

VIEW FROM THE TRENCHES

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AVALON HILL SOLD!



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LANDING CRAFT FLOWCHART - LC damage determination made easy **GOLD BEACH** - UK D-Day Convention report

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PREP FIRE

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

The issue is slightly bigger than normal due to Greg Dahl's excellent but rather large article and accompanying flowchart dealing with beach assaults. Four extra pages for the same price. Can't be bad.

In keeping with the seaborne theme there is also a report on the replaying of the *Monster Scenarios* 'Gold Beach' scenario in the D-Day museum in June, and a review of the new Steve Spielberg WW2 movie, *Saving Private Ryan*.

I hope to be attending ASLOK this year, so I'm not sure if the next issue will be out at INTENSIVE FIRE yet. If not, it'll be out soon after IF'98.

While on the subject of conventions, if anyone is planning on attending the German convention GRENADIER '98 please get in touch with me. If we can get enough of us to go as a group, David Schofield may be able to organise transport for all us. I'm personally up for this convention, as the 21st November is my birthday, and the idea of a weekend of German beer, German women and German ASL has some obvious appeal!!

Until next time, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

COVER: American troops storm ashore Omaha Beach during the D-Day landings on 6 June 1944, in a scene from the new Steven Spielberg movie *Saving Private Ryan*.

EMOTICONS

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

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

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

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

Issue 22 will be out in November.

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SOLD

On Tuesday 4th August Monarch Avalon, Inc announced it was selling its games division, which consists of Avalon Hill, the software division and Victory Games, to a newly formed Hasbro, Inc subsidiary for approximately \$6 million. What remained would become Monarch Services, Inc, and continue to produce envelopes and *Girl's Life* magazine.

August 3, 1998 - The Final Report

Avalon Hill has officially been sold to Hasbro. All employees of Avalon Hill were terminated as of today.

What does this mean for Avalon Hill? We don't know. Thanks to everyone at AvalonCon who showed us how great this hobby is, and thanks to all the loyal fans who have supported The Avalon Hill Game Company for three decades. Really. We mean that.

The Avalon Hill Web Page

Hasbro are the second largest toy manufacturer in the world and produce a wide range of family products including Action Man and G.I. Joe, Star Wars, Jurassic Park and Teletubbies figures, and Tonka Trucks. They also produce numerous family games such as Risk, Trivial Pursuit, and Monopoly (under the Parker Brother brand) and Operation, Mousetrap and Connect 4 (under the Milton Bradley label).

The sale came just days after Monarch Avalon reported a loss of \$1.725 million for the 1998 fiscal year. AH accounted for about 40% of Monarch Avalon's \$7 million sales for the year. Of particular note is the fact that

the report showed board games sales were down \$21,000 (1%) from 1997, which was itself down \$235,000 (11%) from 1996.

The only news from Hasbro so far has come in the form of an interview with Alan Dunkin of online games magazine *GameSpot* (see opposite).

As far as ASL is concerned, MMP's contract with AH has been terminated and Hasbro have requested AH terminate MMP's contract for the '98 *ASL Annual*, the '99 *ASL Annual*, *A Bridge To Far*, and *Blood Reef: Tawara*. However AH have asked MMP to finish *Doomed Battalion* and it is expected to be produced and distributed by AH until the sale is complete, at which time it will become the property of Hasbro.

The deal we had with MMP and BR:T was that the game had to be in AH's arms by a certain date. We let that date slip past by years and we are very disappointed to see it now being cancelled...the contract, however, allows us to retain the rights to BR:T if the "Drop Dead Date" was not met...the Drop Dead Date has long since passed. However, we are sticking by MMP and have hope that they (or some assimile of them) will be back in action soon. :-)

Eddie Zeman, Heat of Battle

The sale also means that *The General* will cease publication as Hasbro have not purchased it as part of the deal, and it seems unlikely AH will have any interest in continuing it as they no longer have a games division. Although unconfirmed, it is believed that subscribers will be given games credit or refunds on their subscriptions.

Less certain is the fate of AvalonCon, the annual Avalon Hill gaming convention held every July in Baltimore. Don Greenwood has announced that he intends to explore the possibility of continuing Avalon Con under private sponsorship if Hasbro has no objections. If this fails, there is every chance than an alternative convention will be organised to replace it.

Even less clear is what effect this will have on third party publishers if Hasbro take more vigorous action than AH in defending copyright infringements. The take over means that Hasbro also take over the legal settlement between AH and CH which allows CH to continue publishing *ASL* as long as it abides by the conditions laid down in the settlement.

Hasbro Reveals Plans

Alan Dunkin

GameSpot Online Magazine

The twin acquisition announcements of Avalon Hill and MicroProse by Hasbro sent shock waves throughout the computer and board game community. Speculation ran rampant. What would happen to the companies? The fact that the entire design staff at Avalon Hill was laid off fed more fuel to the fire.

GameSpot News spoke on Monday with Tom Dusenberry, CEO of Hasbro Interactive, and learned some interesting things.

Hasbro's acquisition of Avalon Hill mainly involved trademarks, current and previous designs, and other tangible assets. In that sense, since Monarch Avalon (the parent company of Avalon Hill) was still responsible for the AH employees and not Hasbro, the design staff was laid off completely. While Hasbro had no immediate plans to rehire any of the AH design staff, if opportunities should arise down the road they would consider doing so. However, Dusenberry did say that Hasbro had many "strategy-minded" designers that were apparently well acquainted with AH titles, so development would continue along those avenues.

Dusenberry indicated that as Hasbro has the facilities to do so, Hasbro would continue to publish Avalon Hill games. Unfortunately Hasbro will not reprint the entire line-up of AH titles, but only the top 15 or 20. This means that *Diplomacy*, *Advanced Squad Leader*, and even *Civilization* among others would still survive. Dusenberry indicated that 275 titles, some still unpublished, were involved in the acquisition.

During the interview, Dusenberry never really made a distinction between the more traditional strategy-oriented games like *Civilization* and the more adult-oriented wargames such as *Advanced Squad Leader*. He had a tendency to lump them all together. However, Dusenberry did acknowledge the fact that Hasbro would continue to develop the wargame style of titles and that Hasbro was very much aware of "recognizing the core audience" of Avalon Hill.

In other Avalon Hill matters, he said Hasbro would be more than happy to help run the AvalonCon convention held each year to continue support of AH products. However, concerning AH's magazine

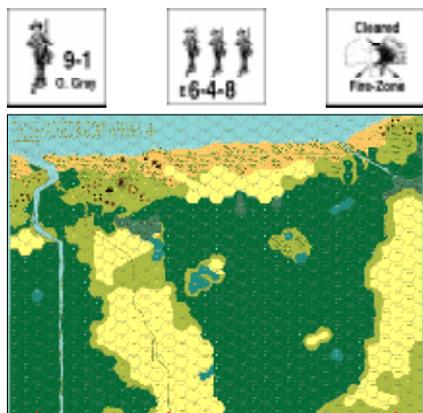
publication *The General*, Hasbro would like to see it continue, but it is unfortunately out of the company's hands - it was not a part of the acquisition, and the future of *The General* lies in the hands of the Dott family, which owns 42 percent of Avalon Hill.

Hasbro's main focus will be on Hasbro Interactive and publishing computer games, perhaps the most central reason behind the two acquisitions. According to Dusenberry, at the end of 1997 Hasbro saw the need to expand into the strategy and action fields. Avalon Hill and MicroProse both help satisfy that need.

Hasbro Interactive fully intends on publishing everything currently in development at MicroProse and will retain MP's full research and development staff, although consolidation will occur in the marketing, management, and media departments. Hasbro Interactive also fully intends on producing computer versions of Avalon Hill board games, most notably Diplomacy.

Since the acquisitions will probably not be approved until late September or October, many questions remain unanswered. Exactly what Hasbro intends to publish of Avalon Hill's back list is still unknown, and the fate of the various third-party contracts concerning *Advanced Squad Leader* is up in the air as well (though Dusenberry did admit that specific questions about AH titles on the board game side of things wasn't really his area - he is the CEO of the computer products division).

For now, Hasbro intends to take a deep breath and see just what it's acquired. According to Tom Dusenberry, at least, this is definitely *not* the end; it's only just the beginning.



Counters and the map from Critical Hit's new PTO module *Those Ragged Bloody Heroes*.

INCOMING

THE FINAL GENERAL

The final issue of *The General*, volume 32 number 3 is out now. Sporting a US Civil War cover, it features two *ASL* scenarios, 'G46 Triumph Atop Taraldsvikfjell' (a *BackBlast* reprint) and 'W The Defense of Luga' (a *COI* update) and an article on the updating and playing of the latter written by Jim Stahler. Since this issue went to print some time ago it contains no hint of the impending take-over by Hasbro as is evidenced by the paragraph on new *ASL* stuff coming soon.

DOOMED BATTALIONS NOT DOOMED BY HASBRO TAKE-OVER

MMP have finished *Doomed Battalions*, the Allied minors vehicle/ordnance module and it is expected to be released by AH shortly, despite the take-over by Hasbro.

Available for \$45.00, it will include three boards (including the revised board 9), 2 sheets of overlays (including railways), 260 1/2" counters and 352 5/8" counters, 8 scenarios, and 12 pages of Chapter H notes. There are also 12 pages of revised rulebook pages for Chapters A and B, containing revised Human Wave and clarified Control rules, and new terrain rules for narrow streets and steeples.

However all other *ASL* projects being worked on by MMP have been cancelled, including the new annual which was due to be released soon after *Doomed Battalions*. As well as the usual selection of articles and dozen or so scenarios, it would also include a *RB SASL* system and a new *RB CG*. Also cancelled are the second *Action Pack* (which would contain two new boards, eight scenarios, and more overlays), *Blood Reef: Tarawa*, and *A Bridge Too Far*.

What will happen to these is currently unclear, although MMP's Brian Youse recently stated "We're not sure what's going to happen with regard to Hasbro, with regard to publishing *Back Blast*, with regard to the future in general. Right now, we've got enough material (once we play test scenarios) to put out two Annuals. We've got a mostly finished *Action Pack*. We've got a great leg up on two *HASL* modules, *A Bridge Too Far* and *Blood Reef: Tarawa*." As far as the latter product is concerned, Heat of

Battle's Eddie Zeman has stated "Although the contract with MMP and HoB for *BRT* has since lapsed, and, even though the contract between MMP and AH is up for grabs, we are giving MMP first crack at it. A 'Handshake Deal' is still worth something in this hobby."

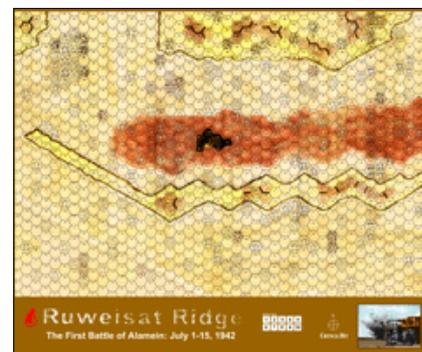
Plans to develop *Computer ASL* have also collapsed again. A month before the Hasbro take-over of AH, it was announced that "Due to long-term strategic differences" Big Time Software and AH had stopped working together to create *Computer Squad Leader*." As before though when AH and Atomic fell out over *Beyond Squad Leader*, Big Time plan to release the project themselves as *Combat Mission*. They are currently aiming for a Spring 1999 release.

Combat Mission will be a turn-based game with state-of-the art 3D graphics and 3D sound. Big Time have likened it to "playing with World War Two miniatures, except these miniatures come to life and fight it out in a totally immersive, adrenaline-pumping combat experience".

CH REVISE PLANS

In the wake of the sale of AH to Hasbro, CH has revised its schedule.

Out now are *Ruweisat Ridge* and *Those Ragged Bloody Heroes*. *TRBH* covers the actions of the Australian 7th Division at Gona, on the northern coast of New Guinea. According to CH "This is jungle fighting without all the usual 'baggage' and comes down to a classic *SL*-ish infantry struggle on the coast of New Guinea." *Ruweisat Ridge* is the first *HASL* module based in North Africa, and covers the Battle of 1st Alamein. The module sees Italian and German troops



Critical Hit unveil the first desert *HASL* map in *Ruweisat Ridge*.

in action against British, New Zealand and Indian Commonwealth soldiers on a huge 27" x 30" map.

Both games come in a 2 pocket folder containing the map, a *Platoon Leader HASL* campaign, six scenarios, and the necessary charts and tables, and cost \$24.95. *TRBH* also comes with 100 die cut counters depicting Australian troops, Cleared Fire Zones, new Japanese MMC and SMC, Control Markers, and more.

Also out now is the *All American miniatures set*, which consists of 57 cast game pieces, enough to play any AA scenario, and notes on their use. The pieces consist of 1/2" and 5/8" 3D game pieces representing squads (with the requisite three figures), AT and INF Guns, MGs, light mortars, and free standing AFV and trucks. This is a limited edition set only available direct from CH for \$19.95.

Available now for \$11.95, is the *All American! Gamer's Guide*. It contains several new scenarios, a PL CG using all three maps, a replay of the SASL mission, an interview with a veteran, and Ian Daglish's design notes. Sales have been brisk and CH expects to be out of stocks within days; no reprints are planned at this point.

Pointe du Hoc and *Stonne Heights* are expected to be released at ASLOK, while the Arab-Israeli War module *Genesis '48* is now expected to be released in time for Christmas, and *Diadem* (featuring the Poles at Cassino) should be released early in 1999.

The *Platoon Leader Campaigns* series will now kick off with the first module of the new series from Ian Daglish, *Scotland the Brave*, (see Ian's preview elsewhere for more details on this). It will be followed by *Iwo Jima: Airfield #2* and the two CG set *Anzio: The Factory*.

Euro-Pack II: The Battle of the Bulge is now out of print and *Critical Hit Volume 5, No. 1* is also close to selling out.

BUNKER MOVES

All orders for *Dispatches From The Bunker* should now be sent to Vic Provost, *Dispatches from the Bunker*, 9 Evergreen Drive, Holyoke, MA 01040 (tel. (413)538-7626). Issue 4 is out now and contains two scenarios ('Crisis at Kasserine' and 'The Forest North of Karachev'), a report of their Nor'Easter tournament, a look at *Berlin: Red Vengeance*, and the usual features.

Subscriptions are \$13.00 (\$15.00 for non-USA, payable by Postal Money Order/

Continued on page 17, column 1

SCOTLAND THE BRAVE

Ian Daglish

28 June 1944: The Cameronians' long fight for control of the ruins of Grainville-sur-Odon began on 27th June. Assisted at various times by Shermans of the Fife and Forfar Yeomanry and Churchills of 7th R.T.R., the Cameronians took and re-took the village, but at the end of the day they could not hold the position. Early on the 28th, the C.O. held an "O" Group to prepare another attack, but this was thwarted by the enemy. Before the British attack could get under way, the Cameronians were fighting for their lives on the start line.

29 June 1944: Fresh from the Ukraine, the two divisions of II SS Panzer Korps were thrown forward to restore a front that was falling apart. There remained a chance to turn the battle around and drive for the beaches, but that opportunity would not last. The attack planned for 07:00 hours was delayed two hours due to the late arrival of the support artillery brigade with its hundred "Werfers". 09:00 came and the start was revised to 13:00 hours. The Seaforths spent a quiet morning regrouping after the previous day's battle with KG Weidinger, and reorganising their position astride the crossroads at le Valtru. Patrols ventured out to investigate enemy intentions. At 16:15 hours, a Mark IV tank burst out of the woods in front of C Company, and the assault by Hohenstaufen began. The first German tank knocked out the 6 pounder gun in the C Company position, and wounded the two officers who desperately attempted to stalk it with a PIAT.

This is the story of the battle of EP-SOM: a battle in which enthusiastic but untried British forces encountered some of the best equipped, best led, and most experienced formations of the Third Reich.

In particular, this is the story of the 15th Scottish, supported by the 11th Armoured Division, in their epic stand against II SS Panzer Korps, newly arrived from Russia. The nine infantry battalions of the 15th took the full brunt of 9th SS

29 June, 1944: As their comrades in arms battered the Gavrus perimeter, tanks of the 10th SS Frundsberg swept across the high ground towards Hill 112. The flanks of the "Black Bull" were covered - 119th Battery, 75th Anti Tank Regiment alone reported five enemy tanks destroyed that afternoon. Shermans of the 23rd Hussars raced across the bridgehead to meet the new threat.

30 June, 1944: As the storm again broke over the Argylls at Gavrus, moves were afoot to extricate the battalion. Machine guns and antitank guns were positioned north of the Odon to cover them, and Major Campbell of the 131 Field Regiment R.A. struggled forward with a wireless set. At last, with the position in the woods becoming almost untenable and communications between Companies beginning to break down, the verbal order to pull back was received via a tank subaltern. But the commanding officer, Colonel Tweedie, was missing, and his 2 i.c., Major McElwee, insisted on written orders. The frustration of all present was expressed by one officer, "For God's sake get out of this cursed wood and don't be so obstinate." McElwee was unmoved. Only at 21:00 hours did the necessary - written - order come through. The major set about trying to save his surviving men, his two remaining antitank guns, and the honour of the Argylls.

Hohenstaufen and 10th SS Frundsberg, as the Germans struggled to cut the "Scottish Corridor" and drive for the beaches. I have drawn extensively on the resources of the Tank Museum, the Imperial War Museum, and (especially) the Public Record Office's war diaries to make this the most accurate depiction of British (and German!) units possible.

The module will contain nine scenarios (ranging from short, sharp platoon actions to battalion-scale actions). These are fought over a historical map including the deep, wooded Odon Valley and some open, grain covered plateau interspersed with French villages. A second volume of *Scotland The Brave* will have a linking map and even more scenarios.

Also included will be a Campaign Game covering the epic struggle of the Argylls holding the ruins of Gavrus, surrounded by the enemy at the extreme end of the Scottish Corridor. Using the *Platoon Leader* system, the CG is quite short (just three daytime firefights) and very simple, omitting several unnecessary rules sections. But it offers a wide shopping list of juicy (and perfectly historical) options for you to purchase.

Planned for release at Oktoberfest, we should see *Scotland The Brave* at Intensive Fire '98.

PORTSMOUTH / Cardboard soldiers fight Normandy landing

Reliving the D-day beachfront battles

■ Wargaming simulates the D-day beachfront battles from veterans.

By Richard Matthews

The soldiers who fought on the beaches of Normandy in 1944 are now being re-created in a new wargame. The game, *Scotland The Brave*, is a two-player wargame which simulates the D-day beachfront battles. It is a two-player wargame which simulates the D-day beachfront battles. It is a two-player wargame which simulates the D-day beachfront battles.



David Schofield part for battle on the D-Day Museum

The Gold Beach convention as reported in the local evening paper. See the next page for David Schofield's after action report of the weekend.



D-DAY AT GOLD BEACH

David Schofield

Me and my mate Simon were looking through his recently delivered War Oboe *Monster Scenarios* pack some time ago, fantasising over the big one. Would it be possible to get 16 ASL'ers together to play one multi-player scenario? I came over all 'Mickey Rooney' shouting "let's put on a show"

We were only a few hundred yards from the 'D-day' museum in Portsmouth so if we were going to play the 'Gold Beach' scenario it just had to be there. Armed with some ASL kit and a few photos off the web of the American team who played it in 1994, I persuaded the Museum Director to collaborate. He was very excited about it, particularly as he had just returned from helping Spielberg make *Saving Private Ryan!*

The game was planned for 19th - 21st (June 6th was unavailable!) and so a couple of months before hand we put the word about that we needed 16 players. The amazing thing is, that although it was open to all, we got exactly 16!

Gold Beach was divided into King and Jig Beaches and subdivided into Green/ Red and East/ West.

German	Beach	British
Jackie Eves	KGE	Justin Key
Simon Strevens	KGW	Will Hensby
Simon Croome	KRE	Brian Hooper
Neil Stevens	KRW	Keith Bristow
Rupert Feathersby	JRE	Iain Mackay
Roger Cook	JRW	Mike Rhodes
Derek Tocher	JGE	Pete Stuhlik
Dominic McGrath	JGW	Tim Macaire

Authenticity was enhanced when the German Commander, Neil Stevens, was called unexpectedly to Germany just before the day of the landing. He was unable to plan the defences as he would have liked and just made it back in time to halt the invaders.

It was just amazing to watch 88 landing craft containing 2000 men and 80 tanks assault the beach! Supported by 8 200mm NOBA's and 24 aircraft! Surprisingly the sea-borne assault rules didn't cause too many problems as everybody was so supportive.

The Germans won this scenario (holding 7 of the 10 objectives) but militarily a

second wave would have cleared up. This scenario has, to my knowledge, only been played once before and might need some balancing. Having said that I think that the Germans had the edge in player experience and I put the result down to that.

Playing ASL 'non competitively' on this scale is a new experience so similar events are being planned for future years. Next year a big para drop at the Airborne Museum??

Thanks are due to the Museum Director Stephen Brook, Simon Strevens who helped organise and provided the beach and ocean overlays, and everybody who provided support [morale and physical] to the opening of the second front. Lets hope all the other landings were more successful! We thoroughly recommend Bill Stevens scenarios and if you ever get a chance to play one of these things – do it! It was one hell of a wargames experience.

King Green West Simon Strevens

I received lots of AARs by email and provide Simon's here for flavour. His comments hold water [much like his opponents LC's!] - David Schofield.

The Germans hold fire until the LC's beach then open up with mortars/AT Guns and MGs. The British lose 1 Infantry LC to swamping and 2 to tetrahedrons. 1 LST hits a tetrahedron and is stranded next to the beach, another LST washes on and off the beach for 5 turns depositing 1 tank each time! The first 4 Shermans out of the LST are hit and knocked out by single AT Gun covering the beach.

NOBA is then brought down on the PB containing the AT Gun for 4 turns before knocking it out.

The British struggle ashore and run through the minefield, the AVREs breach the seawall and the remaining tanks move inland.

Meanwhile the Germans have been falling back to the woods line out of sight of the NOBA with few losses.

British aircraft are Recalled as soon as they are used.

Not much firing takes place as the Germans consolidate with 2 platoons of reinforcements, and a couple of Marders show up.

The British player fails his personal morale check on turn 9 as he realises he is outnumbered 2:1 in infantry and he has not found the other 2 AT Guns yet.

Conclusion

Easy beach for the Germans to defend.

Next time co-ordinate all beaches, treat as one big scenario.

Let the German high commander allocate troops wherever he wants; also allocate reinforcements.

Let British use aircraft to attack reinforcements off map.

Increase size of one or two NOBA to 200 or 300mm.

If glutton for punishment add in 2nd wave!



HIT THE BEACHES RUNNING!

An Introduction to Beach Assaults

Greg Dahl

So, you've always wanted to play a seaborne assault scenario? I'll be the first to admit I am no rules guru - I'm just trying to bring the beach landing to the masses. The only way to learn these rules is to get out some counters and push them around vs. a worthy opponent. Hopefully this article will give you a boost in that direction. This article ignores the seaborne evacuation rules. We also are going to skip all the rules concerning Arial attacks on LC. A few of the more minor items such as piers and reefs are also not covered.

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11. Seawalls

1. KNOW YOUR BOATS (OR IS THAT A SHIP?) AND YOUR OCEAN

The "Boats"

The first thing you should do in any Beach Landing scenario (or any scenario involving vehicles) is to break out chapter H and study the particular aspects of the craft you have been given. For instance, if you are playing the scenario "The Cat Has Jumped", you'll find out that those Japanese boats do not allow passengers to button up even through the front armour facing (i.e. they *can* be fired on using non-ordinance fire that applies a +2 DRM). Knowing these subtle differences can win or lose a scenario.

So, what is the difference between a Landing Craft, a boat, an amphibian, and a Watercraft?



- Amphibians are any vehicle having a printed amphibious-MP superscript

and are described in D16.0 However, a DD tank is only an Amphibian while its screens are erect. (See D16.1)



- Boats are defined in E5.0. This refers to the German Assault Boat and Large/Small rafts that were included in the *Yanks* module.



- Landing Craft are specifically defined in G12.0. The list includes: the LCP(L), LCVP, LCA, LCM(3), LCT(4) AND LCI(S) (which are U.S./British types), Daihatsu and Shohatsu (which are Japanese types).

- A Watercraft is defined as any LC, boat, or amphibian.

You don't have to worry about paddling your LC since those boat rules from chapter E do not apply. Each LC has a inherent crew that is always CE and always has a morale level of 8.

If the PP is underlined, the LC has a ramp. This is important if you plan to haul any vehicles, since vehicles need a ramp to load and unload.

The Ocean, Beach, and Hinterland

The Ocean is rather simple - it's that big, blue thing. It is defined as Level -1 Open Ground. Smoke can not be placed there, however it can occur there if generated by a blaze from a LC (or wreck aboard an LC). Smoke can also drift into an Ocean hex. Otherwise, you won't find any smoke in the ocean.

An Ocean hex itself can be either Deep or Shallow. By default, it is considered deep. It is only shallow if:

- 1 It lies within three hexes of a slightly sloped beach
- 2 It lies with two hexes of a moderately sloped beach
- 3 It lies adjacent to a steeply sloped beach.
- 4 It lies between a submerged reef and the shore.

If there is no beach hex, it follows the

default and is considered deep.

So, how do you tell the slope of the beach? SSR will define the Slope of the Beach as Slight, Moderate or Steep [G13.2]. Besides determining the number of shallow ocean hexes, the slope of the beach affects the MF/MP costs and the TEM.

A slightly sloped beach does not have a crest line, thus it does not affect LOS or movement when moving from the beach to the Hinterland hexside.

A moderately sloped beach has the same LOS as a slightly sloped beach. The movement across a beach/Hinterland hexside is also not affected. The only change is that all beach hexes get treated as same level Deir hexes. If you tromp through your *ASLRB* back to chapter F, you'll find them mentioned in section 4. Essentially, fire from non-adjacent units will incur a +1 TEM. But, as always, don't take my word for it - go back and read chapter F.

A steeply sloped beach is treated as a -1 level hex. Thus, the hexside between the beach and the hinterland is considered a Crest line. Units will pay the normal cost for moving to higher terrain when crossing these beach/Hinterland hexsides. Infantry can also gain crest status along these hexsides.

Besides having a slope, a beach hex will also contain either hard or soft sand (as defined in chapter F).

A beach hex will be considered hard sand if either a) the Current EC are wet, mud or Snow OR b) the beach hex is adjacent to a ocean hex AND its not steeply sloped. Everything else is soft sand. Either type will affect the movement, OBA/HE shots, as well as cause certain bog rolls to be made.

Movement Type	Hard Sand	Soft Sand
Infantry	Normal COT	1MF + COT
Wagon/Cavalry	1MF + COT	2MF + COT
Fully Tracked Vehicular	1MP + COT	2MP + COT
Half-Track	2MP + COT	3MP + COT
Armoured Car	3MP + COT	4MP + COT
Truck	5MP + COT	6MP + COT

Soft sand also halves the FP of Area/Infantry Target Type HE and OBA shots.

Any vehicle that enters or changes VCA in a beach hex will have to take a Bog DR. Any Final DR ≥ 12 will bog the vehicle. The following DRMs apply:

- 1 Hard sand beach hex

- +2 High ground pressure
- +1 Normal Ground pressure
- +1 Not fully tracked
- +1 Expending truck MP and ≥ 4 tons and not-British built
- 1 EC are Wet or Mud

Any time there is not a beach between the ocean and the hinterland hexes, a Crest Line exists across the hexside where the Ocean and the Hinterland meet. The normal Crest Line rules apply [B21.2], and when units are moving from the LC to the Hinterland, they'll be paying double the normal unloading costs.

If you are defending vs. a beach assault, remember only Beach Obstacles may set up in Beach or Shallow Ocean hexes. Nothing can be setup in Deep Ocean hexes.

Definitions

Non-Beach land hexes are referred to as Hinterland hexes. I guess that's easier than always saying "Non-Beach land hexes".

One other important term used throughout this rule section is beach and all of its variations. Sometimes it refers to a hex made of sand (noun). Sometimes it refers to the act of getting the LC into position to unload (beaching - verb). Other times, it refers to the current status of a landing craft (beached - adjective). A LC can be referred to as "beached" without having gone through the process of "beaching". If you keep this in mind, you'll have a much easier time with the rest of the rules.

One other definition that will come in handy when the shooting starts is "very large target". This refers to any vehicle or Gun target whose target size is 0, -1 or -2.

2. LOADING UP THE LC

The first thing you are going to need to do is load up that SS Minnow of yours with all you can stuff into it.

The front of each LC counter has a PP amount. This is the maximum amount that can be loaded into the LC. I know what you're thinking...if you load a vehicle into a LC, then you will have two (or more) vehicles in the same Location (since the LC itself can be considered a vehicle) - isn't this over-stacking? As long as the PP allow, multiple vehicles can be "stacked" in it without the over-stacking penalties since LC PRC (including **vehicles** that are **Passengers** of the LC) do not count towards Location stacking limits (G12.15) - therefore, they

cannot be Over-stacked - AS LONG AS THEY ARE PASSENGERS of the LC. Once you start unloading a LC, the Location can become Over stacked since it is possible to have a vehicle that is not a Passenger aboard a LC in the same Location with a LC.

The PP equivalents are listed in D6.1:
 Squad = 10 PP
 HS/Crew = 5 PP
 Less than four SMC = 0 PP (Five SMC will equal a HS)
 SW = normal PP cost, all SW that can be dismantled, **must be**. Also note that dm mortars require zero PP.

The LC PP chart from the chapter G divider shown below tells you the cost of loading various Guns and vehicles on the craft. You will also find some useful information regarding the loading of LC within the chapter H notes. Also note (no pun intended), that **vehicle** aboard a landing craft may **not** carry **riders**, but they **can** carry **passengers**. This allows you to squeeze more on to each craft.

Vehicles:		
Lower weight limit (tons)	Upper Weight limit(tons)	PP Cost
0 (inc. wagons)	2	15
2	4	30
4	10	40
10	16	45
16	22	50
22	28	55
28	33	60
33	38	70
38	41	90
41	—	120

Other:	
Item	PP Cost
70-107mm Mortar	0
Non-MTR gun with M# ≥ 10	10
Gun with M# ≥ 6 but ≤ 9	20
Gun with M# of 4 or 5	30
Gun with M# of 2 or 3	45
Gun with M# of 0 or 1	60
Gun with M# of -1 or -2	80
Gun with M# of -3 or -4	100

You must distribute your forces among your watercraft. A Watercraft with a Passenger PP capacity may enter play only if $\geq 2/3$ of that capacity is taken up by Passenger unit(s)/equipment. If the watercraft is carrying a vehicle or non-dm Gun, it only needs to be $1/2$ full.

You do not have to place the Passengers on the game board until they unload. Keep them on the chapter E divider cloaking chart until the LC Beaches, at which time all of its Passengers are placed onboard stacked on that LC counter (this does not imply that they are concealed). Amphibian Passengers are revealed as soon as the amphibian enters a Hinterland hex or they unbutton. In fact, any losses can be taken right out of the cloaking box without

informing your opponent (unless your opponent needs to keep track of casualty VP - even then you only need to tell him the total CVP lost).

Each craft has two passenger "stacks", an infantry stack and a vehicle stack. The unit at the top of the stack (or near the top of the cloaking box) is considered the one in the front. The order is very important for two reasons:

- 1) The vehicle stack unloads from front to back
- 2) Should any vehicle on-board take a hit, it will require you to remove the wreck using the D10.4 rules before any vehicle behind it can unload.

One way to free up some space on that LC is to load personnel or SW into any vehicle that could normally carry them on land. The PP of those personnel or SW do not count toward the LC's total - an empty truck takes up as much space as a full truck. However, if you have loaded personnel into vehicles, they will be in the vehicle stack, not the infantry stack. Besides personnel counters, all motorcycles, horses, boats and **Pushed** Guns are in the infantry stack. **Towed** guns belong in the vehicle stack.

Before play begins, you may deploy as many of the Passengers as you wish without regard for normal Deployment limits or any leader/TC. Once play begins, you are allowed to rearrange the infantry stack just like you would in an Open Ground hex. You may NOT rearrange the vehicle stack. There just is not enough room on any LC to be driving vehicles around.

While aboard the SS Minnow for your little three hour cruise, the Passengers are only allowed to Unhook guns (but they may not hook them up), transfer/recover SWs, and perform MC resolution. The personnel aboard a LC can also load/unload from vehicles that are also aboard the LC (in effect becoming Passengers of a LC Passenger) at no extra cost to the LC's movement.

3. MOVING THE LC AND AMPHIBIANS

Moving LC

Each water obstacle hex will require a one MP expenditure. If the craft has two MP printed in the upper right corner of the counter, the larger one is the MP used on land, and the smaller, superscript one is used in the water.

Continued on page 13, column 1

"THIS IS THE 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.

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Ian Price, 19 Upper Green, Yettenthal, Wolverhampton, W. Mids., WV6 8QN
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
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WALES

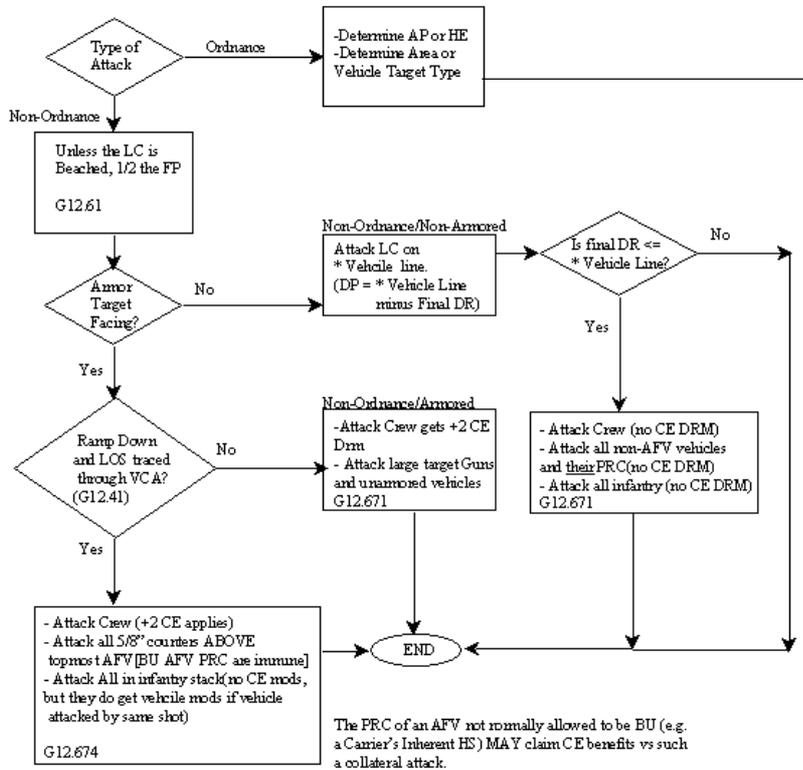
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If there are any mistakes, please let me know so I can correct them for the next edition.

Non-Ordnance attacks



LC Modifiers for the To Hit

- An amphibian **always** presents a Very Small target size (+2 TH G13.422). Unlike an amphibian, being in a Water Obstacle does not make a LC a HD, Very Small target
- An amphibian is always is HD. (This can be reduced to zero by having an elevation advantage > the range to that target)
- A Watercraft is considered non-Stopped unless it is Beached/immobilized
- A Watercraft [EXC: a DD tank expending amphibious MP] entering from offboard is considered to have expended four MP to enter that Ocean hex, thus in most cases negating TH Cases C1, C2, J1 and J2
- A Gun may claim a -1 Target Acquisition the first time it fires in the game, provided it uses the Vehicle Target Type to fire at a Watercraft [EXC: a DD tank expending amphibious MP] in an OCEAN hex during that Watercraft's initial MPH (or DFPH) of the game (The gun will lose any HIP or concealment).
- A Watercraft is always considered in Motion (unless Beached). [E5.3]
- An OCEAN hex may be Boze Sighted only if it is shallow. [G13.45]

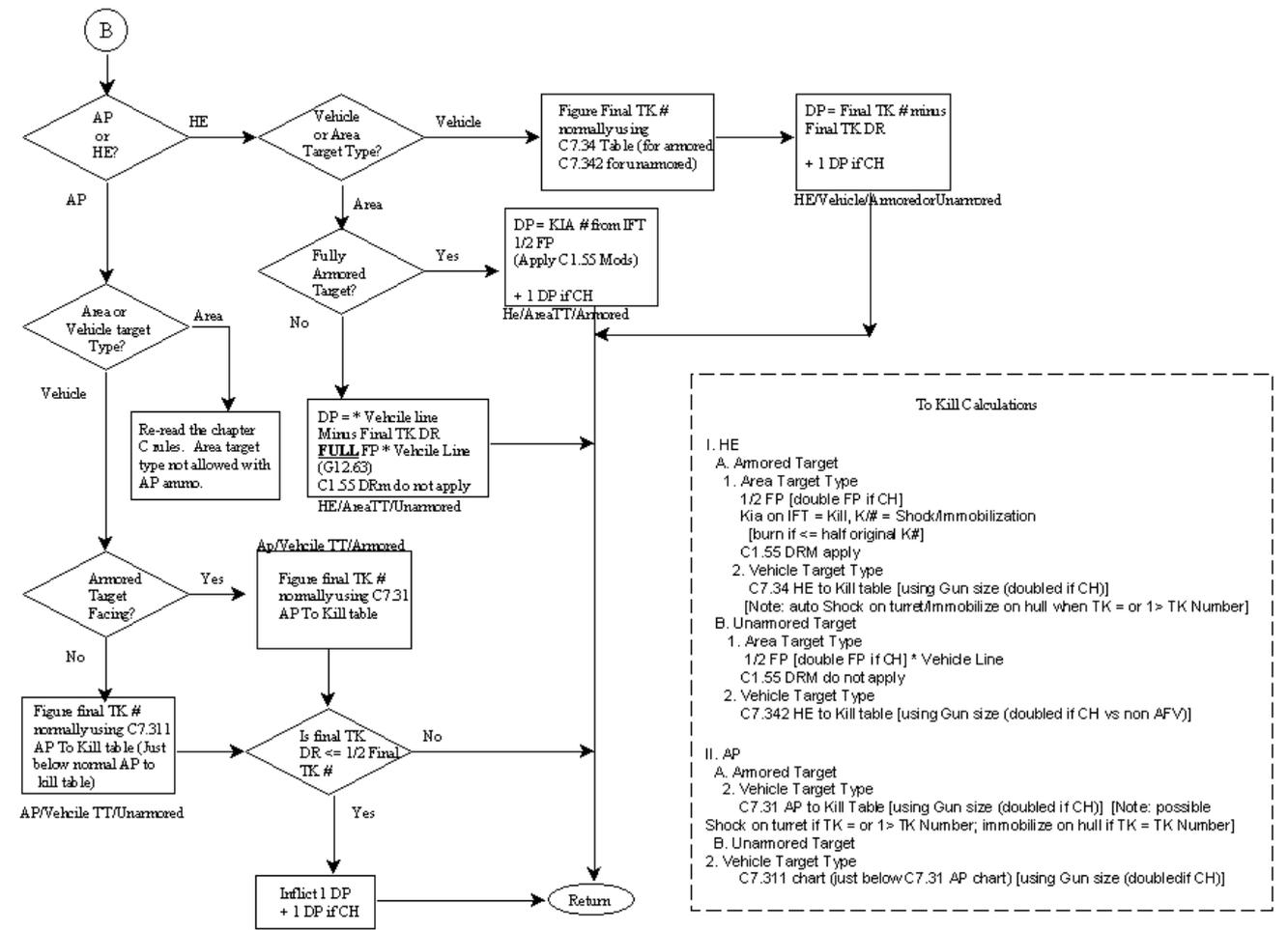
Special Notes on Critical Hits:

- 1) Use C on to kill (C7.23) Never applies to LC - a CH vs a LC only increases the DP by one (Event from zero to one)
- 2) CH vs PRC does not double IFT or TK# (G12.64/G12.679) unless it is a large target hit instead of the LC (using rule G12.65)

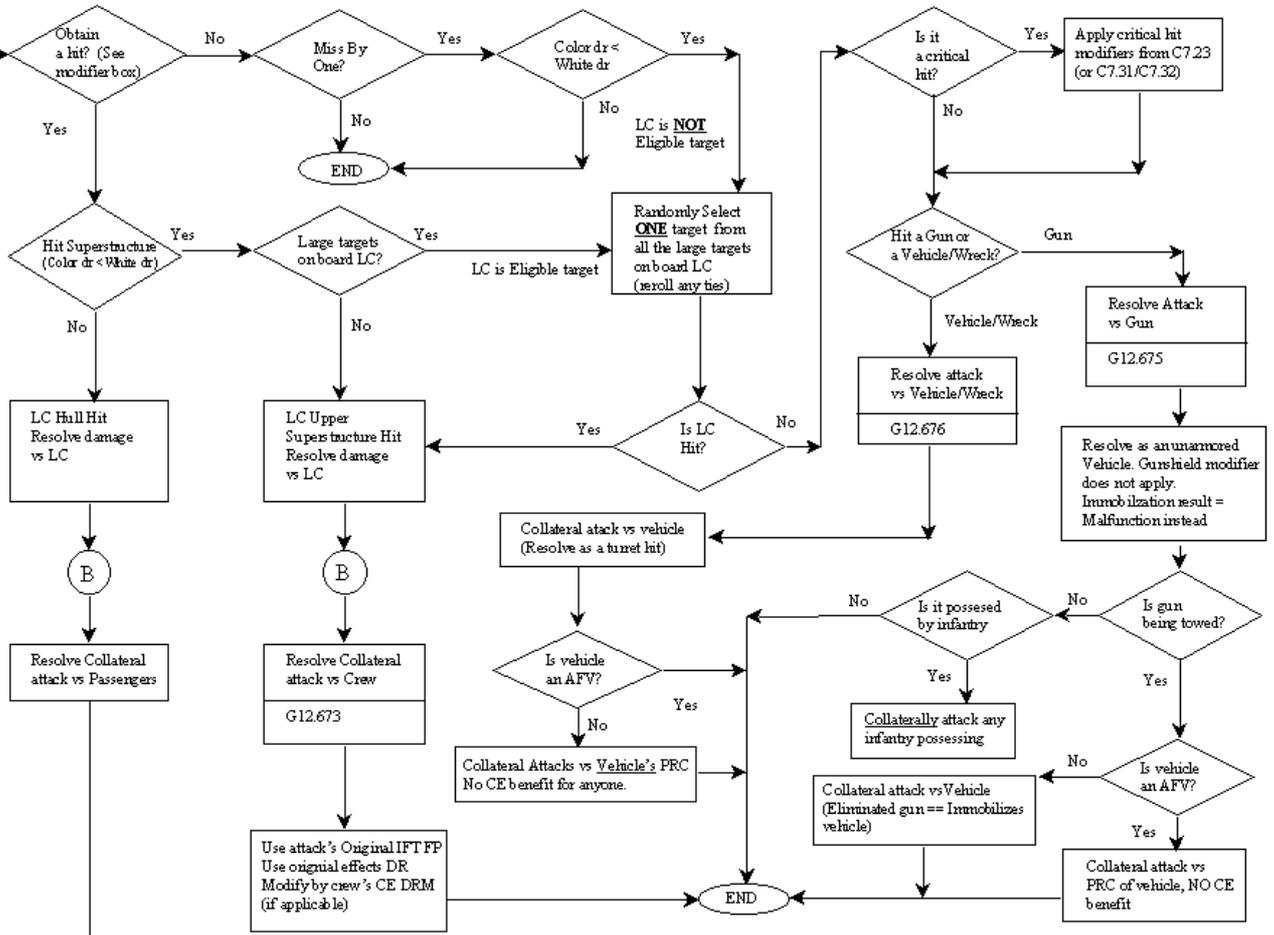
Unless specified, all collateral attacks use the same original To Kill DR. All CE benefits can be reduced to zero if firer's height advantage > range to target. All Dd results have no effect on LC or PRC

The PRC of an AFV not normally allowed to be BU (e.g. a Carrier's Inherent HS) MAY claim CE benefits vs such a collateral attack.

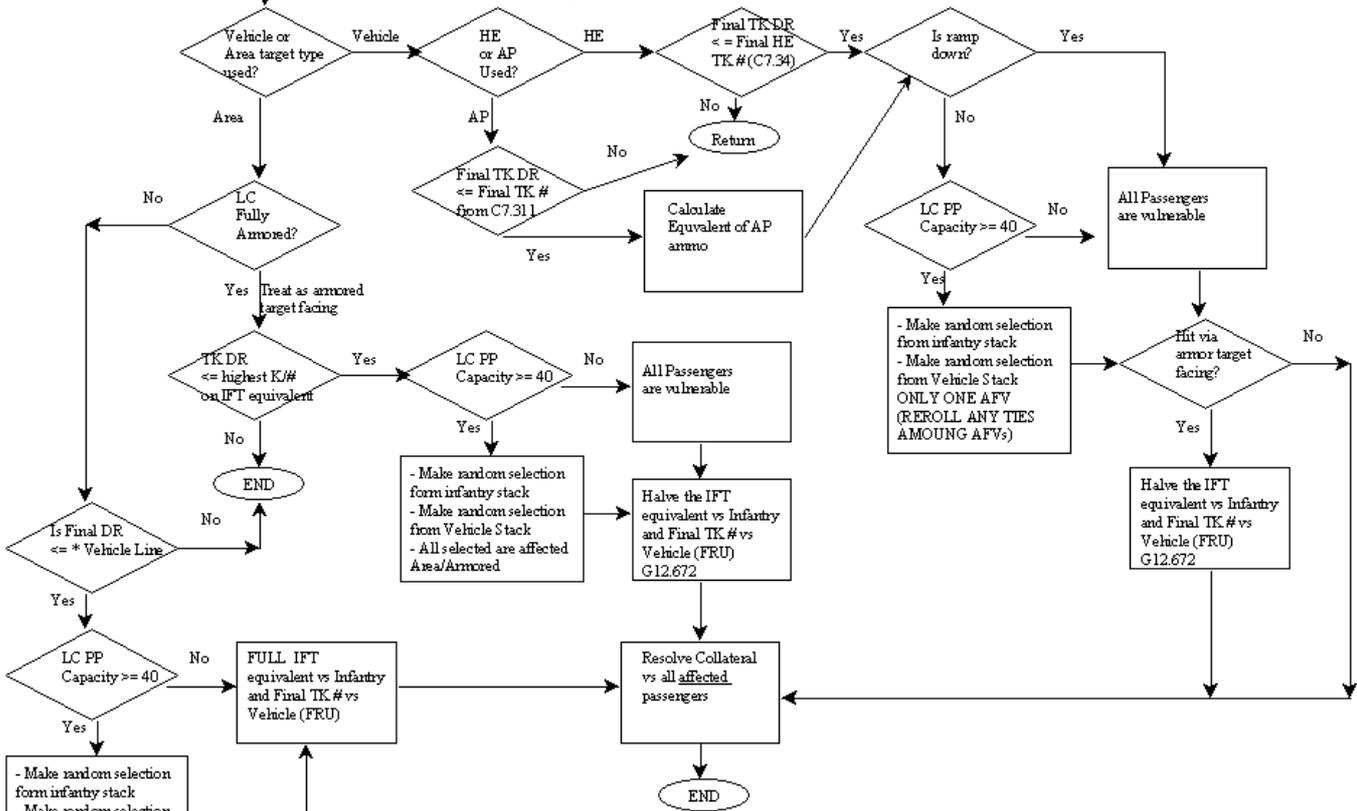
Damage vs the LC



Figuring what got hit



Collateral Attack vs Passengers from Hull Hit



Modifiers
 If a vehicle is also affected by collateral attack, infantry being attacked may claim the vehicle's TEM (G12672)
 CH never apply to LC passengers hit via a Collateral attack



UK THIRD PARTY PRODUCT SUPPLIERS

Anyone wishing to purchase third party *ASL* products in the UK should contact the following shops.

LEISURE GAMES, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (0181) 346 2327 or e-mail them at Leisuregames@btinternet.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at ahashton@globalnet.co.uk.

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at PLAN9@IFB.CO.UK.

I shall endeavour to list all UK stockists of third party *ASL* products here in the future.



Proof woman CAN and DO play ASL. Jackie Eaves defends King Green East during the Gold Beach convention in June.

THE CRUSADERS

As *INTENSIVE FIRE* approaches its fourth year I am only too painfully aware that I am not in as much control as I have been of previous years. If any of you have noticed this I can only apologise in advance. You will all know that I have moved homes from Blandford and now live in Edinburgh where, I am delighted to say, there seems to be a wealth of *ASL* players. Our first get together saw 4 of us battling out a couple of the *Paratrooper* scenarios and having a great evening. You will now have to put up with me moaning about my fate playing against Richard Kirby, Paul Sanderson, Mark Campbell and Oliver Gray all who live in the vicinity of Edinburgh. Certainly makes a change from Dave Schofield thrashing me every week!

However, for those that make the effort to attend *INTENSIVE FIRE* this year I can promise that it will be a wonderful week-ends gaming. Certainly there will be a strong contingent coming down from Scotland so the rest of you in England have absolutely no excuse for not making it!! The scenario list is fascinating, even if I do say so myself, and there will be plenty of opportunities for you to show your prowess with the dice. Indications are that we will have a similar number to last year and this year we have the added bonus of an appearance by Andy Ashton, from Second Chance Games, with a host of gaming paraphernalia for you to spend your hard earned cash on. Players should ensure that they reserve their accommodation at the Kiwi Hotel at the earliest opportunity to avoid disappointment and having to go elsewhere. Players will be allocated to Fire teams on Friday evening and the lists will be finalised on Saturday morning as the last players arrive. Please do let me know, if you have not already, that you are attending especially if you do not plan on staying at the Kiwi. This will enable me to plan the Fire teams as early as possible. For those of you who have forgotten the Kiwi hotel is available on **01202 555889**. Do it now!

Well, these are certainly interesting times for our hobby as you will no doubt have read elsewhere in *VFTT*. I anticipate a whole new era for *ASL* one way or another and, with a bit of luck, *ASL* will truly be in the hands of those who care most about its health. No doubt time will tell how things will develop but I for one would welcome

any new owner of the trademark making the standard *ASL* scenario format freely available. I want to see third party publishers spending their time and effort on their product design and content rather than attempting to avoid issues of copyright. Not that I don't respect the rights of *TAHGC*, or any future owner of the copyright, to reap the rewards of the work on the system but I want to see an environment where the hobby is positively encouraged to flourish in a host of disciplines and variants. That's what makes it all so exciting; maybe these days are really now approaching?

Yours in gaming,
Neil Stevens

Ω

OZZ-FEST '98

Just thought some of you might like to see what kept me from attending the Gold Beach convention.

Too busy drinking and enjoying the bands at the *Ozz-Fest* which was held at the Milton Keynes Bowl on the same week.



Above: me with a drink and my tent.

Below: Slayer on stage early in the afternoon.



INTRO TO BEACH ASSAULTS

Continued from page 8

The inherent LC crew will steer and power your boat to get you where you're going. Sometimes these guys are the skipper and Gilligan - defined as inexperienced. If those two are piloting your LC, you will have to subtract one MP from the printed value.

Typical MP costs for a Landing Craft:

Open water hex	1MP
Reverse	COT x 2
Change VCA	1MP per Hexspine
Enter hex already containing wreck/Friendly-unit[EXC:SMC]	1MP + COT
Start	1MP (When un-beaching or un-bogging)
Stop	Not Allowed(see the section on beaching though) [EXC: when using Reverse movement (G12.22) and/or adjacent to a pier (G13.731)]

A LC is considered non-Stopped unless it is:

Beached

Immobilised

Expended a Stop MP

A LC is considered Mobile unless it is immobilised/Aground. Normally a vehicle is immobile when it is shocked or stunned, but LCs are never shocked and are still considered mobile if stunned.

In a river, the LC will drift normally (B21.121). In a ocean, the will only drift in heavy surf - one hex toward the shore in the advance phase.

When a LC enters a shallow ocean hex, while moving closer to a beach hex; it must make a Bog DR (which occurs before any Beaching/Stopping declaration/attempt as well as before Defensive First Fire). DRM include:

The BOG DRM on the LC Counter (the "+#" just to the left of the printed MP allotment)

+1 if the hex contains wire (unless the LC's Target Size is -3 or -4)

If the BOG DR \geq 12, it runs aground *IN* the hex (not across one of the hexsides like beaching).

A LC may attempt to remove this "bog" like status called "aground" at the start of its MPh (provided it did not fire in the Prep Fire Phase and provided it does not have passengers to unload). A single dr is made on the following chart:

dr \leq 4; LC is Free, Start MP = dr, currently using reverse movement.

dr = 5; LC is Mired, Add one to future attempts.

dr \geq 6; LC is Fast Aground and Immobilised

drm = +1 if currently mired

Note that G13.4222 talks about making a swamping DR when entering a shallow ocean location. But also that it only applies to a non-Waterproofed Wading vehicle. A amphibian is always considered water proofed (G13.4221) so they are exempt. Also note that G13.4221 specifically states that LC are not considered wading in a shallow ocean location, so they are exempt as well.

In fact, the only time we'll see swamping raise its ugly head is when heavy surf is in effect or you've got some non-waterproofed vehicles.

LC are also allowed to use platoon movement just like AFVs with radios. Two or three LC may move in one impulse, provided they are adjacent to each other. When using platoon movement, they only need to make one Bog DR when the possibility of running aground occurs instead of one for each LC.

Moving Amphibians

Amphibians are also pretty easy to move in the movement phase. They simply use the land movement rate when on land and the amphibious rate when in a Water Obstacle hex. They can even use a combination of their amphibious and land MP in the same MPh. However, if the vehicle has two amphibious MP, it loses half its land rate for each amphibious MP used and vice versa. For vehicles with a amphibious MP allotment of three, it the land MP loss is one-third for each amphibious MP spent, and vice versa. Use of even a half land MP causes the loss of an amphibious MP.

There is an exception to all this in chapter G - Amphibians are always considered Water-proofed (G13.4221). Because they are considered Water-proofed, they only need to pay three *LAND* MP for each shallow ocean hex (the cost is four MP for non-waterproofed vehicles).

Amphibians must check for Bog when moving from Water Obstacle to land hexes



The German garrison look relaxed in their pillbox prior to the invasion.

but only if that land hex is a hinterland hex. If they do have to check for Bog, it is done as if leaving a stream hex.

4. SHOOTING AT THE LC

Perhaps the most confusing area in the entire Chapter G rules is the plethora of rules concerning attacks against LC (innocuously called "Non-CC Attacks vs. LC"). However, these rules are actually quite simple and follow the rest of the rulebook logic.

First you must determine **if** you managed to hit anything, then you must determine **what** you've hit. Next, you must determine how much **damage** you have done to what you've hit. Finally, you need to determine if any **other damage** has been done. The only "new" step is the second one - determining what has been hit. This is a result of having multiple vehicles and infantry as passengers on the LC. As we will see, some attacks are more likely to hit everyone, where as other types of attacks will only "hit" one item.

A. Have you hit?

The first thing to do when shooting at a LC or amphibian is to obtain a hit. This is done in the same way you attempt to hit any vehicle. You must announce what type of ammunition you're using (AP or HE) and what target type you're going to use (vehicle or area). You can not target the Passengers of a LC separately from the LC. Whether you hit or damage any of the Passengers is strictly up to the dice gods.

An amphibious vehicle in a Water Obstacle is always in Motion unless stunned or shocked. A stunned or shocked amphibian in a Water Obstacle must expend an amphibious MP in its current hex to start movement again. Thus, all ordnance TH attempts vs. a Wading (i.e. Amphibians but NOT Landing Craft) vehicle receive an extra Target-Based +2 TH DRM.

B. What was hit?

Non-ordnance attacks can be made against either armoured or non-armoured LCs. If the LC is armoured, the crew will be entitled to a +2 CE DRM when attacked. The only other PRC to be attacked will be unarmoured large targets.

If the LC is not armoured, it can be attacked on the star vehicle line. The crew (this time with no CE DRM), infantry passengers, and non-AFV vehicles will also be attacked if the Final DR attack vs. the LC is less than or equal to the number on the star vehicle line of the IFT.

For ordnance attacks, if your original

To Hit DR resulted in a hit, there are three possible items that could have been hit: The LC Hull, the LC Superstructure, or a Large Target Passenger.

If the Coloured die is greater than or equal to the white die, the LC received a Hull hit, which will affect both the LC and possibly some of the passengers with collateral attack.

If the colour die is less than the white die, the LC superstructure was hit which will affect both the LC and possibly its crew. However, if there are large targets aboard the LC, it is possible that one of these large targets was hit *instead of* the LC superstructure. A random selection is made (re-roll any ties) to determine who was hit, one of the large targets or the LC superstructure.

If the To Hit missed by one *AND* the colour die was less than the white die *AND* there are large target passengers on board, *one* of the large targets aboard the LC was hit (random selection again).

C. How much damage was done to what you've hit?

The major difference between LCs and other watercraft/vehicles is that LC can take damage points without necessarily being eliminated. Because of this, rules are needed to determine hit location and resolve collateral attacks. For other watercraft, the target is either eliminated or not and passengers survive accordingly.

There are three items on any landing craft that can be affected by securing a hit on a landing craft: The crew; the passengers, and the LC itself.



Some of the action from the Gold Beach convention.

C1. Effects of the hit on the crew

If elevation > range, no CE DRM is received.

All LC crews are considered to have a Morale level of 8.

Any attack that has an effect on a LC crew will result in a Stun. LC crews are immune to all task checks and leader loss morale checks. They are also not subject to any Pin or Heat-of-Battle results. Any attack that would normally result in breaking the crew or recalling (D5.34) the LC is treated as a Stun result instead. Any Sniper attack also results in a Stun.

A LC whose crew receives a Stun result does not Stop; however, if it is not Beached/immobilised, the attacker immediately makes a Random Direction dr for the LC and repositions it within its present hex so that the randomly determined hexside lies within its VCA. If the Stun occurs during the LC's Mph, it is then assumed to have expended all of its remaining MP (if any) in that new facing. Although it can be stunned, these results do not lead to recall if they normally would in D5.34.

All Stun results are cumulative. That will make a difference if the crew ever tries to shoot any of those weapons, since the stun result(s) will act like there was an armour leader aboard the LC and add the modifier to any shot it takes.

The stun results will also be added to any crew survival role if the LC is destroyed in shallow water (G12.691). If a LC is destroyed in shallow ocean, normal Survival rules will apply to the LC crew. A LC crew that survives separately from the LC, becomes a 1-2-6 vehicle crew that is inexperienced in all aspects except firing a MG (commonly known as the "Gilligan" factor).

C2. Effects of the hit on passengers

LC Passengers are considered BU through their/the-LC's armoured Target Facing(s) and they can never be CE. Through an armoured target facing, you normally can not shoot directly at any LC Passengers. They are not even a valid sniper target (although the LC crew is).

While aboard a LC, Personnel Passengers (even those inside a vehicle which is a passenger of a LC) are immune to Immobilisation TC, PTC, LLMC, LLTC and booby-trap attacks, and are not subject to Pin/Heat-of-Battle results. Leadership modifiers may not be applied either.

All Personnel and Inherent-crew

Passengers aboard a LC are considered to have a Morale Level of 8 (even those whose morale is nine or ten!). If a MC results in a break (or step-reduction if Japanese), the unit is subjected to Casualty reduction *instead*.

Any amphibian eliminated in a Water Obstacle is considered sunk and leaves no wreck. The Crew/Passengers of a sunk amphibian are automatically eliminated. (D16.5) with no chance for survival.

A vehicle aboard a LC can be turned into a burning wreck in the normal manner for whatever type of attack strikes it.

C3. Effects of the hit on the LC

Each LC has a Damage Point (DP) Rating on the Wreck side of its counter. When the DP total equals the LC's DP Rating, it is immobilised; when that Rating is exceeded, the LC is destroyed.

If it is destroyed in deep water, it sinks just like the Titanic and everything on it is lost.

If destroyed in shallow water, it is flipped to its Wreck side and is considered beached. Normal Survival rules apply to the *inherent crew* (remember to add any accumulated stun results to the Survival DR). *Passengers* remain LC Passengers and are subject to the normal Collateral effects of the attack (if any) that destroyed their LC. If they survive the Collateral attack, personnel are placed on top of the LC wreck and treat the LC as if it just beached. Vehicles do the same except they are considered bogged. All un-possessed SW are lost.

LC's are not affected by Shock, Possible Shock, or the Immobilisation (resulting from a TK DR = TK #). The "automatic" stun that is usually a result of a MG fire vs. an Armoured target (D5.34) does not occur when shooting at an armoured LC.

LC's can also be set afire by any attack that inflicts at least two DP and the colour die from that attack is a one. Place a blaze counter on the LC with a Pin counter. At the end of the next CCPh, remove the Pin counter. From that point on, the LC's MP allotment is reduced by one. Also, during each AFPh, one DP is inflicted on the LC.

5. SHOOTING FROM LC

In general, the LC is used to get from off board ships to shore. They generally don't make very good attack craft and their fire is hampered in many ways.

Although E5.4 allows small arms/

LMG Fire from boat passengers, LC passengers are specifically prohibited by G12.5 from attacking in any way.

Those large MGs aboard some of the LC [LCM(3) for example] may Prep Fire only if the LC is Fast Aground. All the normal penalties for moving/Motion/Non-Stopped/AFPh apply. (Normally fire is quartered).

Any stun DRM accumulated by the crew also apply to the shots they are taking.

6. BEACHING THE LC

Beaching is declared in the **Movement Phase** as it enters any non-cliff land/water hex. If not declared as you enter, you must expend another MP to do so.

Beaching can only occur during the **Advance Phase** if heavy surf is in effect and only if it rolls ≤ 8 on a Beaching DR [+1 for inexperienced, +1 Steeply sloped hex, +1 another LC in the same Ocean hex]

If 9 or 10 LC becomes TI and switches from UnBeached to Beached (or vice versa). On a DR ≥ 11 , it immediately broaches (G14.4421).

Position the LC counter to straddle that hexside, but without changing its VCA. A Beached LC is still considered for all purposes to be in that Water Obstacle Location.

All DR/dr required by the presence of any Beach Obstacle(s) in an OCEAN hex that is entered by a LC/boat (or within which a LC changes its VCA) must be made prior to the Beaching attempt (if any) for that LC/boat. (G14.57).

7. UNLOADING FROM LC

A. When do you have to unload?

Once a LC has "Beached" (even involuntarily), all of its Passengers must attempt to unload as soon as possible (G14.231).

Whenever an immobilised LC/

amphibian is in a Location in which any of its Passengers can unload, all who possibly can must attempt to unload as soon as possible (unless doing so would leave them with no path of enter-able hexes to a Hinterland hex).

B. Unloading costs

The normal vehicle unloading rules apply to unloading from a LC. Because of this, a LC may only unload when it is stopped (D6.5) and it is only stopped if it is in one of six situations:

1. You have beached it across a hexside.

If you have managed to get your LC beached, it will cost the LC passengers 25% (FRU) of their MF/MP (plus COT if a vehicle) to unload. These units may go across the Beached hexside to the beach hex.

If you've beached across a ocean/hinterland hexside, the hinterland hexside is considered higher terrain. In order to place you units in the hinterland hex, you'll have to double the cost of unloading to 50% (or add 4MP if a vehicle)

If you've beached across a hexside not within your covered arc, you pay the same costs but may only unload into the LC's hex. (I can only think of one instance where this can occur. If Heavy Surf is in effect and the LC is spun by a stun result vs. the crew, the LC could "beach" in the Advance phase but not be facing the beach hexes)

2. You have run aground in a shallow ocean hex.

Your LC is now considered "beached" **WITHIN** that hex and is bogged. Since you **must** unload when beached, you've got no choice but to start unloading now. It will still cost 25% of the LC passenger's MF/MP to unload, but they are now placed within the LC's hex.

3. You are Fast Aground in a shallow ocean hex.

Your LC is now considered "beached" **WITHIN** that hex and is immobilised. The same costs apply as for a LC that is aground.

4. You are immobilised in a shallow ocean hex

If the number of damage points the LC has received is the same as DP rating, the LC is immobilised in its current hex. Only Personnel and their possessed SW may unload and at a cost of 50% of their MF. Just like an Aground LC, the units are placed in the LC's hex. (A side note: LCs are **not** immobilised by a Final TK DR that is equal to the Final TK # like a normal vehicle would be using the C7.5 rules - see G12.602)

5. The LC is destroyed in a shallow ocean hex.

If the LC was already beached across a hexside, it remains beached across that hexside and units use the costs from option one. If the LC was not beached across a hexside, it is considered Fast Aground and units use the costs from option three.

6. You are stopped next to a pier.

If you expend a stop MP next to a pier, personnel can unload at a cost of 50% of their MF. Place them on the pier.

The 25% costs listed above are doubled to 50% if the LC does not have a ramp. (G12.41) But the costs already listed at 50% are not doubled to 100%.

The normal loss of one MF for each 1/4 of the LC's MP already spent still applies before unloading. Also note that while unloading, the LC does not count as a vehicle for the purpose of the D2.14 penalty of an additional MP for each vehicle in the hex.

Heavy surf will double all of the unloading costs listed above after applying any penalty for not having a ramp. There is a chart on the *Gung Ho!* chapter G divider that summarises all unloading costs.

C. Unloading vehicles

The above costs for unloading also apply to vehicles. There are a few additional rules to keep in mind when unloading vehicles.

Remember that a LC may not carry vehicles unless it has a ramp (underlined PP).

Vehicles pay a start MP normally.

If there is a wreck or immobile vehicle in the vehicle stack, no vehicles beneath it may unload until you remove it.

Vehicles must unload in the top to bottom order of the vehicle stack. If the top vehicle does not unload, no vehicle (or 5/8 counter in the infantry stack)beneath it may.

If there is a burning wreck in the vehicle stack, no vehicles beneath it may unload. There is no way to remove a burning vehicle from a LC. (G12.44)

How does one remove a wreck from a LC? First, the LC must be beached to start the unloading process. Then, you first must unload all vehicles above the wreck with the possible exception of the last vehicle above the wreck but only if this last vehicle is going to be used to help remove the wreck. Then, you use the normal D10.42 process to unload the wreck which removes the wreck at the end of the MPh using a tracked AFV either directly in front of the wreck in the vehicle stack or directly behind it and weighs at least



The ramp is down, and here comes the British invasion force.

90% of the wreck's weight. The tracked AFV uses half of its MP allotment to remove the wreck.

D. Unloading Guns

If no vehicles are aboard, a Gun may be manhandled off a LC. Although the rules use the term "manhandle", you don't really follow the rules for manhandling a gun - you use the C10.12 procedures for unhooking a gun from a towing vehicle to unload it from the LC.

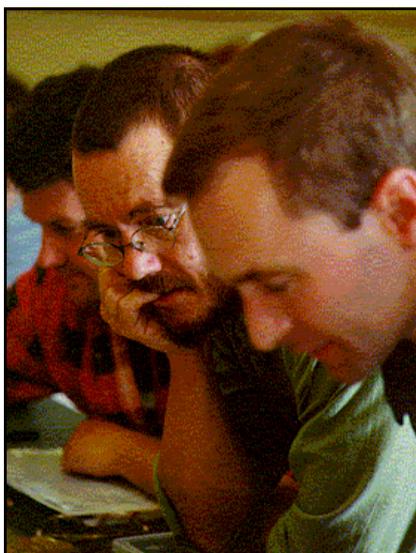
The LC spends half (FRU) of its MP allotment (2/3 if the M# of the gun is circled) to unload the gun. The gun crew disembarks at no extra cost to the LC, but is TI in that hex. Note that this "manhandling" is the only activity units can perform that would delay their departure from the LC. All other activity that may delay debarking may not be attempted.

E. Recall - Getting out of Dodge

Once your valiant LC crew has delivered their passengers, its time for them to hit the road. As soon as there are no passengers aboard who are able to unload by their lonesome, the LC is immediately recalled.

Amphibians are recalled slightly differently. Each turn that it starts its MPh in a Hinterland hex, it must take a NTC at sometime during its MPh, using the morale of the highest morale passenger. Failure of this NTC results in immediate recall of the amphibian.

If an amphibian is immobilised by an ESB breakdown or mechanical reliability



Roger Cook looks on as Derek Tocher tries to figure out what to do next to repulse the British invasion force.

failure, the crew must abandon it immediately. The passengers must unload as soon as possible. Once the amphibian is empty, its flipped to its wreck side.

8. UNITS THAT HAVE UN-LOADED

In order to get your troops ashore a few changes had to be made to the rules:

While a shallow ocean hex is not a land hex, it is only considered a water obstacle to boats and LC. (G13.4).

As soon as infantry units unload into either a shallow ocean or beach hex, they are considered fanatic - even before any defensive first fire can occur.

PRC that unload from a LC **into a shallow ocean hex** are considered wading instead of fording. It will cost them 3MF to enter a new shallow ocean hex but it will NOT cost them the normal double MF to exit to the beach (B20.45, moving to higher terrain) because they are not considered in/IN a depression (G13.42).

Infantry in a shallow ocean hex are also (G13.42):

Considered fanatic

Unable to form a multi-hex fire group

Inherent FP and LMG attacks (the only ones they can make) are halved as Area Fire

May not conduct CC

SMCs may not direct fire

Immune to LLTC, LLMC, and PTC

Not subject to any Pin or Heat-of-Battle results

Break/Step Reduction becomes Casualty Reduction instead.

May not gain concealment

Halve any HE and DC attacks vs. them.

Should you drop anything in a shallow ocean location, kiss it goodbye since its gone.

Vehicles in a shallow ocean hex are also:

considered wading. They add one land MP to the COT (normally 2 land MP) to enter another shallow ocean hex. [They add two land MP instead of one to the COT if not waterproofed]

subject to swamping if not waterproofed (G12.4222)

receive an extra +2 target-based TH DRM

Infantry on the Beach are:

Fanatic (note that if they become Fanatic due to a HOB result, mark them with a Fanatic counter since they will stay Fanatic even after they leave the beach)

May not form multi-hex fire groups

LLMC is treated as LLTC instead
Heat of Battle, Berserk, and Surrender is treated as Battle Hardening instead
Break/Step Reduction becomes Casualty Reduction instead.

9. BEACH OBSTACLES

What is a beach obstacle you may ask? Any Mine, Tetrahedron, Wire, or Panjis. Normal HIP and HIP-loss procedures apply to them.

The ocean depth of a hex can change in a DY0 scenario depending upon whether it is high tide or low tide (G13.97). In a DY0 scenario, as soon as play begins, check for any beach obstacle that may now be located in a deep ocean hex or any hex it normally can not set up in. Each such beach obstacle is immediately eliminated. Mines are the exception to this rule in shallow ocean. AB mines and AT mines are automatically interchanged depending upon the type of hex they end up in.

For the purpose of eliminating a beach obstacle, the applicable FP of HE attacks are halved (with the exception of placed/set DCs). Otherwise, all beach obstacles are eliminated in the normal manner. See the Tetrahedron section for a few special rules regarding this beast.

A. MINES

There are three types of mines: AT Mines, AB Mines and AP Mines.

Setup: AB and AT mines can be exchanged one for one. Shallow ocean hexes contain AB mines. Soft sand beach hexes or hard sand beach hexes next to a Hinterland hex may contain A-P Mines. The same hex may not contain both panjis and A-P Mines.

Changes to the Hex: None.

Attacks By: AB Mines attack just like AT mines (whenever entering or exiting the hex, roll one die, if it is less than or equal to the number of factors in that hex, an attack occurs), using the procedure described in B28.52.

AB mines attack wading vehicles just as if they were AT mines. AB mines will also possibly attack LC entering the location. Determine the possibility of an attack the same way in which AT mines attack vehicles (Heavy surf will add one to this dr). If it is determined that AB mines have attacked an LC, attack the LC by subtracting an Original DR from 13 to calculate the number of DP inflicted in the LC.

All PRC of the LC are attacked by a 16FP Collateral attack. AFVs (and their PRC) whose lowest hull AF is greater than zero are immune to this attack. (If the PP capacity of the LC is ≥ 40 then use the

G12.678 random selection to determine who is attacked in each of the infantry and vehicle stack).

Elimination of: Normal.

B. TETRAHEDRONS

There are two types of Tetrahedrons: One with wire and the flip side without wire.

Setup: One Tetrahedron may be placed in Beach, shallow Ocean, or Reef hex.

Changes to the Hex: Each hex with a tetrahedron is considered non-Open Ground.

The COT is increased by one MP but no extra MF.

Attacks By: Tetrahedrons only attack LC and only when the LC enters the hex, changes VCA in the hex, or (Un) beaches. Make one dr (make per hexside change if changing VCA):

On a final dr of two the LC is destroyed but the passengers survive without any collateral attack.

If the final dr is less than two, resolve an AB mine attack. (if there happens to be AB mines already in the hex, two attacks may be made).

There is a -1 drm for Heavy Surf.

Elimination of: Tetrahedrons can only be eliminated by a DC or HE attack. IF a vehicle enters a wire- Tetrahedron hex, the wire is eliminated normally but the Tetrahedron remains (flip the counter over).

C. WIRE

Setup: Any beach hex that does NOT contain panjis plus any shallow Ocean/reef hex containing tetrahedrons.

Changes to the Hex: None.

Attacks By: Amphibians: treat same as wire in land hex.

LC: adds one to aground DR (and wire is eliminated if colour die on this roll is a one).

Elimination of: Normal (Also on LC aground DR).

D. PANJIS:

Setup: Any soft sand beach hex or a hard sand beach hex adjacent to at least one Hinterland hex. The hex may not contain wire or mines.

Changes to the Hex: None.

Attacks By: Normal.

Elimination of: Normal.

10. VICTORY POINTS

Each LC eliminated is worth one VP plus one VP for each of the following:
one still-functioning MA weapon being fully armoured
its Inherent crew did not survive

each multiple of 50PP (FRU) in its Passenger capacity

VP can also be awarded for units aboard the LC when it was eliminated. Note: a LC which exits carrying a blaze counter does not count for casualty or exit VP.

11. SEAWALLS

An SSR may state that a seawall exists. If so, it will also indicate if it is a high or a low seawall. (note to designers - a seawall can not be mandated along a steeply sloped beach. See G13.6) If a seawall is designated by SSR, all Beach-Hinterland hexsides will be considered a seawall. Note that Ocean-Hinterland hexsides are NOT considered part of the seawall.

The high seawall is the easier of the two, "rules wise" - it is equivalent to a one-level cliff rising from the beach. It acts the same as all the other cliffs you are used to except that the sneaky Japanese player may not put a cave covered arc across this hexside (it would be too tough to eliminate) and only commandos may climb a high seawall.

The low seawall is a little trickier. It is treated as a normal wall but there are several exceptions:

Infantry do not have to pay the extra MF to cross it. Vehicles may not cross it unless you manage to breach that baby (See British Vehicle note 37 regarding the AVRE's ability to cross it. Like I said, it always helps to read chapter H for anything in your OB before going into battle).

Point that bazooka somewhere else, it is not a wall for the purposes of firing HEAT.

Any unit in a Hinterland hex with wall advantage will only get +1 TEM instead of +2 if it is hit by indirect fire.

LOS is not blocked except for units entrenched in the beach hex which cannot see beyond the Hinterland hex common to its own hex.

While it does not block LOS, it can be a hindrance. A +1 hindrance applies only if the seawall hexside the LOS is crossing is not part of either the firer's or the target's hex.

So, if you are going to get vehicles across this low sea wall, how do you breach one of these babies?

A dozer would be a nice start since it clears it just like a roadblock.

Any HE greater than 100mm may also breach it if it scores a KIA DR on a hex either side of the wall (random selection if more than one hexside is a low seawall).

A DC set in a beach hex can also do it

against a specified hexside by scoring a KIA result.

Once breached, movement across the hexside treats it like open ground, but the seawall is technically still there so it will still negate any FFMO in the Beach hex.

Many thanks to Brian Williams for his help in putting this article together. He pointed out many gaffes in my rough draft as well as providing helpful suggestions. Any errors that remain in this work are strictly mine, and I bear full responsibility for them.

I'm always looking to improve my work and understand the rules better. If you find an error in this article or find something that needs better clarification, let me know by sending me an email at gregd@isd.net.

Ω

INCOMING

Continued from page 5

Currency); the free preview issue # 1 is still available upon receipt of a SASE and/or will be included with any subscription.

Their *Central Stalingrad* module is on hold at the moment while they wait for Don Petros to finish the 'final' map, Don having been busy working on stuff for MMP until recently. If Hasbro decide not to continue ASL or sell the rights to Curt Schilling and MMP, they will explore other options for publishing it. "We will see this project to its completion and eventual publication, this every ASL player on the planet can be assured of.", Vic Provost has stated.

EDSON'S RIDGE

Edson's Ridge is Front Line Productions' HASL module covering the September 1942 battle for Lunga Ridge on the USMC perimeter surrounding Guadalcanal's Henderson Field. As with *Baraque de Fraiture*, it features a full-colour one-piece professionally printed map sheet, 8 two-colour scenarios (some using ASL boards rather than the map sheet), and a five-date mini-CG as well some other "goodies". Although real life forced the project onto the back-burner recently testing is now underway again.

Nadir El-Farra of Front Line Productions has said "we intend to keep ASL alive regardless of what Hasbro chooses to do, so stay tuned."

Ω



After a summer of hyped up special effects blockbusters, September sees the UK release of Steven Spielberg's latest movie, *Saving Private Ryan*. This is a World War Two movie which opens at Omaha Beach, and details the mission of a ranger unit to rescue Private Ryan, the fourth brother of a family that has recently seen the previous three killed in action.

Released at the end of July in the States, it has meet with high praise from the US *ASL*ers on the InterNet *ASL* Mailing List. There has been some nit picking about the accuracy of some events and some feeling that it was unlikely a Ranger unit would be sent out to rescue a lone paratrooper.

JOHN APPEL

This is a must see, and probably the best war movie I have seen. Very realistic combat sequences; very strong, powerful and moving scenes. What you have and will read about this can only begin to prepare you for what you will see (and hear: the sound of bullets whizzing past and hitting bodies is very real).

I found myself constantly thinking "God, if I would have gone to war when I was serving, I hope I would have performed competently, and not let my buddies down." I found myself hoping that my children - that no one else's children - ever need to go through what these men (and those who've fought in any war or action) went through. I suspect that was Steven Spielberg's intent

OK, for those who demand some *ASL* content, here's elements of the game you will see portrayed:

- Beach Assault
- Boresighting
- Banaglore torpedoes
- Pinning and cowering
- Why FT units have a -1 modifier
- Why a FT is great to use against a PB
- PB fire, and TPBF
- Lots of CC, including some graphic HtH
- Street fighting vs. AFVs
- ATMM
- The perils of OT vehicles (Marders?) in built up terrain
- Armored Assault
- SAN 6 (the US sniper recalls the old *SL* sniper -4)
- No Quarter - frequently
- a 20MM Flak gun used as close support (IFE), including moving in action
- Hazardous movement
- OVR
- ROF, ROF, ROF
- Wounded heroes and leaders
- Leadership mods - Tom Hanks is a 10-2 if there ever

was one, and Tom Sizemore is at least a 9-1

J. WRIGHT

Thought the invasion scenes were incredible - worth the price of admission.

The rest of it was predictable, cheesy, and basically sucked. I really tried to get into it, but after they left the beach, it just seemed like they didn't have much of a script, or actually, they had a bad script. To me, it seemed like Spielberg did the first 15 minutes, and the director of *Splash* did the rest.

DON GLASCO

Did I enjoy it? Respect would be more appropriate word. It WAS NOT a fun movie. Nor was *Schindler's List*. But it is certainly powerful.

My heart was pounding the entire time. I was always on the edge of my seat awaiting a the next sniper or ambush. I was physically and emotionally exhausted.

I prefer my wars to be with cardboard counter, thank you.

PHIL POMERANTZ

Best War movie I've ever seen without question. A very moving experience. The battle scenes were incredibly graphic and intense, many shot from near ground level. The noise level was high (not as high as real life, you can't have deaf viewers), but you got an impression of how hard it can be to make yourself understood on the scene. The beach landing was the best single war scene I've ever seen in the movies. Even the part where they were in the LC coming into the beach was awesome.

I was left shaken and subdued by the end of it, to even get a small feeling for what my father and his generation went through to guarantee freedom for us and the rest of the world.

Run, don't walk to your nearest theatre. Video will not do it justice.

BRIAN YOUSE

Greatest fucking war scenes ever in a movie.

It was, however, predictable and filled with the usual WWII Movie stereotypes, although not as bad as most movies.

But who cares, the Marder I's looked **fantastic**.

PERRY COCKE

This movie asks a lot of important, intelligent questions and even provides some answers.

It does this as well as any war movie I've seen. It is just that the combat scenes are so much better than anything Hollywood has done before (and so well integrated into the movie as a whole) that they are what stand out.

This is not a predictable or stereotypical film.

DAN SCHULZ

There are many things to like about this movies, and a few things to dislike (as always). The Tiger I's were represented by mocked up T34's. The Marder II's were authentic, as was the German Flak 20. Most of the personal weapons were very authentic looking. The MG42s on tripods were certainly real, and I noticed no flaws in the Panzers.

The combat action itself seemed well done. Omaha beach was especially realistic looking (I guess). I think the beach assault was the high point of the movie, although there are plenty of good action scenes to come. Everything in this opening battle seemed very true to fact, from the missed landings, to men stripping off gear to save themselves from drowning.

All in all, a definite thumbs up. I just wish they had spent the entire 2 hr 45 mins on the beach. That portion of the movie is a work of art!

JIM MCLEOD

First, the battle scenes were superlative. This is the first WW2 movie I have seen that really shows what happens to a human being when it is hit by a piece of metal or is blasted by explosives. All the others sugar coat the re-

sults of wounds/injuries with a grimace and fall to the ground. The beach landing and the battle in the town around the bridge explicitly show the brutality of combat.

And where did Spielberg get those initial tank sounds from? They sounded like some left over effects from *Jurassic Park* although if they were meant as a mood setter, they did the trick.

Forget about how authentic the equipment (the Tiger was a cross dressing T-34 BTW) was in the movie and how "cool" the combat scenes are. The scenes that left the biggest impressions on me were when they centred on an individuals last moments. That guy drowning during the landing, the fellow with his guts hanging out, the troop who was shot by the sniper, the medic at the radar station ... Hard hitting stuff.

JOHN ALLEN

I thought the movie was good when I first saw it but not great. In that the narrative was weak. I thought the Marshall scene was unnecessary for example and that the whole patriotism stuff ran a bit hollow. However the more the movie sat and the more I thought about it the more I liked it. I realised for example that the hollowness I felt when Lincoln' and Marshall's letter were read may have been intentional. Much like Shakespeare's use of the same device in Henry V (the juxtaposition of the common soldiers with the commanders).

A lot of the scenes were improvised not story boarded because Spielberg wanted that loose kinda of confused feeling and I think it added to the sense of surreal hell...but detracted from the narrative and dialogue.

I found the ending a bit hokey...the plane taking out the tank...also the prisoner being in a Kampgruppe already seemed a bit much...

JAMES SHETLER

Overall, an excellent movie. The combat scenes are horrific and had me squirming in my seat. I can't think of any movie that comes close to this level of intensity (maybe *Stalingrad* and *Cross of Iron*, for WWII flicks). Actually, I have never seen a war film like this and I've seen more than my share.

And, to be totally honest, for a few brief minutes after it all ended I gave thought to heading home, getting online, and selling all my *ASL* stuff. Yep, it's true. And I'm not the overly sensitive type (as my wife would quickly confirm). The combat scenes totally sickened me. Now I believe the stories my dad told me (not many) of combat. The one I always had trouble believing was how his hair turned white after being pinned down for hours by Japanese mortar fire. I believe it now.

DOOMSTER

This was realistic....no bang bang bang, someone dies valiantly. No fireballs for explosions (a movie cliché) - real explosions, the shock and the noise. There were men getting killed randomly. Soldiers didn't die in some orderly fashion....legs just got blown off, heads exploded, blood everywhere. Men didn't die stoically. Men died screaming. Men didn't die quickly, men died slowly and painfully.

Made me think twice about war and about *ASL*. I don't know if playing *ASL*, in a sanitized fashion does a disservice to what war is really like. We move counters around...squads are reduced. In real life, that reduced squad had its favorite soldier cut in half by a burst of MG fire, another soldier lose his legs, and a few soldiers die, whose deaths will cause their mothers to mourn. We get so detached from what combat is like...we become like politicians who don't see what their war has wrought. Maybe we should keep this in mind.

The more I read and see about war, the more anti-war I become. If everyone saw what war does to human bodies, I think we'd all stop being so eager to draw our swords and fight over disagreements. I'd say there are few things worth having men have their guts spilled, dying as they call for their moms [and fighting Nazism was one of them.]

At the same time, I have a greater awe for veterans, ordinary Americans, who fought in combat and witnessed what war can do to a human body. These people at Omaha were ordinary Americans, not superheroes. They showed

ON THE CONVENTION TRAIL

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

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

If you contact anyone regarding these tournaments, please tell them that I sent you!

OCTOBER

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 reserving.

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

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

Notes: Further details 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 '98

When: 23 - 25 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567. Rooms are £29.00 per night for bed and breakfast. Be sure to quote "Intensive Fire" when booking.

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

Format: Two divisions of Fire Teams of three players compete over three rounds on Saturday and Sunday. Open gaming is available for those who do not wish to take part in the tournament.

Notes: Prizes are awarded to winning Fire Team players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.

Contact: David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY. Phone (01202) 573 482 or email dschofie@bournemouth.ac.uk.

GOTHENBURG ASL RALLY

When: End of October/beginning of November.

Where: Gothenburg, Sweden.

Fee: Usually none.

Format: Open gaming.

Notes: This is an annual meeting with approximately 20 participants.

Contact: Nils-Gunnar Nilsson by email ngn@swipnet.se.

NOVEMBER

FALL CLASSIC '98

When: 13 - 15 November.

Where: Groton, CT.

Fee: \$15.00.

Format: CH historical scenarios.

Notes: Maps and scenarios will be provided to all players for the tournament.

Prizes for 1, 2 and 3rd places. Last placed player gets free entry to next year's tournament.

Contact: Daniel and Donna Zucker by email at dazman@msn.com.

SAVANNAH ASL TOURNAMENT

When: 13 - 15 November.

Where: Masters Inn Suites, Savannah, Georgia. Masters Inn Suites is located 2 blocks from Oglethrope Mall, 8 miles from the Savannah Historic District and River Street, and 20 miles from Tybee Island Beach. Accommodation will be \$65.00 dollars a night. You can call Masters Inn Suites to reserve a room (912) 354-8560. When you call to reserve your room, tell them you are calling in reference to the Savannah *ASL* annual tournament.

Fee: \$12.00 dollars before 13 October, \$16.00 dollars after 13 October, \$20.00 dollars at the door. Registration may be paid by credit card, check, or money order.

Format: Check in for the tournament will begin at 6:15 p.m. Friday, November 13. Each player

will play five rounds with round one on Friday night. Rounds two, three, and four will be played on Saturday, and round five and a possible championship game will be played Sunday. The time limit for each round is 4 hours so we strongly recommend that you have played each scenario at least once prior to the tournament.

Notes: Each participant will begin the tournament with 1000 points and will be awarded 10 victory points for each round you win plus points for the number of victories your opponent has. Opponents will be chosen by draw and then each player will be placed in brackets.

There may also be an opportunity to play test future scenarios.

Contact: Send registration payments and credit card numbers (sealed) to Flight Of The Phoenix, 54 West Montgomery Drive, Suite #1 Savannah, Georgia, 31406. Telephone (912) 354-7079 or by email at <http://www.flightofthephoenix.com>.

VANCOUVER ASL TOURNAMENT

When: 13 - 15 November.

Where: Sandman Inn, Vancouver BC Canada

Fee: \$20 CDN (approximately \$14 US).

Format: Round Robin to determine top 4 to play in 2 round single elimination.

Notes: The tournament is not associated with a convention and is subject to cancellation if pre-registration doesn't cover costs of room (approximately 12 pre-registrations required). Extra money will buy snacks and refreshments for the attendees. Please include a return address in case of cancellation.

Contact: Rick White, APT 203 4315 Hastings ST, Burnaby BC V5C 2J7. Telephone (604) 822-2479 weekdays or (604) 294-3091 weekday evenings or weekends or email at rick@stat.ubc.ca.

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 building will be opened on Friday at 10:00 CET. The country house is rented for three days and provides 40 beds, several showers and a kitchen. For playing we have two large rooms. We plan to provide Coffee and rolls for Saturday and Sunday mornings breakfast.

Fee: DM 70.00 (about £28.00) for three nights accommodation, breakfast and entrance. If you arrive on Saturday the fee is DM 50 (about £20.00). A DM 20 (about £8.00) deposit is required.

Reservation of the beds will be on a first-come-first-serve basis, in the order of your registration (and your down payment). If all 40 beds are booked, there are several hotels in Hergarten - but you'd have to book those yourself.

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.

A set of personalised mounted counters are available to everyone who pre-registers.

Critical Hit will sponsor the tournament with some prizes.

All you have to bring is a sleeping bag - and of course your *ASL* stuff. Drinks (Coke, Beer, Coffee) can be bought at the kitchen.

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 AREA 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 beyouse@erols.com.

FEBRUARY

WEST COAST MELEE II

When: 5 - 7 February.

Where: The Radisson Hotel, Westside, Culver City, California. 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: Registration is \$20.00 until 31st October 1998, \$25.00 until 29th January 1999, and \$30.00 thereafter.

Format: The six round tournament begins promptly at mid-day on Friday and should end by 1600 hrs. on Sunday. The structured tournament format is a modified version of Avaloncon and the *ASL* Open that allows a player to reject any one scenario in each round. There are three scenarios per round to select and these will not be publicised in advance.

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.

courage. They were all probably scared but they did what they had to do anyway (like running across the beach even though the Germans were still firing). Doing what you had to do, even though you were scared shitless and you had a good chance of dying, that exemplifies courage. Makes me appreciate what these veterans did and went through when their country called on them.



Right: Private Ryan (played by Matt Damon)

ASL MONSTER PACK # 1.1

20 REALLY HUGE BLOW OUT SCENARIOS!!!
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El Alemein, Egypt, 26 October 1942: The second battle of El Alemein opened with a crescendo of artillery fire the night of October 23. After slogging through nearly 5 miles of mines the British set about the task of expanding their breakthrough. Montgomery sent the 9th Australian Division to meet the unsuspecting Italians just north of Kidney Ridge. Players: Four to Six total, Two to Three per side.
Scenarios included: 1

Kursk, Russia, 12 July 1943: The Germans were desperate to regain the initiative after the debacle of Stalingrad and the subsequent retreat. Confident that their men and machines of war had surpassed those of the Russians an offensive to take back the momentum was planned. Players: Eight total, Four per side.
Scenarios included: 4

Normandy, France, 6 June 1944: The battle tested British 50th (Northumbrian) Division and the 8th Armoured Brigade formed XXX Corps. Their assignment was the middle of 5 beaches set for invasion on June 6, 1944 by the Allies. Players: Sixteen, Eight per side.
Scenarios included: 8

Saipan, Marianas, 7 July 1944: On the night of 7 July men of the 27th Division experienced a sensation of calm before the proverbial storm. The bitter fighting which had been common place weeks earlier had been replaced with a abrupt lull in the day to day violence. Patrols all up and down the line new that something was in the air. Players: Four, Two per side.
Scenarios included: 1

Iwo Jima, 25 February 1945: After three days of naval and air preparation the initial landings on February 19th were for the most part unopposed. The American strategists planned on a five day campaign. This notion was quickly squelched as Marines of the 4th and 5th divisions made their way off the soft black volcanic beach. Players: Four, Two per side.
Scenarios included: 2

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wrstevens@carbon.cudenver.edu

On the WWW:

<http://ucsu.colorado.edu/~snowm/Home.html>

Berlin, Germany, 28 April 1945: The last days of the Thousand Year Reich performed like the final act in a Wagnerian Opera. After the Seelow Heights Line was overwhelmed the Battle for Berlin harkened back to the city battles of 1942. The Russians, bent on revenge, would fight their own version of Stalingrad this time as the attacker and on German soil.

Players: Four, Two per side.

Scenarios included: 1

Tournament Scenarios

Buna, Papua New Guinea, 1 December 1942: The 32d Division had been pressed into combat with urgency. Throughout November 1942 the Dogfaces of the 32nd had been called upon to attack the spearhead of Japanese expansionism. The supply situation was steadily growing critical, even the most basic supplies were not available, food, water and even gun oil, were all in short supply.

Papua, New Guinea, 8 December 1942: During November the 32d Div had advanced to the junction of the Sanananda road and the Killerton track. On 30 November establishment of a roadblock, by troops of the 126th Inf commanded by Cpt Huggins, had cut off the Japanese forward units on the main north-south route.

Leyte, Philippines, 28 October 1944: On the morning of 28 October 1st and 2d Bns, 34th Inf were ordered to the town of Alanalang. After setting up local security the battalions moved toward the Mainit River about one and a half miles due west through a driving rain storm.



Coming Soon!

CHINA PACK '98

Featuring 2 Colossal Campaigns and the New "Phased Scenario Design System"™.

When Tigers Fight, The Japanese Invasion and Conquest of Shanghai 1937: After much political and diplomatic posturing the situation in and around Shanghai was to be embroiled in a Titanic struggle. Japanese forces in their section of the "International Settlement" began their all out attack on the numerically superior Chinese Forces. Using their superior naval forces anchored in the Whangpoo River, tanks, and air power the Japanese attack pushed forward while avoiding the French, British, and American sections of the "International Settlement".

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These incredible campaigns of conflict which began World War II will be available in the fall of 1998.