

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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# ASL LIVES!



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**INTENSIVE FIRE '98** - A full report on Britain's biggest ASL gathering

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# PREP FIRE

Hello and welcome the latest issue of *View From The Trenches*. It's a little bit later than normal but that's due to the hectic October I had, travelling over to the States for ASLOK at the beginning of the month, and then down to Bournemouth at the end of the month for INTENSIVE FIRE!

I don't have space for an ASLOK report or photos (and that's despite adding four extra pages again!), but during the week I was there I played 15 games, going 8-7 overall.

Played my first game, Guards Counterattack within half an hour of arriving at 10pm; finished at 4am, 28 hours after I'd got up the previous day to start on my travels to the States!!

Got to meet many of the names of ASL and many of the other third party producers, although I missed Brian Youse and Curt Schilling on the Saturday :-)

If you only get the chance to go to ASLOK once in your lifetime, take it. It's worth every penny it costs and is one hell of an experience.

OK, now some bad news for US readers. From next issue VFTT will cost \$5.00. This is simple maths; £3.50 overseas price times \$1.67 exchange rate equals \$5.04. I know it makes VFTT quite expensive now for what you get, but just think of how much you've got for the past year at a bargain price :-)

Until next time, roll low and prosper.

Pete Phillippis

Double 1. My last, best hope for victory.

**COVER:** The logo for INTENSIVE FIRE '98; German troops in cover prepare for another attack.

### THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe send email to [majordomo@list.pitt.edu](mailto:majordomo@list.pitt.edu) with the body of the message reading:

**subscribe advanced-sl**

You MUST use lower case letters!

You will get a message from Majordomo in reply asking for confirmation.

To subscribe to the digest form send the following in the body of a message:

**subscribe advanced-sl-digest**

The digest is mailed out whenever it has queued 100,000 characters of mailings. You may receive more (or less) than one mailing every 24 hour period. The digest is NOT sent at a certain time each day.

### 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 23 will be out in January.

VFTT costs £2.00 per issue (overseas £3.00), with a year's subscription costing £10.00 (overseas £15.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

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# INCOMING

## ASL LIVES ON

On Thursday 29<sup>th</sup> October, Curt Schilling from MMP had an initial meeting with Hasbro to discuss the future of ASL. Afterwards he announced online "It is our understanding, after this meeting, that Hasbro fully intends to support the ASL board gaming system!!! Also, we are of the opinion that ASL is NOT the only AH title Hasbro plans to maintain..

The devil is in the details and that is what we are now in the midst of working on.

We will inform you about decisions/goings on at the very minute we are able to, until then rest assured that ASL lives and will continue to do so....

We apologize for the lack of specifics, but due to the brief period between their acquisition of AH and our meeting, there are details that they need to work out internally, and with us."

## AH SALE COMPLETED

Avalon Hill ceased trading on Wednesday 21<sup>st</sup> October and the sale to Hasbro became final on Friday 23<sup>rd</sup> October, following a meeting in Baltimore attended by four Monarch Avalon board members, including Eric and Jack Dott, plus 13 shareholders and interested parties. Jack Dott announced that the deal had been approved by a majority of the stockholders. During the meeting he also said that \$1 million worth of game inventory had been transferred to Hasbro.

Eric Dott added that earlier that week Hasbro had contacted Monarch about printing services (to continue to print various games) although he felt that with many printing companies being in Massachusetts he did not feel that such a deal was likely. Some found this conclusion a bit odd; with Monarch having the experience and tooling to print game components they could do so easily for Hasbro.

The future of The General and it's subscribers has not yet been determined. A couple of days before the sale was completed AH stated "Rest assured all subscribers will be receiving communication from us shortly."

## MMP NEWS

MMP News was a free newsletter released by MP at ASLOK. In Brian Youse's

words "our way to say thanks to all of you MMP suckups for supporting us over the years and to let you guys know that we're still here, and are still intending to be active in ASL in the future." It contains three new scenarios, a primer for the revised Human Wave rules, and the Overrun Flowchart.

Although MMP have no copies left, a copy can be acquired by sending a SAE to MMP NEWS, 49 Lombardy Rise, Leicester, England, LE5 0FQ. Overseas readers should include an International Reply Coupon to cover postage.

## AVALONCON REBORN

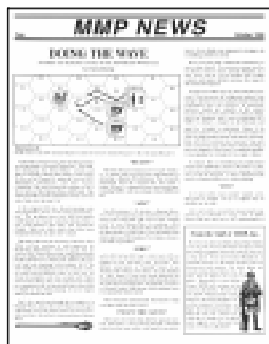
Don Greenwood has announced that AvalonCon will continue but under a new name. 1999's event has been scheduled for 27<sup>th</sup> July – 1<sup>st</sup> August and will take place in Hunt Valley, Maryland. The focus of AvalonCon will be preserved, but with the "AH games only" aspect will be replaced by "board games only" (and card games of a non-collectible nature), although the number of events offered will be limited. Don Greenwood announced online "I am confident that out of the wake of the Avalon Hill sale will rise a better company under the Hasbro banner and the championship board gaming convention formerly known as AVALONCON will prosper as never before freed from the restraints of a single manufacturer sponsor."

## HEAT OF BATTLE NEWS

Some copies of *Fortress Cassino* having a missing scenario card with scenarios 4 and 7 on it. Anyone missing this card should contact Heat of Battle to receive a copy. A few (8-10) Waffen SS counter sheets have a few counters printed off their mark. These sheets can be recognised by the "Goliath" counters with part of their MP shaved off.

This was caused by them being the top sheet on the stack when it was being cut. A replacement sheet is available to anyone who wants one.

Heat Of



Battle are contemplating producing another SS counter sheet with early war SS (and even possibly, 447 and 436 SS for *GSTK*, *BRV* etc) and various other vehicles (as well as enough to play KGP CG). However this will not occur until they have recovered their expenses on the first pack.

These expenses are the reason there are no Tigers/Panthers in the counter mix, as adding a second colour to the counters (red) would have doubled the cost of printing them.

## KE'S KOREAN WAR

On display at ASLOK this year were the mapboards Kinetic Energy are planning on using in their Korean War expansion modules. They use several height levels plus slopes to create a large hill mass, but unlike regular ASL mapboards they are not truly geomorphic, having a ridgeline along one long and short edge. Thus they can be used side by side to create a large hill, end to end to create a long heights formation, or as a group of four to create a single truly massive hill. By butting the 'low' edges together you can also achieve a large valley. As a bonus even those who are not keen on the Korean War may like the boards as they are suited for the Apennines, the Caucasus, and other mountainous areas.

Currently they are working on two modules. The first module would cover the NKPA, the ROK and the US, and focus on the first months of the war. The second would introduce the Chinese (CCF), British, French, Commonwealth, Turk, and various and sundry other UN Forces.

Kinetic Energy are waiting to see what happens between AH/Hasbro and Curt Schilling before proceeding further with the project. In the mean time they are continuing to playtest it further.

## SCHWERPUNKT 3

*Schwerpunkt Volume #3* is now available for \$12.00. This year's issue features 12 new scenarios and scenario analyses, as well as a couple of additional articles. Scenarios range from a short all armour action (SP27 Sudden Fury) to a large city action (SP33 The Eternal City) and cover all theatres of operations from the Pacific to the desert, east and west fronts.

Continued on page 8, column 2

# AN INSIDE LOOK AT THE

Brian Youse



We put a lot into this product, I just hope it pays off with some good scenarios and plenty of chapter H stuff for people to design their own scenarios. A special thanks needs to go to Pedro Ramis, Phillipe Leonard, and Charles Markus. Their constant flow of data on some of this very rare euro-trash vehicles (big grin!) made our job much easier. While we didn't always implement their suggestions, we sure did listen to the words of wisdom from some very experienced gamers and historical researchers. Thanks, guys!

For me, this batch of scenarios has me more nervous than any batch since *Gung Ho*. Some were tricky to balance, some we had balanced and then changed our minds on content, some just felt right.

## ASL 83 An Uncommon Occurrence

*A September 1939 armour clash. Polish light tanks get in the way of Panzers trying to cross three boards and exit. Features boards 16, 33, and 44. Light armour on both sides but the Poles have 6 MAs with 37Ls. SSR eliminates crew survival possibilities.*

I think this one is going to be tough on the Germans. The Pole tanks are pretty good, and outnumber the good German tanks 6-2. Germans have good leaders, better ROF (but an annoying B11). Still, the PzII vs. the Vickers two-turreted MG tank side show is interesting.

## ASL 84 Round One

*Warsaw, September 1939. Boards 20 and 45. Poles defend Warsaw with infantry, dummy counters, wire, roadblocks, and fortifications. 3 ATGs and 2 ART pieces round out the defense. Germans get infantry, assault engineers, FT, DCs, and 11 AFVs. Poles are fanatic in fortified locations. Each side gets a 9-2 and victory depends on controlling building hexes. Germans have a CVP cap.*

Root 'em out of the city fights are popular here at MMP, and this one is pretty darn good. The Pole infantry is outclassed, but stiffened by the 5 guns. Germans get lots of armour, which historically was slaughtered in the streets by the guns. Don't forget the SSR specifies that the guns must set up in buildings (even the artillery pieces which generally can't) which are fortified so the crews have a pretty good "effective" ML due to their TEM of +4 and 9ML.

## ASL 85 No Way Out

*Poland, September 1939. Night! Half of board 42. Polish infantry, supported by 4 light tanks try to gain control of buildings from German infantry and a 37L ATG. Poles enjoy a 2:1 infantry advantage before German reinforcements (3 AFVs, 3 squads) enter on turn 4. Nicely sized night encounter.*

One of the first we received from Europe as a +2LV "Dusk" scenario with a note stating

"this is really a night fight but nobody likes night scenarios", we disagreed and played it several times. Liked it, but then we received a Scott Holst masterpiece called "Determination, Resolve, and Grenades" which pitted early-war SS vs. Greek Guns in a very "hilly" board configuration and decided the cool-factor of "DR&G" was very high. Unfortunately after several months of plays, we couldn't get it to work right (but we're still working on it!) so we "fell back" to NWO as something we like to see in a module - a night scenario.

The initial version had two German 37Ls, which pretty much slaughtered off the TKSs the first turn. This one is a lot "tighter" but in my opinion is still tough on the Germans due to the big infantry difference (18:8+3 reinforcements). I'd have liked to see the VC a bit tougher. Still, it is a night scenario that even I (notorious for being anti-night) would certainly play again.

## ASL 86 Fighting Back

*Poland, September 1939. Poles on the attack again, racing across boards 44 and 22 to take four buildings on board 45, including one huge building (45J?) that makes the board 6 Chateau look a hut. Twelve German squads, lots of SWs, dummy counters and two 37L ATGs defend against 20 squads of varying quality, 6 tankettes, and Polish OBA! Polish flanking force (6 squads, 4 vehicles) enter on turn 4. 10 turns, three boards, good to go.*

A cool scenario which pits the Poles counterattacking into the new board 45. It was fairly simple to balance and despite the fact that a certain player kept calling the big board 45 building the Reichstag (we all know who that is), this one went fairly well.

## ASL 87 Good Night, Sweet Prince

*Denmark, April 1940. Two half boards. Germans storm across board 16 and try to cross the board 23 canal. Danes get several squads, some wire, and two ATGs. Turn 2 reinforcement is the Nimbus motorcycle with its sidecar ATG and AAMG. Germans get 12 squads, MGs, and three tanks. Nice level 2 steeple on board 23.*

Surprisingly, the bitch of the module. We had it done in the original version. Then a Danish guy (Magnus?) wrote Curt, convinced him a more "historical" version (three maps, more dudes) was the way to go. For the record, we're still working on that version, but it was stiff, no options to speak of, and generally was nearly impossible to work out. We tried it, playtest groups tried it, casual gaming friends tried it - it just wasn't working.

So, I called up playtester and good friend Louie Tokarz and said "Hey, what do you think of GN,SP". He responded that he didn't know why we changed it in the first place since the first version was fun, quick, replayable and that was

good enough for me - back we went to version one. A few more playings and viola! GN,SP. Thanks Tim Hundsdorfer wherever you are - I love the title!

## ASL 88 Art Nouveau

*Belgium, May 1940. Two half boards (32/3.) HIP Belgians with a roadblock and PB try to stop Germans on cycles. Interesting SSR makes Belgium OB somewhat random: Before play three cards are secretly drawn from a deck of 5 red / 5 black cards. For each red drawn the defender must remove one counter from his OB; for each black he can add a counter from a given additional force pool. German VC CVP level is adjusted +2 for each red and -1 for each black. Interesting choices to be made, do you give up the tank or a squad? Take another tank or Mr. 9-1? This mechanic probably gives this one some nice replayability. Germans get 3 AFV reinforcements and a FB.*

Hated (fanatically hated) by some, loved by others, Mark Nixon summed it up best. Very, very tough on the Germans in original form, add a turn and it's great. We did, and I hope everyone agrees with Mark! (and me, by the way. I like this scenario a lot - I must, I played it something like 15-18 times during the playtest, on VASL, for fun, solitaire....)

We tweaked the original to get rid of most of the "must dump/must get" force pool pieces. For the record, the first "must dump" has to be the mortar. No airbursts pretty much sum up this Belgian piece. Then it gets tough. Steve Petersen eeked out a win vs. my Germans playing it with 3 deletions. The extra VP the Germans need make it hard, but the Belgians HAVE to defend well. Give the Belgians three more choices and the Germans are hard pressed - probably more so than the VP tweak provides for. Still, rare is the game where it is three one way or the other, and some tough choices have to be made. Besides, who doesn't like motorcycles? 8)

## ASL 89 Rescue Attempt

*Belgium, May 1940. Railroad overlays! Boards 43 and 33. Belgians defend with light tanks and squads/crews against swarming German infantry entering from two sides during the first three game turns. Turn 5 Belgian reinforcements in the form of 4 tanks try to push back the initial Germ surge. Lots of German infantry but will they be able to take care of the enemy AFVs without tank support of their own? (With AFs of 'I' I think the answer is 'Yes!')*

The only scenario in the box I played less than 5 times, I actually have not played this scenario yet. Looked like fun, with white-hex playtest cutouts for overlays, and the collection of Belgian tanks is interesting. Does this scenario tap-out the German countermix of 8-0s and 8-1s? 8)

## ASL 90 Pride and Joy

*Greece, November 1940. A big boy with three boards (43, 17, 2) featuring 16 Italian squads defending against Greece cavalry, light tanks, and towed ordnance. 10 turns with 8 more Italian squads entering as reinforcements midway thru the game. Building control VCs.*

A very fun scenario, this one can easily go one way or the other very quick. Play it out, the Italians can be crumble quickly and then they'll need their reinforcements to have a chance. BTW, how long does it take a sledge to tow a gun to a level 3 hill hex with ground snow? FOREVER!!!!!! 8)

## THE NEW PAGES

The errata pages handle most of the current Q&A/errata for Sections A24.61 on. There may be one real nutmail or two that wasn't considered worth handling (i.e. questions asking whether the rules really said what they said) though.

None of the changes for CVP and Control should affect any previously issued scenarios. The CVP rules should only contain clarifications, while the Control rules have some bug-fixes and one real change as well.

The most important bug-fix (in addition to finally telling how Location Control works) is to make complete rules dealing with the relationship between flames and Control.

The one change now allows an AFV to Control its hex if this hex contain one Location only, in addition to its Location. Since the original rule said an AFV could Control its hex, and an Annual changed this to Location, the change makes sense.

This may make some change in some scenarios where one side have AFVs and need to gain Control of a few hexes, but shouldn't make too much difference, especially not since the original rules let those AFV's gain Control.

## WHERE'S THE DYO OBA?

A couple of people have asked why a DYO OBA chart wasn't included for the Minors? Couple of reasons:

We didn't have room.

There were too many nations involved.

Many of the nationalities involved don't deserve unrestricted OBA.

Any chart would have been at least partially fictional.

Take your pick.

I am surprised no one has questioned the absence of a rarity factor chart. I guess that answer is more obvious.

## BOARD 45

Board 45 is much, much better than we received. The problem was, it was painted to a slightly (smaller, larger? I forget) hex grid. AH did a fanamntastic job of getting it to work, and quite honestly it was very, very close to being a DB-breaker, i.e. causing the module to come out so late it wasn't worth AH's effort.

I'll let Don Petros, the guy that designed

the boards, explain further:

"The fact that the hexes on board 45 sometimes don't always line up with walls/hedges in some places is due in part to my having used a non-official Monarch publishing clear hex grid when I produced the map in 1997. When the art (minus the hexes) was provided to Monarch for DB, the official Monarch hex grid which aligns differently to the original art produced some errors on the final mapboard. The other reason is because I wasn't as careful as I should have been keeping the walls/hedges split exactly down the middle by the hex line.

That some of the buildings actually cross the hex grids in some places is due both to the above hex grid problem, and because of my own tendency to try to maximise the size of certain buildings within the hex grid to produce a 'crowded' city effect. This is contrary to the advice originally given to me by Charlie Kibler, when he warned me about such final production problems. I think Charlie must have literally stood by in person when the final production was going on to make sure that if such things happened, he could make corrections before publication.

As to bypassing problems, I can say that I did intentionally design the map so that bypassing in certain areas would be impossible. It's my opinion that a Bren Carrier for example (even a King Tiger for that matter) was not able to so easily skirt in and around certain congested city blocks.

For the building cross-overs and non-aligned walls/hedges I sincerely apologise; I too was disappointed. I can say that I do now have the 'official clear Monarch Publishing' sized hex grid with which to produce future geo boards. This kind of problem shouldn't occur in the future.

As to rules interpretation, I wouldn't want to stick my neck out too far. I might suggest that the art, wherever it lies, be used for LOS effect purposes. It would be hard to argue about where the art 'should be' if it were properly laid out."

Other than some hedges/walls that are off a bit (although it is still very obvious what hexside they are on), the only real problems I know of are:

the board number - most noticeable, "ugly", yet least a problem, and,

hex N8's big dot - least noticeable, most problematic to the uninformed. Is it supposed to be square or is it supposed to be "regular" centre dot? It isn't supposed to be there, it should be the regular centre dot.

Some people have also commented on the lack of bypassable hexsides. Perry and I made that decision when AH came back with this version and said what do you think. We decided it made this more of a "dense" city board if lots of hexsides were un-bypassable. So, buildings are touching hexsides on purpose - to prevent bypass.

## ERRATA

Below is a list of all the errata we have accumulated for *Doomed Battalions* (this is also including the 'Debriefing' section - Pete). Sorry for the inconvenience. Perhaps we can issue replacement counters sometime. If any more problems arise, we will inform you as soon as we can.

## DB COUNTER (and Note) ERRATA

Vehicle Note 15 T-13 Type II: Counters (and the illustration in the Note) should indicate that vehicle is radio less (as shown in Listing).

Ordnance Note 10 C75 TR: Counters A-C (and the illustration in the Note) should show the gun calibre as over scored (as shown in the Listing and counter D)

Ordnance Note 13 C120 M31: Counter A (and the illustration in the Note) should show the gun calibre as over scored (as shown in the Listing and counters B & C).

Ordnance Note 33 155 model 17S: Counters B & C (and the Listing) should show the gun calibre as not being over scored (as shown on counter A and the Note illustration).

## NOTE ERRATA

Ordnance Notes 4, 7, 11, 21, 22, & 32: The illustrations in the Notes for these Guns should show their gun calibre as over scored (as shown in the listing and on the counters).

Vehicle Note 2 Vickers Edw(b): The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW).

## BOARD ERRATA

Board 45: Hex N8 should have a regular centre-dot in it, not a large dot.

## SCENARIO ERRATA

Scenario 89 Rescue Attempt : Replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). [Consider overlapping a hex of the two GLRR overlays which will keep all of overlay RR1 on board.]

## MISCELLANEOUS

Why the different HW counters? Just like with the Banzai counter, one (red) is for during the HW, while the other (white) is for after. You could use just the red one, but there are some distinctions to be made. We wanted the Range counter on the back of the Red HW counter in order to minimise counter-searching during the course of the HW. I think the Melee on the back of the white HW counter works.

There is no Armoury page for *Doomed Battalions*. There was no space for it. Perhaps in *Armies of Oblivion*.

The roads on Board 45 are a bit bluish and the first paragraph of the Yugoslavian Vehicle Notes is centre justified.

Guns with "AP/HE LIMITED STOWAGE" (C8.8) do not get their Calibre Size over-scored or underscored unless the ammo is date-dependent. This can be confusing but makes for a cleaner counter.

Ω



## THE TRENCHES

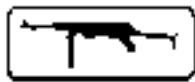


# DEBRIEFINGS

This is the latest set of Q&A posted to the Internet ASL Mailing List by MMP on 18<sup>th</sup> September 1998. It includes all questions received from 7<sup>th</sup> June 1997 (plus a few earlier ones) to 2<sup>nd</sup> February 1998. MMP will be posting at least one more compilation of Q&A from February 1998 through the present. Depending on what happens with Hasbro, Inc., they may continue to provide Q&A after that.

The questions below are mostly as MMP received them, although some changes have been made in order to present the questions in a coherent fashion.

MMP would like to thank the people who have been helping them by commenting on their proposed answers, including Ole Boe, Patrik Manlig, Frtiz Tichy, Rob Banozic, Russ Bunten, Jim Stahler, and the YouseHouse Regulars, most especially Kevin Valerien. Perry Cocke notes "None of them agree with every answer here, so you cannot blame any of them for any of the answers you disagree with. Without them, however, these answers would be much less effective."



**A4.12** Does leadership bonus apply if a leader and MMC begin the MPh one in crest and one in non-crest status? One in and one out of an entrenchment? One above and one below wire/panji counter? One IN a rice paddy and one on a Bank?  
A. No to all.

**A4.12** If units of different MF capabilities are moving as a stack, and the slowest unit is eliminated, breaks, or pins, are the other units limited to the MF available to the stack at the start of its MPh?  
A. No.

**A4.12** If a leader is moving with an MMC whose MF are limited due to excess PP and the MMC is eliminated, breaks or pins, is the leader limited by the excess PP?  
A. No.

**A4.132 & B3.4** Can moving units on a road get the road bonus if not changing Locations (e.g., place SMOKE, recover weapons, etc.)?  
A. Yes.

**A4.15** Does the doubled cost of infantry overrun double the cost of hex side terrain (e.g., wall)? Double the cost of SMOKE?  
A. Yes to both; this doubling occurs after all modification.

**A4.151** Can a SMC being infantry overrun move if it is on a horse? On skis? On an unarmed vehicle?  
A. Yes. Yes. No.

**A4.152** If an SMC being overrun is marked with a First Fire counter, what effect is there on its CC attack vs. the MMC?  
A. None.

**A4.3** Can a unit bypass just a hex vertex, e.g., assuming walls are bocage, could a infantry unit in 3U4 bypass in hex T4 along the T4-T3-U4 vertex, and enter T3 at a cost of 3 MF, instead of crossing the T3-U4 hexside for a total cost of 4 MF?  
A. No, a unit must bypass along an entire hexside; but in this situation, the unit could bypass along the T3-T4 hexside to the T3-T4-S4 vertex and then enter T3 at a cost of 3 MF. See the A4.31 Example.

**A4.3** May an Infantry unit bypass a hexside and then return to its prior hex along that hexside?  
A. No; see the A4.31 Example.

**A4.3** If several defender units fire at a bypassing unit at different vertices, must each vertex be fired on in order or is the order unimportant?  
A. The order is unimportant.

**A4.41** May a HMG or MMG fire in AFPh if it has not changed Locations but did enter/exit a fortification, (un)load, (dis)mount, move under wire/panji, or change crest status or position in a Rice Paddy?  
A. No, it has not remained stationary.

**A4.44** When may a SMC attempt to take possession of a SW/Gun from a broken unit?  
A. During the RPh and during the MPh, a leader may attempt to Recover a SW/Gun from a broken unit. In addition, whenever a unit is eliminated or routs away from a SW/Gun, a SMC stacked with the unit may attempt to claim possession of the weapon at that time.

**A4.44 & A13.33** Can a cavalry SMC recover a SW from a cavalry MMC per A4.44?  
A. No.

**A4.63** Can units dash through a hex in which the road ends? Can units dash across a road intersection? (For example, consider hex 20Y2. If Z1 and Y3 were considered non-Open ground Locations for some reason, could a unit dash from X2 to Z1, crossing the Y1-Y2-Y3 road? From Y1 to Y3, crossing the Z1-Y2-X2 road? From X2 to Y1? From Y3 to Z1?)  
A. Yes to both, as long as the unit is crossing from one side of the road to the other. (Yes to all)

**A4.63** May a unit attempt to Dash through wire?  
A. No, it may not expend any additional MF in the Dash hex.

**A4.63** If a leader and MMC are dashing and the leader breaks in the road, leaving the MMC without enough MF to complete the dash, is the MMC left in the road? Does it expend its remaining MF in the road? Does it qualify for Dash benefits?  
A. Yes. No. No.

**A4.63** May dash and bypass be combined in a woods-road hex or building-road hex?  
A. Yes, if the dashing unit can bypass the obstacle while crossing the road.

**A5.1, A12.121, & A12.14** Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy unit greater than 16 hexes away?  
A. They could roll for concealment if the unbroken enemy unit was not Good Order.

**A7.302 & A15.2** Is a wounded hero that suffers Casualty Reduction wounded again or eliminated? One that suffers a Casualty MC?  
A. The hero would be eliminated in either case (a wounded hero that wounds again is eliminated).

**A7.303, A10.3, A15.42, & A17.1** Is a berserk leader that fails a MC wounded or eliminated? One that suffers casualty reduction? Suffers a Casualty MC?  
A. It suffers Casualty Reduction and wounds (and may, therefore, be eliminated). It wounds. It wounds and must add +1 to its Wound Severity dr as if already wounded.

**A7.7** If a firegroup consists of units within normal range of a target and also units firing at long range, does the attack qualify for encircling fire if the units within normal range do not have the strength by themselves to possibly cause a morale check, but the attack as a whole does?  
A. No.

**A7.7** Is the cost to encircle units to cross hexside terrain doubled? The cost to enter smoke? If moving uphill, would the cost be quadrupled? If entering abrupt terrain, is the cost of intermediate levels doubled?  
A. Yes to all; this doubling occurs after all modification.

**A7.7 & B8.** May a unit climb out of encirclement, or use a sewer or tunnel to exit encirclement?  
A. Yes to all (despite such movement requiring all of a unit's MF) and may even use the APH normally to enter a new Location, whereupon it would become Pinned and CX (as if having completed a Minimum Move—A4.134).

**A8.15** If a unit moves into a building (or other terrain feature) and undergoes (and survives) Defensive First Fire in that hex (utilising the TEM of that terrain feature), can it then be fired at by a different unit using a snap shot as they entered that hex and therefore no TEM (or that of the rest of the hex)? Or must snap shots be taken first before any fire at the unit while IN the terrain feature?  
A. Yes. No.

**A9.223** Must a MG cancel its Fire Lane when an "unbroken" vehicle (A12.1) enters its Location (even if in bypass)?  
A. Yes, unless it is a BU CT AFV, in which case the MG/its-manning-infantry may cancel the Fire Lane to attack the AFV.

**A9.73** Can a unit marked with a First Fire counter destroy a MG during DFPh if there is an adjacent enemy unit? If there is no adjacent enemy unit?  
A. Yes. No.

**A10.5 & C11.2** Does a crew broken while manning an emplaced gun in an open ground hex have to rout while in LOS of an enemy unit? Or does the emplacement provide TEM to negate that necessity?  
A. No. Yes.

**A10.51** A routing unit may "ignore a building/woods hex if that hex is no farther from a Known enemy unit than its present hex." Does this mean that the routing unit may rout through such a hex on its way elsewhere, overriding the requirement that it stop upon reaching a building/woods hex not ADJACENT to an enemy unit?  
A. Yes.

**A10.51** Does a broken unit in TEM within a FFE have to rout? One not in TEM?  
A. No, unless it is Adjacent to a Known, armed, unbroken enemy unit. Unless the FFE is Harassing Fire, the unit will not be in Open Ground.

**A10.51** If a broken unit must rout, must it rout towards the nearest woods/building hex even if the cover is in a FFE/known-minefield?  
A. No, it may ignore such a hex.

**A10.531 & E3.1** Does an Infantry unit lose its "?" if it Assault-Moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit if the only intervening Hindrance is a LV Hindrance?  
A. Yes, unless the Hindrance is Fog (E3.311) or Winter Camouflage applies (E3.712).

**A11.12 & B30.6** May a unit IN a pillbox be attacked in CC if it is screened by a friendly unit in the hex outside the pillbox?  
A. No.

**A11.2 & A20.22** If during the CCPh one side attempts to capture an enemy squad and the DR results in a Casualty Reduction instead, then is a HS captured? If CC is simultaneous and the return attack eliminates the side that captures the enemy squad during the phase it is captured, is the surviving "captured" squad still replaced with an armed conscript/green unit?  
A. Yes. No, it remains unchanged.

**A11.4 & B30.6** Since a unit IN a pillbox that it is screened by a friendly unit in the hex outside the pillbox cannot be attacked in CC (B30.6), would it figure into any Ambush calculations?  
A. No.

**A11.62** May a vehicle with turreted 12.7 MA (e.g., U.S. M16 MGMC half-track) or one with a turreted 15mm MA (e.g., British Mk VIC) use it in CC? One with turreted 20L MA with IFE?  
A. Yes, it uses its IFE FP as if it were CMG FP. No.

**A11.7** Does an armed but unarmoured vehicle hold opposing Infantry in Melee as if an AFV? Is it held in Melee?  
A. Yes. No.

**A12.** Why do concealment counters have "7 morale" printed on them.  
A. For PAATC (A12.41) and Bombardments (C1.82).

**A12.34** If an Emplaced Gun sets up HIP, may the manning crew/HS also set up HIP? May the manning crew/HS of a HIP Emplaced Gun possess non-inherent support weapons?  
A. Yes. No.

**A12.152 & B28.1** Searching reveals "the presence of minefields (but not their type and strength)." On the other hand, B28.1 says "The presence and type of a minefield is not revealed until a unit susceptible to that type of attack enters that minefield hex or discovers it by Searching." Does Searching reveal the type of minefield (as stated in B28.1), or not (as stated in A12.152)?  
A. Not.

**A12.152** Can Searching reveal the contents of Locations that are not Accessible?  
A. Yes, as long as one Location in the hex is Accessible.

**A14.2** How does the initial setup for sniper counters work if one or both sides forces do not setup on the playing board?  
A. If no enemy unit is on board, the Sniper may be placed anywhere.

**A16.11** If using Battlefield Integrity (A16), does a dismantled crew counter from a vehicle which has been abandoned or eliminated count as reinforcements? Does it count against the owner's casualty tally if it is eliminated?

A. No. Yes.

**A19.131** Does Low Ammo apply to AFV MG?

A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#).

**A23.2** When placing a DC in the MPH, is a unit regarded as moving or using a SW? Could an HS place a DC in its MPH and then use its inherent FP in the AFPh? Could a squad?

A. Both (with the SW considered used in AFPh). No. Yes.



**Chapter B Divider, B1.15, & B6.3** Is the -1 TEM for a bridge shown on the Chapter B divider in addition to FFMO?

A. No, it represents the possibility of FFMO; there is no additional minus DRM for being on a bridge.

**B8.41** Can units emerge from a sewer hex into a manhole Location that contains enemy units?

A. Yes (PAATC may be needed vs. Known AFV).

**B9.32** Can a unit voluntarily forfeit Wall Advantage by claiming the in-hex TEM of zero (open ground)? Can a unit manning a Gun voluntarily forfeit Wall advantage by claiming in-hex TEM, and then claim Wall Advantage in the next player turn (provided it is otherwise eligible to do so)? Can an AFV do this?

A. No. Yes. Yes (if Mobile and not in Bypass).

**B13.6** Is a path depiction in an otherwise Open Ground portion of a hex considered Woods or Open Ground? If a Path depiction is Woods, then it would block LOS (e.g., 10I2). If a path depiction is Open Ground, then can you trace LOS through it (e.g., on Nphum Ga map from D8 to F9)?

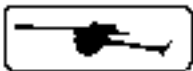
A. The path depiction within the woods contour is woods; outside the woods contour in otherwise Open Ground portions of the hex it is Open Ground [EXC: inherent terrain, e.g., Dense Jungle and Bamboo].

**B27.51** Can Guns (e.g., mortars, AT guns, AA guns, etc.) be placed under a trench counter? Can a gun inside a trench change its CA while in the trench? Can a Gun inside a trench be moved outside the trench, i.e. on top of the trench counter instead of below it?

A. Yes. Yes. No, unless a dm mortar.

**B30.111** For the purposes of pillbox stacking capacity, how many squad-equivalents (A5.5) do ≤ 4 SMC represent?

A. None, see A5.1 and A5.6.



**C2.2401** If an infantry unit declares a TPBF Defensive First Fire attack at a vehicle's PRC as it enters the defender's Location, can this become a Gun Duel situation? Is this different if the vehicle announces an attack as it enters? Do the Bounding (First) Fire dm apply to the MG's Gun Duel calculation?

A. Yes, the vehicle may declare a Gun Duel (even if using only its MG) if not Overrunning. No, the defender always has an opportunity to intervene with fire first (although an Overrun can never be a Gun Duel). Yes.

**C3.22** When a Gun is Recovered, may its CA be changed at that time?

A. No.

**C3.32 & D5.32** According to C3.32, AFV are immune to the Infantry Target Type, but not their Vulnerable PRC. According to D5.32 & D.6, a CE crew cannot be targeted separately from its vehicle, but only affected Collaterally. Are these rules in conflict? A. No, an AFV may be hit via the Infantry Target Type; it (but not its Vulnerable PRC) is "immune to damage from such a hit."

**C5.11** Does a Gun Defensive First Firing during the MPH from a woods/building/rubble Location have its CA fixed for the remainder of MPH or through the DFPh?

A. The MPH, or, if pinned, the DFPh.

**C8.9** An AFV announces a Special Ammunition attack and changes its TCA. If the DR exceeds the Depletion # without malfunctioning, does the turret return to its original CA with no Prep Fire counter placed? May the vehicle forego further Prep Fire attempts and move instead?

A. Yes. Yes.



**D1.84** Does the "number provided in the game" refer to the # listed in the relevant Vehicle Listing or to the current counter mix including

all available Historical modules (i.e., in 'G42 The Youth's First Blood' should the Germans get ten PzKfw IVH without AAMG or eight without AAMG, and 2 with AAMG)?

A. The # in the Vehicle Listing (i.e., use 2 PzKfw IVH with AAMG in G42).

**D2.321** Is the hex that a vehicle is Bypassing in its VCA?

A. No.

**D2.321** Do the Case A penalties and the extra +1 DRM for firing out of the side CA while in Bypass apply only to TH attempts and/or only to MA?

A. No, they apply to all non-CC attacks by all turreted weapons at a non-Acquired target.

**D3.3** May a vehicle fire its weapons upon the expenditure of a Stop MP, thus firing as Stopped without needing to expend any additional MP? Upon expenditure of MP to enter a Location?

A. Yes. Yes.

**D7.11** If a vehicle's crew is eliminated or breaks after it has declared an overrun attack, is there any effect on the FP of the overrun? If it is pinned, or forced to BU?

A. Yes, since the vehicle is now Immobile, the overrun FP is halved. No.

**D7.21** Is a CC marker placed immediately after a CC Reaction Fire attack is made?

A. Yes, unless the vehicle and PRC are eliminated by the attack.

**D7.22** Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other TPBF) attack? Is the CC marker removed when only one side occupies the Location?

A. No, not until the armed vehicle (or unit) ends its MPH in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, E9.43, and G1.423). Yes.

**D8.21** Are the Bog DRM for "snow-covered" and Deep Snow cumulative?

A. Yes.

**D8.23** Since Deep Snow is a weather condition (like Ground Snow), not an Environmental Condition (like Snow), when do the D8.23 conditions for a secret Bog DR apply?

A. When the weather is Deep Snow (or the EC are Mud).



**E3.1 & E3.311** Does Fog negate FFMO (like a LOS Hindrance such as Smoke—E3.311) or does it not negate FFMO (like a LV hindrance—E3.1)?

A. Fog negates FFMO like Smoke.

**E5.121** When a three boat small raft is reduced, a HS (or crew) is eliminated from the Passengers. If the Passengers include two MMC (e.g., two HS, HS and a crew), is the Eliminated Passenger chosen randomly or chosen by Random Selection (allowing for a possible tie)?

A. Randomly (no tie possible).

**E5.53** When a boat sinks in shallow water or when it is beached, its Passengers are subject to an IFT attack (using Hazardous Movement DRM) with "the same DR that sank the boat." Ordnance sinks a boat by hitting it via a TH DR (E5.52). Is the DR which is used for the attack vs the Passengers the TH DR? Are they attacked by the (halved) HE Equivalency of the hit on the boat?

A. Yes. Yes.

**E7.401** When an Aircraft making a strafing run moves to the next hex along the pre-designated hex grain and makes another DR on a new target four hexes distant, must this new target hex be along the same hex grain as the moving Aircraft?

A. Yes.

**E7.6** Are Observation Planes subject to Arrival (E7.2)?

A. No, they do not take counter form.



**G9.52** Can Infantry beneath a Panji counter recover a SW above the Panji counter?

A. Yes (but Infantry above a Panji counter could not).

**G11.7** May a Gun set up in a cave that is not accessible to a cave complex?

A. Yes; see G11.92



**O11.6242** In RB campaign games is there any way of losing Ammunition Shortage status for units that started that day in an Isolated Location? If an HS with Ammunition Shortage recombines with one without this condition, does the recombined squad suffer from Ammunition Shortage also?

A. Yes, see O11.6243. Yes.



**SSR KGP3** Does Mist LV DRM negate FFMO, Interdiction, or Residual FP?

A. No, unless it is Very Heavy or Extra Heavy (i.e. unless it is a LOS Hindrance).

**Footnote P27** The US M4 18-Ton High Speed Tractor provided in KGPII should have a 4FP AAMG using the 12.7mm To Kill number. Revised counters for this and other counters from KGPII are included in *Doomed Battalions*.



**PB CG4c** Can German units in Benouville which remain under a "No Move" counter at the conclusion of CG Night II set up in Night III with freedom of movement in any hex of the same friendly set up area? Or must they set up in the same hexes they were in at the conclusion of CG date Night II?

A. Yes. No. See Q9.6058.

**PB CG4c** Should the British in CG Date Night III receive cloaking even though setting up on board (like the Germans in CG Date Night II)?

A. No.

**PB CG4c** Must German SW setting up onboard be dm if Cloaked?

A. Yes.

**PB CGI & CGII** On Day II do the British receive a Sherman V(a) or a Sherman III(DD)?

A. A Sherman III(DD).

**Q9.6102 & CG17** Are Walking Wounded MMC returned to "any non-isolated area" even if they were removed from an isolated area?

A. Areas are only isolated during the RePh, so units removed during play do not come from an isolated area.

**Q9.4 CG17** If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?

A. It is removed.

**Q9.6061 Example** In line 10 change "8" to "10"; in line 11 change "+3" to "+1", delete "and" and after "Isolated" add "+", and -2 for being adjacent to a Friendly Setup Area"; in line 13 change "+3" to "+5" and in line 14 before "and" add "+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area."

The section should now read: "The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated)." [This supersedes the errata for this section in the 1997 ASL Annual.]



**Scenario A114 "Hamlet's Demise"** SSR1 The wind blows from the south west.

**Scenario G45 "Halha River Bridge"** The counter depiction on the scenario card of the 37<sup>th</sup> INF Gun in the Russian OB incorrectly shows it as having IFE.

**Scenario AP8 "A Bloody Harvest"** Delete the two Polish LMG. Polish Elite and 1st Line squads have Assault Fire.

**Scenario PB5 "Taylor Made Defense"** The forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1.

**Scenarios A115-A118** and the Nhpum Ga mapsheet in the 1997 *ASL Annual* Hexrow U is misnumbered. The first hex is U1, then a hex with no co-ordinate. Call that hex "U1.5".  
 SSR1 All Interior Jungle hexes are Dense, but in most cases, however, the "oversized coloured centre dot" in a Jungle hex designates Light Jungle [EXC: hexes U9-U11].  
 There is no LOS from D8 to E9, etc.  
 Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13.

The following errata has been posted to the Intrenet ASL Mailing List by MMP for *Doomed Battalions*.

**Vehicle Note 15 T-13 Type II Counters** (and the illustration in the Note) should indicate that vehicle is radio less (as shown in Listing).

**Ordinance Note 10 C75 TR Counters A-C** (and the illustration in the Note) should show the gun calibre as over scored (as shown in the Listing and counter D)

**Ordinance Note 13 C120 M31 Counter A** (and the illustration in the Note) should show the gun calibre as over scored (as shown in the Listing and counters B & C).

**Ordinance Note 33 155 model 17S Counters B & C** (and the Listing) should show the gun calibre as not being over scored (as shown on counter A and the Note illustration).

**Ordinance Notes 4, 7, 11, 21, 22, & 32** The illustrations in the Notes for these Guns should show their gun calibre as over scored (as shown in the listing and on the counters).

**Vehicle Note 2 Vickers Edw(b)** The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW).

**Board 45 Hex N8** should have a regular centre-dot in it, not a large dot.

**Scenario 89 "Rescue Attempt"** Replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). [Consider overlapping a hex of the two GLRR overlays which will keep all of overlay RR1 on board.]

## HEAT OF BATTLE

The following Heat of Battle errata was posted to the InterNet ASL Mailing List by Eddie Zeman.

### Fortress Cassino

**FC 3.** Craters: Example of Crater hexes are hexes F21 and G19.

**AAR Report Card** Under the "Fortification Report" table, the first line should be titled "Tunnel Complex/Maze" and not "Cave Complex/Maze...".

**Scenario FC 10 "Operation Dickens"** SSR 3: In addition, it should say that each OB given fortified building location may be exchanged for a Dug-out, and each OB given foxhole may be exchanged for a Passage counter.

The map Orientation is not properly displayed but the written play area is accurate (basically, the area north of hexrow HH should be cropped off in the display picture).

### Waffen-SS: No Quarter No Glory

**Scenario NQNG6 "One Eye To The West"** The North pointing arrow should face to the left of the page (counter-clock-wise by 90 degrees). Basically, board 45 is the west edge and this is confirmed in the setup/victory determination script.

Scenario NQNG "Precious Price Of Time" German Balance: "Exchange one OB given LMG for an HMG".

The following Kinetic Energy errata was posted to the InterNet ASL Mailing List on 2<sup>nd</sup> October 1998 by Mike Reed.

**TOT Supplemental Vehicle Notes TOT #G1. "Neubaufahrzeug"**  
 1. The MP of this vehicle should be a red '12', instead of a red '9' (Change "MP:9" to "MP:12")  
 2. This vehicle should have 'Low' Ground Pressure instead of 'High' (Change "GP:H" to "GP:L")  
**TOT3 Neubaufahrzeug counters**

1. Change the red '9' MP allowance to a red '12'.
2. Change the 'circle' in the upper lefthand corner to a 'square' to denote low ground pressure.

Rob Seulowitz has posted the following to the InterNet ASL Mailing List: "Please note the following corrections and additions to the 1998 ASL Manual. We regret any inconvenience these errors may have caused."

**Page 2** Delete the words "monomaniacal fiend" between the words "caused by" and "Ray Tapio."

**ASL Scenario 1954 "Gojira!!!"**: Add the following SSR:  
 SSR 5: All Japanese Infantry are wearing white gloves and helmets.  
 Additional errors:

- The illustration on page 6 is clearly incorrect - the Sopwith Camels should, of course, be facing to the right.
- The word "Overrun" is misspelled as "Throatwobler Mangrove" on page 9.

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## INCOMING

Continued from page 3

It is available from Sherry Enterprises, P.O. Box 3, Ruskin, FL 33570 (add \$3.00 for shipping and handling; overseas add \$5.00; Florida residents should add 7% States Sales Tax). Payment should be in US funds and made payable to Sherry Enterprises. Issues 1 and 2 are still available for \$12.00 each.

## BUNKER UPDATE

Issue five of *Dispatches From the Bunker* is expected to be available by the end of November, having been delayed by upheavals in the editor's personal life (i.e. divorce and house moving).

"Headhunting For Bloody Huns" is a Deluxe paratroop in Crete, with the Fallschirmjager battling elite British Engineers, a 'Punishment Unit', and 'Armed Civilians' for the village of Modhion. The other scenario, 'Bunker Brasche' is the second in the Pioneer Sgt. Rudolf Brasche series and sees an elite German force launch a night assault on a Russian Bunker complex in Rostov in 1942.

There will also be an article on 'G34 The Liberators', a recap of the New England ASL Scene including the 'The Last Bunker Bash' at the original 'Bunker', and the usual ASL features and tips.

A four issue subscription costs \$13.00 (\$15.00 outside the USA, payable in US funds) and can start with any issue from two to five. Contact Vic Provost, *Dispatches from the Bunker*, 9 Evergreen Drive, Holyoke, MA 01040. Issue 1 is free when subscribing, or by sending a SASE.

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# ASL SCENARIOS IN THE GENERAL

*Scenarios in italics reprinted in ASL Classic*

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G20	<i>Camp Nibeiva</i>	29:3
G21	<i>Cat's Kill</i>	29:4
G22	<i>A Day by the Shore</i>	29:4
G23	<i>Habbaniya Heights</i>	29:5
G24	<i>Mountain Comes to Mohammed</i>	29:5
G25	<i>The T-Patchers</i>	30:1
G26	<i>Parker's Crossroads</i>	30:1
G27	<i>Vaagso Venture</i>	30:2
G28	<i>Ramsey's Charge</i>	30:3
G29	<i>Shoot-N-Scoot (Peter Shelling)</i>	30:4
G30	<i>Morgan's Stand (Dave Sisler)</i>	30:4
G31	<i>Point of the Sword (J. D. Frazer)</i>	30:6
G32	<i>A Helping Hand (Bryan Milligan)</i>	30:6
G33	<i>The Awakening of Spring (Bill Sisler)</i>	31:1
G34	<i>The Liberators (Mike Daniel)</i>	31:1
G35	<i>Going to Church (Kevin Meyer)</i>	31:2
G36	<i>Hill of Death (Vince Lewonski)</i>	31:2
G37	<i>Forth Bridge (Pat Jonke)</i>	31:3
G38	<i>Castello Fatato (Peterson and Youse)</i>	31:4
G39	<i>A Desperate Affair (Rich Troha)</i>	31:4
G40	<i>Will to Fight...Eradicated (Louie Tokarz)</i>	31:5
G41	<i>Jabo!</i>	31:5
G42	<i>The Youth's First Blood (Eric Givler)</i>	31:6
G43	<i>Kangaroo Hop (Shawn Kenny)</i>	31:6
G44	<i>Abandon Ship! (Jeff Cebula)</i>	32:2
G45	<i>Halha River Bridge (Rick Troha)</i>	32:2
G46	<i>Triumph Atop Taraldsvikfjell (MMP)</i>	32:3
DASL A	<i>To the Last Man</i>	24:1
DASL B	<i>The Kiwis Attack</i>	29:6
DASL C	<i>Smoke the Kents (Marty Snow)</i>	30:5
HASL A	<i>Ghosts in the Rubble</i>	27:1
3000	<i>Assault on Roundtop</i>	22:5



# RUWEISAT RIDGE – The First Battle of Alamein, July 1-15, 1942

Russ Bunten (with Michael Conklin)

Critical Hit's *Ruweisat Ridge* covers the first battles for Alamein in 1942. For you \$24.95 you get a 28" x30" full color map, 6 scenarios, a *PL* campaign, SSR's and a sheet of unmounted counters (note an additional scenario is available in CH's *online magazine* #2).

## THE MAP

Glossy paper (good quality paper though) has never been my favorite map material but it does not seem to be too bad here. The barren terrain doesn't have too much problem with glare.

The map is obviously hand painted (never been the computer generated type myself so this is a plus in my book) and is not a bad product at all overall.

The main hill mass is the same color and texture of the escarpment overlay so it is a bit blotchy for my tastes, but it is the desert after all. In the center of the hill mass (all level 2) is a 7 hex cluster of level 3 hexes (Point 63), one of which is also a Crag hex. My opponent Mike and I would not even have noticed the Crag hex except it is mentioned in the SSR's. This cluster is the focal point of all of the 6 scenarios (and presumably will be in the *PL CG* as well) so will see a lot of play. The level 3 hills are a bit dark (almost black) and the crest line between these hexes and the surrounding level 2 Locations is almost impossible to discern. On the bright side, this will rarely be a problem as the precise crest line won't matter much.

At first glance, you'll likely miss the subtle level 0 / level 1 crest line which runs from the lower west edge to the middle of the south edge. Once you notice it, you'll realize that almost the entire map is level 1 or higher (much like *RB* is all level 1 or higher, except the riverbank area). Mike and I didn't notice it until we decided that there must be some mistake and the level 3 Pt 63 hexes couldn't be off limits to vehicle (due to a double crest line). We were relieved to see it. But

again, this area of the map won't be bothered with pieces much it seems so it should not be too big of a deal.

There are two extensive Deir (how do you say that anyway) areas (one each north and south of the ridge). The artwork for these Deirs reminds me more of the seawall in *BR:T* than the nice, soft artwork I'm used to seeing on the overlays but is livable. The cross-hatching along the edges really wasn't necessary and detracts some from the overall impression. 'Under the lights' the inside of the Deirs look almost fluorescent yellow (like they were shaded with a yellow highlighter). But this is also livable.

There are a number of sand hexes in these Deirs as well. At first Mike and I both thought they were Hillocks (due to the coloring and artwork). But then we noted the "brown hedges" on some of them and began to think that they were not Hillocks at all. Turns out they are Sand with some Low Sand Dunes on them. This is the only part of the map that "smells". These were done with some sort of colored pencil or crayon (in defense of the artist this was probably much more technical than that but it sure looks like it to us) and not even a good "coloring job" at that. My wife commented over our shoulder (pointing out one glaring spot that a stray mark extended outside the hex confines) that our son 'Tony could color better than that'. The texture and even direction the artist used to shade them is obvious to the eye. They are a let down on what otherwise would be a very fine map.

The rest of the terrain is standard desert fare; crag, hammada-hammada-hammada, scrub and crests (which make their first appearance in the desert). I really dig crests but can see some problems rules-wise arising with some LOS's that will involve up slope units looking at units in a (lip) hex of a Deir. Hmmm. Are these units the same elevation? Likely can be cleanly handled as if the units were on top of a Hillock so it may turn out to be a no brainer, but it seems that the

Location of some of the crests could have more easily been handled with a Hillock to clear up any potential rules problems. Tough to explain without looking at the map. Once you get it, you'll see the hexes I mean.

## THE SCENARIOS

Standard CH! layout and format. Even on non-green paper. Easy enough to read and manage. Logically printed (1/

2, 3/4, 5/6) and good quality. Though I did notice that 2 of the 4 scenarios take place somewhere other than The Ridge. Admittedly they are nearby (one says "Near Ruweisat Ridge" and the other says "East of Ruweisat Ridge") but I was surprised to see this in a historical release (especially since it takes place on the same map as the others). All of the scenarios use the entire map.

Three of the six scenarios have one side or the other comprised entirely of vehicles. I've never been too keen on the "no infantry" type so these didn't thrill me but look like they could be fun anyway (I really am a desert rat). One night scenario, the rest are during daylight. All (but the night scenario of course) have either Heat Haze or Sun Blindness in effect so you'll need to brush up on those (as well as "Stupid Vehicle Dust Tricks") sections.

## THE PLATOON LEADER CG

Looks well thought out though maybe a tad short. But to be honest, I don't do *PL* so I can't really do any sort of even cursory review and give it any justice at all. Check it out for yourself.

## COUNTERS (Michael Conklin)

Enclosed on the counter sheet are 5 Location control counters and 45 Captured vehicle counters. Except for the German 15-cwt trucks, these appear to be all used for the *Platoon Leader* campaign game.

These are all unmounted. There are two other problems besides being unmounted as far as I'm concern. The first is the back side of the counter is not provided. I know I can copy it out of the rule book or scan it my self, but I shouldn't have to. If you are going to give me counters give me the complete counter. Also, no changes due to being captured? No reduce values on specialize ammo, Gyrostabilizers, etc.

The second is the Critical Hit artwork. While for the scenario cards I don't really mind, for counters I find it annoying. I don't have all the vehicles memorized and trying to find where Bow Machine gun is, now I have to search the counter.

For those who care a list of the counters:

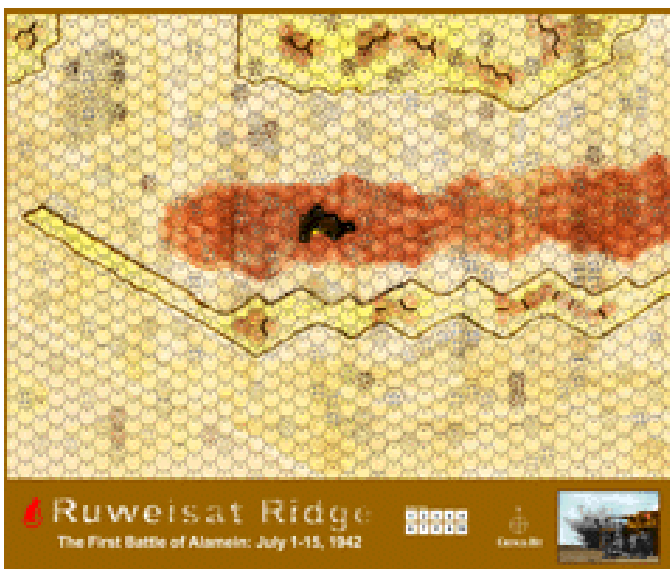
Italian captured British Vehicles: Marmon-Herr III ME x2, A13 MkI x2, Crusader I x2, Crusader II x3, Valentine II x2, Stuart 1(a) x2, Humber II AC x2.

German captured British Vehicles: A13 MkI x3, Grant(a) x3, Crusader I x2, Crusader II x3, 3-Ton x3, Valentine II x3, 15-cwt x3 (the scenario that uses 15-cwt needs 6 so British colored units will have to be used anyway), Stuart 1(a) x2, 30-cwt x5.

## BOTTOM LINE

If you're into the desert, you'll like it. If you only have desert boards because they came with the British counters, then this probably isn't for you. If you're the "ASL = I buy It" type then what are you waiting for?

The only thing missing is a historical



commentary for those who don't know anything about Ruweisat Ridge.

Can't resist giving it a grade because it irks so many people out there. Solid B.

## A DESIGNER REPLIES

Dan Dolan

I'm going to respond to comments concerning *Ruweisat Ridge* so as to let people know there is someone to whom they can direct their comments/accolades/rants/hatemail. Me.

### "Map: Glossy paper"

Yep it is on glossy paper. A CH decision. I personally liked the Timmes Orchard paper but what are ya gonna do.

### "The map is obviously hand painted."

Yes it is. I did it with my non-artistic stubby little fingers. When I did it I thought it was just the playtest version and when Ray said he thought it was a "Nice map" and wanted to use it as is I coulda shat. Never ever thought of myself as an artist. The dark quality of the Pt 63 hexes is due to the computer printing of the water colors I used making it a bit darker than my original. You do have to search for the crag hex on Pt 63. I don't think it is a big deal however as in most of the play it will be the only hex without trenches in it.

### "you'll likely miss the subtle level 0 / level 1 crest line"

Also note the two "islands of Level 1 terrain in the level 0 area in the SW corner around 0222 and 1224. This area comes into play in Gunner Halm and Heave to Fuka.

### "There are two extensive Deir (how do you say that anyway) areas"

Your guess is as good as mine. I tried to show them as different from the Level 0 and Level 1 terrain. Once again I plead not artistic ability. A phrase I will be using more and more in the near future I'm sure.

### "There are a number of sand hexes in these Deirs...These were done with some sort of colored pencil"

The sand hexes are indeed done with a colored BEROL pencil. I realized after doing several of the sand areas that they would be mistaken for Hillocks but at that point I didn't want to redo the entire map to change them. I also wanted to show that the sand DIDN'T cause Bog checks in adjacent hexes so I colored the entire hex. I plan on going to the more traditional colors in the future modules. But I'm probably

still gonna need Tony's help.

### "crests (which make their first appearance in the desert)."

The crests were used to make it easier than having Hillocks on top of a Level 2 Hill. I thought players would find it easier to grasp the effects of crests rather than hillocks (which are a rules section I find mighty confusing, give me caves anyday.) You're right though about how to handle it. Like being atop a Hillock.

I tried to capture the feel of the desert in my mapmaking but I gotta say I think it is on a par with the map from HoB's *B:RV*. It's a hand drawn map. There will be changes made in the future ones now that I know what the computer printing does to watercolors. As to it not being acceptable, all I can say is some people like it. I think I can do better and will try to in the future.

### RR Question Map errata

For some reason one of the playtest groups renumbered the map using a letter/number system. This crept into the final draft by God knows what form of evil. We caught it and I thought it was corrected prior to print. But it is in there so I will try to explain.

The lettering begins with hex A1 in the upper NW corner ie.0101 is A1. Hexrow 2 is B Hexrow 3 is C etc. Hexrow SS was cut off the map for printing purposes.

These are the ones I can see right now for which I apologize. I hope there are no more to come.

Change the entry requirements in Alamein #5 to read 4408 or 4417.

I think this is the only place it is in a scenario.

Correct FSR 1 use (Deir ex:4017) (Sand ex:1902) (Sand Dunes ex:2802/2803).

The seven hexes of Pt 63 are 2012, 2013, 2112, 2113, 2212, 2213, and 2313.

Change FSR 7 Ex to read [EXC: 4410-4413 are NA].

### "Counters"

This will be a major concern to some. It was a decision Ray made to get *RR* out as early as possible. Having mounted counters would have delayed *RR* by perhaps 2 months. Are the counters necessary to play any of the scenarios, not really. They are useful in the CG. But due to the court settlement I think CH cannot use the AH counter layout so they aren't even real vehicle types. For those who need to have the counters, blow up the armory page and color and mount them. You'd get a better counter, just my opinion. They're an added piece of Chrome that I thought would be nice to have. When this was originally submitted to CH I thought they would be able to print up AH style vehicle counters. That, it turns out was not the case.

If the lack of mounted counters is gonna stop you from buying this module, so be it. Ray did however lower the price \$5 from the original price.

### "Scenarios:"

The use of the terms "Near RR" and "East of RR" are due to the fact that actions in the desert usually refer to the nearest landmark. RR is the nearest landmark. I tend to design *ASL* scenarios to be played as a "game" not the counter per man style of the *All American* type product. I like to stay within the game system and not incorporate a great many SSR's and new rules. If there are any "Holes" that are found please feel free to let me know and I will attempt to rectify the situation.

I also feel that a designer should have the ability/desire to see his baby become all it can be. This sometimes might require things to change. Perhaps a scenario might be found to contain some hidden quirk that new play brings out. I think a designer should be able to go back and change things that the light of day shows to be flawed.

Jan Spoor said "what is really important in the long run about both these modules is how the scenarios play out". This is my hope also, this is what I strive for as a designer. The playability of the scenarios and CG's are the thing that make or break a product.

In closing, I hope that those of you who buy this module will enjoy it and feel free to drop me a line letting me know your opinions. I know there are some who feel CH can't do anything right but that is your opinion and as you are entitled to it I am entitled to mine. We do however have one thing in common, we all seem to like this damned game.

## CRITICAL HIT RESPONDS

Kurt Martin

We all liked the original Dolan Drawing version of the map, so it wasn't changed too much before it went to the printer. As usual, the printer decided that purple SS I mean Really Dark Brown would be the color for the hilltop. But as Russ points out, it doesn't matter much in the game, thankfully.

The counters were a toss-in. We never needed them in the playtesting and I probably won't cut them out.

There was no 'rush to get *RR*' out that required changing components. CH originally marketed the game and spec'd it without die cut counters, then flirted with adding extra value to the game with counters. Suddenly everyone lost their job at AH one day and the *ASL* market was sent into a tizzy. CH lost hundreds of *RR* pre-orders in the panic.

Officially, these optional counters are meant to be replaced by using any other wreck counter when knocked out or just use the existing die cut counters in their usual colors.

**Q.** Do we treat the captured British AFV's as Axis AFV's? Are there any restrictions in ammo? Do the Italians still use the red to hit numbers?

**A.** Yes. No. Yes.

# A GENERAL'S REVIEWS

Michael "6+3 Conklin

## THOSE RAGGED BLOODY HEROES

*TRBH* is a historical Campaign Game from Critical Hit covering the end of the Japanese retreat and the Australian pursuit after the attempt to take Port Morsby around November - December 1942. The package contains, a full colour map, 6 scenarios and a *PL* campaign. Also included is a sheet of "Unmounted counters".

The map is a bright wash of greens and yellows (well it is the jungle you know). Except for the beach there are no elevation changes and pretty much standard symbology in use. The exception is the use of small palm tree symbols instead of orchids. The trail is on the left hand side of the map, with the right side almost completely covered with dense jungle.

The only problem was with the SSR which gave hex O9 as an example of marsh when it is obviously dense jungle. Marsh would be the dark green areas, i.e., M9.

Note that all the scenarios included are played on the left hand side, so I was interested in whether the right side was of any use. The scenario in *CH's On Line magazine #2* has a seaborne landing by the Japanese on the beach on the right side, so I guess it is.

This is an intimate little war. The largest scenario uses about 16 Aussie MMC's, most under 12. None provided use AFV's at all (although scenario #7 from *CH OnLine magazine #2* uses landing craft).

The Campaign Game looks like a quick 5 firefight CG, and like the scenarios, appears to be of small size. The Strike Bomber in the CG looks like it could be nasty, but a bad extent of error die roll, could be disastrous. I haven't played *PL*, so not qualified to state whether its good or not.

*TRBH* comes with a sheet of unmounted counters for the CG. The Cleared Fire Zone Markers and CP Markers are use in the campaign game. The OBA markers look like they are just replacements for the standard OBA counters in the game but don't have FFE:1, FFE:2 etc on them so as far as I can tell, they are worthless. The Bomber Strike markers is used with one of the Aussie RG's, but it seems to me that it should have direction of error indicators like an OGA counter, so appears flawed. (Nice looking plane though, A20?).

The scenarios look fun and you probably could play a couple in a day, at least one in an evening. There are a few obvious errors with the provided counters, and SSR, but nothing that can't be figure out. A couple are not marked as applying only to the CG, but obviously they do. EX: SSR 23: Australian Redeployment Range increase. I need this for the CG, for scenarios, who cares.

Worth it? I think so, a great why to learn the Pacific rules, No caves. The only sea borne landing is with the downloadable scenario. Just dug in Japs, holding off those ragged bloody heroes. (Sorry couldn't resist).

Looks to be fun, the map is excellent and

the unmounted counters this time are a minor irritation. No historical summary though; I know less about this action than I did about El Alamein, and have a shelf full of books before I get to *TRBH*.



## STONNE 1940

Stonne 1940 is one of two new Critical Hit products brought out at ASLOK this year. What you get is a map of the area around Stonne, six scenarios (laid out in standard CH format), a *PL* campaign game, and 32 "Die Cut" counters (yes

mounted counters).

The map is beautiful, bright in various shades of green, with large hexes. The area is less wide than the standard *ASL* map (A-BB) but deeper than 2 (22 hexes vis 20 for two maps). Seven levels, lots of woods and orchards, not good tank country, so battles between early war French and German tanks ought to be fun.

The counters, include 10 H39(L)'s, 16 B1-bis, 2 FCM 36's, 2 AMR ZT 3's, and 2 German Pz I with DC. If I have a problem with the counters, it is the use of CH's art work, which list the vehicle attributes down the side, instead of around the counter per AH. I know this is part of the settlement, but I don't have to like it.

The AMR ZT 3 is a 25LL variant of the AMR's in note three of the rule book and is the only counter of the mix needed for the scenarios.

As I have stated previously, I have never play a *PL* campaign game (heck, I've only played one *RB* campaign game.) so I'm not qualified to judge whether this is a good campaign or not. It

consist of eight firefights and both sides get lots of stuff to play with.

Overall I think this is one of CH's best efforts recently. No attempt to rewrite the rules. The counters are actually mounted. I'm looking forward to trying this. Now if I can just find that '40 Panzerfaust rule.

Strong recommendation.

## POINTE DU HOC

Pointe du Hoc is about the landing of the 2nd Ranger Battalion against the gun emplacements in the title location. Include are a historical map, 132 mounted counters, 5 scenarios, and a *PL* campaign game.

The map is great, though on glossy paper. No terrain is questionable, the hexes are standard board sized (for use with the ocean overlays). The fortifications are identifiable, and with the shell holes and large craters, the area near the beach looks almost like a lunar landscape. New terrain is featured in the form of Large Craters (pretty much one hex gullies), Weapons pits (a form of entrenchment), and Bunkers with interior compartments. A playing aid is given for the Bunkers, this is the only part of the map I have a problem with. The rest looks good, lets start the boats up.

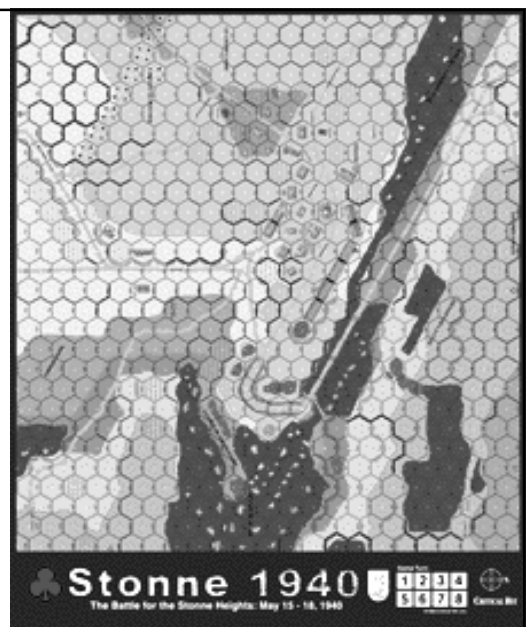
The scenarios are in CH's standard layout and none of them use the FL Wg B-2(f), these actually look like fun.

The campaign game is seven firefights long, and thats about all I can tell you about it.

With the counters, I run into real problems with the set. I will explain the counters, and later I will go into what I feel are the prose and cons of some of the design decisions. The counters include 32 7-6-7 ranger squads, 24 SMC BAR operators, Rope and Portable Launcher counters, 2 SFCC



*Stonne village (above) and as represented on Pedro Ramis' map for Stonne 1940.*



counters, 18 German 5-4-7 squads, a turn counter, 1 and 2 level scaling ladders, Extension ladders, Crater crest, Gun Bunker, Cliff rubble, crater, weapons pit, a German FL Wg B-2(f) flame throwing French Tank, and a destroyer counter.

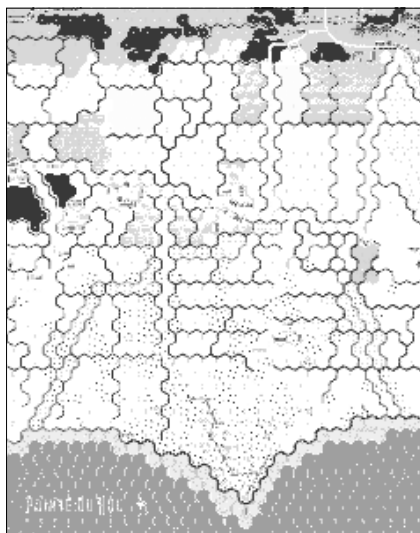
Now my what I don't like, and how I'm going to try and get around it.

First the Germans. The 5-4-7 SMG squads, when they deploy, do as 2nd line squads (per *PdH*'s SSRs). If you recombine, they recombine as 4-4-7's. Not only do they lose a point of fire power, but a full class level, without a shot being fired. Doesn't make since to me (if you are going to create a new class of unit, give me the appropriate half squads, not SSR that say use this one).

Now the Americans. The 7-6-7, when it deploys as two 3-4-7 half squads and a 1-6-8 BAR SMC. If it recombines without the BAR SMC it becomes a 6-6-7. The morale befitting their status is underlined. I have real problems with the BAR SMC in general. The idea of being able to send a single man on a mission of offensive nature goes against what ASL represents (except heroes and you get those by random). Nowhere in my reading does it show that the BAR was used as a single man attack force or a one man Horatio at the Gate. The idea that I can create a hero like unit at will (obviously except for the Japanese) doesn't historically make sense. The smallest unit of manoeuvre usually was the squad, maybe a half squad at times. Game wise, this 7-6-7 can produce a 1-6-8 to be used to cut of route paths, scout, etc with any cost to it self except for 1 point during Close Combat. Heck, at that rate none of my squads would have BARs. The fact I can spit out 24 John Wayne at a will is not only, wrong, but unbalancing. The BAR is part of the squad, and taken into account in the 6 fire power. If you have to have the BAR as a separate entity, make the squad with out the BAR a 5-6-7. That way, there is a price to be paid for releasing him. I do however like the Shore Fire Control Party Counters.

Real quick. If you want to figure in the chance that the man that goes heroic has the BAR, follow a hero creation by a BAR dr. If the dr = 1 then the hero has a range of 6. Squads which created a BAR hero would of course have a +1 drm.

I think that the scenarios and probably the campaign game would play just fine using 6-6-



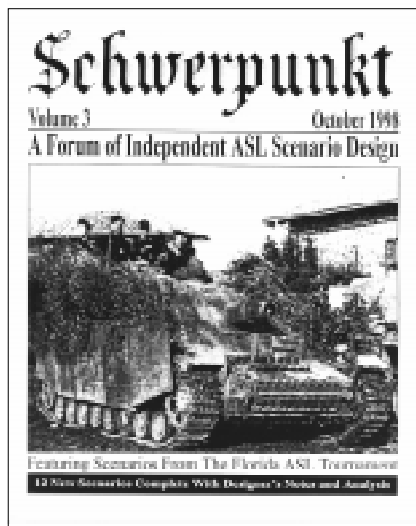
7's for the American Rangers, keep the underlined morale. For the Germans, either use 5-4-8s with one reduction in their ELR or use 4-6-7s. Either would probably work fine.

[Sound of my soap box being moved]

I would like to state a few things, against trends I have noticed recently from TPM. The game ain't broke, don't try and fix it. While I love new counters, and hate unmounted counters, I would rather use the forces all ready in the game, rather than have a whole new set of counters used for one product. This is not only CH, but also HOB, TOT and anyone else working on historical modules. Counters for vehicles that were not include in the game are fine. Is it really necessary to give us a whole new type of American squad. From what I gather since the BAR SMC first appeared in *All American #3*, CH feels this should be normal for all American squads. I am willing to wave the flag as much as the next man, but running off alone with your BAR was not the norm. Heat Of Battle's New Zealanders where nice, but I'm not sure that they were necessary. I don't feel that CH's Rangers and German SMG squads are necessary at all. I don't want counters for the sake of counters. By the way CH, if you are going to change the counter layout, place an explanation somewhere in the rules. It took me a while to figure out what the little SMG on the counter meant. Please don't stop innovating, just try to keep the changes to a minimum, don't change things for the sake of changing them. It ain't broke, please don't try and fix it.

[Off the soap box]

Thanks for listening to my Rant. After all of that I would still recommend this, the scenarios look like fun, but I will try them with the changes I recommended, not with the provided counters.



## SCHWERPUNKT 3

*Schwerpunkt Volume 3* is another collection of scenarios from Evan Sherry and the folks down in Tampa. There are twelve scenarios in standard AH layout, printed on card stock. There is also a book with Designers notes and Analysis.

Most of the *Schwerpunkt* scenarios as in their tradition are short tournament style, though

this time there are a couple of lone ones. This is my favourite kind of package, just scenarios. No counter storage problems, no large maps for just 5 scenarios (don't get me wrong, I love maps). No special rules that cover Christmas Tree farms and are used in 8 of 12 scenarios. This is just the game.

The only problem I have with all the *Schwerpunkt* packs, is that after they give you the scenarios, they give you the "quote" best way to win for either side. While interesting to look at, I don't need help in losing, when I play, I want my opponent to beat me, not my opponent and Evan Sherry.

Most of the scenarios look to be great fun. Strong recommendation.

## FORTRESS CASSINO

Opening the package, it appears to be in HOB standard great work. The map is large and detailed, printed on matt paper. 10 scenarios, a sheet of counters and a complete campaign game with a rule book divider.

The map is done in shades of brown, befitting the area, with a 5 level height. A castle, factories, debris, all the things that make life worth living. Hexes appear to be standard size.

Counters: Included are mounted counters with a full OOB of New Zealand 1st line squads. (4-5-7 with a broken 8 morale). 4 machine gun turrets (as per B:RV); a flooded/saturated counter, underground passage, revetments, German 75\* INF and 105\* RCL guns, and British fighter bombers with rockets (typhoons). The NZ's have a crown instead of a 1 to mark their class.

The scenarios are in HOB new layout, which like CH's when it first came out, takes getting used to. They are printed in colour using glossy paper. The counter images look like to me that they are photo's of 1/35 Tamiya model figures, with the support weapons being drawing on the appropriate colour background.

The colour looks nice, but I'm not sure it is necessary and if it brings up the cost I feel it should be drooped. I will pay even up to \$5 more to get mounted counters, but given the option, I wouldn't donate a dime to get colour scenario cards. The other minor problem is that the scenario cards were not done in order (any order). I would have figured that something this basic would be standard, but this is the second product in the last couple of months that this is happened (look at *AA #2 Timmes Orchard*).

I am not a good reviewer for Campaign games as I have only played one and did poorly. However it looks to be well done. Like previous HOB products, it is in the *KGP* style, and even refers those rules as the situation warrants it. The divider has a miniature of the map, just as the AH campaigns do.

I strongly recommend this, the map is excellent, the counters are well done, and material great. There is even a historical write up (all I know of history I learned from wargames :-)).

One the down side, besides the irritating fact the scenario cards are not done in order, is the counters. Counters are neat, I like counters, I like mounted counters even more. But I don't really think we need a whole nether set of infantry. Especially since they would only be used with this set. Besides my storage system doesn't have

room for another type of British Infantry. There is a new tendency to include counters just for the sake of including counters.

I strongly recommend this product. It looks to be great fun, and a challenge. I look forward to playing this.



## WAFFEN SS: NO QUARTER, NO GLORY

Before reviewing HOB's Waffen SS set (commonly referred to Men In Black) I would like to state that I will neither refer to the SS as "Evil" or "Heroic", though they were both at different times.

What you get for your \$17.50 is six scenarios and a counter sheet with over 200 black SS counters, leaders, vehicles, hole in ice, etc.

You get six scenario, laid out in HOB's new format. They look great, and all are in tournament style (i.e., low counter mix, no monsters).

The counters appear to be what everyone was waiting for. My problem is that I am not a romantic. I never missed the black SS counters, so the fact that they are available generates a yawn. HOB did a great job on the counters however and if Black SS is what you wanted then Black SS is what you got.

The unit counters are identical to the standard AH versions, except for the Death Head symbol vis the twin lighting bolts. Both 6-5-8 and 8-3-8 are given, and a complete A-Z OOB.

I like the leaders, instead of using Capt, Sgt, Pvt, etc. HOB used Obr., Hpt, Stm. Rtn. etc. I like this touch. Also Whittman and Barkmann appear as Armour Leaders. Great touch.

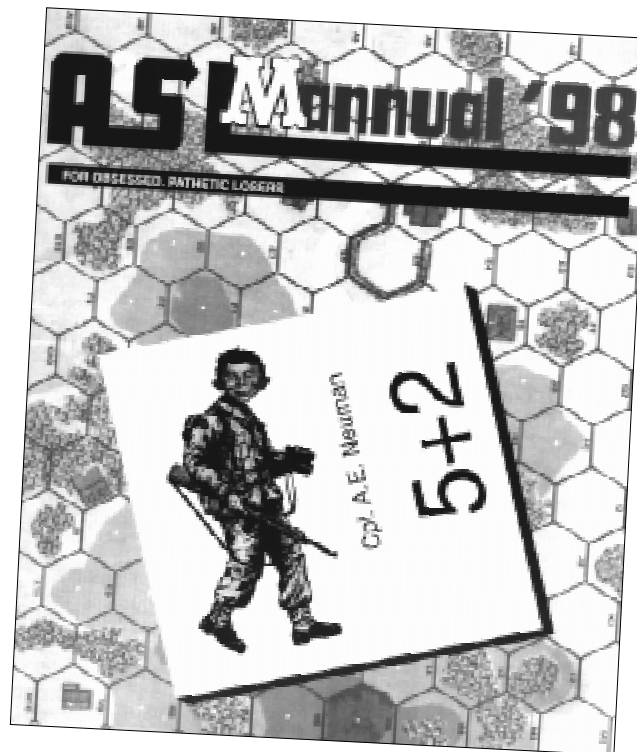
Concealment counters and Support weapons in SS black also appear.

An assortment of half-tracks, and PzIIF's appear, along with Sniper counter, AT Guns, Mtrs, Crew. etc. The problem is that just a one colour printing process was used (Black on White), so no vehicles that need red on the appear though some are used in the scenarios.

Just because you wanted them and one scenario has the possibility of using them, "Broken Ice" counters.

To sum up, I like this, the counters look great; but I will probably never punch them. They can be only effectively used in an all SS scenario and since I never missed the black counters, I will stick with the field grey (or purple). The scenarios appear to be great, playable in an evening and a lot of fun.

So the final result is I strongly recommend it, especially if you missed the "Black" counters from *COI*.



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# SCOTLAND THE BRAVE DESIGNERS NOTES

Ian DGLISH

*Scotland The Brave* is the story of the battle of Epsom. Some histories pass over this battle as merely the second of Montgomery's several failed attempts to gain the city of Caen. Increasingly, however, historians are recognising the true meaning of Epsom.

This was 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.

This was a battle in which a pattern was set that was to continue for the rest of the campaign in north west Europe, from Normandy to the Baltic; the grinding down of Hitler's finest by dominance of the air and by the excellence of the artillery support.

And, possibly most important, this was the battle which ended German dreams of driving the

invaders back to the sea. At last, the gathering of the Panzer Divisions was nearing completion and the grand plan in place to break through the centre of the Allied foothold in Normandy. But the beginning of Epsom caught the Germans off balance and kept them off balance until Hitler's counterstroke in Normandy became an impossibility.

Bad weather and British command problems resulted in progress far slower than planned. After three days of fighting, instead of putting an armoured division across the Orne River, all that had been achieved was a battalion-strength perimeter around the tiny stone bridge over the Odon River - a river in name but in fact a stream. Still this modest achievement threw the German high command into confusion. With both Rommel and von Rundstedt absent, the acting commander of Seventh Army committed suicide, causing a ripple of new senior appointments which left several units "under new management".

The precious Panzer reserves were fed into the fight, thrown in as they became available. As early as 29<sup>th</sup> June, British VIII Corps intelligence reported "three out of the four remaining first class pz divs are being committed in a piecemeal fashion...". And on the same day, Montgomery reported to the Prime Minister: "Since offensive began on eastern flank on 26 June we have pulled two extra panzer divisions to that flank. They are 1SS and 2SS. Have got 6 panzer divisions involved in trying to hold my advance... So I am well satisfied with present situation." Field

Marshal Montgomery was capable of post-rationalising unexpected developments, and of re-interpreting the facts to his advantage. Nevertheless, in the aftermath of Epsom one clear fact stands out. Instead of their long planned strategic drive to the Channel, the Germans had achieved only the fatal blunting of their principle offensive weapon.

The Panzer Divisions were not finished. Their losses during Epsom have been exaggerated by some apologists for the Third Reich, and the resilience of elite German formations of this period is legendary. But during Epsom the German army in Normandy lost the strategic initiative which it was never to regain.

The short term result was the impossibility of a Panzer drive to the sea; the American breakout could not be halted. The Mortain offensive was predestined to failure, merely exacerbating the ultimate collapse in Normandy. In the medium term the absence of II SS Panzer Korps from the Ukraine contributed to the collapse of Army Group Centre. And within a year Hitler was dead and the Third Reich finished.

## HISTORY AND THE GAME ARTILLERY

Artillery and airpower had a massive influence on the battle for Epsom. Much of this is not shown directly in the scenarios. Even in those scenarios featuring one or more modules of OBA, the real influence of "the guns" has been felt before the beginning of the scenario.

The British reckoned that 70-75% of their infantry casualties in the Normandy campaign were accounted for by mortars. Joe How of the 3<sup>rd</sup> Monmouths recalled a desperate situation in which the battalion was called upon to hold to the last man and the last round; then a voice from his platoon said "But I haven't fired the first round yet, Sir!". Men were dying all around, but they still had not seen a German to fire at. The 15<sup>th</sup> Scottish Division suffered 2,700 casualties in the



Portugal's Luis Calcada (left) helps Ian DGLISH with playtesting of *Scotland The Brave* at INTENISVE FIRE '98.



six days of Epsom, many inflicted in face to face combat with the enemy, but many more in the Nebelwerfer barrages in between the scenarios featured.

The Germans represented in *Scotland The Brave* suffered three-fold. Tactical airpower made the journey to the front a nightmare. Strategic bombing was used against important choke points, such as the raid on the evening of 29<sup>th</sup> June that lifted the little town of Villers-Bocage into the sky as red brick cloud of dust. And closer to the battlefield, the Germans encountered Scottish battalions supported by their inherent 3" mortars; plus dedicated artillery support on an almost unprecedented scale. Single brigades were allocated up to a full Field Regiment: a unit of 24 25 pounder field guns capable of firing 1800 rounds in 15 minutes. More than one German POW asked to see an example of the rumoured British "automatic field guns". Superb logistic systems existed to support such rates of fire, and the response to calls for pre-planned defensive fire could be measured in minutes if not seconds. Also available were Divisional, Corps, and "AGRA" fire missions; even naval guns with shells capable of tossing a 44 ton Panther onto its back and reducing a Panzer IV to scrap. This was a shock to veterans of the East Front, where the Russian artillery was poorly co-ordinated and far less responsive. In 9<sup>th</sup> SS Panzer Division's battle report, the British artillery was likened to the barrages of the First World War; one Hohenstaufen officer's report from the Scottish Corridor quoted Dante: "...abandon hope all ye who enter here!".

## BRITISH INFANTRY WEAPONS

It is pointed out that the 1944 British infantry battalion (in an infantry division; armoured divisions were different) was equipped with no automatic weapon heavier than the Bren gun. Any heavier MGs were manned and directed by specialist units, sometimes in support, but rarely in the front line.

Also, in answer to many questions, I have no evidence for the bagpipes being played in the actions depicted. The pipes were certainly played as the battalion marched to their Forming Up Places, and to hearten the men when they were pulled back after combat. In the case of the Argylls: "Quite illegal arrangements were made for a store of officers' and warrant officers' kilts to be carried abroad". And the Gordons (2<sup>nd</sup> Battalion the Gordon Highlanders) were forming up for the attack on 30<sup>th</sup> June, pipes playing, when they were shattered by a mortar "stonk". But for all their status as weapons of war, not musical instruments, the pipes do not appear to have been played in the front line at Epsom.

## SCALE

The largest scenarios in *Scotland The Brave* represent actions in which whole British battalions (the Argylls, and the Seaforths, respectively) were engaged within areas of less than a third of the game map. Just remember that in virtually every scenario there are life and death struggles going on elsewhere on the board, and often very close indeed!

*Scotland The Brave* is expected to be released before Christmas; no price has been announced yet.

## THE TRENCHES



## HEAT OF BATTLE, SCHWERPUNKT UK AVAILABILITY

For a trial period I am stepping into Neil Stevens' shoes and am acting as the UK distributor for Heat of Battle products and *Schwerpunkt*.

The prices are as follows, and are effective until the next issue of *VFTT*:

<i>God Save The King</i>	£12.00
<i>King Of The Hill</i>	£12.00
<i>Berlin: Red Vengeance</i>	£13.00
<i>Fortress Cassino</i>	£16.00
<i>Waffen SS: No Quarter No Glory</i>	£11.00
<i>Schwerpunkt</i>	O/S
<i>Schwerpunkt II</i>	O/S
<i>Schwerpunkt II</i>	£8.00

O/S - Out of Stock

O/P - Out of Print

Add 10% for postage and packing [EXC: Crusaders are exempt P&P charges] and send your payment made out to PETE PHILLIPPS to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 0FQ.

For the latest on stock availability telephone me on (0116) 212 6747, or by email at [pete.phillipps@virgin.net](mailto:pete.phillipps@virgin.net).

## UK SUPPLIERS OF OTHER THIRD PARTY PRODUCTS

To purchase goods produced by other third party producers, UK ASLers 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](mailto: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](mailto: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](mailto:PLAN9@IFB.CO.UK).

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

## NEW RELEASES FROM VFTT!



Released to celebrate my attendance at both ASLOK and INTENSIVE FIRE this past October, this *VFTT Special Edition* contains an introduction to the Air Support rules, a collection of tips for new pilots by PatrikManlig, and a set of full colour unmounted aircraft counters complete with Chapter H-style notes. All this for just £3.50 including postage (£5.00 for overseas buyers).

Also released in October is *Operation: Neptune The British Crossing Of The Seine, August 1944*. This is a *Platoon Leader v1.0* Campaign Game which focuses on the battle to cross the Seine at the town of Vernon by the British 43rd Wessex Division. A sheet of colour overlays are provided to depict the village of Vernnonet and the bridges across the river. *Operation: Neptune* is available for the low price of just £2.50 including postage (£3.50 for overseas buyers).

Send your cheque/money order, made payable to PETE PHILLIPPS in pounds sterling, to **VIEW FROM THE TRENCHES, 49 Lombardy Rise, Leicester, England, LE5 0FQ.**



# INTENSIVE BEER DRINKING '98

## A Personal Convention Report By Pete Phillipps

*"[he] was frequently drunk, knew little about strategy and tactics, and was probably insane" a quote about Napoleonic general von Blucher, not me.*

10am Monday morning, just back from INTENSIVE FIRE '98, one of the British ASL tournaments. Some 65 ASLers spent a weekend in Bournemouth playing ASL, drinking beer, and having a damn good time. The fireteam competition was won by Trev Edwards, Steve Thomas, and Iain "Mad Vet" McKay who beat the team of me, Patrik Manlig and Paul Sanderson in the final round :- ( to walk away with the prizes. Simon Strevens walked away with the Champion prize, while some poor sod (not me!!) won the booby prize – a \$5 voucher off Avalon Hill games!

Got down 10pm Thursday night and went to the bar for something to drink - didn't get to play that night after that!

Friday morning played Michael Rhodes at NQNG6 One Eye To The West, then did some playtesting of Scotland The Brave with Brian Martuzas in the afternoon. Oh, and some drinking as well :- ) About midnight Mad Vet arrived and we settled down for our traditional midnight DASL and beer. In The Old Tradition from MMP News seemed appropriate so we diced for sides and he got the Brits. Human Wave on turn 1 with the Brits, no effective DFF, and one turn 2 I have a 2:1 HTH against him. I roll 11! 1:2 -2 attack back, he rolls 3! Ezxit 2.5 Jap squads, half my force. By the start of turn 4, I have a step reduced crew with MMG left, and my HA-GO reinforcement. Rolls on, stops two hexes from him so he does a LMG TK. Hits, 6 or less TK, rolls 3! At that point we call it game over, and drink some more beer.

8.45am Saturday morning, just getting ready and Neil knocks on my door. He's had to put me in the fire team tournament to make the numbers up. No problem, just need to know what the scenario choices are, so over breakfast I have a quick look at the programme. End up playing Ian "All American" Daghish at Scouts Out. We both want the Yanks so we roll and I get them. Turn 1 sent the AC onto the bridge and the HMC to the wall to pound the Germans. DFF, I fire WP on the German 7-0 and squad with HMG in the stone building. Snakes, 4MC everyone breaks! By the end of turn 2 he has no unbroke

ken troops left so I storm across the bridge and surround everything. Turn 4 his reinforcements arrive, and the tank kills my HMC. Desperate attempts to get some Yanks into CC with it, not easy with 6 Morale troops, but I got the HMC crew in and killed him. The other troops are also broken by now so game over.

Off to the bar, and talking with some of the guys. We end up discussing the afternoon scenarios, and spend an hour looking over Old Man Forward. Our team was paired up against the Danish guys, who all wanted to play Old Man Forward, and after looking over it, we were all wanting to play it too. Played against Michael Hastrup-Leth, since I had beaten him at INTENSIVEFIRE last year so it gave him the chance of revenge. We started playing at 4pm, the next thing we know it is 10pm, we were so engrossed in the action we lost all track of time! Great match, but Michael won when my wounded 10-3 rolled an 11 for a 3MC and he took a squad out in HTH CC, leaving me with insufficient CVPs left to win.

Retired to the bar, and ended up playing Keith Bristow at Aachen's Pall. We both figured it's a dice job, with much depending on how effect the 155 howitzer is, but we fancied playing it anyway so we scrounged up the board and counters and set up by the bar, which was very handy :- ) The only problem was we had forgotten to grab any system counters, so we improvised by tearing up a beer mat and using that instead!

As we suspected it was a dice fest, my first shot being a WP snakes against the 10-2 and squad with MG! Pins the leader, breaks the squad. It's one of the few times I wished I fired HE instead as I'd have probably rubbled the hex! Came down to the last turn though and ended when I fired a squad and MMG at his 10-2 and three squads. Leader broke, squad broke, squad broke, last unbroken conscript squad rolls 2! Goes BERSERK, but if he'd rolled any higher it'd have surrendered instead and I'd have won!

After that a whole bunch of us were sitting in the bar 'til 4 in the morning drinking beer...

Sunday morning, we were vying for the championship, and were paired up with Trev, Steve and Mad Vet. We had already decided who would play who the previous night in the bar, and I was playing Mad Vet again. Trev was up against Patrik as he has

been dying to play against him again since the first INTENSIVE FIRE. All three games are The Waterhole. I lose on the last turn because a 667 Fanatic fails a NMC and can't go into CC against the Jap 238hs in the waterhole, and the 8-0 and hero I had weren't enough to gain Control :- ( Paul also lost against Steve, so it came down the match between Trev and Patrik. Wasn't really watching it, had a bar to visit, but at the start of the last turn Trev felt he had a 1 in 3 chance of winning. Not sure how he did it, but he managed to pull a victory out of the hat, and gave his team the championship.

After the prizes had been handed out, I retired to the bar, but eventually ended up playing Desantniki against Paul Case. After making sure we had something to drink, we set up and played our usual mid-paced but rather loose game. After losing three of the Russian Shermans to PFs I started being a little bit more cautious, although I nearly shitted myself when he revealed his HIP 50L ATG which had a 2 hex range side shot on a Sherman - if he killed it it was game over for me. He rolls, hits, and needs 5 or less to kill. He rolls 9. I turn to face him, he intensive fires. Misses. Drive point blank, drive another Sherman point blank, and assault move a 527 with LMG adjacent. Two 8FP MG attacks from the Shermans break the crew, and the squad follows up by breaking him again. With no MMC left, his only chance was if his wounded hero could find a PF and destroy a Sherman. He doesn't, so I end up with a 4-4 record for the weekend and we hit the bar for some beer.

The hotel was superb and we were about the only people there from Friday to Sunday afternoon. We keep the staff were busy, especially the girls who ran the reception and bar! Their contribution to the success of the weekend was much appreciated though and rewarded with a drink from us. Thanks also to Neil and David Schofield for organising things, and I'll be back next year.

"I love the smell of pewter  
in the morning.  
It smells like...  
Victory."

Trev Edwards



*Drinking beer and playing Keith Bristow at Aachen's Pall at 2 in the morning.*



*Bob Eburne and Paul Case in action. Must be an early game, neither is drinking!!*



*Steve Thomas, Trev Edwards and Iain 'Mad Vet' McKay, the top Fireteam.*

# CRUSADERS OPEN ASL TOURNAMENT LADDER

Now the dust has settled from Intensive Fire and I have had the chance to update the Crusader's ASL ladder. There have now been 758 games played at the Intensive Fire and Berserk tournaments over the last four years and the new faces we saw in Bournemouth have pushed the number of rated players up to 146. While 89 participants have played fewer than ten games there are 23 who have now recorded more than 20 results. In the process of doing this last update it became obvious that the ratings we have for individual players are becoming increasingly reliable, as the number of times the higher rated player recorded a victory was of the order of 70-80%.

Mike Rudd has maintained his incredible record at Intensive Fire tournaments and now has an unbroken string of 23 victories leaving him narrowly ahead of the field. However at the top of the table both Toby Pilling and relative newcomer Simon Strevens (Intensive Fire '98 champion) are circling waiting for Mike to stumble. The Dane, Bjarne Hansen, now heads the overseas field with his record of 7-1 netting him 455 points and allowing him to leap into fifth spot. Steve Thomas bounces back after poor recent performances by going 6-0 and netting 330 points to leap into eighth slot. A strong performance (5-1) by a second Dane, Michael Hastrup-Leth, allows him to creep into the top ten. At the other end of the table congratulations to Paul Case (+235 pts) and Mike Rhodes (+215 pts) for throwing of the mantle of perennial 6+1 leaders and starting to climb the table.

Derek Tocher  
(3/11/98)

Rank	NAME	Played	Points	Rank	NAME	Played	Points
1	Mike RUDD	27	3680	74	Paul KETTLEWELL	4	2990
2=	Toby PILLING	18	3640	75=	Eric BAKER	2	2985
2=	Simon STREVENS	20	3640	75=	Bob EBURNE	20	2985
4	Peter BENNETT	14	3560	75=	Burnham FOX	16	2985
5	Bjarne HANSEN	13	3530	78=	Keith BRISTOW	7	2970
6	Carl SIZMLUR	16	3515	78=	Nigel BROWN	15	2970
7	Aaron SIBLEY	36	3425	80	Mike STANBRIDGE	13	2965
8	Steve THOMAS	27	3410	81	Dave SCHOFIELD	29	2960
9	Michael HASTRUP-LETH	13	3375	82	Michael MAUS	7	2955
10	Bernt RIBOM	5	3350	83	Andrew SAUNDERS	19	2950
11	Frank TINSCHERT	15	3295	84=	Alex GANNA	2	2945
12	Joe ARTHUR	17	3290	84=	Pedro RAMOS	6	2945
13	Philippe LEONARD	9	3285	86	Nick QUINN	3	2940
14=	Will FLEMING	3	3280	87=	Derek BRISCOE	1	2935
14=	Ralf KRUSAT	6	3280	87=	Martin MAYERS	6	2935
14=	Alan SMEE	4	3280	89=	Andrea MARCHINO	1	2930
17	Dave BOOTH	7	3270	89=	Pandy PRICE	3	2930
18	Derek TOCHER	40	3260	91=	Paul SANDERSON	7	2925
19	Nick EDELSTEN	21	3255	91=	John SHARP	8	2925
20	Jes TOUVDAL	6	3250	93=	Steve ALLEN	6	2920
21	Daniel BATEY	4	3235	93=	Steve GRAINGER	1	2920
22	Christain KOPPMAYER	13	3220	95	Edo GIRONI	3	2915
23	Tom SULZEWSKI	5	3215	96=	Joel BERRIDGE	3	2910
24=	Klaus MALMSTROM	4	3210	96=	Brian MARTUZAS	5	2910
24=	Nils-Gunner NILSSON	5	3210	98	Bernard SAVAGE	16	2905
24=	Yves TIELEMANS	3	3210	99	Dominic McGRATH	30	2895
27	Francois BOUDRENGHIEN	3	3205	100	Jakob NORGAARD	6	2885
28	Jean DEVALX	3	3190	101=	Neil BRUNGER	7	2880
29	Armin DEPPE	13	3185	101=	Ian DAGLISH	30	2880
30	Bill DURRANT	5	3180	103	Luis CALCADA	21	2875
31=	Grant PETTIT	7	3170	104	John KENNEDY	6	2865
31=	Bruno TIELEMANS	3	3170	105=	Peter LAOWEIN	21	2860
33=	Mal FALK	9	3160	105=	Lutz PIETSCHEKER	4	2860
33=	Iain McKay	17	3160	105=	Neil PIGGOT	4	2860
33=	Paul O'DONALD	39	3160	108	Paul SAUNDERS	8	2855
36	Loe BRIMMCOMBE-WOOD	7	3150	109	Nick ANGELOPOULOS	5	2850
37	Frenk Van der MEY	5	3135	110	Dave OTWAY	5	2835
38=	Chris COURTIER	14	3130	111	Jeff HOWARDEN	3	2830
38=	Andrew DANDO	22	3130	112	Martin BRYAN	8	2820
40	Paul RYDE-WELLER	10	3120	113	Neil STEVENS	18	2815
41=	Mark WALLEY	4	3115	114	Patrick DALE	5	2810
41=	Ray WOLOSZYN	15	3115	115	Steve CROWLEY	13	2805
43=	Trevor EDWARDS	27	3110	116=	Bill EATON	5	2795
43=	Luc SCHONKERREN	5	3110	116=	Justin KEY	6	2795
45	Simon MORRIS	11	3105	118=	Paul CASE	27	2790
46	Russell GOUGH	5	3100	118=	Alistair FAIRBAIRN	3	2790
47	Michael SIEMSEN	6	3095	118=	Nick RAINSON	6	2790
48=	Kevin BEARD	13	3090	118=	William ROBERTS	3	2790
48=	Peter MICHELS	4	3090	122=	Bryan BRINKMAN	5	2780
50=	Paulo ALESSI	6	3085	122=	Chris LITTLEJOHN	14	2780
50=	Paul LEGG	10	3085	124=	Ian POLLARD	27	2775
52	Dirk BELLAARD	5	3080	124=	Graham WORSFOLD	3	2775
53	Robin LANGSTON	9	3075	126	Lee BRAY	14	2770
54=	Jean-Luc BAAS	3	3070	127=	Andrew HERSHEY	10	2760
54=	Serge BETTENCOURT	3	3070	127=	Pete PHILLIPS	41	2760
54=	Robert SCHAAF	3	3070	129	Peter NEALE	3	2750
57=	Alexander ROUSSE-LACORDAIRE	4	3065	130	Rupert FEATHERBY	3	2735
57=	Bob RUNNICLES	3	3065	131	Gareth EVANS	4	2730
59	Jeremy COPLEY	4	3060	132	Steve COCKS	4	2720
60	Nick SIONSJKYJ	3	3055	133=	Bill HENSBY	8	2715
61	Stefan JACOBI	11	3050	133=	Michael RHODES	31	2715
62	Scott GREENMAN	8	3045	135	Tim MACAIRE	11	2710
63=	Patrick MANLIG	11	3035	136=	Tim COLLIER	14	2690
63=	Steve PLEVA	6	3035	136=	Simon HOARE	4	2690
65=	Peter HOFFLAND	4	3025	138	Christain SPEIS	5	2680
65=	Jon WILLIAMS	13	3025	139	Pedro BARRADAS	7	2655
67=	Raouf DALE	4	3015	140	Nigel ASHROFT	21	2640
67=	Vincent KAMER	4	3015	141	Ulrich SCHWELA	12	2620
69=	Nick BROWN	3	3000	142	Arthur GARLICK	21	2615
69=	Martin HUBLEY	4	3000	143	Brian HOOPER	23	2590
69=	Ian KENNEY	4	3000	144	John FLETCHER	6	2585
69=	Phil NOBO	11	3000	145	Sheum CARTER	18	2570
69=	Duncan SPENCER	4	3000	146	Roger COOK	23	2500

# THE SCENARIOS

Neil Stevens

Here is the table of Scenario Win/Loss records from IF'98 - remember draws are used in the tournament rules:

#	Scenario Name	Allied	Axis	Draw
42	Point of No Return	1		
83	An Uncommon Occurrence	1	1	
84	Round One	1	1	
86	Fighting Back	1		
87	Good Night Sweet Prince	1	1	
88	Art Nouveau	1	2	
A107	The Red Wave	1		
A109	Scouts Out	10	5	
A68	Acts of Defiance	1		
A95	The Long Road	1		
A96	In Rommel's Wake	1		
AP7	Directive Number 3	1		
CH89	Old Man Forward	2	3	
DASL A9	Royal Marines	4	5	
G40	Will to Fight...Eradicated	7	10	1
M	1st Crisis Army Group North	1		
MM98F	Transylvanian Embroglio	1		
MM98H	Smashing the Fourth	1		
MM98I	Sacrificial Lambs	1		
MMP1	Jungle Fighters	1		
MMP2	In the Old Tradition	1	1	
MMP3	Lovat First Sight	1		
NQNG5	Chateau Nebelwerten	2		
NQNG6	One Eye to the West	2	1	
PBP12	Soft Noodle	6	5	
SP11	Pomerian Tigers	1		
SP18	An Arm and a Leg	1	1	
SP19	Men from Mars	1		
SP24	Forest Fighting in Latvia	1		
SP25	Two Pounds in Return	1		
SP28	Clearing Qualberg	1		
SP32	Over Open Sights	1		
SP36	Desantniki	1		
T14	Gambit	4	2	1
T2	Puma Prowls	1	2	
T8	Aachen's Pall	8	2	
TAC43	Slaughter in Heaven	1		
TOT15	The Steel Eyed Boys	1		
SP5	The Hornet of Cloyville	1		
24	The Mad Minute	1		
A118	The Waterhole	6	14	
TOT23	This Close to the Sharp End	1		
RB6	Turned Away	1		
TOT40	Ring of Fire	1		
TOT7	Tiger 222	1		
<b>TOTALS</b>		<b>71</b>	<b>71</b>	<b>2</b>

### Highs and Lows:

CH89 "Old Man Forward" is a fascinating scenario but from numerous comments significantly weakened by the fact that the Germans are allowed to exit the map to escape victory conditions. It was felt this was a flaw in what is otherwise an interesting scenario.

"Aachen's Pall" was universally disliked by all before it was even played. Too much listening to folk on the list maybe!! :)

It is useful though for a quick game at the close of a tournament but the dislikes would appear to be borne out by the W/L record.

A118 "The Waterhole" was universally enjoyed with some very tight finishes but without doubt the most successful and, dare I say it, balanced scenario of the Tournament was PBP12 "Soft Noodle".

It is a thrilling scenario and went 6 v 5 to great acclaim from all. Hats off to the Paddington Bears and to Critical Hit for this gem. If you haven't played it - do so.



Champion player Simon Strevens receives his prize, a mounted AT Gun, from Neil.



A bunch of well known reprobates celebrating and drowning sorrows in the hotel bar.



Neil Stevens, Steve Thomas, Luis Calcada and Nick Edlesten playing "Streetcar"!

# "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.

## ENGLAND

Nigel Ashcroft, 21 Morley Road, Southville, Bristol, Avon, BS3 1DT  
Neil Piggot, 35 Hebron Road, Bedminster, Bristol, Avon, BS3 3AE  
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX  
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF  
Martin Vodden, 21 Cheshire Park, Warfield Green, Bracknell, Berks, RG12 6XA  
Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ  
Steve Crowley, 58 Portlock Road, Maidenhead, Berks., SL6 6DZ  
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL  
Paul Kettlewell, 15 Willowherb, Watermead, Aylesbury, Bucks., HP19 3FH  
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH  
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR  
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HJ  
Peter Bennet, 84 Littlebrook Avenue, Burnham, Bucks., SL2 2NN  
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF  
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB  
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW  
Alan Leigh, 190 Hurdfield Road, Macclesfield, Cheshire  
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire  
Iain McKay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE  
Roger Underwood, 34 Woods Lane, Poynton, Cheshire, SK12 1BB  
Andrew Dando, 52 Redhouse Lane, Disley, Cheshire, SK12 2HP  
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP  
Dave Booth, 47 Duncock Grove, Oakwood, Warrington, Cheshire, WA3 6NW  
Martin Mayers, 38 Syddall Street, Hyde, Cheshire, SK14 1JH  
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG  
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ  
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT  
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH  
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR  
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY  
Derek Cox, 25 Crampshorn Walk, Chelmsford, Essex, CM1 2RD  
Robert Harris, 64 Wedgewood Drive, Church Langley, Harlow, Essex, CM17 9PY  
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP  
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE  
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA  
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU  
Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL  
Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB  
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA  
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ  
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW  
David Ramsey, 8 Kerr Close, Knebworth, Herts, A17 1HE  
Michael Rhodes, 23 Ash Grove, Melbourn, Royston, Herts., SG8 6BJ  
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2  
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY  
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL  
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE  
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU10 3NA  
Ruairigh Dale, 13 Swinemoor Lane, Beverley, Humberside, HU17 0JU  
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent  
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU  
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN  
Ian Pollard, 8 Fiveash Road, Northfleet, Kent, DA11 0RE  
Carl Szymus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU  
Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH  
Jon Williams, 4 Hanbury Drive, Biggin Hill, Westerham, Kent, TN16 3XN  
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET  
Roger Cook, Roston Flats, 15 Anchorsholme, Cleveleys, Lancashire, FY5 1LX  
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF  
Shaun Carter, 3 Arnside Grove, Breightmead, Bolton, Lancs., BL2 6PL  
Charles Markus, 23 Melrose Road, Littlelever, Bolton, Lancs., BL3 1DX  
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG  
Andrew Saunders, 22 Douglas Avenue, Layton, Blackpool, Lancs., FY3 7AL  
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN  
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA  
Ulric Schwela, 7 Brunton House, Scoforth Road, Lancaster, Lancs., LA1 4TU  
Chris Tomlin, 19 Moorgate, Lancaster, Lancs., LN1 3QF  
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ  
Steven Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL  
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA  
Pete Phillips, 49 Lombardy Rise, Leicester, Leics., LE5 0FQ  
Philip Bohin, 2 Manor Road, Northorpe, Gainsborough, Lincs., DN21 4AA  
Karl Brown, The Games Store, The Manor House, Lincoln, Lincs., LN6 9DG  
Lee Brimmicombe-Wood, 128d Barking Road, Canning Town, London, E16 1EN  
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, N11 1RF  
Dr. Mike Batley, Doctors Mess, North Middlesex Hospital, Stirling Way, London, N18 1QX  
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU  
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT  
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH  
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE  
Hugh Kernohan, 6 Parklands Road, London, SW16 6TD  
Jean-Denis Martin, 33 Rothesay Avenue, London, SW20 8JU  
Jonathan Wollen, 2 Inglethorpe Street, London, SW6 6NT  
David Otway, Department of Chemistry, Imperial College, South Kensington, London, SW7 2AY  
Flegg, 38 Park Avenue, Hounslow, London, TW3 2LX  
Nick Quinn, 21 Roxwell Road, Shepherd's Bush, London, W12 9QE  
Michael Kerfoot, Rugby Tavern, Rugby Street, London, WC1  
Michael Chantler, 201 Grays Inn Road, London, WC1X 8UW  
Santiago Lopez, TF 1.7 Owens Park, 293 Wimslow Road, Fallowfield, Manchester, M14 6HD  
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP  
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL  
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW  
Derek Jones, 12 Rakersfield Court, New Brighton, Mersersyde, L45 1NR  
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA  
Andy Ashton, 62 Earliston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ  
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA  
Chris Courtour, 79 Belmont Road, Wealdstone, Harrow, Middx.  
Tristan Maclean, 9 Carlyon Mansions, Carlyon Road, Alperton, Middx.

Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ  
Jackie Eaves, 1 Bowling Parade, Ridgewater Road, Wembley, Middx., HA10 1AJ  
Simon Croome, 1 Bowling Parade, Bridgewater Road, Wembley, Middx., HA10 1AJ  
Lee Winterbone, 47 Locket Road, Wealdstone, Harrow, Middx., HA3 7NQ  
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD  
Bob Runnicles, 34 Albury Drive, Pinner, Middx., HA5 3RE  
Phil Nobo, 6 Milton Road, Ickenham, Middx., UB10 8NQ  
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., UB10 8NQ  
Steve Balcam, 1 Cornwall Street, Cotingham, N. Humberstone, HU16 4NB  
Michael Rudd, 52 Woodbine Road, Gosforth, Newcastle Upon Tyne  
Mike J. Harker, 22e Richardson Road, Newcastle Upon Tyne, NE2 4BH  
Scott Greenman, 2 Oak Avenue, Killinghall, North Yorks., HG3 2RT  
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT  
Christopher Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY  
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD  
George Jaycock, 51 Bursleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ  
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ  
L. Othacebe, 17 Russel Drive, Wollaston, Notts., NG8 2BA  
Tony Hayes, 11 Upper Fisher Row, Oxford, Oxon, OX1 2EZ  
Darren Clahanne, 40 Atwell Close, Wallingford, Oxon, OX10 0LJ  
William Eaton, 42 Princes Street, Oxford, Oxon, OX4 1DD  
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP  
Toby Pilling, 43 Cornwallis Road, Cowley, Oxford, Oxon, OX4 3NU  
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT  
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks., S17 4FR  
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, TF5 0NW  
Paul Case, Flat 8, 19 Park Street, Taunton, Somerset, TA4 3JP  
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE  
Paul Legg, 116 Second Avenue, Sudbury, Suffolk, CO10 6QY  
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA  
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD  
Derek Briscoe, 129b Melfort Road, Thornton Heath, Surrey, CR7 7RX  
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ  
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU  
Lee Bray, Flat 4, 13 Kingston Hill, Kingston Upon Thames, Surrey, KT2 7PW  
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF  
Ivor Gardiner, 27 Taylor Avenue, Kew, Richmond, Surrey, TW9 4EB  
Martin Legg, 51 Beacon Glade, South Shields, Tyne & Wear, NE34 7PS  
Garry Cramp, 25 Ferndale Road, Hall Green, Birmingham, W. Mids, B92 8HP  
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG  
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU  
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS  
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG  
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN  
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG  
Kevin Croskey, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP  
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF  
Bob Groves, 56 Hall Orchards Avenue, Wetherby, W. Yorks., LS22 6SN  
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS  
John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., LS23 7DJ  
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN  
Jonas Cederlund, Stratford Manor Hotel, Warwick Road, Stratford Upon Avon, Warks., CV37 0PY  
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ  
Wayne Baumber, 22 White Rose Close, Linton On Ouse, York, Yorkshire, YO6 2TR

## SCOTLAND

Johan Flatseth, Kelvin Lodge, 8 Park Circus, Glasgow  
Ian Percy, 1 Polmuir Road, Aberdeen, AB11 7SP  
Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY  
Paul Sanderson, 16 Barnton Avenue, Edinburgh, EH4 6AL  
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA  
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW  
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ  
Oliver Gray, 84 Tarvit Drive, Cupar, Fife, KY15 5BH  
Neil Stevens, 14 Riverside Road, Craigiehall, South Queensferry, Lothian, EH30 9TP  
Richard Kirby, 20 Dawson Avenue, Howden, Livingston, Lothian, EH54 6AJ  
Mark Chapman, 6 Quarry Foot Green, Bonrigg, Midlothian, EH19 2EJ  
Jonathan Swillamson, De Croft, Bridge End, Barra, Shetland Islands, ZE2 9LE  
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF

## WALES

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

## IRELAND

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

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

Ω

# ON THE CONVENTION TRAIL

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

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

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

## 1999

### JANUARY

#### WINTER OFFENSIVE '99

**When:** 15-17 January.

**Where:** The Comfort Inn, Laurel, at US Route 1 and Mulberry Street, Laurel, Maryland 20707. Telephone 301-206-2600. Rooms are \$84 plus 10% tax per night for 1-4 people. There's a \$5 shuttle between BWI airport and the hotel, call the hotel to make arrangements. There are no restrictions on outside food and drink. There are also plenty of restaurants within walking distance. There is also a shopping mall is within LOS and a hobby store that stocks games pretty close by as well.

**Fee:** Registration \$15.00 (\$20.00 after 1<sup>st</sup> January 1999). One-day registration is \$8.00 (\$10.00 after 1<sup>st</sup> January 1999).

**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:** Make checks payable to Multi-Man Publishing and contact Brian Youse 309 Chase Hill Court, Severn, MD 21144, telephone 410-519-1862 or by email at [bcyouse@erols.com](mailto:bcyouse@erols.com), or contact Perry Cocks, 1664 Forest Park Ave., Baltimore, MD 21207 telephone 410-944-3342 or by email at [PerryCocks@aol.com](mailto:PerryCocks@aol.com).

#### ON TO RICHMOND! 99

**When:** 30 - 31 January.

**Where:** Oliver Hall, Room 4084, Virginia Commonwealth University, Richmond, Virginia. The recommended hotel is the Comfort Inn Conference Center, 3200 W. Broad Street, Richmond, VA 23230. Telephone 1-800-866-0553. Rooms are \$64.00 per night with free parking and breakfast. Remember to mention On To Richmond! when booking.

**Fee:** None.

**Format:** Unrestricted round robin format.

**Notes:** Sponsored by Tidewater ASL Gamers, this is part of the On To Richmond! 99 Tactics Seminar hosted by the U.S. Army ROTC.

**Contact:** Ryan Schultz by telephone on (757) 426-0515.

### 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/quadruple.

**Fee:** Registration is \$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 gronagnards 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](mailto:ksmoak@earthlink.net).

#### 2<sup>ND</sup> SCANDANAVIAN OPEN

**When:** 26 - 28 February.

**Where:** The tournament will be held at the Danish national arms museum "Tøjhus museet" in central Copenhagen.

**Fee:**

**Format:** Five round Swiss-style tournament with three scenarios to choose from in each round. The first round commences at 1800 Friday evening and the winners are announced at 2000 Sunday evening.

**Notes:** Last year saw 35 players from England, Germany, Sweden and Denmark compete for the trophy.

**Contact:** Michael Hastrup-Leth by email at [hastrup@image.dk](mailto:hastrup@image.dk).

### MARCH

#### BERSERK '99

**When:** 26 - 29 March.

**Where:** Hotel Skye, South Promenade, Blackpool, England. Double rooms are £21.50 per night, and a limited number of single rooms are also available for £24.50 per night.

**Fee:** £6.00 for members of The Crusaders, £8.50 otherwise.

**Format:** Five rounds are planned with the first starting on Friday afternoon. If you cannot arrive until Friday evening please contact us and

arrangements will be made.

**Notes:** The gaming room will be open 24 hours on Friday and Saturday, and we will be open as of Thursday lunchtime for those arriving early.

**Contact:** Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs, PR1 4YJ, or email at [Trev@cableinet.co.uk](mailto:Trev@cableinet.co.uk).

### APRIL

#### CHICAGO OPEN

**When:** 30 April - 2 May.

**Where:** West Western Inn, Burr Ridge, Chicago. Telephone (630) 325-2900. Rooms are \$77.00 per night if you mention WCW or the ASL Open. The hotel allows a maximum of four people per room.

**Fee:** \$20.00 for pre-registration by 3<sup>rd</sup> January 99, \$25.00 thereafter.

**Format:** Teams of 3 players will compete over seven rounds for the team championship.

**Notes:** The tournament t-shirt is \$10.00 and features the art of Louie Tokarz.

**Contact:** WCW, Meryl Rutz, 7933 W. Barry Avenue, Elmwood Park, IL 60707-1025. Telephone 708-453-1978 or by email at [mruz@niu.edu](mailto:mruz@niu.edu).

# BERSERK!

## BLACKPOOL '99

**ADVANCED SQUAD LEADER TOURNAMENT**  
**26TH-29TH MARCH (FRIDAY THROUGH SUNDAY) 1999**  
**HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND.**

**THE EVENT**  
Once again it is our pleasure to invite you to this, our third annual Advanced Squad Leader event in the North West of England. The last event saw us achieve attendance figures in the 800s and there is no reason to expect that this should not be the case again this year.

What we offer is a relaxed atmosphere where you can become involved in our tournament, play friendly games or (if you can find an opponent) try our Campaign Games. The tournament was players of like record paired off to allow us to determine the winners after several rounds. This year we are planning five rounds and the first will most likely begin on Friday afternoon. Those of you who can not make it to the hotel before Friday evening (and we know that some of you can't due to work and family) will be flexibly treated in so allow you to take part too. Do please do not be alarmed as we have a new method for allocating opponents this year. Tournament entrants can expect either three or six carefully selected scenarios per round to choose from.

This year we will be asking players not to smoke in the gaming room. We have arranged for breakfast to be cleared away sooner so that more gaming time is available and we have also ensured that the gaming rooms will be open for 24 hours on the Friday and Saturday. Be aware that we are open as of Thursday lunchtime for those of you who can make it early for friendly games.

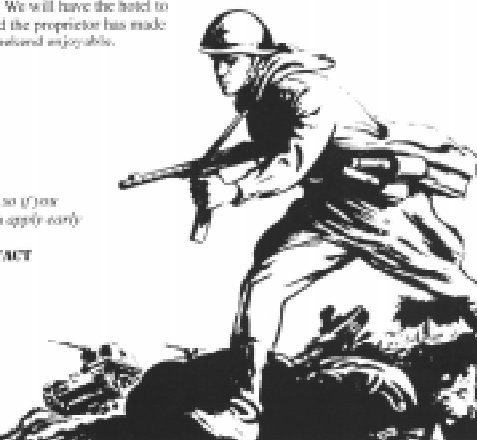
**THE VENUE**  
Hotel Skye overlooks the South Shore Promenade of Blackpool. It is -literally- a hundred yards from the Pleasure Beach and railway station. We will have the hotel to ourselves (no non-convention guests) and the proprietor has made it plain that he will strive to make our conference enjoyable.

**THE COST**  
Entry into the convention is £8.50.  
Crusaders get in for only £6.00.

Hotel Prices are as follows:  
B&B - for a shared room £21.50  
B&B - for a single room £24.50  
NOTE: Single room availability is limited so if you absolutely must have one we suggest you apply early!

**FOR FURTHER INFORMATION CONTACT**  
Steve Thomas,  
19 Derwent House,  
Samuel Street,  
PRESTON,  
Lancs.  
PR1 4YJ

or e-mail Trevor Edwards  
[Trev@cableinet.co.uk](mailto:Trev@cableinet.co.uk)





April 12th, 1945 Vienna: ...the Germans desperately try to fall back to the west in hopes of surrendering to the Americans rather than the vengeful hordes of the Red Army. Not everyone could make it to the west, someone would be selected to hold the door open in a rear guard action...the task fell to none other than the 1st SS LAH and survivors of the 2nd SS Das Reich. As the Russians smash their way over the Donau River even the rear guard began to look west...could the timely arrival of tanker ace Barkmann in his Panther help hold the line long enough for his comrades to escape...?

July 8th, 1944 Normandy: ...churning over the shell cratered fields the Royal Engineer tanks of the British Hussars drove at the battered Hitler Youth. In an instant the attack carried them into the town and trenches of the SS defenders who were stunned by the sight of so many unusual vehicles...some spouting flame up to 100 metres...the young defenders hustled up the dreaded panzerfausts and the shooting match began!

Gentlemen, this is just a taste of some of the six scenarios in **WAFFEN SS: No Quarter No Glory!** Heat Of Battle presents to you the long awaited and much debated pack of men in black...this pack is a special set of six tournament-style scenarios...they are easy-to-play scenarios with no Night, OBA or Glider rules...each was carefully chosen for its unique and interesting flavor:

- Goliaths against Shermans on the hills of Normandy!
- Assault Engineers hold a bridgehead against hordes of Russians in the extremes of Winter!
- Crabs, Crocodiles and Petards overrun dug-in Hitlerjugend!
- Joseph Stalin tanks punch it out with a lone King Tiger!
- Partisans boldly attack a lonely outpost while the SS stumble to the rescue in the deep snow!

But that's not all...this pack wouldn't be right without a complete set of over 200 fully mounted counters printed in the traditional wargaming **BLACK** of the SS counter. That's right, 26 658's, 26 838's, a complete set of their respective HS, a complete arsenal of black SW, a full compliment of black 1/2 inch concealment counters. There are even a sample of 40 5/8 inch AFVs and Guns to ride into battle with not to mention their respective crews.

Of course, no army would be complete without a full set of Leaders to escort their men to the front!

Each scenario card is professionally printed in a TWO-COLOR format on the preferred card stock of ASL players.

**WAFFREN-SS**  
**NO QUARTER NO GLORY!**  
 A HEAT OF BATTLE TOURNAMENT-SCENARIO PACK

Waffren-SS: No Quarter No Glory! comes with six tournament style scenarios played on your gameable map boards. Also included is a set of 210 beautifully printed, mounted and die-cut counters. The counters are in the traditional Black. This product is not published or sanctioned by TAHGC.

**HEAT OF BATTLE**  
 P.O. Box 15073  
 Newport Beach, CA  
 92659  
 FREEMAN@AOL.com  
 STEVDETH@INCOM.NET

First they were blue, then they were purple, now ... they're

**BACK IN BLACK**

The **WAFFREN SS: No Quarter No Glory!** is yours for only \$17.50 (plus \$2.00 S&H in the continental US or \$4.00 outside). We have Fortress Cassino and Berlin: Red Vengeance still available for \$26.50 and \$25 respectively (please include \$2.50 S&H for all orders in the continental US and \$5.00 if outside). Also, we have a limited supply (maybe 30 each) of King Of The Hill and the highly popular God Save The King available for \$20.00 each (please include \$2.00 S&H for all orders in the continental US and \$4.00 if outside).

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 CA 92659  
 USA

**ALSO  
 AVAILABLE  
 IN THE UK  
 THRU VFTT!**

SEE PAGE 16  
 FOR DETAILS!

Disclaimer: HOB's design of **WAFFREN SS: No Quarter No Glory!** is for entertainment only...we have no political or ideological agenda.