

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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IN THIS ISSUE

BERSERK '98 - 55 Go Mad In Blackpool

OPPORTUNITY FIRE - Reasons For Holding Fire

SCANDANAVIAN ASL OPEN - Danish ASL Tournament Report

CONCEALMENT - Tips for Dummies

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
DEBRIEFING	3
GOING BERSERK IN BLACKPOOL	4
THE CRUSADERS	
OPEN ASL TOURNAMENT LADDER	7
THE CRUSADERS	8
THE SCANDANAVIAN ASL OPEN	9
A CALL TO ARMS	10
A DUMMIES GUIDE TO DUMMIES	11
MEMORIES OF SHANLEY'S HILL	13
OPPORTUNITY FIRE	13
ON THE CONVENTION TRAIL	15

PREP FIRE

Hello and welcome the latest issue of *View From The Trenches*.

I'd like to apologise to some of the Crusaders among you who may have received renewal requests off me with your last issue, even though you had sent in your Crusader renewals. I hadn't got these details off Neil Stevens at the time as his computer had broken so he couldn't send me them. He now has a new computer and has sent me the details so I have now updated the subscription details and they should be correct. Please check your address label though and let me know if it isn't though.

Since BERSERK '98 I have had the pleasure of having Iain "Mad Vet" Mckay over for a weekend of ASL, have David Schofield coming up this month and Aaron Sibley next month after the Ozz-Fest (which we both plan on attending). If anyone else is ever in the area or would like to stay over for a weekend feel free to get in contact. The Trench HQ may not be the Ritz, but it can provide basic food and enough alcohol and ASL to keep even me happy :-)

A new reader, Ruaraigh Dale, has come to my attention, and he is looking for PBM opponents. If you'd like to help someone out contact him at 13 Swinemoor Lane, Beverley, HU17 0JU.

Finally, I'd like to dedicate this issue to Lee Brimmicombe-Wood, who is getting married this month. All the best mate, and I hope we'll still be able to see you at ASL tournaments in the future!

Until next time, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

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

COVER: The BERSERK '98 logo, a drawing produced by Arthur Garlick.

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 20 will be out in July.

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INCOMING

COMPUTER ASL

Big Time Software have released a few details about the computer ASL game it is developing for Avalon Hill.

It will feature a turn-based game system built on "real world" commands, not phases, with the computer handling synchronisation of actions and events. There will be state of the art graphics but not at the cost of intelligent game play, and the ability to play against other people by hot seat, the InterNet, or by email. A full featured scenario editor will allow players to create their own scenarios.

No release date has been set. To quote Big Time Software "It will be done when it's done."

WORK CONTINUES ON FOURTH BUNKER

Work continues on *Dispatches From The Bunker 4*, with the two scenarios currently undergoing play testing. 'Crisis at Kasserine' is a large Kasserine Pass action featuring a mixed German/Italian Kampfgruppe attacking an American combat engineer force backed by M3 Grant tanks, 75* Halftracks, and a battery of French 75 Artillery. 'The Forest North of Karachev' is a post-Kursk tournament sized action with the Grossdeutschland trying to hold off a mixed Soviet Guards tank/infantry force. The issue will also contain a report of their Nor'Easter tournament, a look at *Berlin: Red Vengeance*, and the usual ASL features. They are currently looking at a late June release date.

PTO HASL MODULES ON THE HORIZON

Those Ragged Bloody Heroes is a new CH module which covers the Australian actions at Gona in New Guinea. Designed and developed by Australians Paul Haseler and Mark McGilchrist, it contains a map depicting the palm-lined coastline of New Guinea, special rules, play aids, a *Platoon Leader* campaign, and four scenarios. Due soon, it should cost \$26.95.

Chicago's Windy City Wargamers, producers of the *WCW Color Scenarios*, are working on a *HASL* based on the Sugar Loaf Hill battles on Okinawa. "Been at it for the past year and a half. The caves make it a ton of work to play but the overall campaign seems to work ok."

Meanwhile Front Line Productions,

producers of *Baraque de Fraiture*, are continuing to work on *Edson's Ridge - Guadalcanal, 1942*.

No releases dates have been set for either of these projects.

PLATOON LEADER CAMPAIGNS

Retail support for the new CH *Platoon Leader Campaigns* publication/CG approach level has been described as "lukewarm" and it will now only be available as a subscription direct from CH. A 2-pocket PL campaigns folder is part of the presentation, along with any CG Cards, new purchase record sheets, Variant Rules, etc.

The first edition of the *PL Campaigns* subscription is expected to ship within the next 60 days.

SCHILLING CANCER SCARE

MMP's Curt Schilling, baseball player for the Philadelphia Phillies has had tests on a non-cancerous white lesion linked to smokeless tobacco. A leukoplakia was found in Schilling's mouth as a result of chewing smokeless tobacco and although he does not have cancer, this is an early warning sign he could develop mouth cancer unless he quits chewing immediately.

In related news, former AH artist Rodger MacGowan was diagnosed with cancer. He will be under treatment for the next six months. A cure is anticipated and I am sure you all join with me in wishing him well.

Ω

DEBRIEFING

The following errata for *Time On Target 3* was posted by Mike Reed.

Scenario TOT44 "...A Dish Best Served Cold..." SSR5, insert "in each hex" at the end of the second sentence.

The following clarifications and errata have been posted to the Critical Hit! Inc. Web Site.

Critical Hit! Special Edition '98

CG-GE#1 "The Grain Elevator" Russian reinforcement A2 list a medium tank platoon of 3xKV-1 M40; however the tanks depicted are 3xT34 M41. What should Russian reinforcement A2 consist of?

A. 3 x KV-1 M40. As per *PL* errata, the textual listing always supersedes the graphical depiction if they vary.

CG-GE#1 "The Grain Elevator" In the German order of battle 4 Flak Pz IV/20 (Wirbelwinds) are shown. In the scenario aftermath 4 Flk Pz IV/37 (Ostwinds) are mentioned specifically. Should the Germans have Flak Pz IV/20's or Flak Pz IV/37's?

A. Flak Pz IV/37.

Initial Russian OB A2 NKVD Militia Pltn should be I3 NKVD Militia Pltn

G2 ART Battery should be G1 ART Battery

O4 Offboard Observer should be the O2 Offboard'd Observer (there is no O4)

Dzerzhzinsky Tractor Works

Russian Guards Rifle Coy. (I1) and German Rifle Coy. (II) RGs should also have 'c' in the notes column.

Footnote 'c' should include ATRs as being manned by 127 crews.

Add to footnote z: ELR Loss/Gain dr: Soviet I1 -6, I2 -4, I4 -2; German I1 -4, I2-I4 -2.

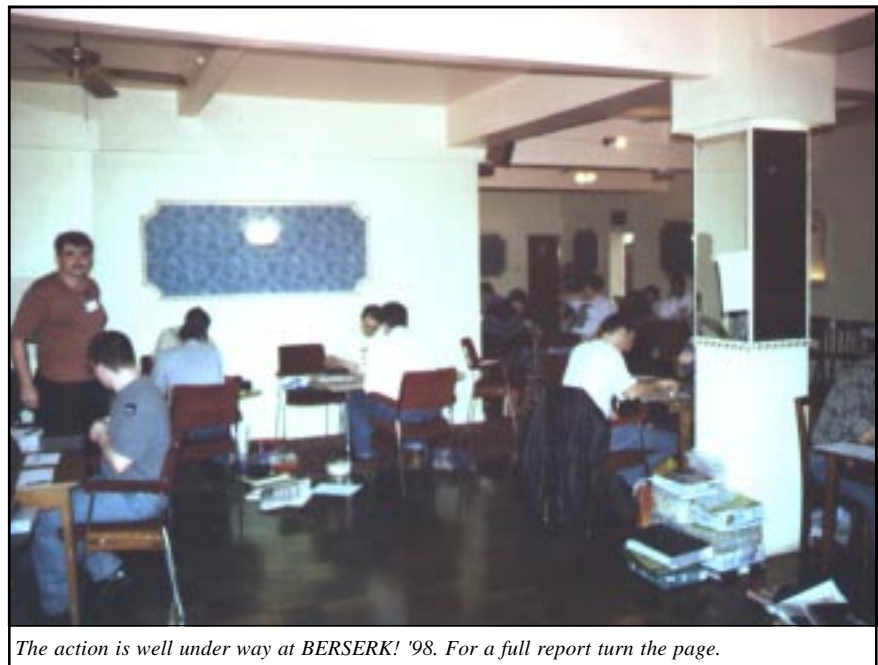
DTW uses both RB CG SSR 8 (two Snipers per side) and 17 (two Self-Rally attempts per side).

The Russian HW Pltn. (I5) comes with BOTH a .50 cal HMG (8-16) and another "regular" HMG (6-12).

The 'r' footnote for a CG RG does not preclude setting up in Reserve.

Gravel Piles are treated as DTW rail embankments, not RB rail embankments.

Continued on page 14, column 3



GOING BERSERK IN BLACKPOOL

Trev Edwards

The hotel may have been different but everyone still had an excellent time at BERSERK! '98, which was held over the weekend of 13th - 15th March in Blackpool.

Thursday saw me arrive at the Hotel Skye on Blackpool's South Shore at 13:00 to find two of the boys from Kent had got there first. Some minor chaos demon reigned whilst tables were broken out of storage and so on but I recall that dice were a-rollin' shortly afterward. The numbers built gently all afternoon and evening until -just before close of play- we had just short of 30 at the hotel, which was way up on last year.

The great and the good of British ASL were there, along with Pete Phillippis.

We had the exclusive use of the hotel from Thursday through to Sunday afternoon (a smaller venue than last year - but we filled it right up with a small and planned for over-spill into the next hotel) so we were where the bar was. It did a steady enough trade as far as I could discern for much of the weekend. Some of us had a drink.

Thanks to Trev, Steve and the other guys from Blackpool for all the effort they put into organising the weekend. With close on 50 participants, a near 50% increase over the previous year, things look pretty good for ASL in the UK. If you couldn't make it this year make sure you do next. You won't regret it.

Derek Tocher

The three players who had made it who were up for the *Berlin: Red Vengeance* CG (we lost a player who couldn't make it) were joined by my co-director Steve Thomas to make up the numbers. As the evening drew on, the lines were drawn north of the Spree. Over the weekend the battles amongst



From left to right, Ian 'All American' Daghish, Derek Tocher, Joe Arthur, Arthur Garlick and Roger Cook.

the debris of Speer's utopia would develop on different lines as one game saw a Stalin's organ attack set fire to half the board! Rocket artillery roolz!

FRIDAY

Friday saw me fall out of bed at 6am to run out to Manchester Airport. I was to meet one of the friends I had made at ASLOK last year off the Delta redeye from the Big Apple. I thought that, all things being equal, expecting a guy to face the Northwest's railway system at peak time after flying from Noo Yoik was a bit much. Steve Pleva got to see the M62 and M6 at rush hour, but we made it to Blackpool OK. Steve is cool: he really tried not to show disdain for my car, but I could tell he doesn't grok diesels, even those with ZZ Top cassettes more or less glued into the stereo. By way of thanks, Steve had: a) Bought through duty free a bottle of 12 year old Canadian Club (which I plan to marry and raise a family with) b) Not brought his golf clubs and c) Let me beat him at a micro scenario, 'Turncoats', a four turner from the new *Euro-Pack*. All this by lunch time.

By that evening the gang were all there. So many familiar faces and several new had showed up.

Just a quick note to congratulate everyone involved in organising the BERSERK! event. It was my first tournament and I had a great time and learned a lot. As a relative newbie I seemed to spend more time reading the rules than moving the pieces so I would like to thank all of my opponents who were unfailingly patient and courteous when I'm sure that, inwardly, they were screaming at me to get a move on.

William Eaton

Pairings for the first round were announced and the tournament hanky was truly dropped. The PTO round was much better subscribed than last year, even allowing for our bigger numbers. The other option of Eastern Front Classics was the majority this round.

I found time to get a game of 'Trojan Horses' in against Andrew Hershey, a lanky Yank who is a dab hand at darts and supplies renditions of sound effects from 'Mystery Science Theatre 3000' as you

play. I lost. Heavily. I had a lot of fun though.

SATURDAY

Saturday morning saw round two. Choices were themed into three scenarios involving the French and three from the superb *All American: Kellam's Bridge* pack. During this I was the Paparazzii snapping away at almost every table. Boy these guys are ugly! Faces only a Mother could love and all that. I found a handy half hour photo processing unit and I got a pair of photos of the attendees on all but one table whilst the guys were still playing the same scenario.

What a weekend! Many thanks to Trevor, Steve and all, for the excellent organisation and venue. Hi to all my opponents and friends who were there - the 'esprit de corps' was great. I'd especially like to thank Steve Pleva (whom I beat on the last die roll! He tried to ESB off in 'Lions Share' - DR 7 he won, 8+, I won) who not only is a great player but gracious with it. The Brits learned a lot from him, especially regarding speed of play.

David Schofield

Some of our number tried out the monster roller coaster ride "The Big One" which is a truly huge modern roller coaster that dominates the southern sea front at the nearby Blackpool Pleasure Beach. This weekend all rides were 60p! Others found a pretty good Chinese Restaurant. As ever in Blackpool, fish and chips were to be found readily enough if you were prepared to walk half a mile or so.



SUNDAY

Sunday morning a slight glitch with the hotel staff saw a late start, which ultimately led to adjudication being required on some important games and this dismayed me personally. The guys who lost out (most notably Dave Schofield who really thought he had a chance and was deemed the loser of his last game by a close adjudicated decision), were pretty good about it all.

By about 15:00 on the Sunday we had a winner in almost all our categories. First place went to Toby Pilling who overcame the strongest opposition in the tournament



WINNERS.... *Toby Pilling (left) receives his Championship Trophy from Trev Edwards.*

to win the pewter WACO glider I bought in the Dayton USAF museum in October (along with £20 credit with Second Chance Games). Second, and also unbeaten after adjudication, was Andrew Dando who got the silver trophy and £20 credit with Leisure Games

of North London. Finally, after eating the draw (due to the lack of time) in the game of 'Eye of the Tiger' he had going against Steve Pleva, Derek Tocher carried away the bronze trophy. Not his first British ASL result (the game went Steve's way afterward you know... I think it was a special game).

John Fletcher, attending his first ASL event, was the guy who went down all the way to the weakest opposition. He kept on smiling which is a real credit to him and to his opponents. This year the wooden spoon was replaced by a die cast French tank with the title "Worst at BERSERK! '98," all mounted on a marble plinth. I overheard some guys who were lookin' at that baby with 0-3 and one round to go, hoping they would win it!!! Anything looks good on a marble plinth as Homer (Simpson) would say.

Had a great time in dear old Blackpool, well done Trev and Steve for arranging an event that was clearly enjoyed by all and thanks for all the hard work. Trev, doubt whether you've had much time to hug your rulebook lately ! Being relatively new to ASL, scenario



AND LOSERS.... *Despite his last place position, John Fletcher can still smile.*

choice in each of the rounds didn't seem to matter much as I didn't own very many at all !!

First round I played Neil Brunger in 'A68 Acts of Defiance'. It went to the last

SEX AND DRUGS AND ROCK AND ROLL

All This And ASL Too

VFTT Editor Goes BERSERK! In Blackpool

I arrived at 2pm Thursday expecting to be one of the first arrivals, but two games were up and running then! By the evening there were many games being played, and two *B:RV* campaigns had started. Since they were playing on tables opposite each other, it was interesting being able to look at the different tactics each player adopted.

On Friday evening I opened my tournament playing Armin Deppe at 'SP6 Udarnik Bridgehead'. My Spanish troops couldn't break Russian conscripts to save their lives!! In fact the only unit that broke was one of my 468s. Even so, it still came down to the last turn, with me needing three stacks to survive 1-2 Def Fire attacks to break three of his stacks with 1 or 2 straights to win. I survived all the Def Fire but needless to say, I didn't break anything in return. That put me, last year's runner-up, out of contention, so I was free to do what I wanted.

Which meant I could go to the Tache, Blackpool's rock/metal club for a night out on the town. I ended up at a party with a female, and didn't get back 'til nearly 9am the following morning...

Just in time to freshen up, have breakfast, and get my game with Frank Tinschert going.

This was being played at an awkward time for me, as I support Manchester United Football Club and their match with Arsenal was being shown live on satellite TV that morning. Trev wasn't too happy with my request to pause my match so I could nip across to the pub to watch it, so me and Frank, and Arsenal fan Paul Case and his opponent nipped out anyway!! Although we only went across for the second half, so it didn't delay the end of our games too much. Others were actually still playing when we both finished, so we didn't feel TOO guilty about it!! Sorry if it caused any problems though Trev :-)

Anyway, the match didn't go too well, and Paul won't let me forget it being as they went on to win the league :-). However, he was my opponent in the next round, so we decided to call it a grudge match with honour being at stake!! Then I got us some beers in and we settled down to play 'The Hunting Ground', a Shaun Carter and Charles Markuss design which sees 3 Jagdpanthers ambush 15 Churchills on a hill top! The game starts with the German Defensive Fire of the British turn 1, so half a dozen Churchills should die before the British get to do anything. Unfortunately, the first Jagdpanther boxcar'd the MA, leaving me two tanks to kill 11 Churchills - I would have lost if I lost two tanks to Immobilisation, Recall, or Elimination, and when I rolled a 10 Intensive Firing another tank later in the game, I started to worry, especially when I rolled a 6 to repair it!! Thankfully, the remaining tank had a 9-1 leader in it, and was able to take out two more tanks. Revenge was sweet :-). After that me and Paul had another couple of beers together...

After eating in the evening, I went back to the Tache for another night of head banging and drinking, and didn't get back 'til 3am!! I had made sure Trev would knock on my door at 9am Sunday morning just to make sure I was awake for breakfast, but I was bright and breezy by then anyway. The joys of drinking and partying all night and still being OK the next morning :-)

Late Sunday afternoon, with only a handful of us left, Steve Pleva ran a multi-player scenario, refereeing 7 of us in the CH scenario 'Raging Furnace'. This was great fun, taking about 4.5 hours to play. During that time no-one picked up a rulebook, checked an IFT, TH or TK table. Steve ran it all from memory!! He also tried to keep the game running, so no-one had much time to think over their actions, and punished team mates who talked tactics with SAN attacks!

While this was going on the first guests for the hairdressers convention that was taking place the following week in Blackpool began arriving, mostly young women...

After 'Raging Furnace' we all went out for something to eat. Several people wanted to go on The Big One, the Blackpool roller coaster, so we ended up queuing for 20 minutes for a 30 second ride from hell!! The first drop is almost like being in a Stuka dive bomber, and near sheer drop followed by a 90 degrees right turn just before you smash into the road...

Steve Pleva is also afraid of heights, but still loved it!

This was followed by a meal in Pizza Hut, during which the conversation got 'round to the Wombles and led to an impromptu sing-along to the Wombles theme, which left both Steve Pleva and Pete Ladwein baffled!! Even more so when we tried to explain it to them!

When we got back to the hotel the hairdressers were having a fair amount of beers in their half of the lounge. Steve asked if anyone fancied taking part in a tank rumble, so we got some beer, picked tanks and using Kibler's DY0 system from *The General* ended up with an August 1945 armoured clash between a pair of German PzIII and a Jagdpanzer IV and an Allied force consisting of 3 British vehicles and one Russian!! The game took just over an hour to play and ended with a German win as the British struggled to deal with the Jagdpanzer's frontal armour.

By now the hairdresser convention guests were starting to party in the other half of the lounge, so we ended up by the bar drinking 'til two, chatting, and eyeing up the talent :-). Too many school girls though!! Paul Case was happy to letch though :-)

After breakfast the following morning, the last remaining 8-9 of us departed. I'm already looking forward to going back next year.



Pete Phillipps (left) and Berlin's Frank Tinschert battle for control of VII Corp Bridgehead, one of the scenarios from the first All American module.

turn but in honesty I had units to spare. My first tournament win - ever !!!!! Beers to celebrate :)

Can't recommend a tourny high enough - it's great to meet like minded guys and play the Game. I know you're thinking about it - go for it !

Steve Crowley

Two other prizes go out at BERSERK! This year we had some beautiful marble dice mounted on a marble back plate for those who mustered the most twos or twelves in a single scenario. The "Snakes" went to Ian Pollard who rolled the eyes eight times and still lost as the allies in 'In Front of the Storm'. Takes some doing that!



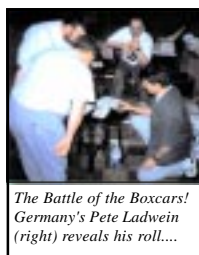
Ian Pollard (left) accepting his Snake Eyes trophy.

I would like to extend a big thank you to Trevor, Steve and the rest of the gang who organised BERSERK! '98.

Although I had a dismal performance in the competition I thoroughly enjoyed the games I played and the 'Snake-eyes Champion' trophy I received will look very nice on display.

Ian Pollard

The high point of the entire weekend then followed. Aaron Sibley had rolled boxcars no less than eight times in a parallel game of 'In Front of the Storm' but also. No surprise there. Peter Ladwein had also posted eight twelves in his game of 'Scout's Out' (he won!). This meant a shoot out! With tension mounting the two candidates approached the presentation table with their dice and battle commenced. All eyes were on the dice as they rolled for the prize. Each player rolled the dice, hoping to get another 12. By about the third roll the fun had begun to wane so I shouted, "Eleven will do!" On the next roll, Aaron's dice showed twelve and he triumphantly punched the sky to the cheers of the multitude (you had to be there). Nice one Aaron!



The Battle of the Boxcars! Germany's Pete Ladwein (right) reveals his roll...



but is beaten to the 'honour' by Aaron Sibley (left).

After that it was goodbye from so many and

Continued on page 8, column 1

GOR-GOR GOES BERSERK! An American View of BERSERK! '98

Steve "Gor-Gor" Pleva

I had the privilege of attending BERSERK! '98 and besides ASLOK (which is a completely different experience) it was the best tournament that I've been to. First of all, I must say that the British are among the most hospitable folks in the world and the beer is excellent. The hotel rooms were Spartan, but adequate. The gaming area was under lit, but the bar stocked a nice bitter - a fair trade-off. The beer is quite good. I didn't really come for the ASL, but here's an abbreviated (relatively speaking) AAR:

I arrived Friday morning after taking the red-eye from JFK and Trevor "The Host with the Most" Edwards was there to take me to Blackpool. Boy, it was nice not to have to worry about arranging transportation - thanks Trev.

The first round I was the Russians in 'Acts of Defiance' against Peter Ladwein from Germany. I wanted a scenario that I was familiar with for the first round because I was somewhat whacked out by the flight. I gave him the choice of the Russians straight up or the Germans with the first level of balance. He made the fatal flaw of not contesting the bridges with the engineers, allowing my reinforcements to cross the canal unscathed. He resigned on turn two when I got a couple of very lucky results that meant the loss of all his engineers. Except for the one mistake, Peter was executing a nice attack. Too bad the dice turned on him so severely all at once.

Next round I was paired against the defending champion, Paul O'Donald. We both wanted the French in 'In Front of the Storm', but we each knew that the Germans are the favored side. Therefore we both chose the German side in hopes of getting the French with the balance. I won the roll giving me the French. I was able to reduce the Germans on the near side of the bridge without much loss. He had the ATG, 9-2, and MMG on the far side of the river so he still a shot with three-four turns remaining. However, my 9-2 tagged his 9-2 and he 12'd out the ATG after flaming one tank. I generated a couple of heroes as I diced out Paul. Looking at this scenario, I think that there is a definitive German set up, so I can't see myself playing this scenario again - not enough choices for my taste. This isn't that surprising given the fact that it is a river crossing. I think there are much better river crossing scenarios; 'Scouts Out' comes to mind. I was hoping for 'Strangers in a Strange Land'. The beer was great (this is starting to sound like a Pete Phillipps report).

Third round pitted me against Dave Schofield in 'Lion's Share'. I wanted 'Scouts Out' because I didn't think it was as dicey. I took the Germans because I felt that I should be able to get 5 vehicles off before the French tanks showed up. I bombed down board 19 and swallowed up his LMG and squad after he eliminated a truck and squad. Dave had a nice set up and was ready for my lightning strike. His ATGs were tough and bagged 6 tanks. His ATR CH'd another and I was in trouble with barely enough points left to exit for the win. I got 17 points off (I needed 22) with one Mk IV left that needed 16MP to exit (it has 14MP). So I risked ESB because otherwise it would've had to survive two fire phases from both ATGs and one fire phase from the four French tanks. I needed a seven to win - I roll an eleven. Dave played the game right, he didn't make a mistake. I probably

should've tried to drive through the board 17 bypass route after figuring that the ATGs were guarding the fast exit - there really isn't any other good place to put these units. Again, Dave played a great game and it was very exciting for the 2.5 turns that we played. Beer.

Fourth round was against Derek Tocher, a Scot living in England. We both chose 'Eye of the Tiger'. Derek wanted to dice for sides, I wanted to pick. He chose the Russians, I, the Germans. So we both got what we wanted. I dropped the OBA in the Russian backfield to interdict the movement of the Russian armor (not armour) but it strayed off target doing no damage and did not interdict his movement. I made good progress on turn 1. On turn 2 I moved my Tiger up into the grain field on my left and parked the Tiger next to his ATG. He immobilized my Tiger in a virtually useless spot in his next turn - a good move on his part. I didn't expect the gun there at all. I figured it was okay because at least I knew where it was and it's more of a threat to the rest of my armor and he didn't get any points for the Tiger. I kept pressing my infantry right up the center and was taking some serious losses including a couple of leaders (my 7-0 became a wounded 6+1, the bottom rung on the food chain - not even SS rally with this guy...). I was in trouble when I think that Derek made his only mistake. He split up his armor and left it a bit too close to my infantry. I PF'd two of his T-34s. I must admit that I passed about 75% of my PF checks with only one 6



Steve Pleva (left) and Derek Tocher engrossed in thought in their game of Eye of the Tiger.

all game. At this point, it was a 50-50 game because he hadn't lost much of his infantry and I was down 4-5 squads. We had to adjudicate the game at this point and it was declared a draw - very appropriate considering the situation. Derek and I didn't care about the official result, we just wanted to continue this extremely interesting game. Next, I sent in the Pumas after his T-34 and SU-85. He missed with his ATR and I got lucky to nail both pieces of armor. This put me ahead as I still had both Pumas and MkIVs. Naturally, he evened the score a little by nailing one Mk IV with the ATR. Never under-estimate the value of an ATR, especially the Russian ATR vs. the weak, side armor on most German tanks. On my next defensive fire phase, both clipped Pumas pounded two key positions and this allowed me to get the six buildings that I needed. I then prepared for the last turn counterattack. He rushed back but I broke or pinned his last two squads outside of the sixth building. This was the most enjoyable game of the weekend. The issue was in doubt until the very end. The Pumas were the MVPs as they accounted for about 30-35% of all the damage that I inflicted. I've seen too many players throw these pieces away prematurely - don't do it.

Four rounds over two and a half days wasn't much, but the camaraderie more than made up for the lower game content. If you are coming over from the States, expect slower play. I didn't find this too much of a problem because the social interaction makes up for it. Beer, darts, talking history and ASL, Chinese buffet, fish and chips, and beer make for a great weekend. Oh yeah, and you can't forget about the state of the art roller coaster that is about a 1/4 mile from the hotel that only costs \$1 to ride. It was brilliant.

Many thanks to all the Brits (and others) who made the weekend truly great. Special thanks to Trevor Edwards and Ian Daglish for going out of their way to make my trip a good one. Oh, and did I mention that the beer is awesome? It is. English bitter is my all time favorite. Extra bonus: since there are no preservatives, it doesn't really give you any hangover if you over indulge (of course, I wouldn't know this from first hand experience or anything, I just heard about it from some of the locals).

I strongly recommend getting to BERSERK! or INTENSIVE FIRE at least once. If you can combine it with a bigger vacation or business trip, it's definitely worth it. If it is at all possible, I will attend again next year.



Steve Pleva (left) with fellow Yank Andrew Hershey.

THE CRUSADERS

OPEN ASL TOURNAMENT LADDER

Derekx Tocher

Now that BERSERK! '98 is past it is time for an update on the Crusaders Ladder. A total of 129 games were reported to the tournament directors and I recently spent a long Saturday documenting the results and calculating the new ratings (see sidebar for the method of determining points). There were a number of participants at BERSERK! who were new to the UK ASL tournament circuit and I can report we now have 128 rated players.

Although Mike Rudd, top of the table after INTENSIVE FIRE '97, attended the tournament he played a campaign game over the weekend so we didn't have the chance to take any points from him ☺. However Toby Pilling continued his winning ways (see the BERSERK! '98 report elsewhere in this issue) and Mike's lead over the field has been cut to 85 points. Other notable advances were made by Aaron Sibley (8-1 for the weekend) who netted a massive 575 points and leaps from 93rd to 5th, and your laddermeister who went 7-1 and advanced to 4th. Relative newcomer Simon Strevens continues his assault on the higher echelons of the ladder and

Frank Tinschert advanced 43 positions to become the highest rated international player. Away from the top positions your editor continues his steady slide back to his more natural position after the heady days of BERSERK! '97 [sorry Pete ☺] and two wins allow Paul Case to climb out of the bottom position.

One feature which I noticed while doing this latest update was the number of times the higher rated player won. This is now becoming very significant and I believe that is telling us that for many players we now have sufficient data for the relative positions on the ladder to have some real significance (tournament directors take note).

The next update will be published after INTENSIVE FIRE '98, until then roll low.

Contact me at 19 Tyrrell Square, Mitcham, Surrey, CR4 3SD, by phone on (0181) 687 2699, or by email at DerekTocher@compuserve.com.

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DIFFERENCE IN RATING POINTS	HIGHER RATED PLAYER WINS:	LOWER RATED PLAYER WINS:	DRAW
	high player gains low player loses this many points:	high player loses low player gains this many points:	high player loses low player gains this many points:
0-50	70	70	0
51-100	65	75	5
101-150	60	80	10
151-200	55	85	15
201-250	50	90	20
251-300	45	95	25
301-350	40	100	30
351-400	35	105	35
401-450	30	110	40
451-500	25	115	45
501-550	20	120	50
551-600	15	125	55
601-650	10	130	60
651-700	5	135	65
701+	0	140	70

Players have an initial rating of 3000 and points are won and lost depending on the difference in rating points between the two players as shown above.

THE CRUSADERS OPEN ASL TOURNAMENT LADDER

POS.	NAME	PLAYED	PTS.	POS.	NAME	PLAYED	PTS.	POS.	NAME	PLAYED	PTS.
1	Mike Rudd	21	3630	45=	Dirk Beijaard	5	3080	89	Neil Brunger	7	2880
2	Toby Pilling	15	3545	45=	Steve Thomas	21	3080	90	Steve Crowley	10	2875
3	Carl Sizmur	16	3515	47=	Bjarne Hansen	5	3075	91	Iain Mckay	11	2870
4	Derek Tocher	33	3460	47=	Robin Langston	9	3075	92	Trevor Edwards	21	2865
5	Aaron Sibley	36	3425	49=	Steve Allen	3	3070	93=	Peter Ladwein	21	2860
6	Peter Bennett	11	3420	49=	Jean-Luc Baas	3	3070	93=	Lutz Pietschker	4	2860
7	Dave Schofield	23	3370	49=	Serge Bettencourt	3	3070	93=	Neil Piggot	4	2860
8	Kevin Beard	10	3365	49=	Robert Schaaf	3	3070	96=	Ian Daglish	25	2855
9	Brent Ribom	5	3350	53	Alexander Rousse-Lacordaire	4	3065	96=	Paul Saunders	8	2855
10	Nick Edelsten	16	3310	54	Jon Williams	11	3060	98=	Nick Angelopoulos	5	2850
11	Simon Strevens	12	3305	55	Nick Sionskyj	3	3055	98=	John Sharp	2	2850
12	Frank Tinschert	15	3295	56	Stefan Jacobi	11	3050	100	Jeff Howarden	3	2830
13	Joe Arthur	17	3290	57	Scott Greenman	8	3045	101	Ray Woloszyn	8	2825
14	Philippe Leonard	9	3285	58	Steve Pleva	6	3035	102=	Martin Bryan	8	2820
15=	Ralf Krusat	6	3280	59	Peter Hofland	4	3025	102=	Pete Phillippis	34	2820
15=	Patrick Manlig	6	3280	60	Vincent Kamer	4	3015	104	Luis Calcada	18	2805
15=	Alan Smece	4	3280	61=	Nick Brown	3	3000	105	Bill Eaton	5	2795
18	Dave Booth	7	3270	61=	Martin Hubley	4	3000	106=	Alistair Fairbairn	3	2790
19	Christain Koppmeyer	13	3220	61=	Ian Kenney	4	3000	106=	Nick Ranson	6	2790
20	Tom Slizewski	5	3215	61=	Phil Nobo	11	3000	106=	William Roberts	3	2790
21=	Klaus Malmstrom	4	3210	61=	Duncan Spencer	4	3000	109	Bryan Brinkman	5	2780
21=	Nils-Gunner Nilsson	5	3210	66	Eric Baker	2	2985	110=	Ian Pollard	27	2775
21=	Yves Tielemans	3	3210	67	Dominic McGrath	24	2975	110=	Graham Worsfold	3	2775
24	Francois Boudrenghien	3	3205	68	Nigel Brown	15	2970	112=	Shaun Carter	13	2765
25	Andrew Dando	19	3195	69	Mike Stanbridge	13	2965	112=	Tim Macaire	8	2765
26=	Chris Courtier	10	3190	70	Michael Maus	7	2955	114	Andrew Hershey	10	2760
26=	Jean Devaux	3	3190	71	Andrew Saunders	19	2950	115	Roger Cook	19	2750
28	Armin Deppe	13	3185	72=	Alex Ganna	2	2945	116	Gareth Evans	4	2730
29	Bill Durrant	5	3180	72=	Pedro Ramis	6	2945	117	Steve Cocks	4	2720
30	Burnham Fox	12	3175	74=	Martin Mayers	3	2940	118	Tim Collier	11	2710
31=	Grant Pettit	7	3170	74=	Nick Quinn	3	2940	119	Christain Speis	5	2680
31=	Bruno Tielemans	3	3170	76=	John Kennedy	3	2930	120	Chris Littlejohn	11	2670
33	Mel Falk	9	3160	76=	Paul Legg	6	2930	121	Lee Bray	9	2665
34	Bob Eburne	15	3155	76=	Andrea Marchino	1	2930	122	Ulrich Schwela	12	2620
35=	Keith Bristow	3	3135	76=	Andy Price	3	2930	123	Arthur Garlick	21	2615
35=	Frenk Van Der Mey	5	3135	80=	Steve Grainger	1	2920	124	Paul Case	21	2605
37	Michael Hastrup-Leth	7	3130	80=	Bill Hensby	3	2920	125	Brian Hooper	17	2590
38	Paul Ryde-Weller	10	3120	82	Edo Giaroni	3	2915	126	John Fletcher	6	2585
39	Mark Walley	4	3115	83=	Joel Berridge	3	2910	127	Nigel Ashcroft	17	2525
40	Luc Schonkerren	5	3110	83=	Justin Key	3	2910	128	Michael Rhodes	25	2500
41	Simon Morris	11	3105	85	Bernard Savage	16	2905				
42	Lee Brimmicombe-Wood	6	3100	86	Neil Stevens	17	2890				
43=	Peter Michels	4	3090	87=	Jakob Norgaard	6	2885				
43=	Paul O'Donald	35	3090	87=	Dave Otway	4	2885				

GOING BERSERK IN BLACKPOOL

Continued from page 6

many others left without my getting to thank them for turning up.

Well done to Trev and Neil and Pete and all the rest involved in the UK ASL scene; I hope to get better by the end of the year and play in more of the tournaments if possible.

Having played only a few FtF games before it was really weird to play 4 x FtF games in two days but it was interesting if not absolutely exhausting too.

I learnt an awful lot though and it was great to see so many people enjoying themselves playing ASL.

David J. Otway

Sunday evening: Only a few players were left and Steve Pleva ran a six-player game of 'Raging Furnace' from CH 2. Essentially each sides units were divided into three groups, each controlled by a player. I got most of the armour on the German side for example. A lot of fun this. Players had to decide what to do pretty quickly or MF/MP or fire opportunities bled away. Steve rolled sniper attacks on players who suggested moves to allied players or who challenged his rulings. He was exhausted by this.

On the way out for food the other remaining guys rode the "Big One". We then went on for food, which was at a Pizza Hut where almost everything but pizza was off. I hate pizza but a chorus of the Wombling song lifted my spirits (*for the benefit of overseas readers, the Wombles are furry creatures who inhabit Wimbledon Common, and pick up rubbish and make it into something useful. They were the stars of a very popular British kids TV show in the early 70s, who are undergoing a revival here at the moment - Pete*).

Underground, overground, Womble'ing free

The Wombles of Wimbledon Common Are We

Making good use of the things that we find Things that the everyday folks leave behind

The Wombles theme tune



The Wombles - Wellington (left) and Orinoco engage in a snow-ball fight.



David Schofield (left) faces last years champion Paul O'Donald.

On Monday I said goodbye to the last Berserkers at the hotel with a touch of sadness.

NEXT YEAR

I have had a brief talk with the hotelier and we have pencilled in the weekend 26th-28th March '99 for next year's bash. This falls in between Mother's Day and Easter so we have reduced our chances of clashing with the family environment. Negotiations are already afoot to improve on that which we had this year.

BERSERK! is already so big that we have to make some tough choices. Next year we will probably go to five rounds with a set of really short scenarios on the Friday starting at about 14:00 and another short set on the Sunday morning (this to facilitate an early exit for those who absolutely positively have to be at work on Monday morning). To allow for those who cannot make it early we propose a "Saturday only" round event for up to eight contestants. One day reduced entry fees will be introduced.

I ask any attendees to let us know what was good and what was bad so we can adjust for next year. We're getting there. Next year will be even better.

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Derek Tocher (right) and Dominic McGrath enjoy a quiet pint after a hard day's gaming. Meanwhile, Pete Phillipps (far left) and Paul Case discuss the football over a pint.

THE CRUSADERS

Well change is in the air for the Crusaders as all of you will know by now having received my letter. For those of you who are not Crusaders you should be aware that I am giving up the distribution of third party ASL goods over here in the UK. What was a very slow trickle 3 or 4 years ago has turned into a proper flood and I'm afraid I just cannot cope. Satisfying the demands of ASLers desperate to get their hands on the latest and the best has just got to be left to the professionals so that is what I intend to do.

I must emphasise though that Crusader membership still represents good value at £20.00 per annum. Remember that a subscription to VFTT now costs £10.00 a year and that entrance to INTENSIVE FIRE costs £5.00! So I encourage you to join and support the playing of ASL in the UK.

I will be passing on all of my ASL contacts to Leisure Games, Second Chance Games, The Gameskeeper and Travelling Man and I have been encouraging them by sending them packs of ASL goodies for a look at the quality. If any of you know of any other quality games outlets that you feel would be interested in distributing such products do please let me know. I can then concentrate on playing ASL and organising INTENSIVE FIRE '98.

Speaking of which the date this year will be 30/31 Oct/1 Nov 98 but the venue is still not absolutely final. The Embassy Hotel in Bournemouth is happy to have us back but, for the additional gaming room we require, they want to put the price up to £38.00 per room per night. This really is a bit steep and so I am currently investigating an alternative venue - in Stoke! I know this will certainly please the Northern fraternity as it is much more central. As soon as anything is settled you will be able to read it in this magazine.

Many of you will also know that on the home front I am due a move real soon. It looks like the Stevens' family is going to be heading North to Edinburgh in August. So Scottish ASLers are going to get some new blood to beat on very soon!! I am very much looking forward to the move and to getting to grips with the gaming scene in Edinburgh and you never know, INTENSIVE FIRE '99 might just have a Highland flavour to it - and I don't just mean the whiskey!

Yours in gaming,
Neil Stevens

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THE CRUSADERS PRODUCT PRICES

The following price list is effective from 1st May 1998 while stocks last.

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

<i>Time On Target #3</i>	£17.60
<i>March Madness Scenario Pack</i>	£8.00
<i>Critical Hit #3</i>	£8.00
<i>Critical Hit Xmas Special</i>	£13.60
<i>Soldiers of the Negus (CH Edition)</i>	£12.80
<i>All American</i>	£19.00
<i>All American: Timme's Orchard</i>	£19.00
Special Offer	
both <i>All American</i> modules	£35.00
<i>Platoon Leader (2nd edition)</i>	£9.60
<i>Armored Stand (PL2.0)</i>	£ 8.00
<i>Paddington Bears '97 Scenario Pack</i>	£8.00
<i>Gembloux: The Feint</i>	£14.40
<i>Defeating Enemy Armor</i>	£7.20
<i>Scroungin' ASL News</i>	£8.00
<i>ASL News Scenario Pack #1</i>	£8.00
<i>Baraque de Fraiture</i>	£12.75
<i>God Save The King</i>	£16.00
<i>Berlin: Red Vengeance</i>	£20.00
<i>ASL News #28</i>	£8.00
<i>ASL News #29</i>	£8.00
<i>ASL News (The Last Edition)</i>	£8.00

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



Neil Stevens (upper left) and other enjoy the ride on Blackpools' Big One!

THE SCANDANAVIAN ASL OPEN

Derek Tocher

Our INTENSIVE FIRE and BERSERK! tournaments have attracted a gaggle of international ASLers in the past and a significant number of Germans, Danes and Swedes, together with smaller numbers of other nationalities, have enriched our competitions over the years. Recently I had the opportunity to return the complement by attending the ASL Scandinavian Open in Copenhagen over the weekend of 3-5 April.

The tournament was held in the Mekka Gaming Centre, close to the middle of the principle tourist area in Copenhagen, and hosted various collectable card games (burn the heretics!) and computer gamers over the weekend, in addition to the ASL tournament. The competition itself was in the Swiss format with play taking place in five rounds. The 'Elite' tournament had 26 participants while the parallel '1st line' tournament involved 6 'newbies'.

Play commenced rather later than anticipated on the Friday evening as the large Swedish contingent had been delayed due to storms which cancelled a number of the ferries from Malmo. However after everyone had dried-off gaming commenced around 20.00 hrs and went on till about 01.30 hrs the next morning.

The Saturday morning round featured the PTO and the Nhpum Ga map from the '97 Annual was much in evidence with either 'A115 Blockbusters' or 'A116 Tangled up in Blue' being played on all bar one table. The second round on Saturday involved three excellent scenarios 'A109 Scouts Out', 'SP17 Cross of Lorraine', and 'SP15 Tabacchificio Fioche'. My most memorable moment of the weekend occurred during my game of 'Scouts Out' when, as the German, I captured an abandoned and scrounged half-track on the last turn to give me exactly the 23 CVP which I needed for a, what had seemed earlier, very unlikely win.

By Sunday morning we were into the home straight with only four undefeated players remaining and by 13.00 we knew the final would be between Bjarne Hansen and Mel Falk, both previous attendees at INTENSIVE FIRE. The two finalists settled on 'A104 In Front of the Storm' for the decider with Bjarne getting the German defender. The game was very close throughout with first one side then the other having the advantage. As this was the final game to be com-

pleted quite a crowd had gathered by 19.00 hrs to watch the climax. For a while it looked as if the tenacious German defender would be able to hold the bridge. However Mel persevered and managed to eliminate the last German unit on the bridge with multiple breaks in the last turn and then run a half squad across for the victory. You could tell from the demeanour of the participants that it doesn't get much closer than this!

At the same time Christian Stasiak was rapping up top place in the 1st line tournament with a 5-0 record, while Rasmus Albrektsen took the runner up slot.

By this stage it only remained for the prizes to get handed out. First and second in each tournament received an engraved cup and a copy of the latest *View From The Trenches*. Jakob Nørgaard won an original German Close Combat trophy for accumulating the largest net number of close combat CVPs. Patrik Hyvärinen received a dice cup as compensation for rolling the largest number of boxcars, while Bjarne Hansen received the snake eyes prize, a new set of dice, weighted to roll lots of 6's!

Many thanks to Mikael Siemsen and Michael Hastrup-Leth for organising the tournament and ensuring it ran smoothly. I had a great time over the weekend and enjoyed meeting new players and renewing acquaintances from previous years INTENSIVE FIRE's. If you can sell the wife/significant other the idea of a long weekend in Copenhagen next April make sure it coincides with the ASL Scandinavian Open - I did :-). You won't regret it.

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TOP LEFT: The final between Bjarne Hansen (left) and Mel Falk.

TOP RIGHT: Torben Jorgesen and Sweden's Patrik Manlig (right) bid for sides in 'Wintergewitter'.

BOTTOM LEFT: The finalists and spectators.

BOTTOM RIGHT: Michael Hastrup-Leth (right) and Michael Hemmingse in 'SP17 Cross of Lorraine.'

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

Nigel Ashcroft, 21 Morley Road, Southville, Bristol, Avon, BS3 1DT
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF
Neil Piggot, 35 Hebron Road, Bedminster, Bristol, Avon, BS3 3AE
Martin Voddan, 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
Peter Bennet, 84 Littlebrook Avenue, Burnham, Bucks., SL2 2NN
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH
Paul Kettlewell, 15 Willowherb, Watermead, Aylesbury, Bucks., HP19 3FH
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HJ
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW
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
Iain Mackay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE
Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, SK12 1BB
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
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY
Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE
Derek Cox, 25 Crampshorn Walk, Chelmsford, Essex, CM1 2RD
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE
Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP
Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2
Michael Rhodes, 23 Ash Grove, Melbourn, Royston, Herts., SG8 6BJ
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY
Ruairigh Dale, 13 Swinemoor Lane, Beverley, Humberside, HU17 0JU
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU
Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET
Ian Pollard, 8 Fiveash Road, Northfleet, Kent, DA11 0RE
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent
Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ
Jon Williams, 4 Hanbury Drive, Biggin Hill, Westerham, Kent, TN16 3XN
Roger Cook, Roston Flats, 15 Anchorsholme, Cleveleys, Lancashire, FY5 1LX
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN
Shaun Carter, 3 Armside Grove, Brightmead, Bolton, Lancs., BL2 6PL
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF
Charles Markuss, 23 Melrose Road, Littlelever, Bolton, Lancs., BL3 1DX
Andrew Saunders, 22 Douglas Avenue, Layton, Blackpool, Lancs., FY3 7AL
Ulric Schwela, 6 Castle Court, West Road, Lancaster, Lancs., LA1 5PE
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG
Steven Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL
Chris Tomlin, 19 Moorgate, Lancaster, Lancs., LN1 3QF
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA
Pete Philipps, 49 Lombardy Rise, Leicester, Leics., LE5 0FQ
Philip Bohin, 2 Manor Road, Northorpe, Gainsborough, Lincs., DN21 4AA
Karl Brown, The Games Store, The Manor House, Lincoln, Lincs., LN6 9DG
Dr. Mike Batley, Doctors Mess, North Middlesex Hospital, Stirling Way, London, N18 1QX
Lee Brimicombe-Wood, 128d Barking Road, Canning Town, London, E16 1EN
Michael Chantler, 201 Grays Inn Road, London, WC1X 8UW
Fleg, 38 Park Avenue, Hounslow, London, TW3 2LX
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH
Mike Kerfoot, Rugby Tavern, Rugby Street, London, WC1
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
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
David Otley, Department of Chemistry, Imperial College, South Kensington, London, SW7 2AY
Nick Quinn, 21 Roxwell Road, Sheperd's Bush, London, W12 9QE
Jamie Sewell, 115 Cresnet Road, Alexandra Palace, London, N22 4RU
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW
Santiago Lopez, TF 1.7 Owens Park, 293 Wimslow Road, Fallowfield, Manchester, M14 6HD

Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP
Derek Jones, 12 Rakersfield Court, New Brighton, Merseyside, L45 1NR
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA
Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ
Chris Courtiour, 79 Belmont Road, Wealdstone, Harrow, Middx.
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA10 1AJ
Jackie Eaves, 1 Bowling Parade, Ridgewater Road, Wembley, Middx., HA10 1AJ
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD
Tristram Maclean, 9 Carlyon Mansions, Carlyon Road, Alperton, Middx.
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., UB10 8NQ
Phil Nobo, 6 Milton Road, Ickenham, Middx., UB10 8NQ
Bob Runicles, 34 Albany Drive, Pinner, Middx., HA5 3RE
Lee Winterbone, 47 Locket Road, Wealdstone, Harrow, Middx., HA3 7NQ
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, Eastcote, Pinner, Middx., HA5 1RD
Christopher Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY
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
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Darren Clahanne, 40 Atwell Close, Wallingford, Oxon, OX10 0LJ
William Eaton, 42 Princes Street, Oxford, Oxon, OX4 1DD
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT
Tony Hayes, 11 Upper Fisher Row, Oxford, Oxon, OX1 2EZ
Toby Pilling, Cedar Court, Brookfield Close, Winterbrook, Wallingford, Oxon, OX10 9EQ
Jonathan Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, S17 4FR
Carl Bedson, 5 Allerton Meadow, Shawburch, Telford, Salop, TF5 0NW
Paul Case, Flat 8, 19 Park Street, Taunton, Somerset, TA4 3JP
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA
Paul Legg, 116 Second Avenue, Sudbury, Suffolk, CO10 6QY
Lee Bray, Flat 4, 13 Kingston Hill, Kingston Upon Thames, Surrey, KT2 7PW
Derek Briscoe, 129b Melfort Road, Thornton Heath, Surrey, CR7 7RX
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ
Ivor Gardiner, 27 Taylor Avenue, Kew, Richmond, Surrey, TW9 4EB
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Kevin Croskery, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Bob Groves, 56 Hall Orchards Avenue, Wetherby, W. Yorks, LS22 6SN
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS
John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., LS23 7DJ
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Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA
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WALES

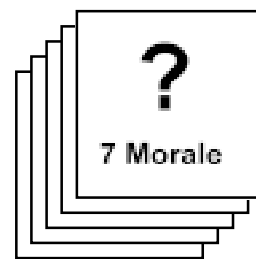
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If there are any mistakes, please let me know so I can correct them for the next edition.

A DUMMIES GUIDE TO DUMMIES



One of the ways *ASL* helps to avoid the omniscient player syndrome so common to wargames, particularly tactical games, is through the use of Concealment counters. These can be effective at concealing real units and fooling the other player into thinking they are real units. But what is the best way to use them?

SETTING UP DUMMIES

When both sides start the scenario on-board, the defender first sets up all his real units and OB-given concealment counters. Some of these may act as concealment for real units while other are used to form dummy stacks. The attacker then does the same with his units. When both sides have set up, all unconcealed units out of anybody's LOS have a concealment counter placed on top of them and play begins. Note that a Dummy stack will never receive another concealment counter (*ASL Annual '90* errata).

Things are similar if the attacker sets up off board except that as no enemy units start the scenario on-board any stack that does not have a concealment counter on it has a concealment counter placed on top of it after all units have set up.

In this situation the attacker's units all enter the board concealed.

Don't forget, Dummies/OB-given concealment counter can only be placed in concealment terrain (the terrain listed in red on the Terrain Chart). And remember, Graveyards are NOT Concealment Terrain!

In a Night Scenario the Defender gets additional HIP and Dummy units as per E1.2. Dummies and HIP units (EXC: non-entrenched Vehicles/Guns) can set up in non-concealment terrain and as if it were concealment terrain. The Attacker's units start Cloaked (which is very similar to Concealment).

LOSING CONCEALMENT

The most common way of losing concealment is by performing an action while in the LOS of a Known enemy unit. Firing,

attacking in CC, moving in Open Ground or using non-Assault Movement, or taking PTC or MC are probably the most common actions that cause concealment loss.

Concealment can also be lost whenever a non-berserk enemy Infantry/non-charging Cavalry unit attempts to move into a concealed unit's Location during the MPH (unless it is using Bypass A12.151). In this case the DEFENDER must immediately reveal at least one concealed unit in that Location and thereby force the moving unit back (even from a Wire Location entry) to the last Location occupied before entering his Location.

If there are several Concealed units in a stack then Random Selection is used to determine which one(s) must lose concealment. However, all HIP units in the Location must be placed on board beneath a concealment counter prior to the Random Selection dr.

Thus with a concealed dummy counter and a real unit there is a 16% chance that both units will be revealed (due to the doubles possibilities), a 42% chance that the dummy will be revealed (which would cause the real unit to be automatically revealed). The rest of the time (42%) only the real unit would be revealed, leaving the dummy concealed. Either way the enemy knows that a real unit is in the hex, which is all he likely wanted to know anyway.

Many players seem to ignore this and simply reveal a unit of their choice to force someone back. Don't let them get away with it. Especially if Random Selection picks a SMC. Then make them reveal another unit (using Random Selection again of course) or you can conduct an Infantry OVR against the SMC.

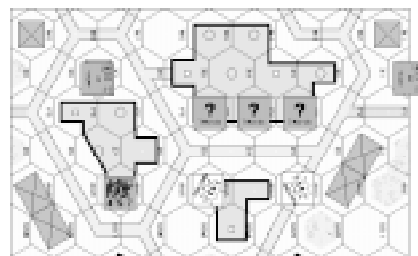
DEFENSIVE POSITIONING

As the defender you usually want to avoid firing against a scouting unit and wait for bigger bait. This is particularly so when you consider the subsequent fire restrictions - if you just break the scouting unit, it's probably the closest Known, armed enemy unit. Your opponent will then come no closer than two hexes with all his other units.

However, if you hold your fire, you are still free to First Fire at a more tempting target and can still Final Fire at the scouting unit (albeit without FFNAM) in the DFPh.

The best defence against [multiple] units that try to remove concealment counter is probably by using a flanking fire lane. Important buildings that are protected by fire lanes even from a pair of LMGs will make the ATTACKER think twice or making him pay more for the information gained. If you are in buildings, and have the important units on ground level, it is usual a good idea to have plain (without SWs) squads on 1st level. They still have PBF and if broken they are easy to replace.

If the terrain allows, you can pretty much screen concealed or dummy "killer stacks", and make it cost more than one or two half-squads to find out what is under a concealed stack. A typical example of such a defensive line is shown in the diagram.



The MG LOS are blocked straight ahead, but can fire sideways to defend the adjacent concealed stack. To find out if the concealed stack is real or not the attacker has to survive the fire of the covering units. Of course this doesn't work well in woods or similar terrain.

Ideally you should be in a position to fall back units which lose concealment and advance concealed units into their position. The unit that lost concealment can then grow a fresh concealment counter at the end of the CCPh and is then ready to advance back into the front line the following turn. The result can be quite frustrating to the attacker since it makes fire very ineffective.

Late in the game, when your opponent

has probably lost track of how many Dummies are left, he will probably think that all of your units under concealment counters are real. This is an ideal chance to get him to waste resources on a Dummy (Prep Firing, etc).

MIS-INFORMATION

Generally Dummies are helpful for the defender, especially if the ATTACKER has enter from off-board, by helping to conceal the true nature of your deployment.

Dummies are ideal for hiding or mis-directing your overall commitment of real force in the initial set-ups. You can set up strong on one side and mask that fact with a bunch of Dummies on the other side.

As a general rule it is not worth using all your dummy counters as pure dummy stacks. You probably have SW and SMC that you want to hide in the early stages of the scenario, so use the dummies to make more stacks that could contain them, but where nearly all of the stacks contain a real unit. This way, when he tries to enter your hex, he still reveals a real unit but he bounces back a hex and has to end that unit's movement (thus cutting down on how much scouting he can do).

Another method of mis-information is to use of dummies is to get you stacks uniformly high. For example you can hide the squads/HMG/9-2/concealment counter stack by making other stack also 4 counters high by adding dummies. You might dispense with all dummy-stacks and cover the front with really impressive looking stacks.

The corollary of this is to make a big stack. A squad topped by a few dummies starts resembling a killer stack. This is particularly valuable when you only have a few concealment counters, by making your opponent guess about which of those ?+5 stacks has the 10-2 and the pair of MGs and which one is the a HS with nothing.

In scenarios with OBA and no HIP observer, consider putting a couple of stacks of dummies where they can see almost the same hexes as the real one. This sometimes buys the real one a turn or two.

However you set up your dummy units, no defensive line should consist entirely of concealment counters or it is not a defensive line. Always mix some real units in with the dummies to act as skirmishers and provide a nasty shock to any unit which might become too cocky as it waltzes through a seemingly endless mass of dummies.

This is particularly effective in the jungle and other excellent concealment terrain. A mass of concealed units, mostly dum-

mies but with perhaps two or three real units (and perhaps a HIP unit) can really slow down the enemy as he approaches every concealed stack with caution. Without the real squads the attacker can waltz right through the terrain unopposed. The dummies provide alternate targets until the real units drop concealment counter and wax the stack moving in the open!

Against a seasoned opponent (one who actually looks to see how many concealment counters you are given for the scenario OB) dummies tend to be less effective. In this respect Dummies are much more effective in CG or scenarios where your opponent has little or no idea of the OB what he will be facing.

HIDING A KILL STACK

Imagine that as the defender you have a perfect site for a HIP killer stack. However, your opponent isn't daft and if you leave the location empty it will be look very suspicious. Solution? Simply place a big dummy stack there. But be sure to move it a bit, as this stack will invariably draw fire, and if there is any result your HIP units will also be revealed. So try to move it at the first opportunity where moving seems to make sense - like skulking with position change, moving up in a staircase, dividing the dummy stack to form multiple stacks that form a FG, etc. etc.

You probably cannot do this too often, but at least you can use it often enough to make your opponent more cautious in future.

SNIPER BAIT

Even when a stack is obviously a dummy stack, it can serve a useful purpose in drawing off snipers from important positions in a high SAN scenario, such as a night scenario. For this, you would want to put them in low TEM terrain, such as orchards.

As they say, no dummy can die a finer death than diverting the nastiness of a 1 or 2 on the SAN die roll!

CONCEALMENT DENIAL

In addition to acting as Sniper bait, stacks of obvious dummies can also be used to prevent enemy concealment gain. As per A12.11 concealment counter gain can be denied while in the LOS of an unbroken enemy ground unit, which includes Dummies. This can help deny concealment status to enemy units at the beginning of a scenario when both sides set up on board, and later in the game when concealed enemy units have revealed themselves.

ACTING LIKE DUMMIES

Be sure to treat your dummies like regular squads, skulking, laying about, advancing to scare AFVs, and so on. However, don't do anything that a concealed real unit wouldn't do. Psychological impact is one of the best things dummies can do once a scenario is in progress. As with DC, FT, or a last HIP unit, the threat is often better than any real action the unit could do.

The flip side of this advice is to treat your regular units like dummies. This means that sometimes you might have to decline a good shot with a real unit in order to make your dummies credible. If you always shoot at the first decent opportunity with real units, your opponent will eventually figure out that only the dummies hold their fire.

Is it a real unit, or do you have incredible fire discipline? Let your opponent find out the hard way.

5/8" DUMMIES

One thing to bear in mind when you have tanks in your OB as well as concealment counters is that you can exchange 1/2" dummies/concealment for 5/8" ones (this is clarified in the errata from the *ASL Annual '90*).

By setting up your tanks out of LOS in concealment terrain (remember that no bog/falling-into-the-cellar check necessary if this is woods/building; A2.9), you can add a concealment counter and create additional "tank" positions with the dummy counters. By setting up in concealment terrain you also avoid having to lose concealment as soon as an enemy unit has a LOS.

Such units are also not easy to be revealed by entry. They are often quite far back, and there is nothing that is the equivalent of an 'armoured HS' available for such a task.

This can also be used for Guns when they are not allowed to set up Emplaced (and thus set up HIP). For example, in the *TOT* scenario 'Last Stand at Westen', HIP is NA for the Guns. It can make the enemy much more cautious with his tanks if he is not sure whether that concealed stack is a Puppchen (long range PSK) with TK# of 26 or just a pair of concealment counters.

A slight problem with setting up as 5/8" dummies is that if you want to setup in a way that you need to place a turret counter on top of the vehicle, your enemy will know it is a real tank, as there is no rule that allows you to fake this with a dummy stack.

Also note that you can place dummies/concealment on real units, but not under real

SKULKING

Skulking is a great defensive tactic.

Movement Phase - move out of LOS.

Advance Phase - advance back into LOS.

It reduces or eliminates your opponent's Defensive Fire, but leaves you still in position to hinder his movement. The only disadvantage is that you lose your Prep Fire opportunity.

So how do you combat it when you are attacking?

1) Take away his hiding spot. Use flanking, infiltration, upper level 'overwatch' so that he can't move out of LOS.

2) Use your Prep Fire to free up opportunities for movement, not to go for kills.

3) Take your lumps - Human Wave,

Banzai, or reasonable equivalent. Jump down his throat. After Advancing Fire and Close Combat, let his tattered remnants skulk. You will get them next turn. This requires a truly awesome numbers superiority. Another plus, it really reduces counter congestion!

4) Lastly - give him targets for his Prep Fire. Advance units into the open (NOT stacked). Assault Move too, if time is of the essence. Form large, spread out, fire groups, that slowly, but steadily, crawl closer and closer. Give him the choice of facing deadly Prep Fire, or trying to break up your fire groups and face hopefully less deadly Defensive Fire. Sometimes the sight of those Open Ground, no TEM shots is just too tempting, and your opponent will forget that he is skulking.

OPPORTUNITY FIRE

Opportunity Fire was introduced in *ASL* and for some players making the switch from *SL* seem to find any circumstances in which it might be useful. After all, why wait until the AFPh to fire a unit that is not going to move, why not just fire it in the PFPh? There are several good reasons way you might want to wait though.

CONCEALMENT STRIPPING

Probably the most common use of Opportunity Fire is to assist in stripping enemy concealment.

When faced with a line of Concealed units you want to find out which ones are real and which ones are Dummies.

If you Prep Fire at each stack, you are halved for firing at a Concealed unit, and may well find yourself firing at Dummies, thus wasting an opportunity to fire at a real unit.

A much better way is to designate the firing unit as an Opportunity Firer. Then, in the MPh, move a half-squad into a Concealed stack. The enemy player has to reveal at least one real unit, so this tells you where the dummy stacks are. Then, in the AFPh, the Opportunity Firing unit is able to fire at any just-revealed real unit at full FP, as an Opportunity Firing unit is not halved for firing in the AFPh.

Even if the half-squad was unable to enter the hex containing the Concealed unit, the Opportunity Firing unit can still fire at the enemy at half FP for firing at a Concealed unit.

Instead of entering the enemy Location, you can try Searching, which might involve some casualties for your scouting Half-Squads. This is particularly useful if you don't have the MPs to get into the actual Location.

The idea is you are forcing the opponent to lose Concealment by defensive firing against the half-squad or through successful searching. Depending on the situation, sometimes an opponent will reveal a unit or units to fire at the half-squad - which makes him vulnerable to the full firepower of your Opportunity Firers in the AFPh. And if he doesn't and you get into the hex the unit loses Concealment anyway.

For example, in 'ASL 1 Fighting

units, as per a Q&A from the *ASL Annual '93b*. This means you cannot make fake a stack of infantry on foot under a real tank whether it is concealed or not.

WHY 7 MORALE?

Finally, many people seem to wonder why concealment markers have a morale level printed on them.

The main use is when a vehicle is enters the location of a concealed friendly unit without using bypass, the concealed unit must take the PAATC (A12.41). Passing the PAATC allows the stack to remain concealed. If the only enemy units are concealed, the vehicle can't declare OVR as it enters the hex.

The morale level is also used when dummy stacks undergo a Bombardment MC (C1.9).

MEMORIES OF SHANLEY'S HILL

Doug Maston

I just ordered my second copy of *All American: Shanley's Hill* today as the first one kind of got used as a gift.

There is a veteran of the 82nd Airborne living here in Greensboro, North Carolina. His name is Doug Dickerson, and he is now 77. He made every combat jump the 82nd made during WWII, and was a member of an elite hit squad. They jumped in ahead of the pathfinders to take out military targets of significant danger to the troopers who would later jump in on the drop zones. This could be a person, a vehicle, a AA gun, whatever. It was dangerous work and he lost quite a few buddies during the course of the war.

He has converted a backyard storage shed into a "mini-museum" that details the war (ETO and PTO), and also the Holocaust.

I took a friend over to visit his museum, and brought *Shanley's Hill* along. I wanted to show him that 54 years later, people were still studying the exploits of his outfit, and that the Vets of WWII were portrayed in *ASL* respectfully and as accurately as possible.

At the end of our visit, I showed him the game and told him a little about *ASL*. He didn't understand much about the game, but he instantly read the map sheet like it was a old friend. He said the bocage in Normandy was terrible, and that many a good life was lost just jumping into that country.

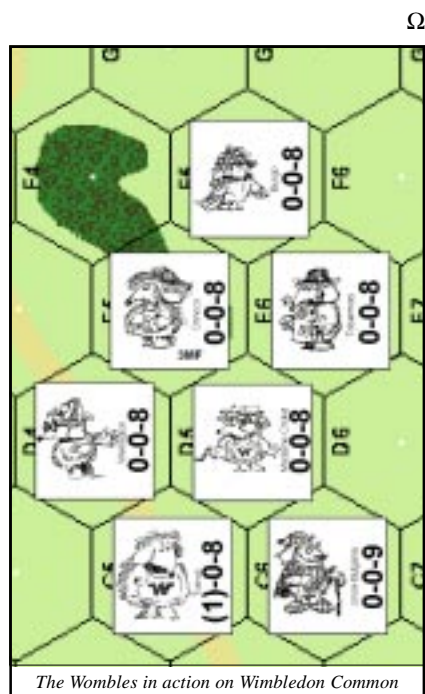
I showed him the picture of "Iron Mike" at La Fiere, and said the game was a gift for his museum. Now he has a picture of the memorial to hang on his wall.

If you ever get to Greensboro, NC, look me up and I'll guide you to his museum. It's a fascinating place. Not very fancy, but his stories are great. He was a close personal friend of Gen. James Gavin, both during and after the war. He made 530 jumps in his lifetime. May or may not be a record, but it sure impresses me!

And, Oh yes, he won the Bronze Star with V device, and has one Purple Heart. He really should have had two.

About two years ago he went to a hospital and the x-rayed his hip for an arthritic problem. The x-ray shows a bullet embedded in his hip. A sniper shot him and hit a hand grenade that was in his back pocket. The grenade went off, but he was not seriously hurt. Just a little bit of shrapnel in the hip. The doctors removed the shrapnel and sewed him up with the unsuspected bullet still inside of him. He's had it there for 55 years now!

Take care.



Withdrawal', the Russians may well set up the majority of their squads up front under the scenario-given ? counters. This can leave the Finns very little room to run past them, generally forcing them to reduce part of this line on Turn 1. As noted above, the way they do this is to create a couple a big fire groups and mark them with Opportunity Fire. Then use sacrificial HS to attempt to cross the street and move into the opposing line to reveal dummies. Most Russians can't resist shooting them up at point blank range with a -2 DRM for FFNAM and FFMO. And if they don't fire, they will lose concealment when the HS enters their hex anyway.

OTHER USES

A similar use to the above is when you suspect a hidden unit (squad or Gun) somewhere in front of you (because you are near an empty VC building/location or exit hex for example) and you will do some searching or running around to discover the enemy.

One, possibly sleazy, reason to Opportunity Fire is when you have squad ready to fire at an enemy stack and a (for example) 9-2 leader close by that you want to include in the attack. Simply mark the squad with Opportunity Fire, move the leader into the squad's location, and fire away in the AFPh.

Opportunity Fire can also be used to remove CX from units. By Opportunity Firing a CX unit; the CX will be removed in the MPh and the unit can then fire in the AFPh at full FP (and ROF) without the +1.

Finally, Opportunity Fire can be used to safely fire a backblast weapon from inside a ground-level building. Opportunity



A possible Russian set up in 'ASL 1 Fighting Withdrawal'.

Fire avoids the +2 for Case C3 and the backblast penalty (C13.8).

THE DISADVANTAGES

Opportunity Fire has a big disadvantage: your Opportunity Firers have to weather any Defensive Fire attacks before they get to shoot. The realism behind this is what the military guys call "Over-watching Fire" - I'm not shooting yet, but I'm covering someone else who is moving. When the bad guy shoots up my moving unit, I blast him. If he shoots up the over-watching unit, the moving unit assaults him. This is the essence of the dilemma that fire and movement techniques offer to the enemy.

Units opting for it also tend to lose "???" they have. However if your kill stack is concealed, and can only see (and thus be seen by) concealed stacks, your opponent will have declare one of his stacks to be a non-Dummy (by momentarily revealing a real unit) to force you to lose concealment. This can be useful in campaign games where you do not necessarily know what the enemy forces are, and you find yourself facing an entire line of concealment in the early turns.

Also remember that only Infantry/Cavalry can be marked with an Opportunity Fire counter. A vehicle can't, but a crew manning a Gun can.



Prolific scenario designer Shaun "Tanker Whitmann" Carter (right) engages in some heavy duty armour play testing at BERSERK! with Roger Cook.

DEBRIEFING

Continued from page 3

The German player does not have to buy an Attack Option for the initial scenario.

All American

Scenario AA1 "The Milling Crowd" American balance should be: "Add one MMG to one of the turn 1 reinforcement groups."

Scenario AA12 "Westward Ho!" US entry and German exit should be from hex V25 (this change arises from the printed map including half-hexes that were not used in the play test. The effect on play balance is not significant).

This is the latest compilation of errata for *Berlin: Red Vengeance*, as of 10th March 1998 and was posted to the InterNet ASL Mailing List by Heat of Battle.

12.1 Add to the end of this rule, "...all multi-hex buildings containing a square Stairwell symbol contain a ground, 1st and 2nd levels (as well as a cellar/rooftop locations [EXC: roofless buildings])."

13.2 Hex Q18 is a Runway hex not G18.

CG14 Second sentence should read, "All non-bridge River hexes are always considered No-Man's Land (see RePh 8.6051)".

CG16 Are Moabit Prisoners treated as Green units or Conscript units for MF determination?
A. MoPs are treated as being Conscript for MF determination.

CG19 Add to this rule the following: "Guns may not be removed from a pillbox/fortified location."

RePh 8.6031 Add the following: "All broken units are now rallied." Delete "(see 8.6057)".

RePh 8.6112 Change "(see BRV 16.2)" to read: (see BRV 16.10).

RePh 8.6204 Russian RG listed as "BRVS Rifle Ptn" and "BRVS SMG Ptn" should instead be "GDS Rifle Ptn" and "GDS SMG Ptn".

RePh 8.621 May DC be purchased as "set" by spending FPPs to do so.

A. No. A DC must be in a side's OB in order to be set in this manner. The BRV table and its footnotes are designed to replace the KGP III table/footnotes altogether.

RePh 8.6242 If a bridge is partially destroyed can a vehicle which ended the previous CGS on one side of the bridge set up on the other side using only the partially destroyed bridge as its crossing point (assuming that the vehicle is setting up in friendly territory)?
A. Yes, but immediately prior to setting up that vehicle the owning player must take a bridge Collapse DR as per 11.313. (make sure to inform the German player of this attempt so as to determine the current weight limit of the bridge).

RUSSIAN RG CHART RG ID O2 should be listed as "Bn Mortar" under the "Group Type".

RG FOOTNOTE "J" Footnote "J" is NA for both players.

Q Russian vehicle note "J" says that some Russian tanks "may" receive sM. Do such tanks receive them automatically or must a player roll for it or is it by SSR only?

A. Yes. HOB's understanding is that the vehicle carries them inherently and, therefore, the vehicle may/can use them as per the specific note (i.e. no SSR or optional armament dr is needed).

Q May OBA/ordnance SMOKE be placed on a bridge hex?

A. Yes. It is HOB's position that if smoke grenades can be placed on a bridge so may other forms of SMOKE.

Q What are the dark hexside depictions along the dark green hexsides near the Spree River (hedges or cliffs)?

A. They are cliff depictions.

Q Is AA fire allowed from a roofless building location?

A. No.

Q What happens to a set DC which ends a CGS but has not been fired/exploded?

A. If the DC is in a controlled set up area it is retained by the side which controls that set up area; otherwise, it is treated as non-set DC and remains in its current location as any other unpossessed SW in an uncontrolled set up area.

ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world. In fact, it is possible to be involved in an *ASL* tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I'll include the details here, space permitting.

MAY

8th VILLENEUVE D'ASCQ TOURNAMENT

When: 30 - 31 May.

Where: Villeneuve d'Ascq, 10 miles from Lille, France. There are many cheap hotels like Formule 1 (137FF/Night) and Quick Palace (145FF/Night) close by.

Fee: 50 FF (may be paid at Tournament start).

Format: 5 Swiss rounds with a choice of 3 scenario per round.

Notes: A free package containing tournament rules, copies of scenarios, a detailed map of access to the tournament location and hotels is available upon request.

Laurent Cunin will be in attendance with the scenarios from the *Provence Pack* and the finalised A0 sized *HASL* map from the *Provence Pack CG*.

Contact: For the free package or more details contact Francois Boudrenghien, 195 rue de la liberte, 59650 Villeneuve d'ascq. Telephone: (33) 03 20 47 49 98. People can also contact Tournament co-organiser, Jean-Luc Baas by telephone at (33) 01 47 82 81 70, or Laurent Cunin by email at Laurent.Cunin@spotimage.fr.

JUNE

SUMMER WARS '98

When: 5 - 7 June.

Where: Comfort Inn Mechanicsburg, 6325 Carlisle Pike, Mechanicsburg, PA 17055. Special room rates (single or double) are available up to 25 May and are \$53.00 plus tax. To get the special rate state you are staying there for *ASL Summer Wars '98* when making reservations. Call (717)-790-0924 for reservations. No restaurant is located on site, but there are plenty nearby within reasonable distance. There are refrigerators in the rooms and a continental breakfast is available.

Fee: \$10.00 before 22 May (\$5.00 for Saturday only); \$12.00 thereafter (\$7.00 for Saturday).

Format: Tournament play will feature an unstructured format as used at the ever popular Oktoberfest and Winter Offensive. This allows participants to play at their own speed and play scenarios of their own choosing, just meet the minimum requirement minimum for the weekend. For those who can only attend on Saturday, a mini-tournament will be held.

Notes: Small money prizes available to winners, subject to increase based on attendance. The Summer Wars T-shirts are \$8.00 each and available in M, L, XL, XXL.

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

GOLD BEACH

When: 20 - 21 June (this does not clash with any England or Scotland World Cup games!) (*but it does clash with the Ozzy-Fest!! - Pete*).

Where: The D-Day Museum, Portsmouth, England. Excellent local guest houses and hotels are available.

Fee: £5.00 booking fee.

Format: The main theme is a playing of the multi-player scenario 'Gold Beach' from the War Oboc Publications *Monster Scenarios* pack. Eight players aside are needed to re-fight this British D-Day landing. Some experience of seaborne assaults would help but you will have plenty of time to prepare and lots of support on the day. Other scenarios may be played during the weekend.

If players are knocked out of the beach scenario they are free to play other scenarios [players face each other on a one to one basis on the beach side they will conclude 'Gold Beach' in pairs allowing them to play something else]. Any excess players will double up and rotate on the beach and/or play other scenarios.

Notes: Although the play area is spacious numbers are limited to around 30.

Contact: David Schofield, 11 Longfield Drive, West Parley, Dorset, BH22 8TY. Telephone (01202) 573 842 (evenings) or email at dschofie@bournemouth.ac.uk. You can also check out the Crusaders Web Site at <http://treespace.virgin.net/david.schofield1/crus.htm>.

GUN DUEL '98

When: 26 - 28 June.

Where: The Best Western Cantibury Inn & Convention Center, 704 1st Ave., Coralville, IA 52241. Telephone (800) 789-0400. Single rooms are \$53.95 per night and Double room is \$62.95 per night. You must mention that you are with the "ASL Club of Iowa City" to get the room rate. There are plenty of places to eat and drink around the hotel.

Fee: Pre-Registration is \$15.00 otherwise is \$20.00 at the door.

Format: Five rounds featuring a choice of six scenarios each. Gaming will start Friday 26 June at 6:00 P.M., for those arriving early the room will open up at 12:00 noon. The Saturday session begins at 8:00 A.M. The final session will begin Sunday 8:00 A.M. All night gaming will be possible on Friday and Saturday nights.

Notes: The Iowa City ASL Club, Iowa City, IA presents its first tournament event. Awards will given to first, second and third place. We have also arranged to have a number of prizes that will be awarded for "Highest ROF" and "Most CVP Amassed".

Contact: Send pre-registration to ASL Tournament, C/O Guy D. Falsetti, 1220 Sheridan Ave., Iowa City, IA 52240. Email Guy-falsetti@uiowa.edu.

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.

Notes:

Contact: Tim Wilson 353 Cascade St, Lander, WY 82520-3725 phone: (307) 332-9266, email tim_wilson@nols.edu or Tom Repetti phone:(303) 840-7593, email tqr@diac.com

OCTOBER

OKTOBERFEST ASLOK 1998

When: 7 - 11 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$79.00 for 1-4 occupants. Be sure to mention "ASL Oktoberfest" when reserv-ing..

Fee: \$15.00 before August 31, \$20.00 thereafter.

Format: Same as always. Weekend Tournament plus numerous Mini-Tournaments.

Notes: To be announced.

Contact: Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by telephone on (440) 473 1680. You can also email Rick Troha at aslok@nwsup.com, or visit the ASLOK Home Page at <http://www.nwsup.com/aslok/>.

INTENSIVE FIRE

When: 30 October - 1 November.

Where: To be announced.

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

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

Notes: Further details to be confirmed.

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

NOVEMBER

GRENADIER '98

When: 20 - 22 November.

Where: The "Jugendlandhaus" in Hergarten, near Zülpich in the Eifel - the German part of the Ardennes, near the famous "Hürtgenwald" (near the location for "CH76 Hürtgen Hell"). The beds in the Landhaus will be given to the first 40 players who check in. Additional capacities will be in the town, but must be paid for at full price.

Fee: DM 70.00 (about £28.00) for three nights accommodation, breakfast and entrance. A DM 20 (about £8.00) deposit is required.

Format: The tournament will be played in three rounds with victory points awarded for each game won. The opportunity to play campaigns or longer scenarios will be provided as well.

Notes: The tournament scenarios will vary in complexity to meet the skills of newbies and grognards alike. But be aware: The tourney is going to have **ACHTUNG PAK!** as it's motto and every scenario will feature at least one AT Gun.

Critical Hit will sponsor the tournament with some prizes.

Contact: Christian Koppmeyer, Hagebüttenweg 9, 41564 Kaarst, Germany or by email at 100556.3650@compuserve.com.

1999

JANUARY

WINTER OFFENSIVE '99

When: 15 - 17 January.

Where: The Comfort Inn, Laurel, Maryland.

Fee: To be announced.

Format: Unstructured format, mutually agreeable scenarios, minimum of five scenarios needed to qualify. All games ARE rated.

Notes: Sponsored by Multi-Man Publishing, Winter Offensive supports all levels of play, from beginner to expert.

Contact: Brian Youse 309 Chase Hill Court, Severn, MD 21144, tel 410-519-1862 or by email at bcyouse@erols.com.

FEBRUARY

WEST COAST MELEE II

When: 5 - 7 February.

Where: The Radisson Hotel, Westside, Los Angeles. The hotel is within 15 minutes of Los Angeles International Airport and it offers free courtesy service to and from the LAX every fifteen minutes. Accommodations at the hotel are \$89.00 single/double and \$99.00 triple/quad.

Fee: To be announced.

Format: The tournament follows the same format as Avaloncon and the ASL Open that allows a player to reject any one scenario in each round. The WCW scoring system will be used.

Notes: All the scenarios are published and selected from Avalon Hill and independent designers like TOT, CH, Paddington Bears, Schwerpunkt, WCW and others. The scenarios in each round will vary in complexity to meet the skill level of newbies and grognards alike.

Contact: Kent Smoak, 4241 Don Arellanes Dr, Los Angeles, CA 90008. Telephone (213) 296-3830 (home) or (310) 835-6600 x 6636 (work) or email at ksmoak@earthlink.net.

