

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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ASL TRAINING - A way of brushing up on the lesser -used rules

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PREP FIRE

Hello and welcome to another issue of *View From The Trenches*. While things aren't looking as bad as they did last time 'round, the fact that this issue is nearly a month late shows that they still aren't as bright as they could be. In other words, I still need you lot to do something. Don't just read about ASL, buy ASL, play ASL, **WRITE** about ASL!!

As always, I'm not asking for big, masterful insights into every aspect of the game. Try you hand at writing a single page on the use of foxholes, or concealment, or vehicle Bypass Movement sleaze, or... Look at the old 'SL Clinic' articles that appeared in *The General* years ago and try to write something along similar lines. Or try you hand at scenario analysis. Cover a scenario in detail, like Mark Nixon's 'Crossfire' articles, or cover a bunch in broad strokes like his analysis of the scenarios from *West of Alamein*.

What I don't need are scenarios, especially as I have been given permission by the Canadian ASL Association to reprint their *Maple Leaf Route* scenarios in the next few issues of *VFTT*.

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: A Bren mounted on a tripod being used against German aircraft, possibly on Crete.

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@multimanpublishing.com 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 version 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
:-(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 32 should be out at the beginning of July 2000.

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.

Back issue prices are:

VFTT Special Edition 98 £3.50 (overseas £5.00)

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VFTT31 £2.00 (overseas £3.00)

Operation Neptune £2.50 (overseas £3.50)

Shingle's List £5.00 (overseas £8.00)

You can also download free copies from:

<http://www.vfft.co.uk/vfftpdf.htm>

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INCOMING

NEW MILLENIUM NEW MMP

Curt Schilling has announced that *Beyond Valor*, *Hollow Legions*, and *The Last Hurrah!* are all in the midst of a reprint. *Beyond Valor* will feature "errata-cized" countersheets and a redone Chapter H incorporating all of the previously 'missing' vehicles from the original printing (such as the German 251/21 AA Halftrack found in *KGP* and the German StuIG 33B from *RB*). It is also rumored that the Finns will be reprinted in their new colour scheme. The most dramatic news is that *Red Barricades* will be included in *Beyond Valor!*

The entire set of geomorphic boards (including DASL boards A-D) are also in the midst of a reprint and will be available in both mounted and unmounted form.

Although *Action Pack 1* and *Streets of Fire* are not being reprinted, the scenarios from both will be available from the MMP Web site as high quality PDFs available free of charge for ASL players to download. The OBA flowchart found in the initial release of *AP#1* is due to be included in the second edition *ASL Rulebook*, due for release later this year. A draft version of the updated index for this (running to 24 pages, twice the length of the original!) can be found on the MMP web site.

MMP can be contacted at 403 Headquarters Drive, Suite 7 Millersville, Md 21108. You can telephone them on 410-729-3334 or fax them on 410-729-1312.

HEAT OF BATTLE TAKE HIGH GROUND!

Heat of Battle have announced they are releasing *High Ground!*, a new scenario pack featuring eight new scenarios based on two new geomorphic map boards. Unlike normal map boards these are designed so that they can be put together side by side to form one large hill four levels high and up to fifteen hexes wide. In addition to the hill the map boards feature a sprawling village, shell-shattered roads, forested roads and realistic grainfields.

The actions including cover everything from elite Italian Alpine troops vs. the French to Gurkhas vs. the Japanese in Burma via the deserts of Tobruk and the Eastern Front.

High Ground! is available for \$25.00 from Heat of Battle, PO Box 15073, New-

port Beach, CA 92659. Add \$4 for S&H in the US (add \$2 for each additional order), \$5 to Canada (add \$2.50 for each additional order) and \$6 overseas (add \$3 for each additional order).

SCHWERPUNKT ISSUE MEDAL OF HONOR

Schwerpunkt #5 "The Medal of Honor" is out now, while playtesting continues on *Schwerpunkt Volume #6 "The Victoria Cross"*.

All prior issues remain available for \$13.00 each. Each issue containing 12 scenarios printed on card stock and a booklet containing detailed scenario analyses and designer's notes for each scenario. Issues 2-4 also contain articles relating to ASL.

Send a check or money order in U.S. funds payable to Sherry Enterprises to Sherry Enterprises, P.O. Box 3, Ruskin, FL 33570. Add \$3.00 (\$5.00 outside the U.S.) for a single volume, for shipping and handling, plus \$1.00 for each volume > 1 ordered (for 2-7 copies outside the U.S. add \$9.00 [\$10.00 Japan and the Pacific]). Florida Residents must add 7% State Sales Tax.

CANADIAN SCENARIO PACKS RELEASED

Canadian ASLer George Kelln has produced two new scenario packs.

Leibstandarte Pack 1 contains eight scenarios featuring Hitler's elite guards in action against the Poles, Dutch, French, Yugoslavs and Greeks. *Wimpak 1* contains ten mostly European scenarios, including one covering the French advance into Germany in the early days of the war. Each pack costs \$10.00 (Canadian) plus \$3.00 for shipping and handling. Contact George on geokelln@videon.wave.ca for more details.

CH NEWS

Desert fans will be pleased to hear that CH have a number of North Africa projects in the pipeline, with work underway on a module covering Rommel's advance across Cyranecia, *Deir El Shein* (the second module El Alamein series), and a scenario pack on actions from Somaliland to Halfaya Pass.

Leaving North Africa, the next issue of *CH Magazine* will focus on the French

campaign, with play tips, additional scenarios, and design notes for *Stonne 1940*, and a mini-module *A Few Rare Men*.

ANOTHER QUARTER, ANOTHER BUNKER

Work is underway on *Despatches From The Bunker 10* and it is expected to be out early in August.

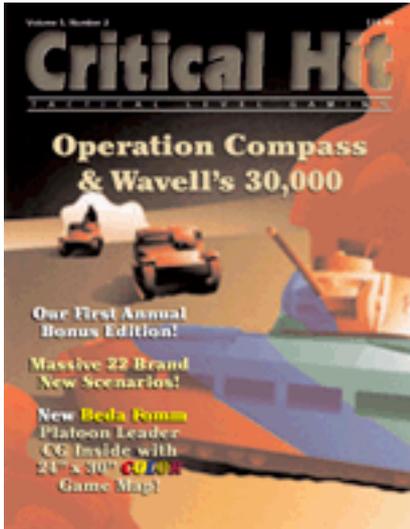
The two scenarios are both tournament sized offerings that should play in around four hours. The first scenario is the second in the Bougainville series, 'The Trail to Hell', a basic meeting engagement between company sized infantry units on the East-West trail leading to Hellzapoppin' Ridge.

The other scenario, '3rd RTR In The Rain' is set in the French campaign of 1940, with a British infantry company, supported by some unusual British armour, attacking elite Germans on the board 17 village.

In addition to the scenarios and accompanying analyses, there will also be an analysis of 'Merzenhausen Zoo' from *ASL Journal 2*, a review of the New England ASL Championship Nor'Easter IV, Tactical Tips for the Veteran, Novice, and SASL enthusiast, and the usual ASL features.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, 209 Granby Road, Apt: 18, Chicopee, MA 01013. Tel (413)594-4301 (evenings) or email aslunker@aol.com.

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COMPASS POINTS

Paul Kenney

Critical Hit's LONG AWAITED *Operation Compass Special Edition* finally arrived at my mailbox today. Very excited. Here's a quick and dirty review:

48 pages including front and back, plus a 22 by 30 inch map on the "now standard" card stock. Map is of 'The Pimple' at Beda Fomm. It's a desert map so limited terrain features other than the hill, some hammada, some crag and a desert road. One question; what is across the L19 L20 hexside? A wall? Also there are a couple of trucks in L20? The map utilises small hexsides but I don't think stacking is a typical problem in desert fights.

The magazine has 22 scenarios! All desert from the 1940-41 British campaign against the Italians, with three larger scenarios using the BF map. From a cursory review they look to have a good desert variety to them. A few small infantry and AC battles to larger combined arms assaults. Usual desert fortifications, wire, mines, sangars. These are accompanied by several pages of design notes, including references.

Adam Geibel adds a piece on the Italian artillery in the campaign, and the issue is rounded out by an article on Charles Hazlett Upham, the only man to win the VC twice during the war.

All in all a pretty solid effort. A really cool product for us early war/desert aficionados.

CONFESSIONS OF AN ASL FATHER

Curt Schilling

I've recently gotten into collecting WWII stuff, almost everything, mainly uniforms and stuff, German cuff titles, some of the cooler ordnance (got a PIAT with the legs still attached coming my way).

Anyway, box arrives the other day, I kinda knew what it was but I was pretty pumped anyway (kinda like the old AH days :).

Sure enough, out comes a German Flammenwerfer '41. Tanks and all the hoses still there, attached, wand has no cover, but the trigger still works.

Later that night my son Gehrig was doing some rootin' around when I turned to see him where he shouldn't be.

"Gehrig! Put the flamethrower down!"

How cool is that :)

Anyone want to guess what a fully functional Tiger IE costs these days? In the future Curt and family drive up to a local fast food joint for a quick bite...

"Welcome to Wendys can I take your order"

"Uh ya, hey sorry about the sign back there, thought I had that corner. Can I get 2 kids chicken nugget meals, hang on, GEHRIG! How many times have I told you NOT to play with the Nahverteidigungswaffe?? Now leave it alone before you put someones eye out!"

"Sorry about that, can I get those with sprites?"

"Umm, uh, ok that'll be 8 bucks, please drive around"

"Uh, you think you could just tie them around the end of the barrel there?"

"Huh?"

"Ya, look out your window, yep, that long thing with a muzzle brake? Yep right there, now tie it on. Hey! I need a drink carrier man, this thing rides like hell"

"Umm, thanks for choosing Wendy's, have a nice day"

"Later dude, sorry about the fumes."



THIRD PARTY PRODUCERS UK AVAILABILITY

As well as editing *VFTT* I also help to distribute those third party products not generally available in the shops over here.

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

<i>Schwerpunkt</i>	£8.00
<i>Schwerpunkt Volume 2</i>	£8.00
<i>Schwerpunkt Volume 3</i>	£8.00
<i>Schwerpunkt Volume 4</i>	£10.00
<i>Schwerpunkt Volume 5</i>	£10.00
<i>Leibstandarte Pack 1</i>	£5.00
<i>WinPak 1</i>	£5.00

Add 50p per item for postage 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 (as usual evenings when Man United are not playing are your best bet!), or email me at pete@vftt.co.uk.

UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

To purchase other third party products contact any of the following shops.

LEISURE GAMES, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (020) 8346 2327 or e-mail them at shop@leisuregames.com.

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

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

If you know of other shops stocking third party ASL products let me know so I can include them here in future issues.

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going berserk in blackpool

A TD's Review

Trev Edwards

Odd thing about British ASL: No woofing. No posting on the list as to how much attendees are looking forward to the events. No how they are going to do what to who(m). Understated is what I'm saying.

BERSERK! went well this year... The fourth already (has it been four years!?). I was pretty happy with how satisfied the punters seemed.

The international contingent at BERSERK! is smaller than it used to be now the Germans who would once have come tend run their own show in the summer instead. However we were graced by two Yanks and a Portuguese man-o-war.

Ray Woloszyn came in from El-Paso New Mexico having been given dire warnings about the weather differential (it had snowed in the NW of England two days before he arrived but was hot in the desert). As it happened we then hit a spell of fine weather. In fact it was as nice as April in Blackpool gets for most of the weekend. I would have a tense game with Ray of Schwerpunkt's 'Deadeye Smoyer' (ironically whilst the tourney entrants were playing 'Blackjack is Back!' as both scenarios depict the same action) which saw a critically helpful CH from my Sherman help the seizure of the building and a nice lucky APCR shot from the gyro'd Pershing wasting the HD Panther after I drew its fire with the HT. I'm 2-0 all time vs this ex ASLOK champ. I'll tell you all about it if you ask...

I like the Pershing. It does exactly what it says on the can.

Luis Calcada couldn't come last year

due to a family tragedy, but he was able to fly in from Estoril (Portugal) this time to take part. It was nice to see him again as he has been to a lot of UK tourneys over the years.

Just to thank Trevor , Steve, for the excellent organization of BERSERK 2000, Pete Phillipps for the kind words he wrote on the last issue of VFTT, Ian Daghish for the patience to pick me up the Airport, and to all my good friends up there in England and Scotland for this fantastic ASL weekend. See you in IF 2000.

Luis Calcada

I was sat playing my first ever game of 'The Dogs of War' (is a load of fun!) when Mike Daniel from Cleveland Ohio walked in! The last time I saw him was last October when he was hitting on a grumpy but cute waitress in a blues club in downtown Cleveland. He had been pretty nice to Shaun Carter and I whilst we were over at ASLOK last year and it was good to return the favour a little. Mike had been holidaying in Amsterdam and had popped over. So we drove around a while talking about the funny names they give burgers over there and about what mayonnaise on fries tastes like (this has to be done after Tarantino). I never did find time to play him but he never did schtup the waitress either.

I counted that we were six players light compared to last year (peaked at 46 on Saturday afternoon if you include the TDs this time around) and I it made for a slightly less

crowded affair. Not having the area around the mirror where the Crusader Ladder was posted cluttered with tables seemed to make more difference to the feeling of space than I'd have thought possible.

I arrived Thursday night, said a few hellos and after food and a few pints decided to go to bed for a good nights sleep. Knowing the Crusaders and their fondness for copious amounts of alcohol and late nights I felt this was the best course of action.

Steve Crowley

One nice surprise for me was the hotel's new paint job. Orange and yellow sound a bit garish but worked OK. And the hotelier had put in more powerful lighting and specially bought in some angle poise affairs that served well on those tables where the light would still have been poor. Made for the best gaming environment yet seen at Berserk!

'PBP 14 Under Seige' "SSR 6. Bar closure is NA."

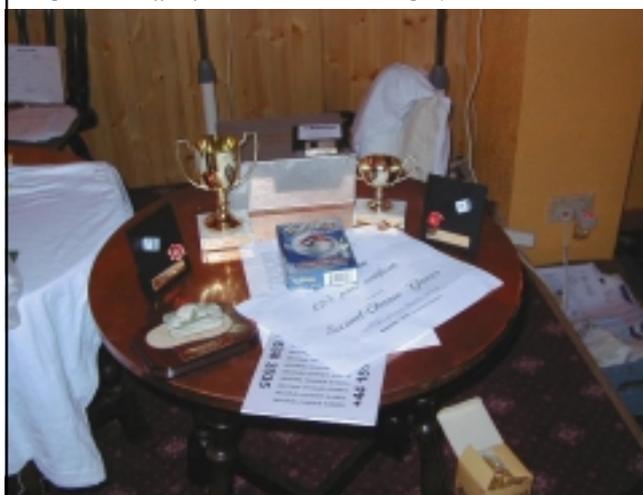
David Tye

There were 36 players in the tourney proper, a five round Swiss-ish event which yielded a 5-0 and a 0-5 guy by the end. Each round, the players were given three tried and tested scenarios (on the Friday evening two sets were available) to choose from. Of the 18 set scenarios only one 'A Stiff Fight' from *ASL Journal 1* was not chosen. It appears that the common reason for it not being played was that the players who had chosen

Dominic McGrath (left) and Ian Daghish (centre) chat with Trev.



The prizes on offer for the best and worse players.





Derek Tocher (left) and Simon Strevens focus on the action.

the PTO option had already played it a fair bit in the past. I was most pleased that one brave pair had decided to even try the night assault in 'Cactus Trap' from HoB's *Fortress Cassino*.

As the event got under way a lot of players chose the modern classic that we originally saw in the *Hell on Wheels* pack, later revised slightly for the new *ASL Journal* (we chose the scenario originally from the *HoW* pack but decided to include the latest version). Its worth noting that a lot of Axis wins occurred in a short-ish time span. It was apparent that some Italian gunners had found their mark and the US were exceeding the CVP cap. As time went on the rest of the games seemed to go the full length of the scenario and these tended to yield a US win. The scenario panned out 7-4 pro-Italian in the end.

One disappointing event that cropped up was concerned with the number of errata and clarifications that were needed for the HoB SS scenario 'Blackjack is Back!'. This had several errors that Steve and I had overlooked in our playings. It also played out as

the worst balance over the weekend giving 11 wins to the US over 2 to the Jerries. Fun to play tho'.

He's left it too late, I'm gonna win this.

Famous last words from Andrew Saunders

Toby Pilling won again with Simon in second place (again). Simon really thought he had him this time! First prize was a very tidy 1:72 model of a Matilda II which was the mount of a famous VC winner in the early desert campaigns. The paint scheme was not unlike the machine on the *WoA* box with the idea being to break up the outline of the machine. I was sad to see it go I can tell you. Second prize was a tin cup with a voucher for £25 for Second Chance Games. The third place cup went to Dave Schofield. We offered a booby prize again this year. It went to a new attendee of the British *ASL* tourney scene, one Adrian Catchpole. The prize was a *Pokemon* customisable collectable card game and was our hint to get out of

the hobby! And he was in the toilet when he was supposed to be getting the prize as well... my fault I guess. Seriously, Adrian told me he had enjoyed himself, had learned a lot and I expect to see him back next year.

As has happened before, there were ties for the dice trophies. We ask the players to keep track of the snakes and boxcars they may roll in any given game and the player who has managed the most in any one given game will take away one of the trophies with the dice showing that result (a 2 or a 12). Neil Brunger and Mike Standbridge had a dice-off for the boxcar trophy and Mike won that. Then the snakes trophy was contested in a similar way between Neil (yes, same guy) and Aaron Sibley. Tough luck for Neil: I thought that he was in for a shout for both and came away with neither as Aaron rolled lower for this second prize.

Sunday dawned and I had a slightly thick head. Something to do with the pollution I think. Ended up playing W. Baumber in 'SP24 Forest Fighting



Toby Pilling wins *BERSERK* for the third time in a row!!



Iain 'Mad Vet' McKay (left) and Trev enjoy a fun game of *ASL*.



Adrian Catchpole collects his *Pokemon* game after going 0-5!

in Latvia':

Me: "Is that Will or Bill"

Him: "Wayne is fine"

Me: "Ahhh."

Steve Crowley

Even my very critical self assessment of the event can only identify three mentionable flaws: Leisure Games were pretty slow in responding to my request for sponsorship, so we didn't give away any vouchers from them. Second, the package I was waiting for from MMP arrived two days late. I'll put aside annoyance and we'll use the print (ABtF cover artwork, signed by the artist) next year, nicely framed it may do for first prize. These two were not our fault. (MMP are forgiven not least because they have a hell of lot to do right now, so thanks guys for the excellent print by the way!). Second Chance Games did give us a £25 voucher before setting off for the toy soldiers (make that miniature wargaming) convention in Sheffield that we'd managed to clash with (Sheesh!).

My one big regret in my performance was not thanking Steve Thomas properly for his sterling work at the awards ceremony. He didn't play a single game all weekend!

I tried to get a Panzer III across the road to set up a presence by the ramp, he AT gun hit... he needed a 4 or less. One burning wreck later.....

Paul Saunders

On the plus side, no one mentioned the lights (our usual major complaint from the punters) as being too low (the hotelier had actually done something about this as I mentioned earlier) and the scenarios went down well. Only one of the 18 on offer was not played ('A Stiff Fight' of all things!) and the Japanese round was also a success (I was most worried about that one). The best

BERSERK 2000 PLACINGS

Pos.	Name	Record
1	Toby Pilling	5 - 0
2	Simon Strevens	4 - 1
3	Dave Schofield	4 - 1
4	Paul O'Donald	4 - 1
5	Paul Saunders	4 - 1
6	Dominic McGrath	4 - 1
7	Aaron Sibley	4 - 1
8	Derek Tocher	3 - 2
9	Bill Hensby	3 - 2
10	Ben Jones	3 - 2
11	Luis Calcada	3 - 2
12	Steve Crowley	3 - 2
13	Ian Pollard	3 - 2
14	Ian Daglish	3 - 2
15	Nigel Brown	3 - 2
16	Andrew Dando	3 - 2
17	Nigel Ashcroft	3 - 2
18	Russell Gough	3 - 2
19	Paul Sanderson	2 - 3
20	Andrew Saunders	2 - 3
21	Shaun Carter	2 - 3
22	Wayne Baumber	2 - 3
23	Paul Legg	2 - 3
24	Jaqueline Eves	2 - 3
25	Simon Croome	2 - 3
26	Mike Standbridge	2 - 3
27	Ulric Schwela	2 - 3
28	Mike Daniel	2 - 3
29	Malcolm Hatfield	2 - 3
30	Iain McKay	1 - 4
31	David Tye	1 - 4
32	Brian Hooper	1 - 4
33	Paul Case	1 - 4
34	Jeff Hawarden	1 - 4
35	Neil Brunger	1 - 4
36	Adrian Catchpole	0 - 5

of all is that the guys were as friendly as I ever saw them, almost no conflict at all. Except when some loser asked me to play with the IIFT!

I beat Ray (did I mention I am 2-0 vs Ray Woloszyn??), extended my all time unbeaten streak Vs Aaron Sibley (must be about 7-0 by now) but all was for naught as I let myself lose to Pete Phillipps by setting up too far forward in a small action from the *Maple Leaf Route* mag from Canada. I played "Television's Iain McKay" aka the Mad Vet until 2:30 am at 'Round Two' from the new *ASL Journal*. We were knackered by the time we finished, but neither of us wanted to concede. Right about the time some of you read

BERSERK 2000 - SCENARIOS

Scenario	Allied	Axis
SP24 Forest Fighting in Latvia	7	4
SP10 Bring Up the Boys	4	2
SP38 Led to the Slaughter	2	1
FC4 Cactus Trap	1	0
J20 The Guns of Naro	7	4
A99 To Clear a Roadblock	5	1
AP12 Cream of the Crop	5	3
PBP14 Under Siege	1	1
DASL2 Berserk!	3	1
WCW 0 Stand And Die	0	4
AP15 Broken Bamboo	0	2
KE4 Panzers to the Rescue	1	1
ABtF4 First Threat	1	2
SS:FF10 Blackjack is Back!	11	2
Z24 Men of Stone	3	2
(DASL)A103 Mayhem in Manila	3	5
CH30 Kravchenko's 6th Guards	4	1
T4 Sklov's Labor's lost	0	1
KE1 Lion's Share	0	1
DB18 Special Delivery	0	1
SP6 Udamnik Bridgehead	1	0
A104 In Front of the Storm	0	1
ToT40 Ring of Fire	0	1
J27 High tide at Heiligenbeil	1	0
SP42 Deadeye Smoyer	1	0
MLR1 Hana-Saku	0	1
MLR4 Sneek Attack	0	1
MLR5 Third Time Lucky	1	0
ABtF6 Just in Case	1	0
PB4 Killean's Red	1	0
Leatherneck 3 Meeting Otto	0	1
Totals	64	44

Also played was one game of 'ToT 45 The Dogs of War' which resulted in a ROA win.

this we'll be finishing that one. That and my loss to Derek in 'Dogs of War' rounded out my play pretty much.

I went 5-0, drank plenty of beer, went clubbing Friday and Saturday night and won 25 quid on the Grand National sweep-stake we ran!

Pete Phillipps

Looking forward to Mad Vet Con in the summer. Can't hardly even spell Wyburnbury but I'm going to be there...

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Aaron Sibley (left) and Neil Brunger dice-off for the snakes prize...



which Aaron won by rolling lower than Neil!



The Crusaders Open ASL Tournament Ladder

BERSERK! 2000 Update

Derek Tocher

There have now been over 1100 games played at the INTENSIVE FIRE and BERSERK! tournaments over the last four years and the new faces we saw in Blackpool have pushed the number of rated players up to 167. Of these there are now 42 players who played more than 20 games and 12 who have played at least 40. The largest number of games recorded is 61 (by your laddermeister - you would think he had something better to do with his time!). The top 10% of players have ratings of 3290+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2800 while the bottom 10% of participants are rated 2685 or less. These numbers have remained essentially invariant over the last two years and the distribution of results is virtually Gaussian about 3000.

The hot news after BERSERK 2000 is that Toby Pilling has regained his number one rating and heads the field by 150 points from his nearest rival. Toby's consistency over the years has been phenomenal and he has now won BERSERK for three years on the trot. Not only that but one has to go back to the very first INTENSIVE FIRE in 1995 to see him record a loss in a British tournament. In fact he has won his last 27 consecutive games at INTENSIVE FIRE and BERSERK, an achievement without parallel.

One of the most dramatic moves at BERSERK was made by Pete 'VFTT' Phillipps who although he did not participate in the tournament (having been banned [an action now known as 'being Phillipps'd - Pete!]) by the organisers after BERSERK '99 - but that's another story!) went undefeated in friendly games netting +315 points and jumping 75 places. Other players making a dramatic move include Dominic McGrath (+265 points, leaping into 11th position - we'll all be gunning for you now Dominic!) Ian Pollard (+265 points placing him in the top half of the table), Paul Saunders (+285 points and a leap of 80 places creeping into the top quartile) and Bill Hensby (+230 points, up 55 places). Of course there are a number of others making equally dramatic movements in the opposite direction and Neil Brunger, Adrian Catchpole, Aaron Sibley and Paul Sanderson all contrived to lose over 200 points during the weekend.

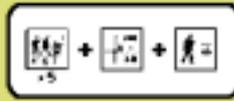
As I have said before I am now noticing that the number of times the higher rated player wins is becoming very significant. In fact looking at the results from BERSERK 2000 it is clear that the higher rated players are now winning two games out of every three, although as usual the statistics are somewhat distorted by the results of games involving tournament newbies. However there is now no doubt that for many players their relative positions on the ladder has some significance.

The next update will be published after INTENSIVE FIRE 2000 in October.

Ω

Place	Points		Points		Points		Points	
1	Toby Pilling	3945	56=	Kevin Beard	3090	112	Justin Key	2895
2	Bjarne Hansen	3790	56=	William Hanson	3090	113=	Jakob Norgaard	2885
3	Mike Rudd	3715	59	Peter Michels	3090	113=	Bernard Savage	2885
4	Dave Schofield	3645	60	Paulo Alessi	3085	115	Simon Croome	2865
5	Simon Strevens	3635	61	Dirk Beijard	3080	116=	Peter Ladwein	2860
6	Peter Bennett	3560	62=	Robin Langston	3075	116=	Lutz Pietschker	2860
7	Derek Tocher	3555	62=	Jean-Luc Baas	3070	116=	Neil Piggot	2860
8	Carl Sizmur	3515	62=	Serge Bettencourt	3070	119	Nick Angelopoulos	2850
9	Steve Thomas	3510	65=	Robert Schaaf	3070	120=	Patrick Dale	2840
10	Paul O'donald	3450	65=	Nigel Ashcroft	3065	120=	Oliver Gray	2840
11	Dominic McGrath	3395	65=	Alexander Rousse-Lacordaire	3065	122	Dave Otway	2835
12	Michael Hastrup-Leth	3360	65=	Bob Runnicles	3065	123	Jackie Eves	2830
13	Bernt Ribom	3350	69	Jes Touvdal	3065	124	Mike Daniel	2825
14	Joe Arthur	3305	70=	Patrik Manlig	3060	125	Mark Chapman	2820
15	Frank Tinschert	3295	70=	Bill Hensby	3050	126	Nick Quinn	2800
16	Phillippe Leonard	3285	72	Stefan Jacobi	3050	127=	Bill Eaton	2795
17=	Will Fleming	3280	73	Scott Greenman	3045	127=	Iain Mckay	2795
17=	Ralf Krusat	3280	74	Steve Pleva	3035	129=	Alistair Fairbairn	2790
17=	Alan Smees	3280	75=	Ian Pollard	3030	129=	Nick Ranson	2790
20	Dave Booth	3270	75=	Luis Calcada	3025	129=	William Roberts	2790
21	Andrew Dando	3265	75=	Peter Hoffland	3025	129=	Nick Sionskyj	2790
22	Daniel Batey	3235	78=	Jon Williams	3025	133=	Chris Littlejohn	2780
23=	Bob Eburne	3220	78=	Russell Gough	3015	133=	Martin Mayers	2780
23=	Christain Koppmeyer	3220	80=	Vincent Kamer	3015	135=	Tim Macaire	2775
25	Tom Slizewski	3215	80=	Keith Bristow	3010	135=	Graham Worsfold	2775
26=	Klaus Malmstrom	3210	80=	Raurigh Dale	3010	137=	Lee Bray	2770
26=	Nils-Gunner Nilsson	3210	83	Colin Graham	3010	137=	Richard Kirby	2770
26=	Yves Tielemans	3210	84=	Andrew Saunders	3005	139	Andrew Hershey	2760
29=	Francois Boudrenghien	3205	84=	Nick Brown	3000	140	Peter Neale	2750
29=	Pete Phillips	3205	84=	Ian Daglish	3000	141	Burnham Fox	2740
31	Aaron Sibley	3195	84=	Martin Hubley	3000	142=	Rupert Featherby	2735
32=	Jean Devaux	3190	84=	Ian Kenney	3000	142=	Brian Hooper	2735
32=	Trevor Edwards	3190	84=	Phil Nobo	3000	142=	David Ramsey	2735
34	Armin Deppe	3185	90	Duncan Spencer	3000	145	Gareth Evans	2730
35	Bill Durrant	3180	91=	Eric Baker	2985	146	Paul Legg	2725
36	Jonathan Pickles	3175	91=	David Farr	2980	147	Steve Cocks	2720
37=	Grant Pettit	3170	93	Malcolm Rutledge	2980	148	Malcolm Hatfield	2695
37=	Paul Saunders	3170	94	Ben Jones	2975	149=	Tim Collier	2690
37=	Bruno Tielemans	3170	95	Michael Maus	2955	149=	Simon Hoare	2690
40	Steve Linton	3165	96=	Wayne Baumber	2950	151	Jeff Howarden	2685
41	Mel Falk	3160	96=	Laurent Forest	2945	152	Christain Speis	2680
42	Ray Woloszyn	3155	96=	Alex Ganna	2945	153	Ulrich Schwela	2670
43	Jeremy Copley	3150	99	Pedro Ramis	2945	154	Mike Stanbridge	2660
44=	Nick Edelsten	3145	100=	Derek Briscoe	2935	155	Pedro Barradas	2655
44=	Paul Sanderson	3145	100=	Steve Crowley	2930	156	John Kennedy	2645
46	Frenk Van Der Mey	3135	100=	Andrea Marchino	2930	157	Paul Kettlewell	2625
47	Chris Courtier	3130	100=	Andy Price	2930	158	Martin Bryan	2620
48=	Lee Brimmicombe-Wood	3120	104	Neil Stevens	2930	159=	Neil Brunger	2615
48=	Paul Ryde-Weller	3120	105=	John Sharp	2925	159=	Arthur Garlick	2615
50	Mark Walley	3115	105=	Steve Allen	2920	161	Bryan Brinkman	2610
51	Luc Schonkerren	3110	107	Steve Grainger	2920	162=	Paul Case	2605
52=	Paul Haesler	3105	108=	Edo Giaroni	2915	162=	David Tye	2605
52=	Simon Morris	3105	108=	Joel Berridge	2910	164=	Adrian Catchpole	2585
54=	Nigel Brown	3095	108=	Brian Martuzas	2910	164=	John Fletcher	2585
54=	Mikael Siemsen	3095	111	Andy Smith	2910	166	Michael Rhodes	2555
				Shaun Carter	2905	167	Roger Cook	2380





REFERENCE NOTES FOR SW

Geir Aalberg

ALLIED MINORS SW NOTES

Represented generically, the support weapons used by the various allied nations were often radically different, although usually of similar capability. Few nations were equipped with all types of weapons. An expanded SW Allocation Chart will follow in the last instalment of this series. Alternatively use *Doomed Battalions*, or *The Armed Forces of World War II* [Andrew Mollo (The Military Press, London, 1981. ISBN 0-517-54478-4)] as a guide.

The counter illustrations are presumably as follows:
LMG: Madsen (Danish, Norwegian, Dutch, Yugoslav)



MMG: Hotchkiss M1914 (Norwegian)



HMG: Schwartzlose M08/12 (Dutch)

When not explicitly stated otherwise, use unmodified Allied Minors SW for the various nations.

H. POLISH SW NOTES

Being equipped with reasonably modern weapons, the Polish army was in good supply on all fields except strategy.

1. wz 28 BAR: Like Belgium, Poland set up domestic production of the BAR, but in their standard 7.92mm caliber. Apparently known as the wz 28 (model 1928) they regarded it highly, and mounted it on complex heavy tripods and in AA mounts. After the invasion of Poland, these fell into Russian and German hands. Standard issue was 30 per battalion.

† No LMG counters are issued to Polish units.

2. Chauchat LMG: Without a doubt the worst machine gun ever made, the dreaded Chauchat was designed by a committee during WWI and produced by several companies, many with no previous experience in making firearms. While the general principle was adequate, the handling was awkward and unreliable, manufacturing slipshod and quality control non-existent. Manufacturers generally viewed it as a profit opportunity, and used unsuitable materials that wore out or broke in action. In general, it jammed after firing one or two short bursts, and had to be completely disassembled before operating again. Most soldiers just threw it away, while cursing those responsible for it.

Certainly French politicians had their share of the blame, at the very least for persuading the US Army to purchase over 30,000 Chauchats - over half with the more powerful 7.62mm round, causing the gun to break even more rapidly. During and after the war large numbers were dumped on other unsuspecting nations, among them Poland, Belgium, Greece, Yugoslavia and Rumania. This debacle resulted in parliamentary investigations, but the number of industrialists and government officials involved caused it to fizzle out. According to Charles Markuss in his article 'The Doomed Battalions' [ASL Annual '92], it was used by some Polish second line units (among others); while *The Illustrated Encyclopedia of Firearms* [Ian V Hogg (Quarto/Chartwell, London, 1978. ISBN 0-906286-41-7)] claims its last recorded use was during the Spanish Civil War.

† Units equipped with the Chauchat receive no LMG counters; instead their ELR are lowered by one.



3. Bergmann M15nA MMG: Probably designed by Hugo Schmeisser, the first Bergmann MG was patented in 1900 and set into limited production as the Model 1902. An improved version of this water-cooled MMG was subsequently rejected by the German Army; known as the Model 1910 it was among the first weapons of its kind to feature a quick-change barrel.

In 1915, a shortage of MGs made the German Army reconsider, and a modified air-cooled version known as the MG15nA (for neuer Art - new pattern) was accepted. It featured a pistol grip and a light tripod, and fired a 200-round belt from a drum on the right side of the weapon. This was issued to the German and Austrian armies on the Italian front, who found them popular and reliable. After WWI it found its way into the Polish Army, where it lingered on with some second line units right into 1939 [ASL Annual '92, 'The Doomed Battalions' Charles Markuss].

† Use Axis Minors MMG for the M15nA.



4. Browning M30 HMG: As their main HMG the Polish army relied on the American water-cooled Browning M1917 (see US HMG). While designated M30, this indicates the year of acceptance and does not constitute any major redesign. As the Allied Minors and US HMG counters have identical factors, no substitution is necessary. Standard issue was 36 HMGs per regiment.



5. .50 Cal HMG: According to David Meyler in his article 'Broken Swords' [The General Vol 25 No 6], .50in HMGs were used by the Polish, Greek and Yugoslav armies. None of my sources can verify that, and how the Greek Army could afford .50 cal's while relying on junk like the Saint-Etienne is beyond me. I am also at loss in identifying the counter illustration, although it looks quite familiar to the French Mitrailieuse modèle 1931 (see French LMG). But as this used an underpowered 7.5mm cartridge, the strength factors of the counter bear no relationship with it. Another possibility could be the Darne anti-tank HMG, as at least the Yugoslavs are reported to have used Darne MGs.

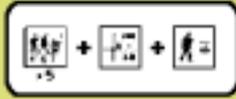


6. Karabin wz.35 ATR: Depicted on the Allied Minors ATR counter is the Polish Karabin wz.35 (commonly known after its designer Jaroslav Maroszczek), which pioneered the use of a standard rifle caliber backed by an oversized cartridge. The increased muzzle velocity gave a penetration comparable to larger calibers, while the weapon could be much smaller. Between one and two thousand was produced in strictest secrecy and issue severely restricted; as a result in 1939 virtually no units were equipped with them, nor trained in its use [World War II Small Arms, John Weeks (Orbis/Black Cat, London, 1979. ISBN 0-74810-0111-X)]. Later in the war they were handed over to the Italians [The Encyclopedia of Infantry Weapons of World War II, Ian V Hogg (The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X)]. See also Italian ATR and Ordnance Notes.

† Use Allied Minors non-20mm ATR for the wz.35. Polish use requires a crew to operate it as per A21.13.



7. 46mm wz 30 and 36 MTR: Polish standard light mortars, of which 3850 were in service by 1939. Apart from their excellent range (700 and 800 meters respectively), not much is known [ASL Annual '92, 'The Doomed Battalions' Charles Markuss]. Standard issue was issued 3 per company (9 per batt).



I. DANISH SW NOTES

While overrun before any proper defence could be organised, Danish equipment were of generally good quality, though often in short supply. Neither any ATR nor light mortar was issued; indeed the smallest AT weapon was the 37mm Bofors ATG.



1. Madsen M24 LMG: The Allied Minors LMG counter probably depicts a version of the Madsen LMG, used mainly by the Danish, Norwegian and Dutch armies. Produced from 1902 to 1950, it was one of the first LMGs made, and gained international interest when adopted by the Russian Army and used in the Russo-Japanese War. A total of 34 nations are on record as customers of the Madsen, although not in main issue.

The Madsen introduced the use of an overhead box magazine, having a capacity of 20 or 30 rounds. The design was most complex, expensive and difficult to produce, as it utilised a unique principle known as the Peabody-Martini hinged block action (also used by the British Martini-Henry rifle of Zulu war fame). One authority, Major F W Hobart, remarked that the most astonishing fact was not that it worked well, but that it worked at all! Its high standards of manufacture made it very reliable under most conditions however, and it was exported far and wide in all military calibers. The only unsuccessful version was the one made for the British Army, as the rimmed .303-in cartridge proved troublesome and caused jamming. These guns were withdrawn from service but reissued to the Home Guard during the Battle of Britain.

As the Danish M1889/10 Krag-Jørgensen had a different caliber from the Norwegian, their LMG was a variant known as the 8mm Madsen Rekylgevær M/24. Standard issue was 256 per regiment.



2. Madsen M29 MMG: A much better air-cooled MG used by the Allied Minors was the 8mm Madsen M29. This was developed from the Madsen Gun designed in the 1880s, and was produced in a wide variety, eventually giving birth to the Madsen LMG in 1902. MMG version were delivered with various types of heavy tripod and a 30-round box magazine, but air-cooling and no belt feed limited its usefulness in the sustained-fire role. Its excellent manufacture and use of only the best materials make it deserve a B12 rating, but 4PP may be a trifle heavy. On the other hand, of the 56 HMGs allocated to each regiment, 24 were horse drawn!

J. NORWEGIAN SW NOTES

Short on aircraft, artillery, vehicles, hand grenades and helmets - and totally lacking AFVs, anti-tank weapons and light mortars - the Norwegian Army benefited from a generous supply of machine guns. As early as 1905, when the Union with Sweden was dissolved, 130 Hotchkiss MMGs were procured in anticipation of war. Although the occasion never arose for any use against their nearest neighbour, they were put to good use 35 years later.

While the equipment was generally adequate (when available), the training was not. The French, Polish and Finnish armies had a conscription period of 2, 1.5 and 1 years respectively. The Norwegian soldiers served a total of 72 days - the lowest in Europe! The German army estimated a training period of two years for a proficient machine gunner. While many Norwegian civilians knew how to handle a rifle, few were given the opportunity to master the more complicated support weapons.

Although outside the scope of this article, the Norwegian Army was often critically short of hand grenades. This could be simulated by multiplying the basic FP by 1.5 for Point Blank Fire and by 2 for Triple Point Blank Fire.



1. Madsen M/22 LMG: The Norwegian version was designated 6.5mm Madsen maskingevær M/22, and used the same caliber as their M/94 Krag-Jørgensen rifles. Manufactured at Kongsberg Våpenfabrikk, it was of excellent standards and supposedly reliable. Nevertheless it was a complex weapon and demanded a skilled crew, an uncommon occurrence in the Norwegian Army. Originally organized in organic

MG teams, these were disbanded in 10/39 and one LMG allotted to each rifle squad. A total of 3500 were on hand in 1940.



2. Hotchkiss M/1914 MMG: Instantly recognisable by the five large doughnut rings and the return gas tube attachment on the air-cooled barrel, the Allied Minors MMG counter represents the French 8mm Hotchkiss mitraljuse M/1914. Norway had purchased several Hotchkiss models since 1905 (when war with Sweden was expected), but after the Colt M/29 was chosen as the standard HMG, all Hotchkiss models were relegated to the Landvern reserve (each infantry regiment having two line and one landvern battalions). In 1940, these were to be replaced with Colts in all units except those of the 6th divisional district (northern Norway); to what extent this was implemented is uncertain. In 1940, 500 Hotchkiss MMGs were in stock.



3. Colt M/29 HMG: The standard HMG in the Norwegian army was the water-cooled Colt-Browning M1917 (see US HMG). As with the Polish Army, the designation M/29 indicates the year of acceptance and does not imply any redesign. As the factors for the US and Allied Minor HMGs are identical, modifications may seem unnecessary. This is however complicated by two factors - unfavorable environment and lack of training.

The Colt M/29 was after the war described by Norwegian veterans as 'a heavy pig... works properly in summertime, as long as supplied with water. But the problem with water is that it's not universally available, and has the habit of freezing to ice in the winter.' Reputedly, it was not uncommon for the pipe to freeze during cold weather. Also, while the Colt was not a particularly complicated weapon, few soldiers received the necessary training to handle it properly. In 1939, 685 Colts were to be converted to 'heavy' ammunition for anti-aircraft use. Apparently this used a higher-powered cartridge but the same caliber; later this often led to malfunctions when mistakenly used in unmodified weapons. In 1940 a total of 1800 were on hand; standard issue was 9 per battalion.

† Use Allied Minors HMG for the M/29 [EXC: B11 when used by Norwegian non-Elite units].

K. DUTCH SW NOTES

The Dutch Army had reduced their mid-war spending to an absolute minimum, hoping their neutrality would be respected as in WWI. Consequently when WWII broke out they still relied on WWI relics like the Lewis Gun and the Schwarzlose, although the Madsen was intended to replace the Lewis as the main LMG.



1. Madsen LMG: The Dutch Army was one of the largest users of the Madsen, using no less than seven different models, all in 6.5mm calibre (see Danish LMG). Standard issue was 24 LMGs per battalion.



2. Lewis M20 LMG: The counter can also represent the Lewis Gun, which was adopted in 1920 using the standard 6.5mm calibre. Some sources claim it was more prevalent than during WWII than the Madsen, but historians have encountered fewer surviving examples. As they would both be represented by the same counter the debate is academic (see British LMG).



3. Johnson LMG: This American gun was briefly used by the Dutch East Indies forces. Initially rejected by the US Army as it offered no improvement over the existing BAR, and could not be adapted to belt feed (which was required of any new LMG), it was aimed at the export market. The Dutch placed an order for it in 1941 (together with 50,000 Johnson automatic rifles) for its East Indies army, but the loss of the Indies to the Japanese caused the order to be cancelled halfway through deliveries. The remaining rifles and most MGs were taken over by the US Marines, having a shortage of their complement of Garands. As the US and Allied Minors LMG counters have identical factors, no modifications are necessary. (See US LMG)



4. MG M 08/12 HMG: The picture on the HMG counter is nearly identical to that of the Axis Minors MMG, indicating that it portrays the Schwarzlose MG Modell 08/12. This was the variant used by the Dutch Army (not 'M08/15' as stated by David Meyler in his article 'Broken Swords' [*The General Vol 25 No 6*] and *The Armed Forces of World War II* [Andrew Mollo (The Military Press, London, 1981. ISBN 0-517-54478-4)], which is a LMG version of the sMG 08, see German LMG). Robust, well made, and with a reliable feeding mechanism, it is represented on the counter with a B12 (in contrast to the Axis Minors MMG's B11). Standard issue was 12 HMGs per battalion.



5. S.18-1100 ATR: A fully-automatic version of the Swiss 20mm Solothurn S.18-1000. In many ways a retrograde step, as the recoil precluded the gunner from hitting anything after the first shot anyway. Although the ROF was higher, the wasted shots emptied the 10-round magazine fast enough to negate any supposed advantage. Apparently few were issued. (See German SW and Italian ordnance notes)

L. BELGIAN SW NOTES

Heavily inspired by French WWI tactics, the Belgian Army shared their obsession with static defence; as a purely offensive weapon, no tank units were fielded. Nevertheless it was a relatively modern army, and for a country of eight million, its mobilisation strength of 550,000 men was surprisingly large.

1. FN modèle 30 BAR: Although not represented by a counter, the Belgian army relied on the FN modèle 30 as its squad support weapon. This was a 7.65mm variant of the BAR (see US notes), produced under licence at the Fabrique National d'Armes de Guerre at Liège. While the original BAR had both a fast (500 rpm) and a slow (300 rpm) rate of fire, many of the Belgian versions featured only the slower setting.

It was exported in several calibres to Sweden (who also produced it at the Carl Gustav factory in Eskilstuna {3}) and various Baltic and South American states, including Honduras. Many also ended up with the Chinese Army. Standard issue was 108 per regiment; two was issued to each squad of the Chasseur d'Ardennais.

† No LMG counters are issued to Belgian units; all Belgian Elite MMC has Assault Fire (A7.36) capability.



2. Lewis Gun: The Belgian army also had some Lewis stocks on hand, as this was initially produced in Belgium before the outbreak of WWI caused its relocation to England. Apparently these were not used during WWII, its place taken by the FN Mle 30.

3. Gladiator LMG: After WWI the Belgian Army adopted a LMG produced by the Gladiator Arms Company, in reality a Chauchat by any other name (see Polish notes).

† Units equipped with the Chauchat receive no LMG counters; instead their ELR is lowered by one.



4. Maxim 08 HMG: For the heavy MG role, the Belgian Army adopted the Maxim 08. Closely related to the British Vickers, German sMG 08 and Russian PM 1910, it should share most of their traits. As I find it difficult to believe that Belgian MG operators had the same level of training (and budget) as the British MG Battalions, I would suggest giving this pre-WWI gun a B11. Standard issue was 52 per regiment.

† Use Axis Minors HMG for the Maxim 08.



5. 50mm Lance-grenades DBT MTR: Belgian platoon mortar; a complex weapon with a underpowered bomb [*ASL Annual '92*, 'The Doomed Battalions' Charles Markuss]. Used by German Occupation Forces as the 5cm leGrW 201(b). Standard issue of 108 per regiment.

M. YUGOSLAV SW NOTES

Having a mix of WWI-era weapons and locally produced modern items, the Yugoslav army did not see much organised fighting before being invaded by the Germans. Still, much of the equipment would probably have found their way into the hands of the partisans, where they may have lasted until the end of the war. Exact organisational data are not known, but standard pre-war issue is said to be 168 MG per regiment. Data on light mortars and ATRs are presently not available.



1. ZB 30J LMG: As their main infantry weapon Yugoslavia had began producing the Mauser M1924 rifle, licensed from the Ceskoslovenska Zbrojovka company. When the Army was to be equipped with LMGs, the Czech ZB vz.30 seemed a natural choice, as it was reliable, easy to manufacture and cheaper than the Madsen. This was modified to the 7.92mm calibre and produced locally. The 30J can be distinguished from the original model by a knurled ring on the barrel ahead of the receiver.

† Use Axis Minors LMG for the ZB vz.26.

2. Madsen LMG: Several variants of the ever-popular Madsen were acquired in some numbers by the Yugoslavs. Too expensive to equip throughout, further orders went instead to the Czechs [*ASL Annual '92*, 'The Doomed Battalions', Charles Markuss].



3. Darne M1922 LMG: Famous for its original shotgun of 1895, which since has been one of Europe's premier sporting guns, the Darne factory began producing Lewis Guns during WWI. In 1917 a MG of their own design appeared, which after the war was developed into several versions, among them an aircraft observer's gun and an anti-tank HMG. Of these, only the aircraft weapons were less than a failure. In comparison to their sporting guns, the Darne MGs were of extremely poor materials and workmanship. Apparently the Yugoslav Army used Darne LMGs in some quantities, to supplement the Madsen and ZB vz.26 [*ASL Annual '92*, 'The Doomed Battalions', Charles Markuss].

† Use Italian LMG counters for the Darne M1922.

4. Chauchat LMG: The Yugoslav Army was probably the most likely user of the dreaded Chauchat, which they bought from the French after WWI in some quantities (see Polish notes).

† Units equipped with the Chauchat receive no LMG counters; instead their ELR is lowered by one.

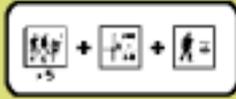


5. Saint-Etienne mle 1907 MMG: Designed by French military authorities as an in-house alternative to the commercial Hotchkiss, which was protected by a long list of patents that were nearly impossible to circumvent. The designers came up with a system akin to the Hotchkiss reversed - gas was tapped from the breach (instead of the barrel) and led forwards under the barrel, where a piston compressed a spring. The release of the spring powered the rest of the operation, but in use the spring overheated and went soft or simply broke. This necessitated leaving the spring exposed, permitting dirt and dust to enter the workings, causing jams and breakages. The vulnerable 24- or 30-round ammunition strips did not improve reliability.

Were it not for Army chauvinism and a pressing demand for all MGs that could be made, the Saint-Etienne would never been accepted. The French used it in the first years of WWI, but it was eventually replaced by the far more reliable Hotchkiss and relegated to colonial police and levy units. After WWI it was apparently aquired by the Yugoslav army in 8mm calibre.

Representing this weapon with a B12 counter is ridiculous, and giving it a B11 is an insult to the likes of the DP 1928 and ZB vz.26. Give it a B10 and support your local partisans.

† Use Axis Minors MMG counters for the Saint-Etienne [EXC: B10].



6. Maxim Model 8M MMG: This was a 7.92mm conversion of a Serbian 7mm and Bulgarian 8x50mm Maxim water-cooled machine gun.
 † Use Russian MMG counters for the Maxim Model 8M.



7. Schwarzlose 07/12 HMG: In the heavy rôle the Yugoslavians used the Austrian 8mm Schwarzlose (see Hungarian HMG note). The counter illustration represents this model or the Dutch rimmed 7.92mm variant.



8. .50 Cal HMG: Not verified as used by the Yugoslav Army. See Polish note.



TOP: A British Bren MG mounted on a tripod mount for use in a sustained fire role. Courtesy of Gary Crocker, photo by Michael Dorosh.

BOTTOM: Tripod. Courtesy of Jim Proudfoot, picture by Michael Dorosh.

Both photos are from Michael's webpage on Bren guns at <http://hammer.prohosting.com/~madorosh/bren.htm>.

N. GREEK SW NOTES

Data on the Greek Army is very hard to come by, and apart from the LMG more info is needed before giving an authoritative answer.



1. Hotchkiss mle 1909 LMG: Generally relying on WWI equipment, the Greek Army used one of the very first 'light' MGs made. Also known as the Portative model, it was originally designed for cavalry units whom it was believed could use some form of automatic fire weapons.

As these found it too unwieldy and the infantry found it too heavy, it was exported to less suspecting armies, among them the US cavalry units who knew it as the Benét-Mercié Machine Rifle. The British used it in their usual .303-in caliber, often with bipods. Other variants were used in aircraft and AFVs, notably the Renault FT17 and British 'Female' tanks; some vehicular guns were still in British service in 1939.

Its most striking feature was the use of a small tripod under the beginning of the barrel. Employing the same principle as the larger Hotchkiss MGs, it used an inverted 30-round strip feed which functioned poorly in the muddy trenches of WWI. Not very successful even by WWI standards, it could nevertheless have made its mark in history if proper tactics had been developed for it. When LMG tactics appeared the Mle 1909 was obsolete, and those that lingered on were generally regarded with scorn. Standard issue was 36 per regiment (6 per company).

† Use Italian LMG for the Hotchkiss Mle 1909.



2. Saint-Etienne mle 1907 MMG: This French MG may have been used by the Greek Army (see Yugoslav note). Standard issue was belived to be eight MMGs per regiment.



3. .50 Cal HMG: Not verified as used by the Greek Army. See Polish note

To be continued.....

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Originallu published in the ASL Digest on-line newsletter.

STABILISED FIRE

A new British SW for ASL

Michael A. Dorosh

One of the advantages afforded the German player in *ASL* is the excellent LMG/MMG/HMG counters representing the MG34 and MG42. These weapons were the world's first true general purpose machine guns (GPMG). One advantage in particular that they have is mobility; even when dismantled, the gun itself can still be fired as a normal LMG.

The British player is at a disadvantage when it comes to machineguns, as was, of course, his real life counterpart. In British infantry formations, medium and heavy machineguns were relegated to specialist battalions, parcelled out to provide heavy mortar and machinegun platoons as needed. This was effective enough on the defence, and in set piece attacks where the machineguns could be used to add interdiction fire to heavy barrages (the "pepperpot" tactics employed for VERITABLE in February 1945 were augmented considerably by fire from Vickers Guns, which are the weapons that the *ASL* MMG and HMG represent). The average Tommy or Canuck, however, did not spend the majority of his time in defensive positions or in set piece advances. Often he was employed for limited objectives, in battles fought at the battalion or brigade level.

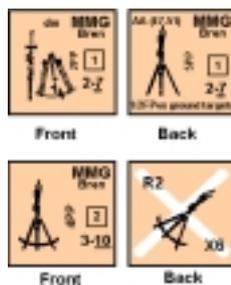
In *ASL*, the British player on the advance has to make do with his LMG, and if he tries to bring an MMG or HMG into the advance with him, he either has to dismantle it, denying himself of its firepower, or expend the extra movement factors to bring it forward.

One tactical use of the Bren Gun (the weapon portrayed in *ASL* by the British LMG) was as tripod mounted gun. Though probably not deserving of the title "Medium Machine Gun", for game purposes we will apply that designation. At the beginning of the war, every Bren was equipped with a tripod. As the war progressed, these mounts became less and less common, eventually being issued one per platoon (ie for every three guns), and were usually stored on the 15-cwt truck that every platoon kept their large packs, greatcoats, sleeping gear, and other platoon equipment on. During periods of rapid advance, they were too heavy to be carried forward, and served no real purpose. However, on static fronts such as I Canadian Corps faced on the Arielli River in Italy in early 1944, or in the Nijmegen Salient between November 1944 and February 1945, the

tripod mount could again be used to great effect.

With the tripod, the gun could be set to fire on definite arcs (especially handy at night). The tripod could also be configured to set the Bren up as an anti-aircraft weapon. The disadvantage that the tripod mounted Bren had was that it still fired from a 30 round magazine (75 round drums did exist but were apparently not widely used), and the range of the gun still did not match that of the Vickers.

However, once the tripod was dismantled, you still had a usable LMG with a bipod. The tripod could be folded and manpacked by one man, and the gun could be used as an LMG.



X1.0 The British Bren MMG is a counter available to British players for use in DYO scenarios or by SSR. When using the British SW chart on page H71, for every multiple of three LMG received in a scenario OB (disregarding fractions), one may be exchanged for a Bren MMG counter. Use of the Bren MMG in published scenarios is NA.

X1.1 As illustrated on the counter, the Bren MMG has a firepower of 3 and a range of 10. All rules for MMGs such as stacking limits, possession, SMC usage, Field of Fire, etc., apply as normal.¹

X1.2 When dm, the counter can be fired as an LMG, in the same manner as German SW (see A9.8. EXC: the reverse of the Bren MMG counter shows the weapon in a malfunctioned state. A separate malfunction counter should be used when in AA configuration (X1.3) however).²

X1.3 Alternately, the Bren MMG may be configured for anti-aircraft fire. When set up in this manner, the Bren MMG is considered AA capable as per E7.51. When in this configuration and employed against ground targets, Normal FP is halved.³ When in a "normal" or ground role, the Bren MMG is

not considered AA capable.

X1.4 Changing between any of the three states (dismantled, ground mode, or anti-aircraft mode) is done in the manner described in A9.8.⁴

X1.5 If at any time a player in possession of a British Bren MMG wishes to dispense with the tripod, he may do so as if dismantling the gun. The MMG counter (regardless of configuration, ie dm, ground or AA mode) is replaced with an LMG counter. The gun may not be returned to MMG status for the duration of the scenario.⁵

X1.6 A Bren MMG may never be Scrounged, unless a SSR or specific Vehicle Note at some future time allows for it.

1 The firepower of 3 simulates the stability of the mount, but also takes into account the magazine fed aspect of this weapon; the low firepower and range also represent the lack of optical sights. Users of the Incremental Infantry Fire Table will feel much more of a difference when using this weapon than those who do not.

2 The PP represents the weight of the tripod, but since ammunition, spare barrels, and associated tools would still be carried by the men of the section ("squad" in *ASL* terms) as per normal, there is no penalty for extra boxes, barrels, etc. as is the case with German MMG and HMG counters.

3 When set up for AA work, the Bren Gun was located well above the level it rested on when the tripod was employed as a ground mount. If set up on ground suitable for AA work, the gun would have been badly positioned for firing against ground targets, and vice versa. As well, the tripod in this configuration would be very awkward to carry, hence the higher PP rating.

4 The components for the AA mount were kept inside the metal tubing of the ground mount, so conversion from one configuration to another, or to dismantled state, was easily accomplished. Certainly, it was no more difficult than dismantling a German *lafette* mount.

5 If players really want to go the trouble of keeping track of dropped tripods, a separate record could be kept, and the tripod could be possessed once again by a Personnel counter as per A4.44.



Trev Edwards

I can still remember the day back in 1989 when, on rare visit to London, I bought the first *ASL Annual*. I remember being sat on the tube and ripping the shrink-wrap off it and just becoming oblivious to my surroundings (and missing my stop as it happens). Amazing. Never before had I seen so much new and varied *ASL* material in one place. Twelve scenarios (as much as a module!) and loads of excellent articles. Allowing for its useless (to me by then) *SL* content and the first publishing of the pernicious and damnable IIFT, it was still a pretty important acquisition. It is worth remembering that back in those days we had only 58 scenarios from the modules and no more than a couple of dozen from *The General* to work with. The third parties may have been there but the vast majority of us in that pre-internet world were oblivious. I think you could say that, for the *ASL* player of the time this was a big issue in all respects.

Nowadays the world of *ASL* looks very different. My most recent (and out of date) *Chronology of War* lists 2177 scenarios and you could fill several CD-ROMs with the articles written to date. I only approach the review of the most recent *ASL Journal* from this angle to set a perspective that can allow me to put the new product in its correct space in the *ASL* landscape. Although the golden age of the third party *ASL* publishers may have passed, partly due to apathy (I'm thinking Kinetic Energy here) and partly due to Hasbro/MMP lowering the boom (goodbye Bounding Fire), many *ASL* players will be looking with interest at the value for money that this *ASL Journal* offers. They need not worry since it represents very good value for money indeed and could even rate as one of the best "vfm" official products ever. This even if you already had the original versions of some of the scenarios and articles.

What you get is the magazine itself, some 70 pages which is only burdened by

three pages of ads (can't really complain about that). This has 24 scenarios and 14 articles are listed on the contents page. But the package comes shrink-wrapped because of the big bundle of other stuff that comes with it. Maps, counters, rulebook insertions and stick-on errata.

You get a nice looking (as you would expect from the artist Don Petros) large-hex



HASL map the size of the ones from *PB* and *ABtF* to accompany the first five scenarios in the magazine. *Kakazu Ridge* (*KR*) was a minor objective that the US Army thought it would take with ease as they moved across Okinawa in April '45. They weren't expecting the Japanese to have created an extensive defensive complex in the caves and crags of the ridge. One of the articles is a nice historical overview of the situation, without getting into too much detail. The scenarios depict the savage fight they had on their hands. To date I have not yet tried one because I would need to refresh my rules knowledge where the cave complexes are concerned. When the time comes for me to do so I can expect some help from the one-turn study of a cave complex assault on the *KR* map.

This approach probably makes for easier learning than a lot of rules reading. As part of the package you get two pages for your rulebook, one deals with the special rules for the *KR* terrain (and footnotes) along with *ABtF* and *BR:T* errata and Q&A and the other is the *KR* map backed up against national characteristic summary tables for Para drops.

The new *ASL Journal* also has a counter sheet and a half. Some of these are required by errata (there is a set of black SS HS for those who have *ABtF*). Others are for use in the specific scenario situations here (e.g. special cave types for *KR*). There are a load of Japanese that will help you to play *KR* (and it must be noted they are really needed for *BR:T* as well). Nice to see an Axis minor sniper too. I'm left scratching my head over the inclusion of another four PzIVHs on the counter sheet though. I can see why MMP may think they needed because ten appear in one of the scenarios in this new issue - the excellent 'Smashing The Third' - but realistically most of us will have plenty (a quick count of my PzIVH counters yields a total figure of over 20 by now!). Failing that, using a PzIVJ as a substitute is not going to cause too much confusion. What confounds me the most is that the re-vamp of the *PB* scenario 'It's About Time' has seven British Sherman DD tanks and there are only 6 in the counter mix so far. Only those 6 of us with a second set of counters ("The sad" as we are called) will have enough. So, rather than four more PzIVH I'd have preferred one more DD Shermie. Seems that the old wargame adage that "German tanks sell war games" remains true.

Whilst I'm considering the other stuff that comes with the *ASL Journal*, I may as well finish up. You get another add-on to chapter K (day 8) covering more basic aspects of the game from the new-guy's point of view and also something new: For the first time MMP have provided us with stick-on errata. At first I was ambivalent about this. "Was it really necessary?" I thought. I decided to apply the stick on patches to my rulebook and found that I began to under-

stand. Much cheaper, easier (and no doubt quicker) to release the errata for *BR:T* and *ABtF* in this way than by preparing new pages. And it wasn't too hard to apply (although the "MMP take no responsibility..." statement made me nervous). Allowing for the fact that the stick on patches stand out a mile, especially on the *ABtF* chapter divider, this was a success. Successful also was the DC counter you were directed to stick on over the errant ? counters on a couple of the scenarios in *ASL Journal 1*. Makes the scenario card look right at least. Shame they didn't follow through and give us stick on BAZ counters for those scenarios where the wrong model was in the OB. Some things that didn't work as well as they might (e.g. the stick on SSR5 revision for 'Urban Guerrillas' and those articles where clarification were needed), since there was no where near enough room around the original text. Still the stick-on errata were broadly successful.

There are several articles on various subjects and, as you'd expect they vary from designers notes to how to do things from a rules point-of-view through to those written to improve your play. I've briefly mentioned the designer's notes so on to accompany *KR*. I was most eager to read the Tim Van Sant and Brian Youse designer's and developers (respectively) notes articles about *PB*. I like *PB* a lot, so I found these quite interesting from a "Why did they do it that way?" point of view. Tim's article uses the movie ("The Longest Day") as a contrast to what really happened at the bridge and Brian answers some frequently asked questions. Another article by Curt Schilling explains the reasons behind the re-working of the *PB* scenario 'It's About Time' that is published here as a "Historical variant" (i.e. the correct scenario). To cut a long story short, one of Britain's most knowledgeable (as far as TO&E of British units is concerned) *ASL* players/scenarios designers managed to catch Curt's attention shortly after *PB* was released and call into question the types of tanks that appeared in the original version of this scenario. At first Curt and MMP were scornful since they had actually talked directly to Major Howard of the Ox & Bucks and he remembered Churchills. But Shaun Carter was able to access the relevant regimental war diaries (helps that he is a wiz at libraries and such) and to show that AVREs and DD Shermans were the AFVs present. Curt basically explains how and why (and how easy it is) to make mistakes. Way to go Shaun.

A two page article summarises paradrops (and is why the chapter divider type page for the rule book was present I assume) and makes you wonder why you don't play them more often. The veteran of *ASL* journalism Jim Stahler discusses the re-design of (and offers an analysis of) the old *COI* scenario 'The Capture of Balta' that is included in this Journal. There is an article on *SASL* that I haven't read (don't play *SASL*) and there is a really excellent contribution by Tom Repetti which works through a ludicrously complicated rout phase. This offers an example of most of the things that can happen and I learned a trick or two and also realised I was doing the odd thing wrong all this time. When you start in an enemy occupied hex, you can rout anywhere you like! Was news to me!



Some of you will be disappointed, as was I originally, to find that a fair amount of the content of Bounding Fire Production's *Hell on Wheels* pack appears in this *ASL Journal*. This was a nicely done magazine originally produced in fair quality colour using *VASL* graphics. This covered the exploits of the US Army's 2nd Armored (sic) Division in various theatres of WWII and contained some excellent scenarios. Some gems of scenarios appear with a little (or sometimes almost no) refining by MMP in this *ASL Journal*. Of note are 'Merzenhausen Zoo' which has British Crocodiles joining the 2nd to assault the board 10 village defended by a mixed bag of interesting Jerry AFV and 'The Guns of Naro' which is a tense, dicey and entertaining US Armour Vs

Italian guns affair on half of board 9. This latter was so good it was the first scenario of all to be chosen by Steve Thomas and myself for *BERSERK! 2000*. There is an article accompanying this scenario discussing how and why it was changed from the original version and also looks at what options the Italians have on set-up. Also from that *HoW* pack are two articles about the use of armour, especially Shermans Vs big-cat Germans, both of which are pretty good, even if some ground like this has been covered elsewhere. Another *HoW* scenario 'Inhumaine' made it into the pack and this pits the massed fire power of US 6-6-7's (backed up by more Brit Crocodiles) against fanatic 8ML Germans in the fortified Chateaux on board 6. I won this as the US but it was hard to do... As far as I know, the Bounding Fire boys handed their stuff over to MMP just after the latter announced their clampdown last year because MMP said they'd publish some of it. After some thought I'm more than prepared to put aside my annoyance at having some of this material already because the best of that pack deserved to reach a wider audience. It's a shame we may never see MMP release the *Deluxe ASL* board that came in the *HoW* pack, nor the really excellent and long needed *Deluxe* rubble overlays that were there too.

The BF boys were just about to release their second pack based on actions of the Herman Goering Division, but they handed these over to MMP too and a lot of them appear here. Of these, 'Smashing The 3rd' will probably become the classic scenario from this issue. Ten PzIVHs attack a village with loads of infantry support. Five T-34's (soon to be reinforced by another five) lie in wait with a mixed bag of thinly spread infantry. Although I have misgivings about the types of T-34's appearing in this relatively late war Russian OB (five of the tanks were the model released two years earlier than the scenario was set!) and I suspect that the weaker models were a balance adjustment, I can attest to the high-fun level of this one.

'The Slaughterhouse' is a classic late war Russian assault on some German factories. I have won comfortably as the Russkies in this one and originally thought it favoured them heavily as they don't have far to go and have excellent armoured support. On reflection I reckon that better use of the German mines and a reverse-slope style defence of the factories could keep them at bay, even

for the seven turns the Russians have.

Another HG scenario is 'Panzer Graveyard' which is an interesting scenario set in the board 46 village where the German SMOKE from their AFVs must carry the day for them to win. At the time of writing, I am playing another HG scenario 'High Tide at Heiligenbeil' which is a one board (45) city fight with some not often seen OT Russian TD's in the close support role.

Another reprinted third party scenario, this time from the *Dispatches From The Bunker* newsletter is 'Kampfgruppe at Karachev', a close range battle as Russians supported by tanks fight their way down a forest road to exit having got past a bottleneck.

The main reason for buying the *ASL Journal/ASL Annual* (or even *The General* in the old days) for me are the scenarios and so far those described above I have played and enjoyed and in this respect alone the new *ASL Journal* is a success for me. There are plenty of others probably just as good which I am yet to play. The only one that I feel is questionable is 'Siam Simbal' scenario which an email correspondent tells me is way off the mark in respect of its historical accuracy. My knowledge of the Cambodian WWII theatre is limited (as in "They fought there?!!") so all I'd consider is whether it is balanced and/or fun.

So, does *ASL Journal 2* stand amongst the better value *ASL* products out there? You bet. Considering how dear *ASL* kit is these days, especially over here in the UK, I'd recommend it to anyone who is wondering what to buy next in order to close in on completion of a nearly full *ASL* set. Those of you who buy everything anyway would probably have it already. If you have a limited size *ASL* set, then beware: You need a lot of late-module boards in order to get the best out of this publication, although there are a couple you could play with just the basic boards and early modules (and the articles would have a lot of value to a newer player). Looking at recent Hasbro/MMP releases, *AbtF* was dear and (when you consider how redundant most of the counters you got were) a luxury item unless you want that particular battle. I thought *BR:T* better value but it was still expensive. *ASL Journal 2* costs just about half of either of those modules and there's a lot of things to do that would keep any *ASL* player busy for months, if you take into account the replay value of the better scenarios. Probably the best "Bang-per buck" you'll see until the next *Journal I* reckon...

ASL TRAINING

Chris Riches

When was the last time you used a Snap Shot, or Vehicular Smoke Grenades? Are there areas of the rulebook which you don't utilise because you don't have to? After all, no-one forces you to use Dash moves, but you might be missing out. The following system is intended to provoke the use of some systems which might otherwise be forgotten. It won't always be the right thing to do, but by being forced to use various techniques you will get to learn when to use then and when not to.

This is best used in solo play, but you can utilise it as you wish. Similarly, I tend to only apply it to one side in a scenario, but you can do so for both to even things up.

1. Choose a scenario which has vehicles and guns as well as infantry. If it is infantry only, then add a gun and AFV (it's only training, so it doesn't matter about balance).
2. Each turn, make a DR (as "tens" and "ones" and read the result from the table, using the Attacker or Defender column depending on whose Player Turn it is. This gives one or more rules references.
3. During the course of the relevant Player Turn, the listed rules case must be used. The penalty for failure to do so is that at the end of the turn the opposite side gets an automatic

Sniper "12 attack. This penalty is not applied if the rules case calls for an "attempt" (EX: Motion Attempt) and this was made, regardless of the outcome of the actual attempt.

If the scenario doesn't allow sewers, rooftops, kindling, etc, then treat the training roll as an exception to the normal scenario rules.

EXAMPLE

On his own Player Turn, a roll of 34 is made. No unit is in a position to Dash, so in the PFPh a unit attempts to Entrench. It fails, and is marked with a Labor 1 counter, but avoids the training penalty Sniper Attack.

In the opposing player's turn, the roll is 12. However, no Deliberate Immobilisation shots (per the C5.7 criteria) occur during the turn, so there is no penalty.

In the next turn, a roll of 51 is made. The player is unsuccessful in forcing a unit to surrender in the RtPh, so enters Close Combat and makes a capture attempt. This fails, so at the end of the turn the enemy gets an automatic "1" Sniper Attack.

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Outcome of Roll	Example	Outcome
Can comply with first action	Entrenchment attempt	Must do so, or suffer penalty
Can't comply due to circumstances beyond your control (indicated by '*')	Clearance, but there is nothing to clear	Use the second option listed
Enemy action doesn't allow it (indicated by '#')	No Sniper attack happens, so can't do Sniper Check	Ignore penalty
Don't want to comply	ESB	Too bad. Take the penalty or comply
If the result was possible with the forces on the board but you are not in a position to comply	EX: Deploy but no leader was stacked with a Squad in the RPh	Suffer the penalty for not being flexibly prepared for the turn

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TRAINING TABLES

DR	EVENT (Attacker)	EVENT (Defender)
11	* Deliberate Immobilisation (C5.7) No MMC Stacking by the end of the turn.	# Deliberate Immobilisation (C5.7)
12	Deploy (A1.31)	
13	WP (C8.6) or Smoke (C8.5)	WP (C8.6) or Smoke (C8.5)
14	ESB (D2.5)	
15	Sustained Fire (A9.3)	Sustained Fire (A9.3)
16	* Mop Up (A12.153); Overstack (A5.)	
21	Intensive Fire (C5.6)	Intensive Fire (C5.6)
22	Concealment Gain (A12.12)	
23	# Sniper Check (A14.4)	# Sniper Check (A14.4)
24	Armored Assault (D9.31)	
25	* Clearance (B24.7); Advance vs. Difficult Terrain (A4.72)	Fire Lane (A9.22)
26	Kindle (B25.11)	
31	Special Ammo (C8.)	Special Ammo (C8.)
32	Reverse Movement (D2.2)	
33	Vehicular Smoke Dispensers (D13.1). Assume vehicle is fitted with sD if none are actually fitted	Vehicular Smoke Dispensers (D13.1). Assume vehicle is fitted with sD if none are actually fitted
34	* Dash (A4.63); Entrench (B25.21)	
35	* Sewer Move (B8.4); VBM (D2.3)	# Reaction Fire (D7.2)
36	Rooftop (B23.8)	
41	RB Cellar (O6.)	# Motion Attempt (D2.401)
42	Gun Manhandling (C10.3)	
43	Vehicular Smoke Grenades (F.10)	Vehicular Smoke Grenades (F.10)
44	HD Attempt (D4.22)	
45	* Human Wave/Banzai (A13.62); Bypass (A4.3)	# FPF (A8.31)
46	*Infantry Smoke Grenades (A24.1). Assume a Smoke Exponent of "1" if none exists normally for that side.	
51	Capure and Interrogate (E2.1)	Subsequent First Fire (A8.3)
52	Search (A12.152)	
53	* Climb (B11.41); HTH Combat (G1.64)	# HTH Combat (G1.64)
54	* Infantry OVR (A4.15); Vehicle OVR (D.)	
55	Spraying Fire (A9.5)	Spraying Fire (A9.5)
56	Crest (B20.9)	
61	TB (B13.421)	# Thrown DC (A23.6). One Squad which has an Enemy unit adjacent to it may receive a DC to carry out this attack.
62	BFF (D3.3)	
63	Abandon Vehicle and Remove Weapon (D5.4 and D6.631)	# Snap Shot (A8.15)
64	# Gun Duel (C2.24)	
65	Withdraw from CC (A11.2)	# Withdraw from CC (A11.2)
66	* Transport Passengers (D6); Wall Advantage (B9.32)	



"THIS IS THE CALL TO INTERNATIONALE ARMS!"

This is the latest edition of the overseas (IE non Britain or North American) ASL Players Directory.
It is broken down by country. Within the country, players are listed according to their ZIP/Postal Code.

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H Mielants, 43, St Lievenslaan, B-9000, B-9000 Gent
X Mols, 7, Rue des Champs, B-5030, B-5030 Gembloux
J.L. Morelle, 15, Rue Famenne, B-5590, B-5590 Ciney
B Postiau, 52, St-Antoniuslaan, B-1700, B-1700 Dilbeek
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If there are any mistakes, please let me know so I can correct them for the next edition.

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VIEW FROM

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!

JUNE

ASL BATTLE OF ATLANTA

When: 2 - 4 June.

Where: Crown Plaza Hotel, 6345 Powers Ferry Road NW, Atlanta, GA 30339, (770) 955-1700. Rooms are \$79.00 per night - please mention Warfair 2000

Fee: \$25.00.

Format: Swiss style Tourney, and also 24 hours access to the game room for open gaming.

Notes: Warfair is an established miniatures convention in Atlanta going on its 5th year. In a joint venture the Atlanta Area *Advanced Squad Leader* Group and Warfair will be teaming up this year to expand Warfair beyond miniatures and into board gaming with a break out room solely for ASL play.

Contact: For further details contact Barry Johnston at cpljohnst@aol.com or phone at (770) 456-2019.

SUMMER WARS '00

When: 16 - 18 June.

Where: Comfort Inn, 6325 Carlisle Pike, Mechanicsburg, PA 17055. Call (717)-790-0924 for reservations. Special room rates for this event are \$58.00 plus tax for single or double rooms. In order to get this special rate you must state you are staying there for 'War Games' when making reservations. These are available up to 1st June; thereafter they are subject to availability.

Fee: \$12.00 (\$7.00 Saturday only).

Format: Tournament play will feature an unstructured format as used at the ever popular Oktoberfest and Winter Offensive. This allows participants to play at their own speed and play scenarios of their

own choosing, just meet the minimum requirement for the weekend. Come on out and join the fun even if only for 1 day, perhaps you could be the next ASL Summer Wars Champion!

Notes: ASL Summer Wars T-shirts are \$9.00 each and available in M, L, XL and XXL

Contact: Kevin Meyer, 1090 Peggy Dr., Apt #7, Hummelstown, PA 17036-9026. Tel (717)-566-7380 or email kgmeyer352@hotmail.com.

8th ANNUAL AUSTIN ASL TEAM TOURNAMENT

When: 23 - 25 June.

Where: Best Western Seville, Austin, Texas.

Fee: \$25.00.

Format: Open.

Contact: For further details contact Mike Seningen by email at mikes@evsx.com or [www.angelfire.com/tx2.seningen](http://www.angelfire.com/tx2/seningen).

ALBERTA ASL OPEN 2000

When: 23 - 25 June.

Where: The Ramada Inn & Waterpark, 5359 Calgary Trail, Edmonton South, Alberta, Canada. Tel 780-434-3431. Room rates are \$79/night double occupancy, 2 beds. Mention you are with the Alberta ASL Open to get the reduced rate.

Fee: \$20.00 before June 1, \$25.00 thereafter.

Format: 5 rounds with a choice of scenarios from a set list. Initial seeding will be based on OARS rating with unrated players given a provisional 1500 rating.

Contact: Sean Spence, 3510 78 St, Edmonton, Alberta, T6K 0E9, or by email him at slspence@telusplanet.net.

JULY

ST. LOUIS ASL TOURNAMENT

When: 28 - 30 July.

Where: Kirkwood Inn, St. Louis, Missouri.

Fee: \$15.00 pre-registered, \$20.00 at the door.

Format: Five theme-based rounds. Scenarios will be distributed at the tournament. Look to play scenarios you have not played before.

Notes: Always one round with speciality prizes. 1st place - plaque and \$100.00 MMP gift certificate, 2nd place - plaque and \$75.00 MMP gift certificate.

Contact: Jim Burris, 331 Cascades Drive, St. Charles, MO 63303. Tel (636) 916-3020 or email jaburris@gte.net. Check out <http://home1.gte.net/jaburris/> for the latest information.

AUGUST

WILD WEST FEST SIX

When: 25 - 27 August.

Where: The Holiday Inn Southeast, Denver, Colorado.

Fee: \$20.00 pre-registered.

Format: Open format, six rounds minimum required to win.

Notes: mini-tournaments and all skill levels welcome.

Come and have fun at the Rocky Mountain's biggest, baddest, boldest, ugliest, weirdest, wildest ASL tourney Come and partake of the elk jerky. Come and whup the tar off the Front Range ASL Club. Come and behold the beautiful Front Range (but then LEAVE when the weekend's done, cuz we don't want no more of your kind moving here).

Contact: Tim Wilson at twilson@wyoming.com.

OCTOBER

OKTOBERFEST ASLOK 2000

When: 3 - 8 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$85.00 for 1-4 occupants before September 9th. Be sure to mention "ASL Oktoberfest" when reserving.

Fee: \$20.00 before September 9th, \$25 thereafter.

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

Notes: If pre-registering be sure to request any mini-tournaments you would like to enter.

Medium, large and extra large t-shirts are \$10.00 each, double-X-large are \$13.00 each, triple-X-large are \$15.00 each, quadruple-X-large are \$20.00.

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

INTENSIVE FIRE 2000

When: 27- 29 October.

Where: The Kiwi Hotel, West Hill Road, Bouremouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Accommodation is available for £30 per night and includes service and breakfast.

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

Format: To be announced. In addition to the main tournament it is hoped that there will also be some single day mini-tournaments. As usual open gaming is available for those who do not wish to take part in the tournament.

Notes: Please register in advance if you wish to take part in the tournament.

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

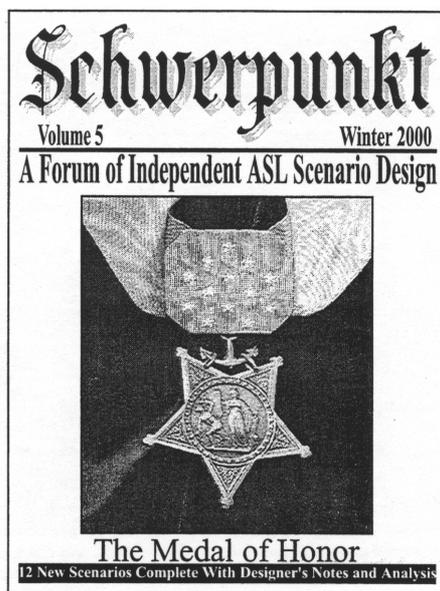
Contact: For more details or to register contact Pete Phillipps, 49 Lombardy Rise, Leicester, LE5 0FQ. Phone (0116) 212 6747 (evenings only) or email if2000@vftt.co.uk.

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Derek Tocher models the unofficial *BERSERK!* 2000 t-shirt.



The long awaited
SCHWERPUNKT VOLUME #5:
THE MEDAL OF HONOR
is finally available!



SP49 Audie Murphy: The name says it all. A reinforced company of Volkgrenadiers supported by six tanks, attacks a small force of infantry supported by tank destroyers. Second Lieutenant Audie L. Murphy and his 150mm artillery support try to save the day. Boards 10, 17, 19, and 44 are needed.

SP50 Paco Station: Private Cleto Rodriguez and Private First Class John N. Reese are at the front of a company of infantry that is trying to clear the Japanese out of a railroad station in Manila. Two heroes, flamethrowers, and DC's make this double Medal of Honor action a fun Japanese city fight. Boards 10 and 22 are in play.

SP51 Stryker's Charge: Private First Class Stuart F. Stryker and a company of the 17th Airborne attacks to destroy a German artillery 75mm infantry gun battery and to seize a headquarters building. This is a fast tournament action set on board 22.

SP52 The Amazing Tominac: Two platoons of infantry led by a heroic 9-2, First Lieutenant John J. Tominac, try to destroy a series of four German positions including a hidden Marder. This is a tournament favorite set on two half boards of 18 and 20.

SP53 Thorne In Your Side: A small combat patrol attacks to clear out a group of hidden Volksgrenadiers from a Belgian wood-line. Corporal Horace M. Thorne and two M5A1 Light tanks struggle with a PzIIN to make this a close fight. Boards 19 and 44 are in play.

SP54 Manila John: A U.S. Marine machinegun platoon, led by heroic 10-2, Sergeant John Basilone, tries to prevent the Japanese from getting through to Henderson Field, Guadalcanal. This is a bloody night action set on half of board 37.

SP55 Batterie Du Port: Colonel William H. Wilbur leads an infantry company supported by a platoon of Stuarts in an attack to destroy a 105mm Vichy French artillery battery and clear a trench-line in Fedala, Morocco. This scenario uses boards 10 and 17.

SP56 No Good Reason: Captain Everett Pope leads his battered platoon of U.S. Marines in the defense of a board 36 hilltop on Peleliu, against a determined Japanese night attack.

SP57 Big Toul Pocket: Lieutenant Willibald Bianchi and his platoon of infantry, supported by light tanks, fight their way down a jungle road in the Philippines. This is a tournament level action set on board 34.

SP58 Mars' Last Fight: Led by First Lieutenant Jack L. Knight, Troop F, 124th Cavalry, attacks to clear a Burmese village held by Japanese in pillboxes, supported by AA guns, mortars and an assortment of machineguns. This medium sized scenario has lot of toys and uses boards 37 and 39.

SP59 Rivers' End: Sergeant Ruben Rivers commands a Sherman tank in this attack on Volksgrenadiers and a 75mm anti-tank gun platoon. This very tense and unique armor action will test your tank fighting skills. Boards 44 and 46 are in play.

SP60 Commando Kelly: Corporal Charles E. Kelly and his company try to hold on to the town of Altavilla in the face of a massive German counter-attack against the Salerno Beachhead. This large combined arms action is actually two battles that make a great three-player game. Boards 18, 44, and 46 are in play.

This issue's 24-page booklet contains three articles as well as our trademark analyses and designer's notes for each of the scenarios. The twelve scenarios feature actions for which the Medal of Honor was awarded. Each of the 12 scenarios is printed on cardstock in the standard format. The scenarios are in keeping with the Schwerpunkt tradition of mostly tournament-sized actions. We have also thrown in a couple medium to large combined arms actions for those players who enjoy beefier scenarios. This pack has something for every ASL player.

Schwerpunkt 5: The medal of Honor, as well as Volumes 1-4 are ALL currently still available for \$13.00 each. Please add \$3.00 (\$6.00 outside the U.S.) for a single volume, for shipping and handling, plus \$1.00 for each volume > 1 ordered (Example: Shipping for one copy each of Volumes 1,2,3, and 4 is \$6.00 in the U.S.). (Foreign Orders for 2-7 copies please use the following Global Priority Mail shipping rate: Canada and Europe \$9.00; Japan and the Pacific: \$10.00). Send your check or money order in U.S. funds payable to Sherry Enterprises, P.O. Box 3, Ruskin, FL 33570