

VIEW FROM THE TRENCHES

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IN THIS ISSUE

A WEEKEND AT THE BEACH - Beach landings in *ASL*

NOBLE CRAFT OF WARFARE - REVISITED - another view

A WEEKEND IN NORMANDY - Andy Saunders visits the Normandy battlefields

HEROES 2001 - tournament report

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
A WEEKEND AT THE BEACH	4
A WEEKEND IN NORMANDY	9
J57 GUARDS ARTILLERY	12
NOBLE CRAFT OF WARFARE – REVISITED	13
HEROES 2001	14
FAKED OUT	15
DEATH OR GLORY	15
GUERRA CIVIL	16
THE SPANISH CIVIL WAR 1936-1939	16
CACTUS FARM	16
ANOTHER VIEW OF CACTUS FARM	17
A PHILOSOPHY FOR ASL	17
“THIS IS THE CALL TO ARMS!”	18
ON THE CONVENTION TRAIL	19

COVER: American troops practice a beach landing prior to the Torch landings in November 1942.

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:

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You MUST use lower case letters!

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

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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.

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 40 should be out at the beginning of November 2001.

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PREP FIRE

Hello and welcome to another *View From The Trenches*. As usual the erratic release schedule continues – this issue would have been out as planned at the start of the month but for a mixture of technical and personal reasons. Hopefully though the next issue will be on time as the main thing needed for it is the INTENSIVE FIRE convention report and results – the rest of the issue is pretty much done. However I am running low on material at the moment and without some help from you lot I'm gonna be struggling to continue next year. There's about four pages to fill to complete issue 41 (Jan-Feb 2002), but beyond that I've got nothing in the pipeline. So if you want to see *VFTT* continue beyond BERSERK! 2002 don't just buy, play and read about ASL, **WRITE** about ASL!!

“What should I write about”, I hear you ask? How about looking at the scenarios in *Genesis '48* or *Guerra Civil*? How should the Kursk min-CG from *J3* be tackled? What about a rules primer on caves for the rest of us? Any tactical advice on using half-tracks?

It's a bit late, but congratulations to Neil Stevens on his recent marriage to Nicky – hopefully I'll have some photos of the big day in the next *VFTT*.

See you all at INTENSIVE FIRE I hope. Until then roll low and prosper.

Double 1. My last, best hope for victory.

Pete Phillipps

EMOTICONS

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

An emoticon is created with keyboard characters and read with the head tilted to the left.

Some typical emoticons are:

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

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VIEW FROM

INCOMING

MMP ACQUIRE THE GAMERS

Multi-Man Publishing has recently acquired The Gamers, producers of the Tactical Combat Series (TCS), the Operational Combat Series (OCS), the Civil War Brigade Series (CWB), and the Napoleonic Battle Series (NBS). The move allows founder Dean Essig to concentrate on designing games without the distraction of the business side. The Gamers' main office in Homer, Illinois has closed and all business is now being conducted solely through MMP's office.

Expected to be released at ASLOK is *Edson's Ridge*, a historical study on the battle of Guadalcanal. With a detailed, historically accurate map of Edson's Ridge, 16 scenarios (both using the Edson's ridge map and standard geomorphic mapboards) and an accompanying campaign game, a counter-sheet, and an in depth historical article, this product will provide a comprehensive look at the actions throughout the 'Canal.

The British will soon be reappearing on shelves as the out-of-print *West of Alamein* is split into two modules; *For King and Country* (British OB, updated Chapter H pages, 20 updated, previously out of print scenarios), and *West of Alamein* (updated Chapter F, overlays, 5 geomorphic mapboards, eight scenarios).

Next year will see *Armies of Oblivion* (Axis Minor vehicle and ordnance counters, Chapter H notes, scenarios, four boards). Not far behind is *Hakka Palle*, updating the Finnish OB with more accurate notes, more counters and troop types, and a geomorphic mapboard. Close behind that is *Valor of the Guards*, an *Historical ASL* module depicting the intense fighting in central Stalingrad. Also in design is an introductory *ASL* game, which will be a game in its own right as well as a stepping stone to the vast possibilities of the *ASL* system, and numerous other CG covering battles such as Ortona, the Polish Uprising in Warsaw, and the Central Rail-way Station.

Looking beyond *ASL*, next year will also bring a completely revised and updated release of *Up Front*, the *Squad Leader* card game. This revision incorporates a simplified rulebook, new artwork, and no counters.

For questions or comments MMP can be contacted at Multi-Man Publishing, LLC 403 Headquarters Dr. Suite 7 Millersville,

Md. 21108. They can be phoned on 410-729-3334 or faxed on 410-729-1312.

ASL THING FROM CHICAGO

Chicago's Windy City Wargamers (WCW) have released a third compilation of material from their monthly newsletter. *ASL Thing* contains 145 pages of material ranging from strategy, after action reports, product reviews, series replays, tournament results and reports, and humour. *ASL Thing* is available for \$5.00, while the earlier *ASL Stuff* (105 pages) and *ASL Junk* (70 pages) are \$3.00 each. Postage for one copy of any is \$3.50, post for two or three copies in any combination (including 2 or 3 of the same) is \$4.00. If ordering four copies or more or from overseas contact Louie Tokarz for postage details. Cheques and money orders should be made out to Windy City Wargamers and sent to WCW, c/o Louie Tokarz, 5724 W. 106th St., Chicago Ridge, IL, 60415.

BUNKER WORK RESUMES

In the last month work has begun on *Dispatches From The Bunker 13*, with in-house playtesting of the scenarios. These will be based on the Lorraine Campaign from September '44, and have been designed by Steve Johns of J43 3rd RTR In The Rain' fame. The following issue is planned to be ready for the Nor'Easter Tournament next March.

Dispatches from the Bunker is an *ASL* newsletter from the New England *ASL* community published every four months or so. Each issue contains two brand new scenarios along with design notes and analysis. Also in each issue are articles on all aspects of *ASL* play, tactical tips for both novices and veterans, and *ASL* news.

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.



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>Leibstandarte Pack 1</i>	£7.00
<i>Leibstandarte Pack 2</i>	£7.00
<i>WinPak 1</i>	£7.00

O/S - Out of stock temporarily

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.

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To purchase other third party products such as *Critical Hit*, *Schwerpunkt* or *Heat of Battle* 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 2ndcgames@currantbun.com.

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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A Weekend at the Beach

Mike Allexenberg

I was recently able to devote a weekend to the latest major *ASL* sub-system, the Seaborne Assault. To paraphrase the copy on the *Gung Ho* box, I had played the European Theatre, North Africa, and even some Pacific Theatre scenarios. But this was my first experience with amphibious landings. I decided to attempt scenario 73, 'Hell or High Water'. The other seaborne assault scenario featured caves, which I had never played with before, either. Given the large section of Chapter G that I was learning for the first time, I figured one new feature was enough, and saved the caves for another time.

SEABORNE ASSAULTS

The rules necessary for amphibious assaults are contained in G12 (Landing Craft, or LC), G13 (Beaches), and G14 (Seaborne Assaults). The rules organisation for these sections is sometimes difficult to follow, which is completely understandable given the esoterica of an amphibious assault. For example, in the procedure for unloading infantry in this scenario, you reference G12.4 (Unloading from a LC), then G13.44 (Heavy Surf), and then G14.32 (Infantry during a Seaborne Invasion). So you pretty much have to absorb these three sections as a whole.

The key rules concerning the procedure of an amphibious assault are:

- G12.3 LC Beaching
- G12.4 LC Unloading
- G12.6 Attacking LC
- G12.67 Collateral attacks against LC

Passengers

- G13.42 Wading (Shallow Ocean)
- G14.32 Infantry during a Seaborne

Landing

The scenario plays on boards 37 and 35, with most of 35 covered by the beach and ocean overlays. The scenario is 10 turns long. To win, the Japanese must be able to apply a total of 20 FPF against ocean hexes at game end. This total is increased by one for every US squad in a hinterland (non-beach or -ocean) hex at that time.

The key SSR is that Heavy Surf (G13.44), with all of its dangers to LC (with very slight protective benefits), is in effect. Beach slope is moderate, which treats hinterland/beach hexsides as Deirs (F4) and

results in 2 hexes of shallow ocean. Orchards are treated as shellholes and concealment terrain for HIP-loss purposes. This means Japanese pillboxes in shellholes are revealed only upon firing or entrance of the hex by American units (G1.632, G.2). The Americans also receive Air Support. PTO terrain is in effect. PTO terrain's two primary changes to the "European Basics" of *ASL* are stacking limits of two squads in dense jungle hexes and no multi-hex FGs between dense jungle, kunai, and bamboo hexes. Dense Jungle is also inherent terrain; a very major change from the usual woods symbol.

THE OPPOSING FORCES

The Japanese OOB

(ELR 4, SAN 6) 8x 4-4-7, 6x 3-4-7, 5x 2-2-8, 10-1, 10-0, 9-0, 2xHMG, 2x MMG, 4x LMG, 3x 50 mm Lt Mortar, 75* Inf Gun, 18x 1+3+5 pillbox, 1x 1+5+7 pillbox, and 6x Trench.

The Japanese set-up their entire force using HIP. Additionally, each MMC must set-up in a pillbox or trench, with 1 MMC per hex. However, only 8 pillboxes have tunnels.

The American OOB

(ELR 5, SAN 6/3) 24x 6-6-8, 7x 5-5-6, 10-2, 9-2, 2x 9-1, 3x 8-1, 3x 8-0, 3x HMG (dm), 6x MMG (dm), LMG, 2x BAZ 43, 3x FT, 9x DC, and 11x LCVP. The only restriction for the American forces is that the 6-6-8s and 5-5-8s cannot share the same LC. All LCs must enter north of the island, which is located just south of the middle of the overlay edge. Like all LC passengers, the Americans set up in cloaking boxes and not on the LC themselves. This gives the Americans a little protection as they approach the beach. The Japanese cannot single out LC to attack just on the basis of their contents.

THE JAPANESE PERSPECTIVE

Before being able to set up a defence, the Japanese player needs to understand how his weapons can damage LCs and their passengers. His only weapons that can do so are the MGs, light mortars, and Infantry Gun.

Obviously, your best weapon is the 75* Infantry Gun. Since the LC are armoured, the basic *ASL* instinct is to fire AP. But that's not the most effective way to damage an LC and it's passengers. Using AP, the final TK # is 10. This means 1 damage point (DP) is inflicted on a DR of 5 or less. Additionally, on a hull hit all passengers are collaterally attacked on a TK DR of 10 or less. But the attack is resolved on the 1 FP column (HE Equivalency = 2 but halved due to armoured LC). The LC crew would be similarly attacked on a turret hit. Given that these LC take 3 DP before being immobilised and 4 DP before sinking, this is not an effective attack.

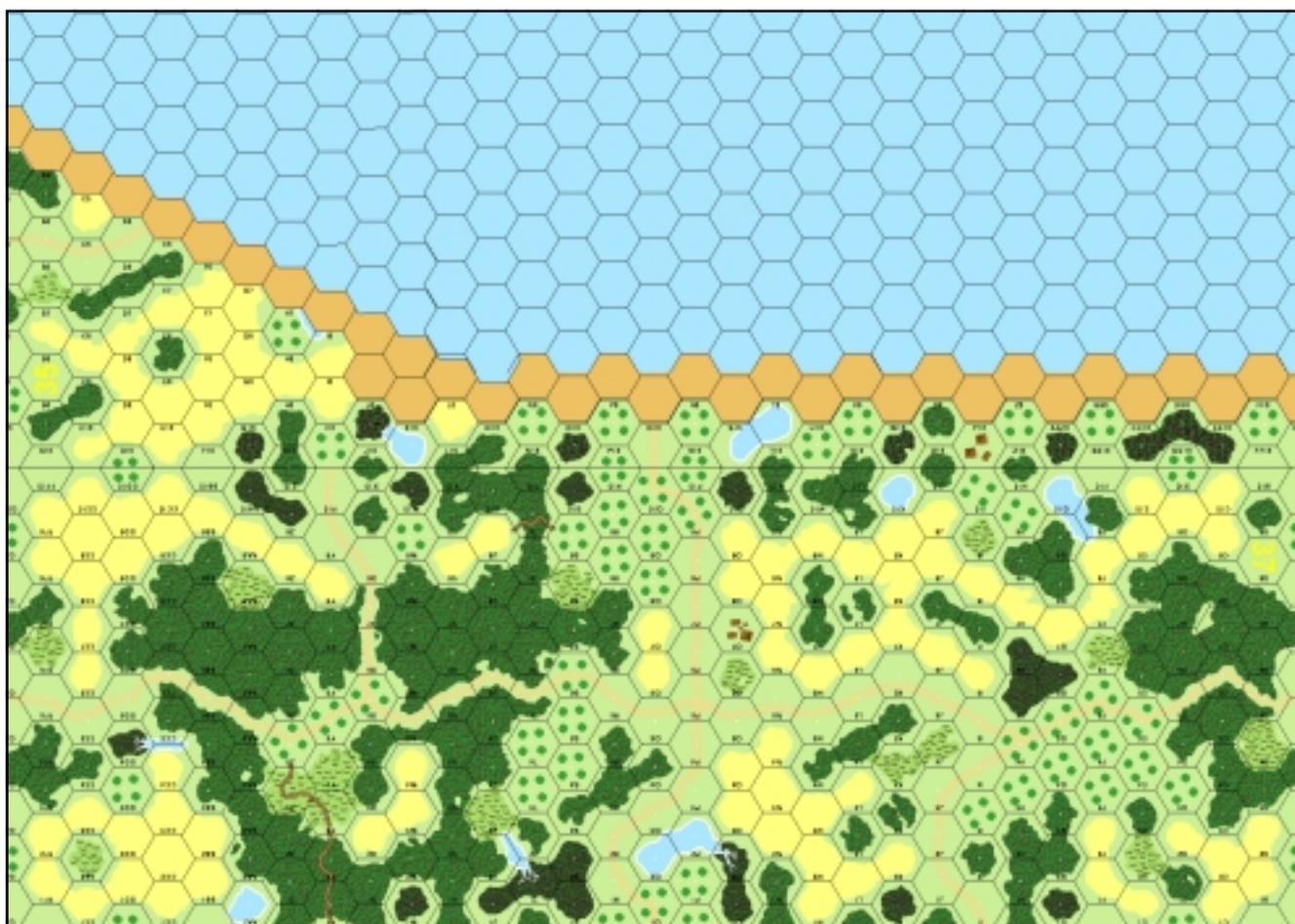
Using HE, however, your TK # is 7. But the number of DP inflicted is equal to your TK # minus your TK DR. A TK DR of 6 inflicts 1 DP, 5 inflicts 2 DP, etc. It is now possible to sink an LC with one shot! Collateral attacks are similarly more effective, being resolved on the 6 FP column (12 halved because the LC is armoured). Of course the chances of a collateral attack are reduced by about 1/3 using HE, but the stronger attack is worth it.

It is easy to understand how HE causes stronger collateral attacks than AP. I presume AH's rationale in making HE more effective than AP in attacking LC is the fact that an LC is primarily a cargo bay. An AP shell is quite likely to pass through an LC without damaging a vital part of the ship. However, that is not very likely with a cramped AFV packed with ammo and fuel.

With an ROF of 1, you can expect to get off an average of 7 shots with the Infantry Gun during the 3 turns before the LC beach. Given final TH #s of 7 or 8 (depending on range and with +2 for motion target, -1 for large target, and +1 for heavy surf), you can expect about 4 hits. With some luck you may be able to sink 2 LC, but a more realistic expectation is to sink 1 and damage another. That should also be good enough to take out 3 to 5 squads. So do not overestimate this weapon, but consider it the start of the attrition process.

The light mortars attack the LC somewhat differently because they use the area target type. Their attacks are resolved on the 2 FP column, with a -1 for OT LC, and a -1 because the LC AF is 0. 1 DP is inflicted for each KIA number. So a DR of 3





inflicts 1 DP and a DR of 2 inflicts 2 DP. K/# results do not damage the LC but do inflict a collateral attack. So a DR of 4 causes a collateral attack in this instance. All collateral attacks are resolved on the 1 FP column (6 FP for 50 mm, halved for area target and halved again due to armoured LC). The mortars are much less effective than the Infantry Gun, but you should still hope to destroy 1 or 2 squads with collateral attacks.

The machine guns also have a slight possibility of damaging an LC. With a final TK # of 4, they inflict 1 DP on a "snake eyes." Unfortunately, that is also the only result which can inflict collateral damage. You are more likely to break the MG than damage the LC. The chances of a sniper attack being generated are also very high. You should hold off attacking the LC with your MGs because the MGs are much more effective attacking the Marines when they are vulnerable on the beach. Just imagine the Marines waltzing up to your machine gun nest untouched because your HMG malfunctioned on a low odds attack on an LC!

There are two important rules to remember regarding collateral attacks. One is that units do not break aboard LC, they

casualty reduce instead. Another is that all units aboard an LC have a morale of 8. Never again will that tough 10-2 be so vulnerable. Both rules combine to make collateral attacks your best bet at eliminating leaders.

All told, however, you should not expect to eliminate more than 4 to 7 squads with your attacks on LC. That seems like a dangerously low number. But your best ally against the LC is the heavy surf. I'll discuss this in detail in the American section below, but these losses can easily double just due to nature herself!

After the LC have weathered both the Japanese and nature's attacks is when the attackers are the most vulnerable. This is when you will do the most damage. Once the Marines are in the hinterland with positive TEM, they will be nearly impossible to stop with your inferior firepower. But on the beach they are subject to FFMO/FFNAM. They spend 2 or 3 MF (depending on a leader's presence) unloading into a beach hex in the heavy surf. And they casualty reduce when they fail a morale check. On the negative side, the Marines are fanatic in a beach hex. But fanaticism will get them nowhere when the negative DRMs produce

the inevitable KIAs.

Obviously, you want your best weapons, at the beach front to take advantage of this opportunity. Stack them adjacent to beach hexes for possible PBF. 4, 8, or 12 FPF attacks with -2 modifications are most effective! The watchwords for these weapons should be: "First Fire, Final Fire, and Rate of Fire." You should even use sustained fire and final protective fire as much as legally possible. The consequences cannot hurt you. You will most likely be engaged in CC soon, where your MG will not help you, broken or not. If you fail a FPF MC, you only get step-reduced and lose one firepower factor. The CC odds will be heavily stacked against you anyways, so this one factor matters little.

There is one note of caution regarding placing your MG nests at the beach/hinterland border. The 1+3+5 pillboxes easily turn into CC death traps. Any American survivors will immediately advance off the beach directly into your MG hexes. If you are caught in a pillbox, that 2-2-8 has long odds vs. those 6-6-8s. An improvement to this situation is to set up your crew manned MMGs and HMGs in trenches adjacent to the beach. One hex behind them place a 4-4-7 inside a 1+3+5. As the Marines near the

THE TRENCHES

beach, advance the 4-4-7 into the trench. Now with 6 CC factors you have a reasonable chance of surviving CC and/or inflicting some damage. It is not the ideal solution, since you can still be easily attacked at 2-1. But this is the best the under-gunned Japanese can do. Plus you get some additional firepower to take advantage of FFMO/FFNAM on the beach hexes.

Now that I have discussed general concepts regarding defending against amphibious assaults, I would like to look at some specifics concerning set-up for this scenario. The first thing that strikes the Japanese player is the length of the beach front: 33 hexes. You only have 16.5 squads to defend it. It becomes quite obvious that to defend everything is to defend nothing. But I believe only 2 factors doom the Japanese player: if the Marines successfully land in the centre of the board, or if they successfully land near BOTH board edges. The crucial factor here is that the scenario is 10 turns long. The Americans cannot reach the beach with their LC until Turn 3. For the most part the Americans will get no further than the first hinterland hex by the end of Turn 3. The 7 remaining turns are barely enough time for a unit to move from one board edge to another at top speed against no resistance.

This allows you to concentrate your defence. You really need to defend the 1/3 of the board in the centre and then one of your flanks. Now the acreage you have to cover is reduced to 2/3s. But this front has to be defended stoutly. If the Marines turn your defended flank and also attack the undefended flank, your centre will be unbearably squeezed by Turn 7. If the centre of the board is forced, you will find yourself pinned against a board edge.

The next question is: which board edge do I defend? I cannot give an authoritative answer because I have only played the scenario twice. But I am partial to defending the north edge. The marsh, swamps, and ponds on that edge help channel the Marines' advance. The jungle hexes surrounded by kunai are great for HIP. Pop out of HIP when a Marine moves into the kunai adjacent to you and hopefully you can apply the -1 for FFNAM. Additionally, hexrow O on board 37 is ideal for south facing pillboxes to stop an advance from that direction. Rows P and Q give poor protection to the attackers. And this flank is the one closest to the US entry point. American players leery of the dangers of heavy surf are likely to opt for this flank.

It's fairly simple to effect a concentrated defence from hexrow N to the

north edge. A MMG at 35N9 will offer some defence along the angled southern beach. Too bad Fire Lanes cannot be placed across a Deir Lip (F4.52). At 35P9 (or 37R9 for a slightly better covered arc) place the Infantry Gun facing northwest. To make the centre tough to crack place a mortar in 35Q10, an HMG in 35R9, with its supporting 4-4-7 and an LMG in 35R10. North of the pond (rows U and V) can be defended by an LMG, mortar, and 447 in reserve. An MMG defends 35X9 and an HMG 35Z9. Each has a 447 adjacent. Your centre is indeed strong as the only unoccupied beach front hexes between rows N and X are either pond or swamp.

The 4 marsh hexes north of row AA makes defending on the beach front difficult. Here a defence can take one of two courses. You can try a beachfront defence. Place trenches in 35FF9 and 35BB9 (which means one of the mortars above cannot start in a trench) with a squad in each. Place 4 or 5 squads in pillboxes behind them. As the Americans approach, move the supporting squads into the front line trenches. Now you have maximum power at the beachfront. Or, you can try a defence in depth. Place a 3-4-7 in 35BB9 and a mortar in 35FF9. The real defence of the flank consists of 4 or 5 squads and an LMG HIP in pillboxes in jungle hexes on board 37. The idea is to get some good shots at Marines moving in open ground or kunai. Mutually supporting, closely packed pillboxes work best. The pond in 37G10 and along the 37G9/F9 hexside help channel the Marines into a crossfire of pillboxes. But, with only 2 games of experience with this scenario, I am not sure which is the best approach.

The extra Japanese pillboxes provide the defence in depth. Set them up perpendicular to the beach front. They are vital for the late game. Inevitably some Americans will get to the hinterland. The blind spots of the ocean facing pillboxes have to be protected by the additional pillboxes.

One great spot for a pillbox in a defence in depth is back in 37P1 facing southwest. Connect it to your main defence by tunnels exiting into other pillbox hexes (such as 37Q4 and 37N6). If the Americans land in the undefended south, swing your northern beach guards over to hold this line. An HMG in 37P1 is especially deadly because of unhindered LOS to the ocean. It produces a good fire lane and applies toward victory conditions.

As your defence falls back into the hinterland, your object is to delay, delay, delay. The scenario is only 10 turns long. The Marines have a lot of concealment terrain to search for HIP Japanese units. Use your

HIP to play mind games with the American player. Force him to move cautiously.

One Japanese option I have not explored is keeping units HIP deep in the large jungle masses in hex grain 6 or less. Then, late in the game, after the Marines have moved off to the closing firefights, reveal the units as they run for the beach. This can apply a cheap 3 or 4 FPF towards the victory conditions. It appears difficult to spare the squad or 2 without seriously weakening the beach front defence. But it is an intriguing possibility to consider.

In summary, the Japanese strategy is to win it at the beach front. If the Marines have not suffered at least 50% casualties before they reach the hinterland, you are in deep trouble. Your under-gunned squads, barely equal to a Marine half-squad, cannot trade shots with them. With the thick terrain it will be difficult to inflict damage on them except for attacks from HIP units on unsuspecting Marines. You have to expect most Americans that reach the hinterland will stay unbroken, making your victory conditions that much tougher. The scenario turns from a turkey shoot at the beach to a very tough proposition inland. The key is to make the turkey shoot as effective as possible.

THE AMERICAN PERSPECTIVE

As the American player studies this scenario, he surely expects the worst. History has shown that opposed amphibious landings are very costly. An analysis of the Japanese OOB certainly shows their potential to inflict serious losses. But the first danger you will face in this scenario is the heavy surf (G13.44).

Swamping is the most dangerous heavy surf feature. During each MPH and APH that you enter a new ocean location, each one of your LC has a 1 in 36 (DR of 12) chance of swamping. If the LC swamps in deep ocean, all passengers are lost. If it swamps in shallow ocean (1 or 2 hexes from the beach), the LC becomes immobilised. You have 11 LC and will spend at least 3 MPHs and 2 APHs entering new ocean locations. Given 55 DRs, that averages out to slightly more than 1.5 LCs swamping. That is the same amount of damage that the Infantry Gun will average!

Before you think swamping in shallow ocean is not so bad, consider how everything stacks up against the passengers. It costs 50% of their MF for infantry to unload from an unbeached LC. That doubles to 100% in the heavy surf (all unloading in heavy surf is



doubled). The units immediately become CX. And then they have to wade through the shallow ocean at a rate of 3 MF per hex. Through this whole process they are under strong Japanese fire. And all this time they casualty reduce if they fail a MC. I would not expect many survivors.

You run the risk of swamping in your APH because of the drifting rules of heavy surf. Every LC will drift one hex toward the beach. The hex is determined randomly among hexes equidistant from the nearest beach hex. This serves to slightly upset your landing co-ordination. It slightly raises your possibility of being hit if LC should over-stack due to drifting. These effects are not dangerous so much as annoying.

When your LC enter hexes from which they could beach across an ocean/beach hexside, they are subject to an (un)Beaching DR. An (un)Beaching DR also has to be made at the start of each owner's MPH and APH that the LC is in such an ocean location. There is a nearly 1 in 3 chance of an adverse result with these (un)Beaching DRs.

On a DR of 9 or 10, the LC either beaches (if unbeached) or unbeaches (if beached). The LC and passengers also become TI. The main effect of this result is to disorganise the co-ordination of your landing. The passengers cannot disembark. If you beach, it is across a random hexside, not necessarily the hexside you plan to beach on. If the LC unbeaches, it becomes non-stopped in the ocean hex. If its ramp was down, it becomes fast aground (immobilised) and passengers must now disembark at 100% of their MF. Otherwise the LC must beach again next MPH (undergoing another (un)Beaching DR), costing it 1 MP and its passengers 1 MF before unloading. This hurts more than it appears because your basic strategy is to land all in 1 MPH to give the Japanese more targets than they can attack. Losses will be much higher when landing piecemeal over 2 or more MPHs.

An (un)Beaching DR of 11 or 12 causes the LC to broach. The LC is wrecked and all passengers must take a 2 MC (as per a bombardment). Since all passengers have a morale level of 8 and casualty reduce when failing a MC, this is particularly deadly. Even though the results are less final than swamping in deep ocean, the probability of broaching is 3 times higher than that of swamping. Still, given 4 infantry units as passengers (2 1/2 or 3 squads plus a leader), losses will average either 1 squad or a half-squad and a leader.

Since each LC entering an ocean hex with ocean/beach hexsides is subject to an (un)Beaching DR, there is no real way to avoid these risks. You can minimise them by making sure the Marines are not subjected

to more than 1 (un)Beaching DR. If an LC beaches having spent 2 MPs or less, the passengers will be able to unload onto the beach that MPH (if they do not suffer an adverse (un)Beaching DR). Once an LC has done poorly on an (un)Beaching DR, it will surely undergo at least one more (unless it has broached).

All the swamping and (un)Beaching DRs add a large luck element to the scenario. The Marines can expect to lose 1 or 2 LC to swamping (2 1/2 to 6 squads) and have at least 1 LC broach (with 1 to 1 1/2 squads lost to casualty reduction). Japanese attacks will average 4 to 7 squads destroyed. That brings Marine losses to 7 1/2 to 14 1/2 squads (25% to nearly 50% of your force!) before even touching sand. If swamping and (un)Beaching DRs are worse than average, this scenario can easily turn into a big Japanese win. The converse will be true with above average DRs. This will naturally turn off some players. But this factor is far overshadowed by the fun and excitement of an amphibious invasion. Just do not take a stinging defeat or resounding victory too seriously.

As the American player, do not get too excited about your air support. You get 3 FB in each of turns 1 and 2. They are recalled at the end of the Game Turn in which they appear. Assuming some Japanese units reveal themselves to attack LC, the sighting TC is not too difficult to pass. Final TC DRs \leq 10 for shellhole hexes, 9 for kunai, and 7 for jungle are very make-able. But if the Japanese keep HIP, the DRs necessary become 8, 7, and 5 or less for the suspected hex. The difficult part is hitting the fortified target. Your 120 mm bombs have a TH # of 7 (infantry target type at 7-12 hexes) with modifiers of +2 for a trench or +5 (or even +7) for a pillbox. The only feasible way to hit a pillbox hex is with the area target type. Even with such a hit, a 12 FPF attack +5 (or +7) is not likely to inflict much damage.

The strafing run can be used to search some concealment terrain. 4+0 to 4+2 can be fairly effective in revealing units. Since the heavy surf causes a sniper dr of 2 to have no effect, even a SAN of 6 is not particularly dangerous. The Americans have to search a lot of concealment terrain, so I think the 1 in 36 chance of a sniper attack is well worth the risk of strafing concealment terrain hexes. By the end stages of the game, every hex searched will be appreciated.

The American only faces 2 restrictions with his set-up. As with all amphibious assaults, each LC must carry at least 2/3s of its capacity (26 PP for the 39 PP LCVP). So you have to stack at least 2 1/2 squads in an

LC, or 2 heavily armed squads. The other restriction is that 6-6-8s and 5-5-8s cannot share an LC.

The 7 5-5-8s should be lightly armed and split 2 LC. If you spread them over 3 LC, they need to be stacked with 8 PP of SW. That seems a bit much for a supposedly lightly armed (in comparison to rifle squads) Marine Raider squad. That leaves 24 6-6-8s to be spread over 9 LC. It is wisest to deploy into half-squads as little as necessary. Since MC failures on LC and on the beach cause casualty reduction, you should try to take as few MC as possible. This enhances the chances of some members of a stack surviving at least as half squads and advancing off the beach. On the negative side, an unfortunate swamping DR hurts that much more. And your 3 squad stacks are of course the primary targets when they reach the beach. Naturally a little common sense needs to be used when setting up your SW. Your 10-2 stack is a juicy enough target without stacking multiple flame-throwers with it. You will suffer KIAs and swamping losses, so do not put all your goodies in one LC.

Now with your LC loaded and ready to go, what is the best strategy for a successful landing? It is a hard fact that you will take heavy losses on the beach. The Japanese have enough MGs to cover large stretches of beach with good ROF. Your air support is unlikely to weaken the Japanese defences much. Covering fire from your LC is more dangerous to you (with a SAN of 6) than the 4 FPF attacks (+1 for heavy surf, +TEM of the fortifications), especially if some of your troops have already landed. The Japanese defences will be relatively untouched. So, unfortunately, your best option is to give the Japanese so many targets that they cannot possibly destroy them all. Hopefully enough survivors will make it to the hinterland so that your better firepower can win the scenario in the middle and late game.

The key to presenting too many targets to the Japanese player is to make sure to land in 1 MPH. Enemy fire and heavy surf drift will somewhat disorganise your force, but that obstacle is not too hard to overcome. The main problem is bad (un)Beaching results. Those are beyond your control, and some unlucky results can force your squads to be destroyed piecemeal. Since the rules force passengers to unload "as soon as possible" from a beached LC and it would be unwise to subject your passengers to further (un)Beaching DRs, you cannot attempt to "wait out" early TI results and attempt to land in a subsequent MPH.

When preparing for an inland advance, remember there is a little better than 2 in 3

chance of beaching with no adverse results. Therefore, it is best to land 3 LC near the strongest enemy positions. Odds are that at least one stack will survive to attempt to CC the enemy strongpoint.

With this in mind, it is obvious you cannot disperse your LC across a large front. Some will land in undefended stretches of beach. But any landing near defensive points will not survive defensive fire. Not enough Marines will reach the hinterland to clear out the Japanese. Conversely, this strategy will leave the Marines susceptible to local counterattacks.

The highest risk strategy is to concentrate your force into one small stretch of beach. If you land at a lightly defended or undefended area, you will reach the hinterland quickly and relatively unscathed. Doing this near a board edge may be unproductive, however, because of the shortness of the scenario. On the other hand, if you land near strong Japanese defences, it will certainly be an action packed MPH. If the Japanese keep ROF, you can be obliterated. With average luck, though, you should have enough survivors reach the hinterland. At this point, the scenario can take on one of two styles. An aggressive Japanese defence will react quickly and try to contain the beachhead. This promises to be a short, decisive game, no matter which side wins. Or the Japanese can play a patient, nerve-wracking defence, forcing the Marines to fan out and attempt to clear out HIP defenders. This style, too, can be exciting, although it will certainly play out near the whole scenario length.

A less risky strategy is to split into two nearly equal forces and land in two concentrated areas. Each of these "1-2 punches" should land in a small enough area to overwhelm the defenders with too many targets. This should overcome the main disadvantage that these smaller punches have over the concentrated strategy. A main advantage is that your landing options increase. You can now take advantage of landing near a board edge. Each punch will be strong enough to reach the hinterland and still have enough momentum to carry the attack. This strategy assists you with another primary disadvantage you have in this scenario: time. Landing strongly in two areas allows you to cover more ground. The Japanese win by applying FPF to ocean hexes, so you must clear out as much beachfront as possible. For these reasons, this is the strategy I prefer. However, the concentrated strategy is not a bad alternative.

Your choice of landing sites will vary depending on your landing strategy. If you choose a concentrated strategy, you will probably have to land in the middle half of the board. If you choose a 1-2 punch strategy,

that is no longer a limitation. No particular area or feature of the board gives large advantages or disadvantages, so I will just discuss general pros and cons of landing sites.

The north edge (from hexrow 35Z on north) offers very obvious protection to your left flank. Parts of your run to shore may be out of the Infantry Gun's covered arc. But marshes and swamps are in 4 of the 8 beachfront hinterland hexes. They limit your advance off the beach. However, they also limit the number of Japanese that can stack at the beachfront and pour fire on you. Some open ground and shellholes have to be crossed before reaching the better cover of the kunai and jungle. These disadvantages are not too severe considering how beneficial it would be to turn the Japanese flank.

The north central shore (hexrows 35S to Y) is also somewhat limited by ponds and swamp (3 out of 7 hexes). A main advantage is that the jungle hexes one or two hexes from the beach allow quick penetration into the hinterland. Along with the north edge, this area is closest to the US entry point. Assaults here can be made in the minimum time with minimum LC confusion, since drift most works favourably for you here.

The south central area (hexrows 35J to R) has the opposite problem: it is a little too wide open. Hexrows P through R only offer shellholes for cover. But rows L through M offer easy access to good jungle cover. A drawback (or benefit, depending on your situation) is that the swamps in row R block LOS from the north. And I would normally expect this area to be the most heavily defended. But I find the area at the shoulder of the beachfront to be ideal for making a penetration and fanning out into the interior.

The south edge's (from hexrow 35I to hexrow 35A) largest disadvantage is its distance from the American entry point. Since they enter north of the island, they will spend at least one extra turn risking swamping DRs. They will also have one less turn to spend in the hinterland. Terrain-wise, this area offers plenty of hindrance cover. This area also has a lot of concealment terrain that has an LOS to the ocean (albeit hindered). This leaves many hexes for the Marines to search.

No matter what landing strategy and which landing area you choose, you have to be mentally ready to sustain horrible losses. Do not be rattled by poor swamping and (un)Beaching DRs. Be prepared to see your 10-2 led super stack disappear on a KIA result. You can lose 50% of your squads at sea and on the beach and still win. Once you are in the hinterland, your superior firepower and leadership give you the advantage. Your key is to co-ordinate your landing well, take your losses, and move inland to overwhelm

the Japanese. And a little luck does not hurt, either.

I played this scenario twice during my "Weekend at the Beach," both times as the American player. The result was a split. The Americans won the first game in a long 8 hour marathon. The second game was a decisive Japanese victory in 5 turns.

In the first game I tried the 1-2 punch strategy. I sent 5 LC, including the Raider squads, to the north edge and landed between hexrows 35Y and GG. I sent the remainder to the southern edge, landing south of hexrow 35H. Neither group suffered any swamping losses. The northern group landed well co-ordinated, took some losses, then overwhelmed the Japanese in CC. The Japanese had one pillbox hidden in the interior of the north flank, which was not enough to slow the Marines. The Marines pressed south, taking occasional losses due to HIP surprises. By scenario end, they had rolled the Japanese flank to row 37M. The southern group landed practically unopposed. A HMG was in 35N9 and sited right down the beach. It KIA'd the 10-2 stack, but did no further damage since its covered arc did not face inland. After spending several turns searching all the way to board 37 for hidden Japanese (there were none), the Marines headed north. By scenario end they had seized the large jungle mass from 35R to 35T and had worn down the Japanese defenders facing them.

In the second game, I tried the concentrated approach. The Japanese player set up very differently, learning from the game 1 mistakes. The north edge was well guarded, the south edge undefended again. The middle was stronger and avoided the pillbox CC death traps. The heavy surf was not very kind this time. 3 LCs swamped in deep ocean. I concentrated the survivors in a landing between rows 35U and BB. Then (un)Beaching DRs played havoc with the landing. Less than half the LC successfully beached and unloaded during that MPH. Those that did were promptly cut to pieces by the well-sited defenders. I had run right into all 4 heavy and medium MGs. All I had left were piles of SW lying in beach hexes. The next MPH was more of the same. A couple LC still failed to beach due to adverse (un)Beaching DRs. Some more hot ROF destroyed all the landing Marines again. At this point I conceded without a single Marine reaching the hinterland. It was truly a decisive defeat.

The scenario and seaborne assault rules do a great job replicating the feel of an

Continued on page 12, column 3



A Weekend in Normandy

Andrew Saunders

I've been interested in warfare, particularly WW11 from an early age. Primarily reading about it but also recreating it. I have fond memories of pre and post "gripping hand" Action Men, 1/72nd and 1/32nd scale WWII Airfix soldiers and accompanying AFVs. The memories of assaulting/defending the 1/32nd scale bamboo hut, desert outpost or the half-destroyed house will always be with me. They gave me excellent value for money. Sigh, I wish I still possessed them.

ASL came into my life in the early 90's. I eagerly embraced it. The variety and scope on offer never ceases to amaze me. There are countless scenarios available to play, quite a few of which concentrate on particular areas. One area I'm particularly interested in is Normandy. Without a doubt this area of operations all those years ago was of the utmost importance. For the last 5/6 years I'd been giving a visit to Normandy some pretty serious thought. The usual things always prevented me - money, time, the wife (now ex) etc. However, last January I walked into local travel agents, spotted a company which offered guided tours, booked on the spot and said...OK, we'll go!

Nigel Brown and I eagerly awaited July 6th 2001, our own little D-Day. Eventually the day arrived and we boarded the coach on what turned out to be an uneventful, long trip from Blackpool down to Dover. We boarded the ferry and in no time at all found ourselves on French soil. Our arrival at the hotel on the outskirts of Caen (we got there quicker than Monty!) was expected and they kept the bar open for us. Lovely jubbly!

Saturday 7th July

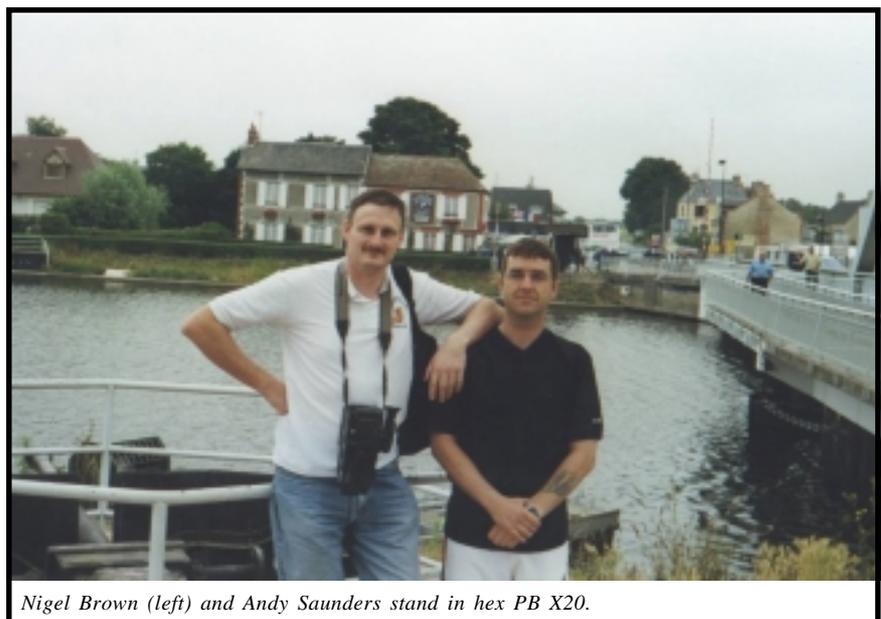
First stop on the itinerary was Ranville War Cemetery, a stones throw from Pegasus Bridge. Anyone who has visited war cemeteries will undoubtedly agree they all have the same humbling effect. What also struck me was the sad loss of young men and sometimes women who gave the ultimate sacrifice to ensure the freedom we

take so much for granted today. Two graves of particular interest here were Private Robert Edward Johns. Serving with 13 Para he helped secure Ranville village on D-Day. He was killed six weeks later on 23rd July, 1944, aged only sixteen. Tragic. I also visited Lt. Den Brotheridges grave. It's actually in the churchyard a-joining the war cemetery. Lt Brotheridge has the dubious honour of being the first allied soldier to be killed by enemy fire on D-Day. He was shot in the neck as he ran across Pegasus Bridge and died shortly afterwards very close to the café Gondree. At 29 he was a relatively old soldier. Interestingly there are also 322 german soldiers buried here. I always assumed opposing nationalities were buried in separate locations. I was wrong.

Moving on we soon arrived at Pegasus Bridge. I was pleasantly surprised at how little this area has changed since that fateful night many years ago. I have seen countless photographs of the PB area and played numerous scenarios using the PB map. It's all still there; Café Gondree, the bridge, the initial glider landing area, chateau Benouville For a first time visitor, the ASL PB map will serve you well as a guide. Whilst walking the area you soon realise how tuned in to ASL

you are when you say to yourself....ah! I'm now standing in hex ???. From here I should have LOS to? or, this is the spot where my opponent brewed up my MK1V. Excellent stuff! Standing in hex PbY20 you can plainly see the church steeple of Le Port (hex PB II13) over in the distance. The steeple was rebuilt after the war. Cpl Killean blew it up using a PIAT. Travelling to Sword beach we drove through Le Port where you can plainly see the bullet-riddled walls of the church. Worth a visit is the Pegasus Bridge Airborne Museum located in hex PB Z22. Here you will find the original bridge languishing in a field.

Sword beach was particularly memorable for me. It was here I was introduced to one of the Normandy veterans on our coach. Tom Hill was a landing craft coxswain who landed with the second wave on Sword beach. He was eighteen. Tom went on to spend 3 weeks at Sword beach off-loading supplies and men before his craft finally sank and he was sent home for 5 days survivors leave! Immediately afterwards, he was sent straight to the pacific where he saw action at Leyte Gulf. It was Tom's first return visit to Sword. Tom refused to have his picture taken with his own camera. The visit obviously affected him and was a



Nigel Brown (left) and Andy Saunders stand in hex PB X20.

time of reflection. In the evening Nigel and I had the pleasure of Tom and his wife's company over dinner.

Our journey then took us along the coastline, passing Juno and Gold beach. Juno reminded me of Berserk '97 when I played Mike Red storming the beaches against Frank Tinschert's Germans. I painfully remember aimed bursts from his mmg's as they ripped through the canvas screens of my DD tanks sending them to a watery grave. It was total slaughter! We stopped for lunch in Arromanche, scene of the (still) quite spectacular remains of Mulberry Harbour. Arromanche is a delightful, touristy seaside village, which offers a quaint, not too commercialised atmosphere. I was quite taken aback by how much of Mulberry does still remain and how big it is. The museum at Arromanche is located adjacent to the beach. Inside it contains a very impressive scale model of Mulberry, over 50ft long encased in a large, elongated glass cabinet. You can compare the model with the real thing simply by looking out through the numerous picture windows in the museum. Well worth a visit.

Bayeux was our next visit and we duly headed inland. Our first stop here was the cemetery, the largest British WW1 one in France containing 4,468 graves. We had a fair bit of time here which we spent wandering about, reading lots of inscriptions. Again I felt humbled and in awe at such a great loss of so many people. Corporal Sydney Bates, 1st Battalion the Norfolk Regiment is buried here who won the Victoria Cross for an action involving

the 10th SS Panzer division. Although wounded he picked up a machine gun and charged the enemy. Wounded for a third time he kept on firing forcing the enemy to withdraw. He died 2 days later. Worth reading at this and other cemeteries are the visitor's books. Some of the entries are particularly moving. I made sure I signed the books and expressed my gratitude. Over the road is the particularly impressive Musée de la Bataille de Normandie. Unlike other museums this one concentrates not on the landings but on the battle for Normandy aka the battle for the hedgerows. It comes highly recommended.

Saturday evening back at the hotel Nigel and I made a beeline to the group of veterans gathered in the bar. Chatting to them we were stunned to hear their old regiments were the 4th and 5th Wiltshire's part of the 43rd Wessex division, under General Thomas. They saw action at Hill 112, Mon Pincon and the crossing of the R. Seine at Vernon. I was gob smacked! In years gone by I'd done a lot of research into the fighting at Vernon and designed a Platoon Leader campaign on the very action (Operation Neptune). This was awesome! To actually meet these guys who fought there was a privilege and will be a memory I'll always cherish. Lots of beer flowed that night. We swapped addresses and they bestowed honorary membership of the 43rd Wessex Association to Nigel and I. One of the veterans, Reg Romain gets a mention in the book titled Hill 112, one of the Battleground Europe series.

After Vernon, Reg and his gang went on to take part in Market Garden.

Sunday 8th July

Glorious sunshine greeted us as we breakfasted continental style and made our way to the Merville Battery. The 4 casemates of the battery were thought to contain 4 150mm guns each of which were capable of bombarding Sword beach, some 6/7 miles away. The task of eliminating the guns was given to the 9th Parachute Battalion, commanded by Lt. Col. Otway. Without going into detail, after heavy fighting and many casualties Otway and his men successfully captured the battery, eliminating the threat to Sword. Ironically it was discovered the casemates in fact contained 75mm (some sources do state 100mm) guns and not the 150mm as suspected. I'm sure this action is represented by an ASL scenario somewhere, but I can't recall seeing or playing it. At the museum shop I bought a Battleground Europe series book detailing both Merville and Pegasus by Carl Shillito. Carl was also our tour guide for the weekend. His knowledge of D-Day and the battle for Normandy is impressive. You can wander around the whole of the battery climbing in and on all the casemates. Observing the thickness of the walls it's understandable why the allies failed to destroy it by bombing. Long term the intention is to fully restore the whole of Merville Battery to its 1944 status. Now that would be a site to see.

From here we travelled westwards to the small coastal town of Port en Bessen for lunch. Bessen was the junction which split Gold Beach and Omaha Beach. And was where PLUTO (pipe line under the ocean) discharged its oil and petrol to the ever thirsty allied war machine. It was also here where the scene from *The Longest Day* depicting the taking of the casino at Ouistreham by Commandant Kieffer and his men was actually shot. I think this action is also an ASL scenario somewhere.

Next stop on the itinerary was one of the trip highlights for me as I'd read so much about it - Omaha Beach and The Normandy American National Cemetery and Memorial at St Laurent. The cemetery covers 172 acres and contains 9,286 burials. In the coach park there is a small sign and on it the inscription reads...."Visitor, look how



With Tom Hill on Sword Beach.

many of them there were. Look how young they were. They died for your freedom. Hold back your tears and be silent." Gulp! That brought a lump to my throat. On entering the cemetery proper I was taken aback by how superbly maintained this cemetery actually is. There is a wonderful memorial in the centre which adjoins the rectangular reflective pool. We walked along the very same path as the older Private Ryan at the beginning of the film and onto the viewing platform which overlooks a large portion of Omaha Beach, approximately 250 yards distant. From here you can follow a deceptively long, snaking path down to the beach. Incidentally, at the beginning of the film Private Ryan you see an old veteran standing by one of the headstones as Ryan walks past. I'm told he is a bonafide veteran who jumped with either the 82nd or 101st D-Day. He married a French woman and settled in Normandy and is now the Curator of the airborne museum in Ste Mere Eglise. He was offered the bit part because of all the assistance he gave during the making of Private Ryan. Prior to the release of the film this cemetery was receiving about 1.5 million visitors a year. In 2001 the number of visitors is expected to reach 3 million. Spielberg has done a wonderful job of raising public awareness. If you ever visit Normandy, this is one place you really must go and see. My only regret is my time there was limited.

On the way to Ste Mere Eglise, the coach stopped alongside Dog Green sector of Omaha Beach. Carl Shillito, via the coach video, played the first 15 minutes of the beach assault from Private Ryan. Everyone on the coach was silent and not a sound could be heard apart from the video and in contrast the waves crashing on the shore not more than 10 yards distant. It was a particularly sobering moment!

Ste Mere Eglise is home to the wonderful American airborne Museum and is well worth visiting. Nigel and I had our photo taken by the church steeple. On it dangles the dummy which represents John Steele who found himself on D-Day dangling from it, helpless, as the battle raged below him. Must have been quite terrifying. I've played one or two scenarios depicting actions in/around this village but can't recall their names.

Pointe du Hoc was our last visit of the weekend. This place is quite fascinating. The memorial area covers ap-

proximately 30 acres and has pretty much been left as it was on 6th June 1944. The whole area is pock marked with enormous craters and bombed out bunkers. I observed many families there that day, with young children playing quite happily, hiding in bunkers and running up and down craters. This sight provided a stark contrast to how it must have been as the 2nd Ranger Battalion clambered up the cliffs and stormed the bunkers. Again there are numerous scenarios and even a mini-module depicting this action.

After a flying visit to Utah Beach, passing the Poupeville Exit along the way, it was time to head back to the hotel. Along the way we passed the German military cemetery at La Cambe, where Michael Wittman is buried. I was a little disappointed we did not have time to stop. The evening at the hotel was a blur of beer drinking and story telling. Our journey home was again uneventful but passed quickly as I reflected on the weekend's events. I met some wonderful people including 6 WW11 veterans and also a Vietnam vet who had served 2 tours. There was also a middle aged chap on the coach who never knew his father. He went down with HMS Hood. It's amazing the people you get to meet. Just before we our coach party went it's separate ways at Dover, the veterans received a fairly thunderous applause as a token of everyone's appreciation and gratitude for what they did. It was a touching moment for them.

Normandy is a wonderfully inter-

esting place to visit. I plan on returning as there is so much there I didn't see. To walk the battlefields is fascinating, more so if you have played some scenarios depicting actions on the very ground you stand. For those who have never been I hope my rambling has inspired you to make the effort. You won't be disappointed. We travelled with Leger Holidays. At £150 for travel, bed and breakfast accommodation guided tour of the battlefields over 4 days it offers good value for money.

Ω



Nigel and Andy with veterans of the 43rd Wessex Division.

J57 GUARDS ARTILLERY

Design Comments

Ian Daglish

Martin Snow wrote "It was quick, and for such a tiny scenario, was quite decent. My SS had some pretty decent dice, and my opponent probably was too aggressive with his Achilles, so it was an easy win for the Germans. I like small scenarios and freely admit that they can swing both ways. Balance is difficult when a couple of bad DR or a single catastrophic Sniper attack can unhinge one side. My criterion is that wins should balance out over time; and if you are diced in a small scenario, at least you have time to play again or try something else. My hope is that players may enjoy this short scenario enough to seek out the set-up and play nuances which can give either side a better chance."

Zeb Doyle wrote "I'd recommend this one as well. I don't normally like small scenarios, but we were pressed for time and couldn't play anything bigger. It played out pretty well: the SS infantry has to be aggressive, due to the tight terrain and time limits. The Panthers are also channelled by the bocage and the threat of the 76LL lurking in the rear. In our playing, I tried to take out the SS infantry and force the Panthers to do the job alone. That didn't work as the armoured assaulting SS ignored numerous 1+0 FL and a few 8+0 shots. I think I only broke a squad and half all game long. The few PIAT shots he was nice enough to give me (needed a 5 or less in most cases) also went awry. That led to my throwing the Achilles away, more out of frustration than anything else, and consequently, an easy German win. If the British aren't stupid with the 76LL though, and manage to slow the German infantry, I think the British have a fair chance at winning. If you're looking for a quick and interesting scenario, give this one a look."

Pooch asked "I would like to know if anyone else has given this a try; it looks very hard on the Brits."

My thanks to those who have sent me their thoughts on this scenario. Before I address the specific comments, a bit of background. My interest in this action began with a (French) history of actions between Guards Armoured Division and 9th Hohenstaufen SS Panzer. This book had a detailed map of this action (down to individual vehicles). I then found even more detail in the Leicester Yeomanry Regimental history and in their War Diary, which has a special AAR on the action. This was corroborated by the 21st A/Tk Rgt War Diary, Fuerbringer's and Tieke's Hohenstaufen histories, and other sources. The problem then became which maps to use. Only the *Hedgerow Hell* maps came close, and then only with overlays. (One spin-off from this exercise has been my design of two bocage-style geo mapboards, beautifully finished by Tom Repetti and his map elves.) This all dovetailed with the work ongoing to sort out the notorious B9 rules,

work largely done by Ole Boe and Fritz Tichy, and my article on bocage for J3. This scenario in effect was my personal 'testbed' for the revised/clarified wall-hedge-bocage rules (and in another spin-off, playtest experiences led to the 'Comprehensive DELUXE WA Example' in *ASL Journal 3*).

Martin mentioned that "The VC say the Germans win immediately when they reach 16 CVP. When does the doubling for prisoners happen? They normally don't get doubled until game end, but in this case the game will end as soon as they double. Which comes first, the chicken or the egg?"

I hope MMP will not mind if I point out that my original Victory Conditions were changed before publication. A part of the sentence which was deleted would have answered your question: "or at game end if they have gained more Casualty Victory Points than the British." Note this is not an "official" erratum so I suggest you follow the ASLRB and account for any prisoners at game end, which will amount to very much the same thing.

Brian Youse mentioned to me that in MMP's opinion this final clause in the VC allowed the Germans to nail a Sexton early then fall back with 6-5-8s and 3-4-8s defending Panthers behind bocage while forcing the British 4-4-7s to attack. The feeling was the odds of success for such a counterattack were rather low, and also that it didn't seem to be in the spirit of the action.

Brian also noted that prisoners won't count as double until the end of the game, although the Germans could take some prisoners and execute the "I'm ahead, fall back" attack. In this case they should pray a lucky sniper or other ASL god does not remove those points on the last half-turn prior to doubling!!

Martin raised another question about the SSR that turns marsh to woods. On the German right, there is a stream with some marsh/woods depiction. Martin asked "Is it enough to create a stream/woods combination hex? How does LOS work for the overhanging woods? This is similar to the situation where a building depiction slopes over into the next hex, isn't it? What rule should apply?". I do apologise for the SSR changing map terrain; I hate doing this but in this case it just seemed to work so well. (The Germans advanced through a small wooded

valley in which many soft-skinned vehicles had been caught trying to escape.) Hex g(o)J4 is of course woods overlay; gI4 is woods only (per B20.1); gI3 is no doubt the hex you refer to and I assume this is a woods/stream hex for movement and the marsh depiction is treated as Level 1 woods for LOS purposes.

As for the general observation that the scenario looks tough for the British, I agree, but at second glance you may observe that the British weaknesses are balanced by restricted German entry and the absolute need for the German to gain early WA over the bocage hexsides of gK3 and gL3 to prevent easy retreat by the Sextons. And note the (historical!) weakness of Panther side armour to PIATS. Also please note Perry's recent confirmation of the only official erratum for this scenario: British infantry/Carrier CAN set up on board g half hexes, so consider a PIAT HS in gO2!

Happy Landings!

Ω

A WEEKEND AT THE BEACH

Continued from page 8

amphibious assault. You get the sense of uncertainty as the Marines approach the beachfront. Just where are the defenders? Just what is in the LC? Did the incoming fire damage them at all? You feel the invaders' vulnerability as they cross the wide open beach to try to tangle with the well fortified defenders. You feel the Marines' urgency in getting off the beaches and expanding a beachhead as fast as possible. All in all, AH did a wonderful job with the seaborne assault rules. I cannot wait for the slightly different challenges for the first ETO seaborne assault scenario.

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Noble Craft of Warfare – revisited

Matt Romey

There's been a lot of talk of this scenario recently, so I might as well chime in. I'll preface my remarks by saying that I agree that it's pro-German. I playtested this personally with HOB's Eddie Zeman and lobbied hard for easing up on the Brits. Eddie insisted that the SS were "brittle," whatever that means. A crock, I say, but no matter, because it isn't as lopsided as everybody says. The Brits need some luck, but they can win this fight if they play it right.

First, recognise that the Exit VP are a red herring, **except** for the Shermans. The Germans are much better situated to fight in place then to conduct a fighting withdrawal. And the Crocs and Brit infantry can't hope to get off board. But those Shermans are fast and can run off the board edge on any given turn. Besides being great Smoke producers, they work well as potential Exit VP threats. (This threat should also tie up the PSK in the mid- or back-field.) I've seen many people use the Shermans as if they are expendable, while overprotecting the Croc and AVRE. I say, let the Big Dogs do the dirty work and keep the Shermans safe in

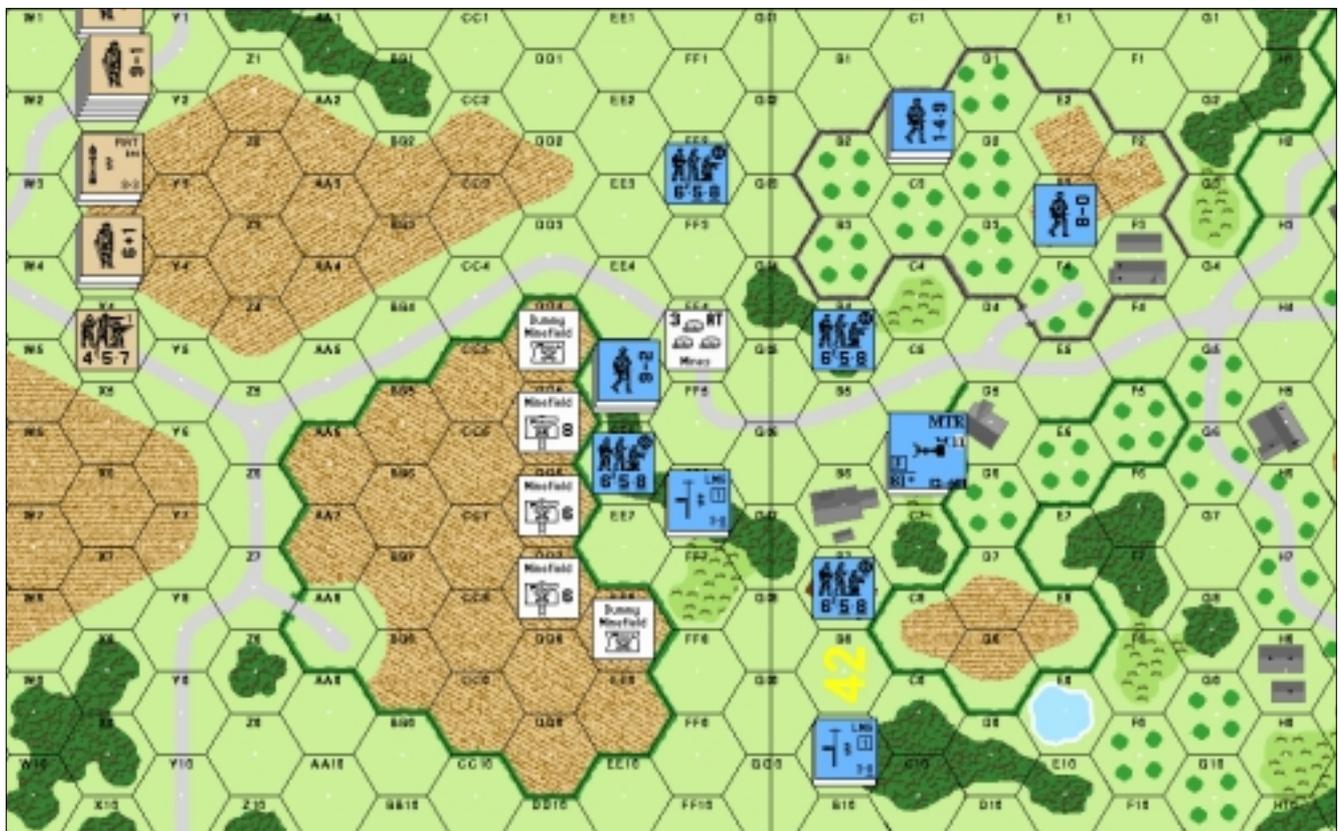
the back to give support.

Upon realising that the Exit VPs are unattainable, the Brit should strive towards killing Germans and taking buildings, while keeping casualties low. Easier said than done, of course. But notice how the A5-G5 road bisects board 42. Not only do the German have a difficult time shifting forces from left to right, but they constantly have to guard for the Shermans' run-for-broke tactic. This dispersal of the Germans allows you to focus your attack and defeat the SS in detail. If you can keep losses even with the Germans, take about half the buildings, and exit a Sherman, then you have enough VPs to win. Granted, that's hard to do when the Germans don't have vehicles for you to rack up CVPs. But this is why you have to really treat your vehicles like gold; you can't afford the CVP losses. My goal in this would be to lose ZERO tanks - perhaps unlikely, but that's my goal.

Honestly, I don't think it should be that hard to cross the initial open ground for one main reason: a smart German won't set

up much far to the front. There are few places on board 43 that allow German brokies to route safely. Sure the Brit will have some broken squads, but crossing the first 10 hexes will not be as challenging as what is to come. If the German sets up heavy up front... pounce on him and make him pay with prisoner CVPs! Barring incredible luck (which can always ruin a scenario this size) the Brits should Deploy all their squads, and set out cautiously at first. **DON'T STACK!** Don't Prep Fire, and try the moving amoeba infantry attack, using prodigious Smoke both from the vehicles and the squads (if they have IMF left over, then try for a smoke grenade in your own hex). Remember, you have 7 turns to go about 20 hexes at most. This is plenty of time, so go easy during the first few turns. Let the vehicles come onboard, become situated, and soften the enemy for a bit.

The SS don't start to show their meddle until board 42, where they are truly in their element. They are often in +3 terrain, have broken side ML9, excellent route paths, and are within PF range of almost any hex



that a tank will want to park itself. This is where the British player will have to prove himself. Be calm, do not take risks with the tanks, do take risks with the squads (some of which will be Deployed, hopefully) in an effort to surround SS units when they happen to break. Take as many pot-shots as possible, sniper be damned (but use sniper bait for your leaders, if the situation allows it). The Croc becomes crucial here; keep it at 3 hex range and frighten the SS troops away. Believe me, the German will want to bug out with the certain prospect of a 18+0 attack followed by squad/HS swarm to cut routes.

The endgame should show the German beginning to panic a bit as his back is against the VP wall. He either will not be able to afford any more building losses, or he will have to take a tank out in desperation for the CVPs. Either way, he will be reckless and may even allow you to exit a Sherman or three. Well, that's the plan anyway.

Like I said, this definitely favours the Germans. But it's not 80% pro-German or anything. I'd call it 60% pro-German. Which still isn't great, I guess, but good enough to have fun on a weeknight. (Instead of playing with the Brit balance, I recommend playing with the tanks setting up on board in the same set-up area as the infantry. JMO)

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Heroes 2001

A sort of After Action Report

Steve Grainger

Well , what can I say? A good venue that was praised by all who attended; good accommodation; a student union bar; reasonably priced food and in a central location. The big question is why so few attended? Maybe I'm not a "big enough name" in the UK ASL scene? The point is that so many players missed a great event! I enjoyed it, and so did the others, and I suppose that is the whole point. Of course the tournament t-shirts will be rarities!

Many thanks to those who took part:
 Andrew Dando - 5:0 (win/loss)
 Pete Phillipps - 3:2
 Chris Ager - 1:2
 Patrick Dale - 0:4
 Steve Grainger - 0:1

With only a handful of entrants the planned structure was rapidly changed. However everybody came prepared to play Market Garden scenarios so that is what we all did, only in somewhat of an ad hoc manor. I was employed guiding and advising two newcomers play a scenario (which would be a report in itself , as I cannot recall being involved in a game where so many of the quirky so called one off's of the game actually occurred!); and another demo/ learning game with someone who remembered playing a long, long time ago. Pete has there details and if we gathered a handful of new recruits to the fold then the whole weekend will be worthwhile.

What happened ? Results below:

Scenario A32

A. Dando (German) beat P. Dale 7 turns
 P. Phillipps (German) beat C. Ager 6 turns

Scenario A33

P. Phillipps (German) beat C. Ager 8 turns
 A. Dando (German) beat P. Dale 6 turns

Scenario A 34

C. Ager (German) beat P. Dale 7 turns
 A. Dando (German) beat S. Grainger 5 turns
 P. Phillipps (German) beat P. Dale 5 turns

Scenario A37

A. Dando (German) beat P. Phillipps 7 turns

Scenario CH41

A. Dando (Allied) beat P. Phillipps n/a

I will do another HEROES event next year, in fact I have even thought of a few themes to use. So please try and get to Birmingham in July 2002. You might even enjoy yourselves!

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HEROES 2001 Scenario Record Sheet

German Player:	Please Highlight Scenario Being Played: A32 Zon With The Wind <input type="checkbox"/> A33 Tettau's Attack <input type="checkbox"/> A34 Lash Out <input type="checkbox"/> A37 Dreil Team <input type="checkbox"/>	Turns Taken
Allied Player:		C.V.P. awarded: German: Allied:
"Snakes" (2's):	Number of Heroes Generated:	Players Signature's: German : Allied :
"Boxcars" (12's):	Winning Side :	



FAKED OUT

Perry Cocke

The balancing of detail vs playability has been a central issue of *ASL* since the very beginning. As Mike Licari points out in the last issue of *VFTT*, allowing players to make fake DR/dr would certainly increase the fog-of-war in *ASL*. But at what cost to playability? There has been a strong slant in “official” *ASL* circles (i.e., first TAHGC, then MMP) against fake DR/DR as long as I have been aware of the issue, despite the *ASLRB* being silent on the subject. In the past, I have been inclined to allow such rolls for purely movement related purposes, but I have always felt uncomfortable putting informational counters on Dummy stacks. The question has been where do you stop concerning fake rolling. If a Dummy stack can roll for a Bog Check, can it also be marked with a Bog counter despite the fact that it cannot actually “fail” such a roll? Can a defender with hidden AT mines make a dr in every hex your vehicles enter? Can Dummy stacks make Entrenching attempts? The *ASLRB 2nd Edition* solves this conundrum by allowing units concealed at start to record their BU/CE/TCA while specifically disallowing fake DR/dr. Alternately, we could have spelled out a limited number of cases where such rolls were allowed while prohibiting all the rest. That might have dispelled some of the objections Mike raises, but not all of them. Ultimately we felt that the system was best served by keeping this particular issue simple. Mike is certainly free to disagree with this decision.

I am sad, however that Pete printed Mike’s analysis of the problems inherent with why we made this decision. I personally told Mike that Brian Youse was indeed joking when he “explained” on the *ASL* Mailing List that I had made this ruling in a fit of anger after seeing a stack of my counters knocked over by a fake DR. I laughed as hard as anyone when I read Brian’s fanciful description of this event, but I sure am tired of explaining to people who I would have thought were reasonably sensible that this was all just a joke.

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Death or Glory

Design Notes

Shaun Carter and Charles Markuss

Someone one day will come up with a psychological profile of a British Cavalry officer and perhaps explain why they like to charge at things. Of all the cavalry regiments in the British Army the 17/21 Lancers are best known, due to their charge at Balaclava in the Crimean War, into the Valley of Death lined with Russian guns on either side of them, better known as the Charge of the Light Brigade. What is less well known is that on 9 April 1943 at Fondouk Pass in Tunisia they did it again, but this time with tanks instead of horses. That in itself was sufficient temptation to do this as an *ASL* design.

This scenario is not for the faint-hearted, given the number of AFVs involved. A long time personal gripe of ours is the lack of *ASL* counters for certain types of British and Soviet vehicles, particularly Shermans, Churchills and T-34s. Is there any chance of this being corrected in the upcoming reprint sequence of *ASL* modules, we ask? Before you get any ideas that this is a purely partisan view, we have seen a recent MMP design with 18 Shermans in it!! It’s just that we did it quite a long time ago, i.e. 1998. Anyway, enough ranting. If anything it’s a statement on the portrayal of armour in game terms i.e its use en masse. It’s not often you have to put foot down and rely on numbers or speed to achieve your aims. The rationale for the attack was determined by the need to press on regardless of time, force conservation, reconnaissance or any other considerations other than to follow orders immediately. The intention was to stop the retreating Axis forces from escaping.

In terms of OB the British are straightforward cavalry regiments in Tunisia, re-equipped with Shermans in March 1943. Without any accompanying support, that’s it. The Germans are a different proposition as attempting to identify some of their lesser known units requires much more research than looking at one source. Fortunately James Lucas in ‘Kampfgruppen’ provided the identity of the Lancers’ opposition, subsequently confirmed by George Forty’s book ‘Armies of Rommel’. It never ceases to amaze us as to how difficult it can be to identify both sides’ units in any given action. The 17/21 Lancers faced minefields and well-concealed anti tank defences, with guns up to 88mm in calibre. Yet Charles Messenger’s

book, quoting the Royal Fusiliers history, states quite categorically that only anti tank mines were involved. The difficulty in design terms was not to overdo the strength of the defence. A look at the history of the Welsh Guards and the Lancers’ history depicted the barren hill terrain quite well. Hence the mapboard configuration.

As per usual the main problem in this scenario is time. The British player has no other realistic option than to charge. For those of you familiar with vehicle dust its use in careful sequence can greatly enhance the chances of survival of the rather high and vulnerable Shermans, given that they are flanked by guns on either side. They are vulnerable to both the 50mm and 40mm AT guns from the flank, while the 88mm gun is deadly from any angle. From a play balance point of view, there should probably be an SSR about gun breakdown only occurring on a *subsequent* die roll of 6 for the AT guns after a ‘12’ has been rolled. This is another *ASL* rule likely to cause much angst if the dreaded ‘boxcars’ makes an unwelcome appearance.

From a tactical point of view this scenario is an object lesson of how not to over-come a well-defended position. Later that same day the 16/5 Lancers managed to outflank the German defences by careful use of a dry river bed, in conjunction with fire and rather more restrained and careful movement.

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Guerra Civil

The Spanish Civil War 1936-1939

Paul Kenny

Ok, here is my brief review of CH's latest offering, *Guerra Civil (GC)* which covers the Spanish Civil War.

For your \$49.95 you get a red/white/black folder containing a 16 page rules booklet, three counter-sheets, 12 scenarios, and two pages of card stock with DYO-type info including Vehicle and Ordinance Rarity Charts and National Capabilities, ELR, OBA and Air Support Charts.

Among the new rules are Dinamiteros, unarmed MMC types who have inherent DC capability; the barrenos, a new type of DC; and Field Chaplains, leader types that give the morale bonuses but not the firing bonuses.

There are three pages of historical notes for the unit types and logic the behind the design decisions. Very interesting.

Also inside are three overlays, although two of them are basically unmounted boards of the same size as regular geomorphic boards. They nicely capture the feel of the Spanish Terrain. SCW 1 has a walled hill village on one side of the board, with a walled orchard and walled/hedged orchard and farm on the other side. SCW2 has a centrally located level 2 hill with a church surrounded by a graveyard, orchards and large farms. A sunken Rarity traverses a series of woods hexes. SCW 3 is a true overlay of a large stone building on a hill for use on board 6 to cover the board 6 building.

Two of the counter-sheets are 1/2 inch sized with Republican and Nationalist MMC, SMC and GC unique SW; these are used in conjunction with Axis and Allied Minor counters. The third sheet is 5/8 inch sized with new vehicle and ordinance and plane counters (includes several new vehicle and ordinance types).

Continued on page 17, column 2

Cactus Farm

Design Notes

Shaun Carter and Charles Markus

The inspiration for this scenario came from Charles being familiar with Bryan Perrett's book on Churchill tank actions and a general feeling of dissatisfaction with the scenario selection produced in the *West of Alamein* module. Although the scenarios were literally 'west of Alamein' we felt that they did not give a good feel for the portrayal of Tommy Atkins in cardboard form. In particular, there were a lot of actions in Tunisia which were not portrayed, especially ones depicting the British attacking, and hence this effort - amongst others.

We felt that this would be a good action to pick, as it was quite small. From the design point of view this was one of the first in which we went to combined arms from all-tank actions (for which we have received a lot of good-natured stick). The German have a selection of anti-armour weapons in their arsenal, ranging from anti-tank mines and anti-tank guns. In the Teske account, only 48 paratroops were mentioned as defending the area around Cactus Farm, hence the relatively small but elite force. The Hermann Goering division quickly earned a reputation as being formidable opponents, therefore using 8 morale was not a hard decision to make. A reference to mines being planted on tanks is catered for by the use of anti-tank magnetic mines rule. Given the German penchant for preparing their positions well, they have been given trenches. What struck us was the ferocity of the action. The use of HIP simulates the effectiveness of their fire discipline, camouflage and concealment. They did not open fire until the British were 50 meters from their positions. Such was the close nature of the ambush that British tank troops were rescued from their burning vehicles by the paratroopers!

On the British side this is a typical combined arms assault with Churchill infantry tanks doing their normal job of supporting an infantry battalion attacking. The SSR on movement on changing elevation is a nod to the observation made even by the Germans that the Churchill tank (being somewhat geared-down to prevent undue strain on the transmission and engine) could quite easily climb hills that were not accessible to other tracked, let alone wheeled, vehicles and assists its slow movement rate within the abstract timeframe of an ASL

scenario. The British have numerical advantage and armour, and need to use it. As ever time is a factor, and the British player cannot afford to be too tardy in crossing the board.

The map more or less picked itself as mapboard 15 does accurately depict Tunisian terrain hilly and is relatively free of LOS hindrances.

Generally speaking this scenario was well received by the people who playtested it, a typical comment being "Good scenario with a number of options for both sides".

Comparisons with the current Chas Smith scenario design in *ASL Journal 3* will inevitably be made, it is not our intention to give offence or claim that ours is a better simulation and in any case since ours was designed well before the other was published. It is very much a case of different interpretations of one particular action. Even if someone does their homework properly there is rarely right or wrong, even with the best sources in the world. Looking at the copyright statement on the original version, it says 1998. A lot of water has passed under the bridge, particularly in terms of the quality of ASL play and research.

We would particularly like to thank all who playtested it: Iain Mackay, Trev Edwards, Steve Thomas, Andrew Saunders, Bob Eburne, Paul Kettlewell, Nigel Ashcroft and Brian Hooper. Apologies to anyone inadvertently missed out.

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Another view of Cactus Farm

How A Different Designer Treated The Same Action

Chas Smith

A philosophy for ASL

It is interesting to discuss the design differences between the Shaun's depiction of the Cactus Farm action and my own from *ASL Journal 3*.. I designed the scenario as part of the *Hermann Goering Battlepack*, and had no idea that the Shaun had designed something on the same action. One of the most fascinating aspects of the designs are that we both did so without the knowledge of the other, but there are many similarities in the designs.

Terrain Layout

Ironically I had also used board 15 in my original playtest version. I was not happy with the scenario during the initial phases of testing. Several photos of the area convinced me that board 15 didn't have to be the choice. The area was somewhat "green", and Cactus was noticeable. Thus I went with boards 11 and 43 with SSRs for the level 2 hill.

Units

Shaun is correct that the actual size of the German force by this date was smaller, and more resembled a large platoon than anything else (there were approximately 48 paratroopers in the defensive positions). However, I felt that more than 4 or 5 squads was necessary to actually represent the fighting power of the Germans. (a squad *can* be represented by 6 or 7 guys if they are good, although I generally consider 10 to be a squad). Playtesting by us and MMP resulted in the final MMC total for balance purposes. Looking at the OBs, the similarities show that both versions were well researched. I used the 20L AA gun because of the abundant number of these available, and Shaun's choice of an 81mm is not bad. We both used the 40LL AT Gun(s), which is what the paratroopers were equipped with. We both accurately used Churchills. I used some 447s for the British force because of their lack of experience, and the fact they had been soundly beaten only several days beforehand. Shaun used 88mm, while I used 100+mm OBA. Not a tremendous difference in that it is a difference of one firepower column for the module.

Miscellaneous

One of the major differences is how each of us represented the minefield. The fact that it is represented in both scenarios is good, and each scenario has design style differences. I also use air support, which occurred during the action, but not very effectively for the Brits. Shaun left that out, but considering the circumstances it wasn't necessarily a bad design choice on his part. Shaun did use special movement for the Churchills, which is a neat SSR in his design. I also used a hero while he did not, but once again, probably an issue of personal design taste. One interesting note is that Schaeffer received his Knight's Cross while in a POW camp in Texas.

Something else to discuss is the use of sources. Shaun's design is obviously weighted by British sources as well as general ones. My design is weighted by German and general sources. This is evident by the fact that I was more detailed in my unit designation of the Germans, while Shaun more detailed of the British forces. Overall I think that both designs represent a fun and historically accurate depiction of the fighting around Cactus Farm.

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GUERRA CIVIL

Continued from page 16

Well there you have it. I think it is a little overpriced for the \$50 price tag direct from CH as you only get 3 counter sheets and unmounted boards. If you can find it at a discount however I say snatch it up. Running through the rules and scenarios I only caught two or three errors and nothing blatantly egregious a la *Operation Compass*. *Guerra Civil* appears to be a good, solid production effort and exceptional research and design effort.

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A grognard stood before the players and had some items in front of him. Wordlessly he picked up a large empty jar and proceeded to fill it with rocks, rocks about 2" in diameter. He then asked the newbies if the jar was full? They agreed that it was.

So the grognard then picked up a box of pebbles and poured them into the jar. He shook the jar lightly. The pebbles, of course, rolled into the open areas between the rocks. He then asked the newbies again if the jar was full. They agreed it was. The newbies laughed.

The grognard picked up a box of sand and poured it into the jar. Of course, the sand filled up everything else.

"Now," said the grognard, "I want you to recognise that this is your playing of ASL. The rocks are the important things - your infantry movement, your leaders, your use of fire groups - things that if everything else was lost and only they remained, your game would still be good. The pebbles are the other things that matter like your use of armour, Ordnance and Air Support. The sand is everything else, the small stuff. If you put the sand into the jar first, there is no room for the pebbles or the rocks. The same goes for your play of ASL.

If you spend all your time and energy on the small stuff, you will never have room for the things that are important to you. Pay attention to the things that are critical to your happiness. Practice your infantry tactics. There will always be time to play with AFV's and big guns. Take care of the rocks first - the things that really matter. Set your priorities. The rest is just sand."

But then... A newbie then took the jar which the other newbies and the grognard agreed was full, and proceeded to pour in a glass of beer. Of course the beer filled the remaining spaces within the jar making the jar truly full.

And the moral of this tale is - "No matter how good your play is, there is always room for BEER!"

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"THIS IS THE CALL TO ARMS!"

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

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

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Paul Legg, 21 Grimsey Road, Leiston, Suffolk, England, IP16 4BW
Andy Smith, 31 Egerton Road, New Malden, Surrey, England, KT3 4AP
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, England, L24 4BA
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, England, L45 5DZ
Garth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, England, L66 1JA
Ulric Schwela, 9 St James Court, Meeting House Lane, Lancaster, England, LA1 1UN
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., England, LE16 8XA
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., England, LE3 2SA
Pete Phillips, 49 Lombardy Rise, Leicester, Leics., England, LE5 0FQ
Chris Tomlin, 19 Moorgate, Lancaster, Lancs., England, LN1 3QF
Karl Bown, The Games Store, The Manor House, Lincoln, Lincs., England, LN6 9DG
John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., England, LS23 7DJ
Lee Johnson, 26 Methley Mount, Chapel Allerton, Leeds, England, LS7 3NG
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, England, LS8 4EE
Santiago Lopez, TF 1.7 Owens Park, 293 Wimslow Road, Fallowfield, Manchester, England, M14 6HD
J. W. Overton, 12 Didsbury Park, Manchester, England, M20 5LJ
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, England, M24 1FP
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, England, M40 3NL
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., England, MK16 0PR
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., England, MK4 2HJ
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, England, N11 1RF
Laurent Forest, 8 Mossborough Close, North Finchley, London, England, N12 8PF
Jamie Sewell, 115 Cresent Road, Alexandra Palace, London, England, N22 4RU
Martin Legg, 51 Beacon Glade, South Shields, Tyne & Wear, England, NE34 7PS
Michael Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, England, NE65 7YY
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., England, NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., England, NG2 6FQ
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., England, NG2 7GQ
L. Othachee, 17 Russel Drive, Wollaston, Notts., England, NG8 2BA
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, England, NN15 5HT
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, England, NN4 9UE
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, England, NP16 5SS
Clive Haden, 2 The Dove, Taverham, Norwich, England, NR8 6FT
Steve Joyce, 23 South End Close, London, England, NW3 2RB
Peter Fraser, 66 Salcombe Gardens, Millhill, London, England, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, England, NW9 3UH
Darren Clahanne, 40 Atwell Close, Wallingford, Oxon, England, OX10 0LJ
Grant Hewitt, 44 Waltham Gardens, Banbury, Oxon, England, OX16 8FD
Toby Pilling, 30 Alexandra Road, Botley, Oxford, Oxon, England, OX2 0DB
John Sharp, 3 Union Street, Oxford, Oxon, England, OX4 1JP
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, England, PL14 3PT
Paul Ridsout, 5 Fisher Close, Stubbington, Fareham, Hants., England, PO14 3RA
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, England, PO4 8DB
Keith Bristow, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., England, PO5 3JJ
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., England, PO5 3JJ
Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, England, PO7 7QR
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., England, PR1 4YJ
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., England, PR1 4YL
Phil Draper, 8 Chesterman Street, Reading, Berks., England, RG1 2PR
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., England, RG1 7XD
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, England, RG14 2LL
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, England, RG21 7RN
Kevin Croskey, 3 Crockham Close, Southgate West, Crawley, W. Sussex, England, RH11 8TP
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, England, RH15 0NF
John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, England, RH15 9HN
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, England, RM15 5JL
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, England, S17 4FR
David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, England, S40 3SN
Andy Osborne, 42 Atlantis Close, Lee, London, England, SE12 8RE
Simon Horspool, 60B Granville Park, Lewisham, London, England, SE13 7DX
Martin Rhodes, 127 Pepps Road, London, England, SE14 5SE
Michael Edwards, 23 Ash Grove, Melbourn, Royston, Herts., England, SG8 6BJ
Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, England, SK12 1BB
Andrew Dando, 52 Redhouse Lane, Disley, Cheshire, England, SK12 2HP
Martin Mayers, 38 Syddall Street, Hyde, Cheshire, England, SK14 1JH
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, England, SK7 1DW
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, England, SK9 7DP
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., England, SL6 7RX
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, England, SM6 0TF
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., England, SN12 8QJ
Neil Stevens, 26 Larch Road, North Colerne, Chippenham, Wiltshire, England, SN14 8QG
Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., England, SN14 8QG
Bill Gunning, 14 Eagles, Faringdon, Oxon, England, SN7 7DT
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., England, SO45 1ZW
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, England, ST4 5LE
Julian Blakeney-Edwards, 1 Elmbourne Road, London, England, SW17 8JS
Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, England, SW19 6SL
Christopher Chen, Flat 11, 14 Sloane Gardens, London, England, SW1W 8DL
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, England, SW2 3SN
Jean-Denis Martin, 33 Rothesay Avenue, London, England, SW20 8JU
David Otway, Department of Chemistry, Imperial College, South Kensington, London, England, SW7 2AY
Jean-Pascal Paoli, 51-60 Evelyn Gardens, London, England, SW7 3BH
Chris Courtiour, 17b Hargwyne Street, London, England, SW9 9RQ
Paul Case, 60 Staunton Road, Alcombe, Minehead, Somerset, England, TA24 6EA
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, England, TF5 0NW
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, England, TN4 8ET
Mike Batley, 2 The Gables, Argos Hill, East Sussex, England, TN6 3QJ
Roger Cook, 2 Town Close, Dartmouth, Devon, England, TQ6 9ES
Bill Eaton, Dart House, 20 Bridgetown, Teves, Devon, England, TQ9 5BA
. 38 Park Avenue, Hounslow, London, England, TW3 2LX
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., England, UB10 8NQ
Phil Nobo, 6 Milton Road, Ickenham, Middx., England, UB10 8NQ
Bob Nugent, 49 Thornhill Road, Ickenham, Middx., England, UB10 8SQ
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, England, W5 3NY
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, England, WA3 6NW
Mike Kerfoot, Rugby Tavern, Rugby Street, London, England, WC1
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., England,

ON THE CONVENTION TRAIL

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

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

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

OCTOBER

OKTOBERFEST ASLOK 2001

When: 2 - 7 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates for ASLOK 2000 were \$85.00 for 1-4 occupants and are likely to be similar this year.

Fee: Likely to be similar to last year, about \$20.00 or \$25.00.

Format: Same as always. Weekend tournament plus numerous mini-tournaments.

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 2001

When: 26 - 28 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Accommodation is available for £31.00 per night (or £26.00 for a shared room) and includes service and breakfast. Normal rates apply if booking after 30 September.

Fee: £6.00. Players registering will receive a tournament program in September.

Format: three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

Notes: 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 if2001@vftt.co.uk.

NOVEMBER

FIRE GROUP 2001

When: 1 - 4 November.

Where:

Fee:

Format: There will be 6 rounds (1 Thursday, 2 Friday, 2 Saturday and 1 Sunday) featuring unedited scenarios from a future scenario pack (*The Black Star*). The format is almost the same as FireGroup'97 (who saw the first appearance of the *Provence Pack*) except for the scoring system. This will be based on victory points earned by scenario (and corrected by the side average and square root) to avoid any balance problem. This means that players will compete with all players playing the same side in a given scenario.

Notes: Non-French players will be accommodated freely by local players (to the limit of available beds).

Contact: If interested, you can either register on <http://www.chez.com/sasl/fr/cadresfr.htm> or <http://asl.histofig.com/> or email Laurent Cunin at cunin.laurent@wanadoo.fr.

GRENADIER 2001

When: 8 - 11 November.

Where: Hergarten, near Zülpich, Germany.

Fee: The registration fee will be around DM 100.00 including entrance fee and bed and breakfast for two days.

Format: To be announced.

Notes: Friday is for free playing and/or making ground visits to nearby historical locations such as La Gleize and Stoumont.

Contact: Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany, or by email at Christian.Koppmeyer@gerling.de. Additional information can be found on the GRENADIER webpage at <http://www.asl-grenadier.de>.

2002

FEBRUARY

WEST COAST MELEE V

When: 1 - 3 February.

Where: Embassy Suites, LAX, South 1440 East Imperial Ave., El Segundo, CA 90245.

Fee: Club members \$30.00, non-members \$35.00 (players can save \$5.00 by pre-registering).

Format: WCM is a 'structured open' format. Players will be initially paired at random. From that point on, for a game to count toward your overall event record, you must play against another player with the same number of wins, and select a scenario from the year shown on the 'Year Is' board in the main room. Players in the running for a prize must have five games completed prior to Sunday morning. There will also be several 8 man, single elimination mini-tournaments in conjunction with the main event throughout the weekend.

Notes: Gaming begins on Thursday before the main tournament on Friday. There will also be a 7-0 Leaders corner, where an experienced player will be available to answer questions and explain rules for new and inexperienced players, "ASL Bingo", and the "Kursk Team Tournament".

Contact: Brandon Liesemeyer, 25300 Corte Sombrero, Murrieta, CA 92563, or email at WCM@socalasl.com.

MARCH

BERSERK 2002

When: 14 - 17 March..

Where: Hotel Skye, South Promenade, Blackpool, England. 2001 prices for shared rooms were £21.50, single rooms £26.50 and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: To be announced - last year was £6.00.

Format: Five round tournament beginning Friday afternoon (arrangements will be made for those unable to arrive until Friday night), with three or six scenarios to choose from in each round. CG and friendly games can also be found throughout the weekend.

Contact: Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL, or email Trev Edwards at trev.hulldown@freeuk.com.

WD2

Paul Ryde-Weller, 44 Farm Way, Watford, Herts., England, WD2 3SY
Sandy Goh, 12 Mornington Road, Radlett, Herts., England, WD7 7BL
Michael Murray, 34 Bell Road, Walsall, West Mids., England, WS5 3JW
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., England, WV6 8QN
Wayne Baumber, 1 Crabmill Close, Easingwold, N. Yorks, England, YO61 3BX

SCOTLAND

Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, Scotland
Ian Percy, 1 Polmuir Road, Aberdeen, Scotland, AB11 7SP
Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, Scotland, AB12 3EY
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, Scotland, DD1 4AQ
Mark Chapman, Flat 2F3, 265 Gorgie Road, Edinburgh, Scotland, EH11 1TX
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, Scotland, EH12 9AW
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, Scotland, FK2 0PF
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, Scotland, G21 4QA
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, Scotland, G46 7LW
Oliver Gray, 117 Upper Dalgaime, Cupar, Fife, Scotland, KY15 4JQ
Andrew Cowie, Elizlea, High Street, Errol, Scotland, PH2 7KJ
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, Scotland, ZE2 9LE

WALES

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

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

**NEW
for 2001**

Major addition to Leger's range of Battlefield Tours

One of Leger Holidays' greatest successes in recent years has been our fascinating programme of Battlefield Tours. In fact, such has been the interest that we are launching a separate and even more specialist programme for 2001.

New Brochure

This new brochure will be in addition to the Battlefield holidays highlighted in the following pages and will be aimed at those who want to travel in much smaller groups. This will provide the opportunity to learn about the various military conflicts in both the first and second World Wars in far greater depth.

Visits in Detail

Small groups also mean more time to see the ground, visit locations 'off the beaten track' and have more detailed on-site presentations. Of course, many may have an additional - and very personal - interest in a tour, because they have a particular interest in a special grave. By using Leger's War Graves Pilgrimage Service



you will be able to visit the most important cemeteries for 'The Fallen' in both France and Belgium. Just contact us with details of where you want to visit and we'll do our best to arrange suitable dates.

Your Guide

As with all of Leger's Battlefield tours, each holiday will be accompanied by an expert guide. Our new 'Small Group' Tours have been designed by leading experts. In the case of the 1914-18 war, the programme has been specially selected and organised by Paul Reed (author of 'Walking the Somme') who will also act as the main guide. When it comes to the 1939-45 struggle against the Nazis, Tony Lea (curator of the Merville Battery) has put together the various itineraries and will likewise be guiding many of them.

New executive mini-coaches

Travel throughout this new programme will be by 12-seat air-conditioned executive mini-coaches.

A selection of holidays which
will surely prove to be an
enthusiasts dream!

Weekend Breaks

First Day on the Somme Looking in depth at the fighting on the evocative Somme battlefields, concentrating on the 1st July 1916 - the infamous First Day on the Somme.

They Call it Passchendaele Visiting the battlefields around Ypres, with special reference to the fighting for Passchendaele in 1917. We also attend the moving Last Post Ceremony at the Menin Gate.

Paratroopers in Normandy Focusing on the Airborne Operations that made up Operation Overlord. We visit the British sectors, Ranville, the American Cemetery at St. Laurent, and also see some of the German bunkers near Cherbourg.

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The Hindenburg Line Visiting the important, and often forgotten battlefields of Arras, Cambrai and St Quentin. We also see the ground near St Quentin where the German Spring Offensive was fought in March 1918 and where the Allies smashed the Hindenburg Line in September-October 1918.

Normandy - The Inland Battles A tour which moves away from D-Day itself and looks at the areas of fighting in June-August 1944. An ideal tour for the Normandy enthusiast.

Made to Measure Tours

Our new service will also include the possibility of tailor-made tours of the Battlefields of both World War One and World War Two. In conjunction with our battlefield experts, we can arrange a tour for your small group (maximum of 11 people) to a location of your choice - either for four or five days duration. These tours will appeal in particular to Regimental Associations, who want to see the battlefields where their regiment fought, or Special Interest Groups (such as modellers or War Gamers) who want to focus on a particular period or battlefield. Each tour would use our new executive mini-coach and be accompanied by a Specialist Battlefield Guide.

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MONDAY TO FRIDAY 8.30am - 9.00pm

SATURDAY 9.00am - 5.00pm

SUNDAY 10.00am - 4.00pm

