1- The American wins by exiting at least eight (not ten) Good Order squads (or their equivalent).*

G2- G1 and add a M4A1 tank to the US OB.

G3- G2 and add a HMG to the US OB.

This is one of the all time greats. Two good OB's slug it out over a rubble strewn city board. Throw in some tanks, a flamethrower, and the AA gun, and you have one fun scenario.

ASL 22 - KURHAUS CLASH (US0, G1)

US1- Interrogation rules (E2) are in effect.*

US2- US1 and increase game length to 8 turns.

US3- US2 and add a 658 and a LMG to the German OB.

G1- Exchange five 666 squads for five 667 squads.*

G2- G1 and exchange the 9-1 for a 9-2 in the US OB.

G3- G1 and add a 9-2 to the US OB.

'Kurhaus Clash' slightly favours the Axis. The 9-2 with most of the MG's will be blazing away from the upper levels. The assault guns will drive behind the Americans and fire smoke. The SS are always tough and the Americans have a lot of front to defend.



ASL 23 - UNDER THE NOEL TREES (US0,G0)

US1- The US tank destroyers can setup HIP but are revealed normally.

US2- Lower the German AFV exit requirements by one.*

US3- US2 and the US tank destroyers may not set up HIP.

G1- The American may use HIP for two squads and any SMC/SW in the same location with them.*

G2- G1 and add a 9-2 Armour Leader to the US OB.

G3- G2 and add a .50 cal HMG and a 44 BAZ to the US OB.

'Under the Noel Trees' is a pretty good scenario but is very dicey. Victory in this one is usually determined by the ROF rolls of the US tank destroyers. Other than the dice factor it is a fun and even battle. We felt the AH balance for the Germans was too powerful and so made it US2 instead of US1. This is one of the occasions where the AH balance is strong enough to change the scenario balance.

ASL 24 - THE MAD MINUTE (US0, G2)

US1- Increase game length to 9 game turns.*

US2- US1 and add a HMG to the German OB.

US3- US2 and add a 9-2 armor leader to the German OB.

G1- Add eight "?" to the American

OB.*

G2- G1 and add a HMG, two 747's, two 44 BAZ's, and a 9-2 leader to the US OB.

G3- G2 and add another 57L AT GUN and crew to the US OB.

This scenario has been covered extensively in other places.

ASL 25 - GAVIN'S GAMBLE (US0,G2)

US1- The American must exit units worth at least 25 casualty points.*

US2- US1 and exchange the 9-1 for a 10-2 in the German OB.

US3- US1 and add a 10-2 to the German OB.

G1- The smoke screen starts the game with an initial Hindrance Strength of and4.*

G2- G1 and eliminate the field phone, one of the 8-0's, one 548, one 447, four 436's, two LMG's, one 20L AA gun and crew from the German OB and reduce the American exit requirements to 10.

G3- G2 and eliminate the 88L and crew from the German OB.

We thought about eliminating the entire German OB in this one but thought if we did that it would be about 75% pro American and would be fairly boring for the German player (C'mon current!). Seriously, the Americans need major help in this one and hopefully G2 will provide enough to make it even.

ASL 26 - TANKS IN THE STREET (US0,G0)

US1- The German player must Control six multi-hex buildings. *

US2- US1 and change the 9-2 to a 9-1 in the US OB.

US3- US2 and one 666 from the US OB.

G1- The German player must Control eight multi-hex buildings. *

G2- G1 and add one 666 and a HMG to the US OB.

G3- G2 and add one 666 and a 9-1 to the US OB.

This is a good scenario, but the fighter bombers can take over the game. They can also doom the US chances if they perform poorly. This is true of many air power scenarios however and does not mean that such scenarios should be avoided. As long as you are comfortable with the vagaries of the air power, set it up and give it a whirl. The Germans have to be aggressive with their vehicles in this one.

ASL 27 - THE LIBERATION OF TULLE (G1, P0)

G1- Exchange a Partisan 8-0 leader

for a 8-1 leader.

G2- Delete one German 436 and LMG. *

G3- G1 and G2 and add a LMG to the Partisan board 22 force and a PSK to the board 2 force.

P1- Delete one 337 from the Partisan board 22 force and the Partisan board 2 force. *

P2- P1 and exchange the 6+1 leader for a 8-0 leader.

P3- P2 and add a 447 squad to the German OB.

We rate this one slightly pro-German. We feel that the AH balance for the Partisans is too powerful, so we made it G2. This is one of the good *Partisan* scenarios and is pretty straightforward.

ASL 28 - AMBUSH! (B2, P0)

B1- Allow Partisan 9-1 to set up on east of hexrow D (EXC. not in 4D4) *

B2- B1 and treat all Partisan units as Fanatic and add a two squad foxhole capacity to the Partisan OB.

B3- B2 and delete the 50mm mortar from the Bulgarian OB.

P1- Exchange one Bulgarian 8-0 leader for a 9-1 leader. *

P2- P1 and reduce the Partisan SAN to 3.

P3- P2 and increase game length to nine turns.

'Ambush' has been discussed extensively in several other places. We felt it is about 90 % pro-Bulgarian. We wanted to make the Partisan MGs non-captured as we felt that would have balanced it. However we felt that would violate the flavor of the scenario and the fact that historically they had just stolen the things. As the AH balance is absolutely no help, we wanted to try to balance it at B2 and we needed a powerful balance. We didn't want to give the Partisans more squads as the situation report said they only had 115 men. We didn't want to play with more Partisan MG's or fewer Bulgarian squads as both elements are involved in the VC. We wanted to increase the Partisan FP because after the MG's break they don't have any. We decided on the Fanaticism as it increases the Partisans resilience and also their FP as they will no longer cower, a very important thing when you are on the 1 FP column. The two foxholes provide some protection against the MTR. We have not play-tested this one yet and it will be interesting. The Fanaticism may be too powerful.

ASL 29 - THE GLOBUS RAID (G0, P1)

G1- Add another 8-0 leader to the

Partisan OB. *

G2- G1 and add a 527 squad to the Partisan OB.

G3- G2 and increase game length to 8 ½ turns.

P1- Exchange any one 237 for a 447 after Freikorps set up, but before Partisan set up. *

P2- P1 and Exchange the German 8-0 leader for a 9-1 leader.

P3- P2 and Exchange the German LMG for a MMG.

We have only played the 'Globus Raid' two times (once each, but not with each other) so are kind of fudging this one. It seems pro-Partisan so here it is.

ASL 30 - SYLVAN DEATH (G1, P0)

G1- Add a 527 squad and LMG to the Partisan OB.

G2- Delete two 468s. *

G3- G1 and G2.

P1- Delete 12 minefield factors. *

P2- P1 and exchange one German LMG for a dismantled MMG.

P3- P2 and add one half turn to game length.

'Sylvan Death' is another of the pretty good partisan scenarios. We rate this one as slightly pro-German. The AH balance is too powerful however. On the tactical side, the German player in this one should always enter to insure that the Partisan player does not retreat to the north western corner of the map behind the stream. If this happens the German is toast.



ASL 31 - THE OLD TOWN (G2, P0)

G1- Six Partisan MMC start the game fanatic. *

G2- G1 and add a 337 squad and MMG to the Partisan OB.

G3- G2 and add a 337 squad and exchange a 8-0 leader for a 8-1 leader in the Partisan OB.

P1- Add a second Goliath and a 338 HS to the German OB. *

P2- P1 and add a HMG to the Ger-

man OB.

P3- P2 and exchange a 8-1 leader for a 9-2 leader in the German OB.

This one is fairly pro-German. G2 should increase the Partisans win/lose record.

ASL 32 - SUBTERRANEAN QUARRY (G0, P1)

G1- Treat Romanians as Lax. *

G2- G1 and Exchange a 8-0 leader for a 9-2 in the Partisan OB

G3- G1 and Add a 9-2 leader to the Partisan OB.

P1- Increase Game Length to 9.5 Turns. *

P2- P1 and Exchange a 8-0 leader for a 9-2 in the German OB

P3- P2 and Add two 548 squads to the German OB

This scenario generally does not get much playing time. These are our guesses, but we have heard that the Partisans can set up some nasty ambushes.

ASL 33 - THE COSSACKS ARE COMING (G0, P0)

G1- Exchange the Partisan 9-0 and the 7-0 for a 10-0 and a 9-1. *

G2- G1 and add a 527 squad and a LMG to the Partisan OB.

G3- G2 and add a 337 squad and a MMG to the Partisan OB.

P1- Exchange both Axis 8-0s for 8-1s. *

P2- P1 and add a 548 squad and a squad horse counter to the Cossack OB

P3- P2 and add a 347 squad and exchange the MMG for a HMG in the Croatian OB

This is our favourite scenario out of the *Partisan* module. It is even, has a lot of interesting units and is a good situation.

ASL 34 - A NEW KIND OF FOE (G1, P0)

G1- Add 12 "?" to the Partisan/Russian OB. *

G2- G1 and add a 337 squad and a 447 squad to the Partisan OB.

G3- G2 and add a 628 squad and a MMG to the Partisan OB

P1- Add a 468 and a LMG to the German OB

P2- Add three 468s to the German OB *

P3- P2 and exchange one of the 8-1 leaders for a 9-2

We have actually never played this scenario. We are not sure why that is but that is the way it has worked out. Players should take the recommended playing balance with a large grain of salt.

DASL 1 - GURYEV'S HEAD-QUARTERS (R1,G1)

R1- In any given turn the Russian reinforcements (SSR 4) may not enter more units than the current turn number or the turn's reinforcement dr (whichever is less).*

R2- R1 and exchange a German 9-2 leader for one of the 8-1s.

R3- R2 and lower the Russian SAN to 4.

G1- Building dL1 is considered fortified (with no tunnels) at ground level. *

G2- G1 and the Russians receive eight additional concealment counters in their onboard OB.

G3- G2 and add a 628 and a LMG to the Russian onboard forces.

We consider 'Guryev's HQ' to be pro-German, but also feel it is pro Russian with only G1 in play. Both sides getting balance makes this one even.

DASL 2 - BERSERK! (R0, G2)

R1- The German 8-0 leader will go berserk on a dr ≤ the current turn number, rather than on a dr of 1. *

R2- R1 and exchange three 458s for 447s.

R3- R2 and add a 8-0 leader to German board d group.

G1- Set up is sequential; the German player sets up his units on board b first, followed by Russian set up, and finally the German sets his units up on board d.*

G2-G1 and add an 8-O and a MMG to the Russian OB, while also fortifying all of building dL1.

G3- G2 and add a .50 cal HMG to the Russian OB.

'Berserk!' is pro-German due to the Russians being surrounded and unable to rout in many instances. Many Russian positions tend to become encircled indefinitely.

DASL 3 - STORMING THE FACTORY (R0, G0)

R1- Ignore SSR 7; German ELR is 5. *

R2- R1 and delete the Russian HMG.
R3- R2 and add two 658s to the German OB.

G1- The Russians may boresight. *

G2- G1 and exchange the Russian 9-1 for a 9-2.

G3- G2 and delete the German Armour Leader.

This is a fun scenario, very bloody, but doesn't see enough play.

DASL 4 - FIRST TO STRIKE (R0, G1)

R1- The Germans must solely control 13 of the 19 multihex buildings at game end.*

R2- R1 and delete one AT Gun and crew.

R3- R2 and exchange three 467s for 468s.

G1- The Germans must solely control 15 of the 19 multi hex buildings at game end.*

G2- G1 and add a 8-1 leader to the Russian OB.

G3- G2 and add 12 concealment counters to the Russian OB.

Another good scenario. A clever German Pre-registered hex (we like bH3) and numerous 105mm fire missions can complicate the Russian defence. A Barrage is also a possibility given the Pre-Registered hex.



DASL 5 - LITTLE STALINGRAD (R2, G0)

R1- Reduce Game Length one turn. *

R2- R1 and add a PaK 40 ATG/crew, three 658 squads, and two DCs to the German OB.

R3- R2 and add two additional 658 squads and a 9-1 leader to the German OB.

G1- The SS suffer unit replacement normally (A19.132) and are considered to have an ELR of 4. *

G2- G1 and exchange the Russian 9-1 leader for a 9-2.

G3- G1 and add a 9-2 leader to the Russian OB.

The Germans cannot win 'Little Stalingrad' in a no handicap playing. The Russian player should roll for reinforcements every turn and play aggressively with his troops. We have seen upwards of 50 Russian squads in play in this scenario. The Russians are an unstoppable mob by around turn 6. Several players have differed with our opinion in this one and been steam rolled into seeing the light. The given German OB in this scenario is not going to stop 50 and Russian squads backed by T-34s and 120mm OBA from obtaining the VC in 9 or 10 turns time. German CVP (which are going to be numerous) also count for the VC.

DASL 6 - DRACONIAN MEASURES (R1, G2)

R1- The German player may change

(or fake a change of) his VC option at the start of Game Turn 4 or upon the arrival of the Russian reinforcements (whichever occurs first). *

R2- R1 and add a flame thrower to the units entering on turn 2.

R3- R2 and add a 9-2 Armour Leader to the units which enter on turn 1.

G1- Allow the Russian reinforcement to enter on a dr ≤ the current turn number at the Russian player's option. *

G2- G1 and add a 8-1 leader, 468 squad, and LMG to the Russian OB.

G3- G2 and the Russian player may designate four fortified building locations (no tunnels).

'Draconian Measures' is Guy's favourite *DASL* scenario. The Germans have the advantage if they choose VC (b). VC (a) is very difficult, and VC (c) is second best. If the Soviets set up to defend against (b) or (c) (a hedgehog) they can make the scenario very difficult on the Germans. A hedgehog would leave the Soviets vulnerable to VC (a), the exit. The recommended playing allows the Germans to change VC, thereby negating the possible Soviet guesswork during set up. The hedgehog gambit will not work any more as the German player will switch his VC, bypass the hedgehog, and exit the map.

DASL 7 - WITH FLAME AND SHELL (R0, G1)

R1- The required number of victory points for the German is 45. *

R2- R1 and add a 9-2 Armour Leader to the German OB.

R3- R2 and add two 468s to the German OB.

G1- Reduce the Game length to nine turns.*

G2- G1 and add two 447s to the Russian OB.

G3- G2 and add a 9-2 leader to the Russian OB.

The German armour is very tough, but the Russians do have six guns and good anti-armour capability with their infantry on a very small playing area. This scenario is a tremendous blood-bath (you may have noticed that for us that is a good point) with a lot of interesting units. Play it soon.

DASL 8 - THE SCHOOLHOUSE (R2, G0)

R1- The game ends four turns (not five) after the arrival of the Russian reinforcements.*

R2- R1 and delete six 447s, two KV-1S tanks, a LMG, and a DC from the Russian reinforcements.

R3- R2 and add a 10-2 Armour Leader

to the German OB.

G1- Russian reinforcements arrive on a dr 2 (not 3) less than the current turn number.

G2- G1 and delete the German flame thrower.

G3- G2 and add two 458s to the Russian OB.

There are too many Russians for the Germans to handle. The Elephants tend to be immobilised rather early on, or they hide from the Soviet guns and don't affect the battle. The 88mm guns are needed to root the Russian infantry from their strongholds. When the assault guns roll into position to do this, an AT gun is waiting to blast it's treads off. The Russian reinforcements swarm everywhere and the KVs can roam freely once the Elephants are immobile. The Russians also have Molotov capability, this means even more trouble for the Elephants and drastically increases the Soviet infantry's firepower.

DASL 9 - PREPARING THE WAY (R0, G1)

R1- Decrease exit VP required to 45.*

R2- R1 and add two 468s to the German OB.

R3- R2 and ignore SSR 4.

G1- Decrease Game length one turn.

*

G2- G1 and add 12 concealment counters to the Russian OB.

G3- G2 and add a 9-2 leader to the Russian OB.

Six Panthers in a scenario is not seen very often. The German commander should enjoy wielding these beasts against the Soviet defence. This is not great Panther country though, and caution must be used to avoid numerous, Soviet infantry assisted, urban mishaps.



DASL 10 - THE FINAL BATTLE (R0, G2)

R1- Reduce game length to 8 ½ turns.

*

R2- R1 and add a 9-2 Armor Leader to the German OB.

R3- R3 and exchange five conscript squads for 467s.

G1- Increase game length to 10 ½ turns.*

G2- G1 and delete four conscript squads and a MMG from the German OB, while adding four 628s, a 10-2 leader, and a 9-1 Armor Leader to the Russian OB and changing "ten" to "eight" in the Victory Conditions.

G3- G2 and Germans suffer from ammunition shortage.

As Mark Nixon once said, "Show me a Russian winner in 'The Final Battle' and I'll show you a guy who's playing his kid brother." The Russian chances are very slim in this one. The bombardment helps, but there is a lot of ground to cover versus some very potent Nazi weapons. The Germans are going to take a large number of Russians down with them. In straight up playings we have not seen a single Russian squad exit the playing area. Crossing the street can be very hazardous to your health in 1945 Berlin. This scenario requires that a lot of streets be crossed and there are German weapons trained on each one.

DASL 11- RIPE PICKINGS (G1, US0)

US1- U.S. player must amass ≥ 24 CVP.*

US2- US1 and delete one bazooka.

US3- US2 and delete the 8-1 Armor Leader and the Gyrostabiliser.

G1- U.S. player must amass ≥ 20 CVP*

G2- G1 and add a 666 squad to the U.S.

G3- G2 and exchange three 666 squads for 667s.

At least two German tanks should die during the U.S. turn 1 Prep Fire Phase. The Sherman should bag one, with the bazooka teams getting two cracks at taking down another. The Sherman could intensive fire and knock out a third MkIV if the U.S. player is feeling lucky. Once two tanks are dead the Germans must keep an eye on their CVP total; especially look out for prisoners.

DASL 12 - REPULSED (G0, US2)

US1- The U.S. player must control at least 9 building hexes on board b to claim victory.*

US2- US1 and add three 447s, a 9-1 leader, a MMG, and a LMG to the German initial forces.

US3- US2 and exchange one LMG for a HMG.

G1- The U.S. must control at least 7 building hexes on board b to claim victory.*

G2- G1 and add a fourth Sherman to the U.S. OB.

G3- G2 and delete the 81 mm mortar and crew.

The Germans are just too outgunned in this one. The American firepower is awesome with over a 2:1 firepower ratio. Couple that with great terrain, 3 tanks, decent leaders and fairly easy VC, and the Germans need some help. The Germans do have 2 tank-destroyers, but they will be hard to use with all the American bazookas and the short ranges involved.

DASL 13 - BOGGED DOWN (G0, US2)

US1- Add one 50L PaK 38 AT and crew to the German OB.*

US2- US1 and add two 447 squads and a LMG to the German OB.

US3- US2 and delete one of the Sherman tanks.

G1- Exchange five 546 squads for 666 squads.

G2- Extend game length to 8 ½ turns.*

G3- G2 and G1.

The U.S. firepower in 'Bogged Down' is horrific (for the Germans). The U.S. troops do not have to move very far to get in position. This gives them ample time to sit behind the hedgerows and pound the Germans into submission. The hedgerows break the map up making it hard for the Germans to establish mutually supporting positions across the entire board with only 14 squads. The hedgerows also serve to mask the U.S. attack as the attackers can gain concealment over and over at the end of their turn. The flak guns are potent, but can be neutralised by approaching them concealed with large fire groups. The hedgerows make this easy to do. A Flakfierling will have only a 8and2 attack at a concealed target behind a hedgerow. If ROF is not maintained, the U.S. may get off unscathed and then return fire with devastating effect.

DASL 14 - BUYING THE FARM (G0, US2)

US1- Mistaken air attacks occur on a final sighting TC of ≥ 10.*

US2- US1 and add two 447 squads and a 9-1 leader to the German OB.

US3- US2 and add 12 additional AP mine factors to the German OB.

G1- Substitute a 9-2 Armour Leader for the 8-1 Armour Leader.*

G2- G1 and delete 12 AP mine factors.

G3- G2 and exchange the U.S. 9-1 leader for a 9-2.

We feel the Germans just don't have enough infantry to stop the Americans for 9 turns, much less 11. This is a pretty good

scenario besides the balance. The Germans have to concentrate on force preservation, but also must slow down the Americans. The large number of mines and guns on the German side make this one fun and interesting.

DASL 15 - BARKMANN'S CORNER (G0, US1)

US1- Add one 658 and a LMG to the German OB. *

US2- US1 and add a PSK and a 9-1 leader to the German OB.

US3- US2 and in the Victory Conditions change "40" to "35".

G1- Air support arrives on a dr one less than the current turn number. *

G2- G1 and delete the German HMG.

G3- G2 and in the Victory Conditions change "40" to "35".

'Barkmann's Corner' is another small, bloody scenario, but this one involves a small German force ambushing a much larger American force. The Americans are strung out in a convoy and in column, but have a much larger force. We feel this one is slightly pro-American, but the AH balance solves that nicely. As the Americans, stop at the end of your movement phase so you can get some decent shots in the defensive fire phase to possibly reveal the ambush before it gets sprung.

DASL 16 - CLAY PIGEONS (G0, US2)

US1- U.S. majority squad type is lax. *

US2- US1 and increase game length to 8 1/2 turns.

US3- US2 and add a second flame thrower to the German OB.

G1- Increase the initial base NVR to three hexes. *

G2- G1 and in the Victory conditions change "20" to "25".

G3- G2 and add a 9-1 leader to the U.S. OB.

We like the Americans in this one for the simple reason that the Americans can use the night rout rules to block the German's movement with broken units. The Germans getting one more turn and the Americans being Lax evens this one up nicely. As the Americans, don't forget about your mortar's IR rounds.

DASL 17 - THEY'RE COMING (G0, US1)

US1- Add one PzKpFw VG to German forces entering on turn one. *

US2- US1 and delete the U.S. .50 cal HMG.

US3- US2 and in the Victory Conditions change "45" to "40".

G1- U.S. may use HIP for one MMC per board and all SMC/SW that set up with it in the same location. *

G2- G1 and add a second 9-1 leader to the U.S. OB.

G3- G2 and add a third 57L ATG and crew to the U.S. OB.

Even though the Germans are Elite and have great leaders and four Panthers, they are on the short end of the stick in this one. The Americans are in good terrain and have tremendous firepower: three .50 cal, two HMG's, three MMG's and 23 six fire-power squads. As the Americans, we like to hide either zero or one tanks so as to increase the Germans VC. This is a great scenario that doesn't see enough play, probably because of its length. The AH balance is perfect because it not only gives the German an extra tank, it gives them eight more victory points to exit.

DASL 18 - KING OF THE HILL (G1, US0)

US1- Add one HMG to the German OB. *

US2- US1 and exchange the PaK 38 ATG for a 75L PaK 40 ATG.

US3- US2 and exchange one German MMG for a HMG.

G1- Substitute a 9-2 Armour Leader for the 8-1 Armour Leader in the U.S. OB. *

G2- G1 and exchange the German 9-2 leader for an 8-1.

G3- G2 and exchange one U.S. 7-0 leader for a 8-1 leader.

This one is slightly pro German and fun to play. The hills make for some interesting terrain and lines of sight.

Ω



Eager beavers get down to start playing on the Thursday evening at INTENSIVE FIRE '97 despite the lack of chairs and tables!



Steve Pleva (left) and Mike McGrath (right) battle it out for the title of ASLOK '97 champion. Meanwhile, Neil Stevens (centre) watches on in the hope of picking up some tips to improve his own play! Congratulations to Mike on his victory.

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.

APRIL

SCANDANAVIAN ASL OPEN

When: 3 - 5 April.

Where: "Mekka - Copenhagen Gaming Center" in central Copenhagen.

Fee: 100 kroner, approximately \$15.00.

Format: The tournament will be Swiss-style, with at least 5 rounds. There will be three recommended scenarios for each round, with a complete list being posted no later than March 1st. All who pre-register will receive the list and further information at that time.

There will be two separate tournaments, an "Elite Division" and a "1st Line Division". The Elite Division will be the main tournament, while the 1st Line Division will be for those who are looking for some relaxed gaming.

There will be prizes for 1st, 2nd & 3rd spots in both divisions, as well as for most Snake-eyes and Boxcars and a special Close Combat Trophy.

Notes: If you are in need of lodging the organisers can help you arrange accommodations. They can help reserve a room in a hotel - dependent on the number of interested they may even get a discount. They also have access to a limited number of free "beds", meaning a place on the floor in the local gaming club - bring your own mattress and sleeping-bag!! If you want their help with accommodations contact them ASAP.

Contact: Michael Hastrup-Leth, Husumgade 19, 4. tv., 2200 N, Denmark or by email at Hastrup@image.dk or Mikael Siemsen, Istedgade 61, 1. tv, 1650 V, Denmark, telephone +44 3324 6439 or by email at Siemsen@vip.cybercity.dk.

NORTH CAROLINA BITTER END

When: 17 - 19 April

Where: Comfort Inn University, Durham, North Carolina. Room rates are \$69 per night. Please contact the Comfort Inn at (919) 490-4949 or (800) 221-2222.

Fee: \$15.00 for the weekend or \$10.00 for one day if you pre-register. On the door, the registration is \$20.00 for the weekend and \$10.00 for one day.

Format: Five rounds of open gaming.

Notes: Prizes will be merchandise from third party vendors such as Heat of Battle and Front Line Productions.

All attendees will receive a new sheet of un-mounted counters!

Contact: Scott Blanton, 101 Singleton St., Raleigh, NC 27606; telephone (919) 233-8459, or by email at sjblanton@mindspring.com.

FLORIDA ASL TOURNAMENT

When: 17 - 19 April.

Where: Best Western Resort & Convention Center, 820 W. Busch Blvd. Tampa, Florida, United States of America. Telephone (813) 933-4011. Rooms are \$59.00 per night.

Fee: \$10.00. Registration will be at the door since the HMGS are the actual hosts.

Format: Gaming will start on Friday at 7.00 P.M., although the main event will start on Saturday at 8:00 A.M. It will be a similar in format to past events. The coveted Schwerpunkt medals for First, Second, Third, Close Combat, and AFV Kills will be awarded. There will also be a Team Tournament event. All new scenarios from the Tampa *ASL* group (that will appear in *Schwerpunkt Volume #3*) will be featured.

Notes: This is the sixth annual event and as it has grown it is being piggy backed with the local Historical Miniature Gaming Society spring event called RECON. *Squad Leader* pioneer John Hill is scheduled to make an appearance as one of the HMGS guests.

Contact: Evan Sherry by email at sfvw@sefn.thpl.lib.fl.us.

CHICAGO ASL OPEN

When: 24 - 26 April.

Where: Best Western Inn of Burr Ridge, Chicago, United States of America (telephone (630) 325-2900). Rooms are \$66.00 per night (maximum of 4 people per room) if you mention that you are with the WCW or the *ASL* Open. A shuttle service is available from Midway Airport (\$7.50) or O'Hare Airport (\$20). You must reserve a shuttle 24 hours prior to pickup.

Fee: \$20.00.

Format: 7 rounds using the Chicago style scoring method, plus a 3 player team tournament.

Notes: There will be plaques for the top four finishers and team champions, and cash prizes for the top four finishers.

This year the WCW will again be offering a special *ASL* Open T-Shirt for \$15.00.

Contact: Windy City Wargamers, C/O Louie Tokarz, 5724 W. 106th St., Chicago Ridge, IL 60415. Telephone 708-857-7060 or email at MGLouie@AOL.Com.

NOR'EASTERN ASL CHAMPIONSHIP

When: 25 - 26 April.

Where: The former Fort Devins gymnasium in Ayer, MA. Lodging will be at Devins Inn, phone: (508)772-4300 Mention the HACOC XIV Wargame Convention to get the CON rates of \$68.99 per night. Each room has 2 full size beds, a Queen size sleeper, and kitchenette.

Fee: \$20.00 in advance, \$25.00 on the door.

Format: 5 round, Swiss style tourney, with 3 rounds on ETO Saturday and 2 rounds on PTO Sunday. All games will be AREA Rated.

Notes: Prizes will be awarded for 1st and 2nd place, best showing by AREA Rating of 1500 and below, Highest ROF, best net Extreme luck (total number of snake eyes less number of boxcars), and best net performance in CC (Wins less Losses, wins vs AFVs count double). Prizes will be from AH, Schwerpunkt, Dispatches from the Bunker, and more.

Contact: Carl Nogueira, 7 Green St., New Bedford, MA 02740, or by e-mail at chnogueira@aol.com.

MAY

GAMEFEST '98

When: 1 -3 May.

Where: The Holiday Inn, Towson, MD (a couple of exits south of the DonCon hotel).

Fee: To be announced.

Format: Currently the plan is for a 4 scenario event, possibly in teams depending upon turnout, using original scenarios. They are also thinking of using a variant of the personal leader system from the '95 Annual for a second category of prizes. An off-the wall "fun" game in the spirit of Kurt Martin's Winter Olympics is also in the works for Sunday.

Notes: Gamefest '98 is a board game convention not just an *ASL* tournament.

Contact: For more information about Gamefest '98 e-mail Rich Shipley (a gamer though not an *ASL*er) at rshipley@io.com. The *ASL* tournament will be run by John Appel (e-mail jappel@anodyne.com) and Bob Lyman.

MONTREAL ASL FESTIVAL

When: 2-3 May, Saturday 0830hrs to Sunday 1900hrs.

Where: Downtown Days Inn, 1005 Guy Street, Montréal, Québec, Canada H3H 2K4.

For hotel rates and reservations, phone 1-800-567-0880. Most rooms have 2 double beds. All rooms are air conditioned and have colour television.

Fee: Fifteen Dollars (U.S.) or Twenty-one Dollars (Canadian). Half of that to attend for one day. Pre-registrants for both days will receive tournament information and scenarios before the event.

Format: four or five rounds of *ASL*; choice of three scenarios per round with substitution possible by mutual player agreement. Winner determined by points scored using the same method as that of the *ASL* Open. Prizes for at least the top two players.

Notes: There is a limit of 28 players. Spectators are welcome, at no charge.

Contact: Michael Rodgers, 5187 Beamish Drive, Pierrefonds, Quebec, H8Z 3G4, or by e-mail at 104774.3113@compuserve.com.

AUGUST

FOURTH ANNUAL ASL WILD WEST FEST

When: 21 - 23 August.

Where: Holiday Inn Denver Southeast, 3200 S. Parker Rd, Aurora, CO 80014-6200. Phone: (303) 695-1700, fax: (303) 745-6958. Rooms at the Holiday Inn cost \$89 per night for a 2-bed room. When you contact the hotel, use the reservation code 2-WWF to access one of the block of rooms reserved for the WWF.

Fee: \$15.00 pre-registration (before July 31), \$20.00 at the door. Pre-registration checks should be made out to "Wild West Fest".

Format: Open gaming, six rounds minimum. Also expect some mini-tournaments to be announced soon.

Notes:

Contact: Tim Wilson 353 Cascade St, Lander, WY 82520-3725 phone: (307) 332-9266, email twilson@wyoming.com or Tom Repetti phone:(303) 840-7593, email tqr@diac.com

NOVEMBER

GRENADIER '98

When: 20 - 22 November.

Where: Landhaus Hergarten, Hergaten, Germany.

Fee: DM 70.00 (about £28.00) for three nights accommodation, breakfast and entrance.

Format: To be announced. The opportunity to play campaigns or longer scenarios will be provided though.

Notes: There are 40 beds in the Landhaus which will be given to the first players who will check in. Additional capacities will be in the town, but must be paid for at full price. Critical Hit will sponsor the tournament with some prizes.

Contact: Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany or by email at 100556.3650@compuserve.com.

INCOMING

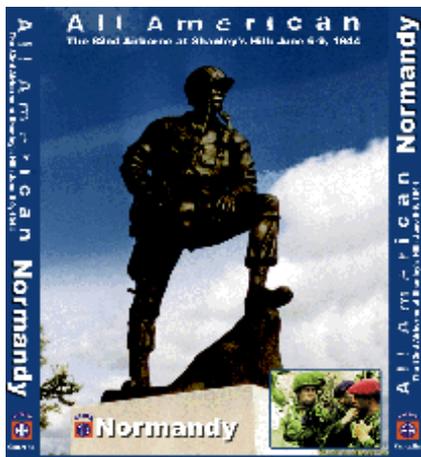
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ties.

As a beta version, *SALSA!* is by no means complete, with substantial work still required and many options omitted due to time restraints. This will change however as time permits.

It can be downloaded from <http://www.isomedia.com/homes/delwood/SALSA.html>.

Ω

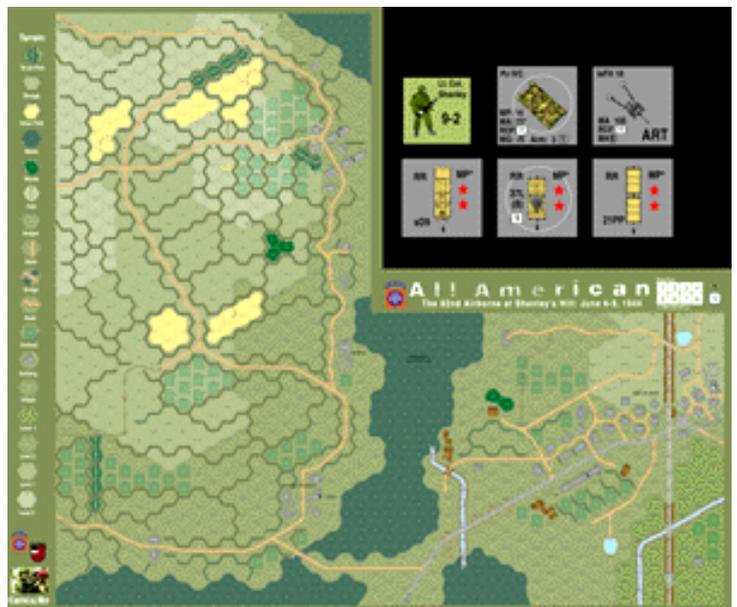
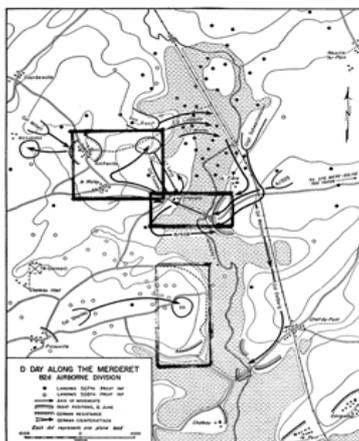


Caponnet, 8 June 1944: As the day wore on, the defenders of Hill 30 were reduced to a state of siege. The Germans were closing in from all sides, even occupying houses around the base of the hill, capturing American wounded. The French residents were driven out before their homes were burnt in reprisal. There was no effective cover as enemy mortars worked over the hill. Food and water were gone, bandages were used up and the shortage of plasma became desperate. Somehow Shanley's men held out until nightfall. Volunteers were called for after dark to break out in search of blood plasma - a suicide mission that had to be attempted...



All American III: Shanley's Hill is the third and final game in our series depicting the actions of the 82nd Airborne behind Utah Beach. Designer Ian Daglish and the CH development team have set new standards of accuracy and precision in this game series and Shanley's Hill takes the approach another step forward. Intensive research, battlefield walks to check the accuracy of our game map and all the research steps familiar to the historian were followed to prepare this module for your gaming table.

Ian Daglish's sketch map dating back to the inception of the game series. You no longer need to imagine color game maps filling in the drawn-in markings. With Shanley's Hill, you can link all three games together to fight the battle of the 82nd Airborne behind Utah Beach in an unprecedented tactical level presentation.



This is ALL AMERICAN Shanley's Hill, the game that depicts the fighting to secure the exits from Utah Beach on D-Day. The terrain west of Sainte Mere Eglise, including the famous Hill 30, the vital bridge, and the entire Normandy village of Chef du Pont are accurately depicted on the game map.

ALL AMERICAN: Shanley's Hill sells for \$26.95 and depicts the fighting of the 82nd Airborne to secure the exits from Utah Beach during the Normandy Invasion. This new edition provides ten scenarios and a scenario-generating campaign system that ties the entire series of three releases together.

The first four scenarios depict the actions fought for and around the Norman village of Chef du Pont on D-Day. For the first time in the series, General Jim Gavin puts in a 'personal' appearance, leading his men down the railway from La Fiere. Using new components, this scenario also introduces a FlaK train, which the Americans must stop.

The next six scenarios follow the saga of Lieutenant Colonel Shanley of the 508th Parachute Infantry Regiment. In one, an attempt is made by a battalion of ethnic Georgians, led by German officers mounted on Kettenkrad half-track motorcycles, to push Shanley's men off of Hill 30. Another depicts the famous attempt by Millsaps' patrol to break through to Chef du Pont in search of blood plasma for the dying.



CRITICAL HIT

CH provides ongoing support in the form of clarifications and the All American Newsletter free to its customers. Critical Hit Tactical Level Gaming magazine is its 5th year of continuous publishing and our upcoming Volume 5, No. 1 (March '98) will include extensive coverage of Shanley's Hill and the All American series.

P.S. The first two release in the 82nd Airborne Trilogy, Timmes' Orchard and Kellam's Bridge, are in short supply so order now.