

# VIEW FROM THE TRENCHES

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**INTENSIVE FIRE 2002** - *ASLers* get together in Bournemouth

**GROSS DEUTSCHLAND** - scenario analysis

**A TALE OF TWO SCENARIOS** - the two versions of *It's About Time* compared

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# PREP FIRE

Welcome to yet another *View From The Trenches*. I had hoped to have this issue out a week after INTENSIVE FIRE but real life intervened and left me too busy to work on *VFTT* :-(. Hopefully I should get back on to schedule with the next issue, although I still have about half a dozen blank pages to fill right now!

Which means that I'm still looking for articles from you lot. They don't have to be big in-depth analysis' on scenario packs or rules sections; small one and two page articles on a scenario or rules such as prisoners are fine.

Have a good Christmas and roll low if you get to play ASL!

Double 1. My last, best hope for victory.

Pete Phillipp

**COVER:** German paras rest on Crete.

### THE ASL MAILING LIST

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

**subscribe advanced-sl**

You MUST use lower case letters!

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

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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.

### EMOTICONS

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

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

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

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

Issue 47 should be out at the beginning of January 2003.

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*Operation Neptune* £2.50 (overseas £3.50)

*Shingle's List* £5.000 (overseas £8.00)

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VIEW FROM

# INCOMING

## JOURNAL 4 RELEASED

*ASL Journal 4* has been released by MMP, priced \$20.00. Within its 48 pages are 12 scenarios and a sheet of hedge overlays. Among the articles are an Ian Daghish article on British carriers to accompany some of the scenarios in the issue, an article on Ambush and a look at 'J24 Smashing The Third'. There is also a *SASL* mission set on Omaha Beach. Future issues will continue to range between \$20 to \$30 and contain the occasional mapsheet, counter sheet, or overlay sheet, but in order to increase its frequency of appearance, most of them are likely to be similar to *ASL Journal 4*.

*Operation Veritable* the historical study covering the Commonwealth offensive along the German-Dutch border in February 1945 has reached its pre-order number and is now being printed. It is expected that it will be ready for shipping in a couple of weeks, priced \$42.00. Also being printed is *For King and Country*, the new module containing the British OB, which will cost \$85.00.

Close to reaching its pre-order number is *Out Of The Attic 1*, the first of a periodic magazine reprinting out of print articles and scenarios. The first issue will contain 16 scenarios (including the dozen from *In Contact*) and numerous articles such as J.R. VanMechelen's night tutorial "Bring On The Night" and the accompanying Series Replay for the *DASL* scenario 'Sicilian Midnight'. The retail price will be \$16.00.

## FANATICS RELEASED

Fanatic Enterprises has released *Fa-*



## THE TRENCHES

## ASL FOR SALE

I have the following stuff for sale. Feel free to contact me with any queries rather than be in doubt. Ian Kenney, 53 Withdean Crescent, Brighton, BN1 6WG (email i.kenney@bspr.org.uk).

*Squad Leader* - set 1 box good, boards all in very good condition, some fading and shelf wear on the box. I believe all the counters are present

*Squad Leader* - set 2 box very tatty. Boards all very good. I believe all the counters are present.

*Beyond Valor*. Counters of each nationality in separate plastic multi-compartment boxes. I believe them to be complete but haven't counted! Condition all first class. Hardly any shelfwear.

*Paratrooper*. All complete. Box shows some minor shelf wear

*Yanks*. Chapter E Missing

*West of Alamein*. All infantry in separate plastic multi-compartment box. Only a few Info and Armour units punched out. I believe all the 1/2 inch counters are present but I'm not going to count them! Condition is all perfect

*The Last Hurrah*. Punched but all complete and - as new - condition. Box has only minor shelf wear.

*Code of Bushido*. All perfect and unused.

*Croix de Guerre*. All unpunched. Chapter N divider - Advanced Sequence of play missing.

*Kampfgruppe Peiper 1*. Unpunched although a few strips of minefield counters have - detached - included in a separate bag. All complete and perfect.

*Pegasus Bridge*. All unpunched. All unused and perfect

*ASL Solitaire Module*. All complete and perfect.

*ASL Action Pack 1*. All unused and perfect

*ASL Annuals 1991, 1992, 1993a, 1993b, 1995 Winter, 1996, 1997*. All in excellent condition, free of dog ears, tatty bits and tears.

Separate boards: 5 (from *Cross of Iron*) - very good condition, 6 and 7 (from *Crescendo of Doom*) - good Condition, 8 (from *GI: Anvil of Victory*) - very good condition, 12 - new condition, 13 - good condition, some wear.

*natic Pack 1*. Among the dozen scenarios are several desert actions, some PTO and the usual East Front stuff. There is also a 1920 action on the Russian invasion of Poland. It is available for \$12.00 (plus \$2.00 shipping and handling; international orders will be charged actual shipping costs) from Fanatic Enterprises, Paul Kenny, PO Box 644, Haddonfield, NJ 08033.

## CH RELEASE MAP AND HERO PAX

Map PAX is a new module series featuring brand new historical maps, scenarios, play aids and historical notes, while Hero PAX is a new scenario series in which every scenario features a hero. The emphasis in both packs will be on tournament and medium-sized scenarios. The maps in Map PAX will feature new terrain art and be printed on the same heavyweight stock as used in recent CH maps such as those in *Dien Bien Phu*.

*MapPAX1: BLOOD & IRON* features 10 new scenarios depicting actions of the 27<sup>th</sup> Infantry Division in the Item Pocket on Okinawa in the face of fanatical Japanese defenders. *HeroPAX1* features eight new scenarios depicting west front actions from Fall 1944 to the Battle of Hürtgen Forest and the Battle of the Bulge.



## 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>	£9.00
<i>Leibstandarte Pack 2</i>	£9.00
<i>Leibstandarte Pack 3</i>	£9.00
<i>Wacht Am Rhein</i>	£14.00
<i>Canadians In Italy 1</i>	£9.00
<i>WinPak 1</i>	O/S
<i>Canada At War 1</i>	£6.00
<i>Canada At War 2</i>	£6.00
<i>Gross Deutschland Pack 1</i>	£9.00
<i>Schwerpunkt 8</i>	£12.00
<i>Fanatic Pack 1</i>	£8.00

O/S - Out of stock temporarily

Add 50p per item for postage and send your payment made out to PETE PHILLIPPS to 23 Jean Drive, Leicester, England, LE4 0GB.

For the latest on stock availability telephone me (as usual evenings when Man United are not playing are your best bet!), or email me at [pete@vftt.co.uk](mailto:pete@vftt.co.uk)

## UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

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](mailto: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](mailto:2ndcgames@currantbun.com)

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

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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# INTENSIVE FIRE 2002

ELITE DIVISION					FIRST DIVISION				
POS	TEAM	PLAYER	PTS	OPPO	POS	TEAM	PLAYER	PTS	OPPO
1st	5	Luis Calcada Paulo Ferreira Russell Gough	18	18440	1st	E	Tim Bunce Paul Kettlewell Graham Smith	24	21750
2nd	3	Simon Croome Toby Pilling Ray Wolosyn	15	15810	2nd	D	Jackie Eves Brian Hooper Justin Key	15	13615
3rd	1	Michael Davies Trevor Edwards David Schofield	15	15515	3rd	B	Chris Ager Michael Essex Paul Legg	15	13610
4th	2	Michael Hastrup-Leth Chris Netherton Paul Sanderson	15	15460	4th	F	Ian Daghish John Kennedy Neil Stevens	13	10760
5th	8	Ruarigh Dale Bo Siemsen Derek Tocher	12	12610	5th	C	Paul Case Tim Macaire Pete Phillipps	10	7705
6th	7	Keith Bristow Martin Mayers Dominic McGrath	13	12220	6th	A	Patrick Dale Malcolm Hatfield Sam Prior	4	2805
7th	4	Shaun Carter Steve Grainger Simon Strevens	12	12055					
8th	6	Nigel Blair Phil Draper Ben Jones	7	6055					

The **OPPO** value is the total value of the Crusader ladder points of the opponents beaten by that fire team

## PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Chris Ager	3	1	2	0
Nigel Blair	9	3	6	0
Keith Bristow	4	2	2	0
Tim Bunce	4	3	1	0
Luis Calcada	5	3	2	0
Shaun Carter	5	1	4	0
Paul Case	8	1	7	0
Simon Croome	5	1	4	0
Ian Daghish	5	3	2	0
Patrick Dale	3	0	3	0
Ruarigh Dale	7	3	4	0
Andrew Dando	3	1	2	0
Michael Davies	6	3	3	0
Phil Draper	4	2	2	0
Trevor Edwards	5	3	2	0
Michael Essex	3	2	1	0
Jackie Eves	6	2	4	0
Paulo Ferreira	4	1	3	0
Russell Gough	4	4	0	0
Steve Grainger	3	1	2	0
Oliver Gray	1	1	0	0
Michael Hastrup-Leth	8	7	1	0
Malcolm Hatfield	4	1	3	0
Brian Hooper	9	2	7	0
Ben Jones	3	1	2	0
John Kennedy	3	0	3	0
Paul Kettlewell	6	3	3	0
Justin Key	3	2	1	0
Paul Legg	7	2	5	0
Tim Macaire	5	3	2	0
Martin Mayers	5	3	2	0
Dominic McGrath	6	3	3	0
Chris Netherton	4	0	4	0
Bob Nugent	3	2	1	0
Pete Phillipps	4	3	1	0
Toby Pilling	6	5	1	0
Sam Prior	3	1	2	0
Paul Sanderson	4	2	2	0
David Schofield	7	6	1	0
Bo Siemsen	3	1	2	0
Graham Smith	4	4	0	0
Neil Stevens	7	3	4	0
Simon Strevens	3	2	1	0
Derek Tocher	5	5	0	0
Ray Wolosyn	3	2	1	0

## THE SCENARIOS

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

Scenario	Allied	Axis	Draw	Scenario	Allied	Axis	Draw
ABTF4 First Threat	0	1	0	Onslaught To Orsha 8	0	1	0
ABTF9 Please Hurry	0	1	0	PB3 Piecemeal	2	3	0
CH107 Tumult From The Sky	1	0	0	PBP25 First and Inches	8	6	0
CH41 Test of Nerves	7	8	0	RB3 Bread Factory #2	2	1	0
CH44 Operation Nordwind	4	2	0	RP3 Fire and Rain	3	3	0
CI4 In The Nick O' Time	1	0	0	RP4 PLATs and Panthers	0	3	0
G35 Going To Church	0	1	0	SP55 Batterie Du Port	0	8	0
J28 Inhumaine	3	3	0	SP74 The Last Tiger	0	1	0
J32 Panzer Graveyard	0	1	0	SP87 Fangs of the Tiger	0	1	0
J48 Blood Enemies	0	1	0	SP89 Assaulting Tes	0	1	0
J57 Guards Artillery	0	1	0	SP96 Husum Hotfoot	2	1	0
KGP5 Marechal's Mill	1	0	0	V1 High Danger	2	4	0
LSSAH18 Sudden Fury	0	1	0	V19 Cactus Farm	3	5	0
MLR2 Troteval Farm	1	0	0	WCW7 Eye of the Tiger	6	1	0
NFNH8 Wounded Three Times In A Day	0	1	0	<b>TOTALS</b>	<b>106</b>	<b>46</b>	<b>60</b>



VIEW FROM

# The Crusaders Open ASL Tournament Ladder

## INTENSIVE FIRE 2002 Update

Derek Tocher

There have now been 1679 games played at the Intensive Fire and Berserk tournaments over the last eight years. There are now 54 players who played 20+ games, 30 who have played 40+, and 10 who have played 60+ games. The largest number of games recorded is 86, by Dave Schofield, followed by Brian Hooper with 84. Interestingly those players having played most games are generally found clustered round the top and foot of the table. The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last four years and the distribution of results is essentially Gaussian about 3000.

Perhaps the two most significant games of the weekend were played at the very beginning and end of the tournament and both involved Dave Schofield. Dave played

Toby Pilling in the first round of the 'flamethrower' mini-tournament defeating him in a game of 'Fire and Rain'. That loss caused Toby to drop sufficient points to displace him from the top of the ladder for the first time in a couple of years, despite the fact Toby went on the win all his remaining games. On the Sunday afternoon Dave, who was 6-0 at the time, lost in a game of 'High Danger' with Russell Gough which had to be concluded rather unsatisfactorily due to running over time. That defeat robbed Dave of the overall Intensive Fire Championship and gave the Elite Division Fireteam Prize to Russell's team. Nevertheless Dave did accumulated 400 ladder points over the weekend putting him back into a top ten position (5th) after disappointing performances at Intensive Fire 01 and Berserk! 02. With Toby dropping 65 points over the weekend Steve Thomas finds himself on the top of the ladder despite missing the last two tournaments.

Unusually there were relatively few large swings in places over the weekend. Notable performances were the aforementioned Russell Gough (4-0 and +260 pts) who finds himself in lucky 13th place and Graeme Smith (also 4-0 and +335 pts) who moves from perilously close to the bottom of the table to mid-table obscurity. Biggest loser of the weekend was Chris Netherton (-305 pts). Chris had played in the Newbie tournament at Berserk! 02 and done exceedingly well however that performance put him in the elite division for the Intensive Fire Fireteam competition and he clearly suffered as a consequence. The other big loser of the weekend was Brian Hooper who played the largest number of games but went 2-7 and lost 270 points leaving him in 198th place.

Without further ado here is the ladder as of 9 November 2002.

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Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
1	Steve Thomas	42	32—1—9	3755	37	Tom Slizewski	5	4—0—1	3215
2	Derek Tocher	82	61—1—20	3745	38=	Klaus Malmstrom	4	3—1—0	3210
3	Toby Pilling	50	44—1—5	3725	38=	Nils—Gunner Nilsson	5	4—0—1	3210
4	Mike Rudd	38	32—1—5	3660	38=	Yves Tielemans	3	3—0—0	3210
5	Dave Schofield	86	58—0—28	3655	41	Francois Boudrenghien	3	3—0—0	3205
6	Bjarne Hansen	31	23—0—8	3630	42	Aaron Sibley	43	26—0—17	3195
7	Michael Hastrup—Leth	45	31—1—13	3615	43	Jean Devaux	3	3—0—0	3190
8	Aaron Cleavin	6	6—0—0	3565	44	Armin Deppe	13	7—1—5	3185
9	Peter Bennett	14	12—1—1	3560	45=	Bill Durrant	5	4—0—1	3180
10	Carl Sizmur	16	11—0—5	3515	45=	Lars Klysner	6	4—0—2	3180
11	Simon Strevens	67	43—1—23	3500	47	Jonathan Pickles	8	5—0—3	3175
12	Fermin Retamero	8	7—0—1	3480	48=	Grant Pettit	7	4—1—2	3170
13	Russell Gough	45	26—3—16	3450	48=	Bruno Tielemans	3	3—0—0	3170
14	Ran Shiloah	11	7—0—4	3370	50=	Rodney Callen	6	4—0—2	3160
15	Jes Touvdal	20	13—0—7	3365	50=	Mel Falk	9	5—0—4	3160
16	Bernt Ribom	5	5—0—0	3350	52	Jeremy Copley	9	6—0—3	3150
17=	Joe Arthur	21	13—0—8	3305	53	Nick Edelsten	22	14—1—7	3145
17=	Dominic Mcgrath	79	41—1—37	3305	54=	Paul O'donald	72	44—1—27	3135
19	Frank Tinschert	15	10—0—5	3295	54=	Frenk Van Der Mey	4	3—0—1	3135
20=	Trevor Edwards	71	36—1—34	3285	56=	Chris Courtier	13	7—2—4	3130
20=	Philippe Leonard	9	7—1—1	3285	56=	Bob Eburne	44	26—0—18	3130
20=	Steve Linton	11	8—0—3	3285	58	Paul Sanderson	41	21—0—20	3125
23=	Will Fleming	3	3—0—0	3280	59=	Lee Brimmicombe—Wood	12	8—0—4	3120
23=	Ralf Krusat	6	5—0—1	3280	59=	Paul Ryde—Weller	10	5—1—4	3120
23=	Alan Smee	4	4—0—0	3280	61=	Stewart Thain	10	6—0—4	3115
26=	Dave Booth	7	5—0—2	3270	61=	Mark Walley	4	3—0—1	3115
26=	Luis Calcada	39	20—1—18	3270	63	Luc Schonkerren	5	3—0—2	3110
28	Phil Draper	9	6—1—2	3265	64=	Andrew Dando	44	23—2—19	3105
29	Steve Crowley	44	20—1—23	3260	64=	Paul Haesler	6	3—0—3	3105
30	Stephen Burleigh	9	5—0—4	3255	64=	Simon Morris	11	6—0—5	3105
31=	Keith Bristow	37	22—1—14	3245	67	Russ Curry	6	4—0—2	3100
31=	Daniel Kalman	11	8—0—3	3245	68=	Nigel Brown	26	11—0—15	3095
33=	Daniel Batey	4	4—0—0	3235	68=	Mikael Siemsen	6	3—0—3	3095
33=	Paul Saunders	19	10—0—9	3235	70=	Kevin Beard	13	9—1—3	3090
35	Ray Woloszyn	31	18—1—12	3225	70=	Iain Mackay	43	22—0—21	3090
36	Christain Koppmeyer	15	8—0—7	3220	70=	Peter Michels	3	2—0—1	3090

Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
73	Paulo Alessi	6	4—0—2	3085	144=	Nigel Blair	9	3—0—6	2875
74	Dirk Beijaard	5	3—0—2	3080	144=	Simon Croome	27	13—0—14	2875
75	Robin Langston	9	4—2—3	3075	146	David Kalman	5	2—0—3	2870
76=	Jean—Luc Baas	3	2—0—1	3070	147=	Peter Ladwein	21	9—0—12	2860
76=	Serge Bettencourt	3	2—0—1	3070	147=	Lutz Pietschker	4	1—0—3	2860
76=	Mike Davis	3	2—0—1	3070	147=	Neil Piggot	4	1—0—3	2860
76=	Robert Schaaf	3	2—0—1	3070	150	Paul Boyle	4	1—0—3	2855
80=	Alexander Rousse—Lacordaire	4	2—1—1	3065	151	Nick Angelopoulos	5	1—0—4	2850
80=	Bob Runnicles	3	2—0—1	3065	152	Dave Otway	5	1—0—4	2835
82	Patrik Manlig	16	9—0—7	3060	153	Sam Prior	12	4—0—8	2830
83=	Stefan Jacobi	11	5—0—6	3050	154	Mike Daniel	5	2—0—3	2825
83=	Ben Jones	39	17—0—22	3050	155	Mark Chapman	6	2—0—4	2820
83=	Bo Siemsen	4	2—0—2	3050	156	Michael Robertson	4	1—0—3	2810
86	Scott Greenman	8	3—1—4	3045	157	Ian Pollard	46	20—0—26	2805
87=	Michael Davies	6	3—0—3	3035	158	Clive Haden	5	2—0—3	2800
88	Steve Pleva	6	3—0—3	3035	159	Paul Kettlewell	42	17—0—25	2795
89	Peter Hofland	4	2—0—2	3025	160=	Alistair Fairbairn	3	0—0—3	2790
90	Shaun Carter	58	26—1—31	3020	160=	Nick Ranson	5	1—0—4	2790
91=	Vincent Kamer	4	2—0—2	3015	160=	William Roberts	3	0—0—3	2790
91=	David Tye	29	11—0—18	3015	160=	Nick Sionskyj	8	3—0—5	2790
93=	Colin Graham	5	3—0—2	3010	164	Bill Eaton	16	5—3—8	2785
93=	Andrew Saunders	33	15—1—17	3010	165	Chris Littlejohn	14	3—2—9	2780
95=	Nick Brown	3	1—1—1	3000	166	Graham Worsfold	3	0—0—3	2775
95=	Steve Grainger	8	4—0—4	3000	167=	Lee Bray	14	3—0—11	2770
95=	Martin Hubley	4	3—0—1	3000	167=	Richard Kirby	7	2—0—5	2770
95=	Ian Kenney	4	2—0—2	3000	169	Bill Hensby	31	10—0—21	2765
95=	Phil Nobo	11	6—0—5	3000	170=	Andrew Hershey	10	4—0—6	2760
95=	Duncan Spencer	4	2—0—2	3000	170=	Flemming Scott—Christensen	6	1—0—5	2760
101=	Ivor Gardiner	2	1—0—1	2995	172	Peter Neale	3	0—0—3	2750
101=	Gilles Hakim	5	2—0—3	2995	173	Burnham Fox	23	10—0—13	2740
103	Michael Essex	14	8—0—5	2990	174=	Rupert Featherby	3	0—0—3	2735
104=	Eric Baker	2	1—0—1	2985	174=	Nick Quinn	14	5—0—9	2735
104=	Pete Phillipps	74	32—0—42	2985	176	Gareth Evans	4	0—0—4	2730
106=	Tim Bunce	9	5—0—4	2980	177=	Steve Cocks	4	0—0—4	2720
106=	David Farr	4	2—0—2	2980	177=	Marc Horton	6	1—0—5	2720
106=	William Hanson	13	6—0—7	2980	179	Simon Hoare	4	0—0—4	2690
106=	Malcolm Rutledge	3	1—0—2	2980	180	Jeff Howarden	7	2—0—5	2685
110=	Ulrich Schwela	29	11—1—17	2970	181	Christain Speis	5	1—0—4	2680
110=	Graham Smith	12	5—0—7	2970	182	Neil Stevens	50	18—2—30	2670
112=	Ian DGLISH	74	36—1—37	2965	183	Pedro Barradas	7	1—0—6	2655
112=	Michael Maus	7	3—0—4	2955	184	Adrian Catchpole	11	2—0—9	2625
112=	Chris Netherton	11	5—1—5	2955	185=	Neil Brunger	20	8—0—12	2615
115=	Raurigh Dale	19	10—0—9	2945	185=	Arthur Garlick	21	2—5—14	2615
115=	Laurent Forest	3	0—0—3	2945	185=	Mike Stanbridge	36	10—1—25	2615
115=	Alex Ganna	2	0—1—1	2945	188=	Chris Ager	8	1—0—7	2610
115=	David Murry	5	2—1—2	2945	188=	Wayne Baumber	23	11—0—12	2610
115=	Pedro Ramis	6	3—0—3	2945	188=	Bryan Brinkman	9	1—0—8	2610
120=	Bob Nugent	3	2—0—1	2940	191	Paul Legg	52	18—0—34	2605
120=	Jon Williams	14	6—0—8	2940	192=	John Fletcher	6	0—0—6	2585
122=	Derek Briscoe	1	0—0—1	2935	192=	Malcolm Hatfield	18	5—0—13	2585
122=	Martin Bryan	19	8—0—11	2935	194	Jackie Eves	21	6—0—15	2575
122=	Martin Mayers	15	5—0—10	2935	195	Nigel Ashcroft	45	16—1—28	2555
125=	Andrea Marchino	1	0—0—1	2930	196	Michael Rhodes	43	10—0—33	2545
125=	Andy Price	3	1—0—2	2930	197	Patrick Dale	18	4—1—13	2490
127	John Sharp	8	3—0—5	2925	198	Brian Hooper	84	25—1—58	2470
128=	Steve Allen	6	1—1—4	2920	199	Roger Cook	28	8—2—18	2460
128=	Tim Collier	17	7—0—10	2920	200	Paul Case	70	17—1—52	2445
130=	Edo Giaroni	3	1—0—2	2915	201	David Ramsey	9	1—0—8	2435
130=	Tim Macaire	33	15—0—18	2915	202	John Kennedy	21	4—0—17	2405
132=	Joel Berridge	3	1—0—2	2910					
132=	Oliver Gray	3	1—0—2	2910					
132=	Justin Key	36	14—1—20	2910					
132=	Brian Martuzas	5	2—0—3	2910					
132=	Andy Smith	4	0—0—4	2910					
137=	Paulo Ferreira	4	1—0—3	2905					
137=	Phil Ward	5	2—0—3	2905					
139	Josh Kalman	10	5—0—5	2900					
140=	Martin Kristensen	6	2—0—4	2895					
140=	Jakob Norgaard	6	1—1—4	2885					
140=	Bernard Savage	21	9—1—11	2885					
143	Sam Belcher	8	3—0—5	2880					



# Gross Deutschland

## Scenario Analysis Part 2

Michael Davies



### GD5 MACHORKA

In the Russian Army Ivan Frontovich spent a deal of time discussing the quantity and quality the days of Vodka and Tobacco rations. Virtually every Russian smoked, making roll-ups from scraps of newspaper and pages torn from books. Usually these were consumed soon after they arrived; life expectancy was short. Machorka features a post smoke attempt by 25 Russian squads to break through about a dozen GrossDeutschlander squads in a dense woodland.

### GD5 German Opening Moves

You win by equalling the Russians victory point total. Points are awarded for Casualties (CVP), and for Russian units exiting off the South edge between R0 and R7. Additionally you earn 1.5 times normal VP for German units North of the Stream.

It is possible to win by controlling the Southern bank of the Stream, racking up CVP by eliminating Russkies at a faster rate than your own troops are killed. Preventing or limiting the exit of Russian units is important in close fought games, less important after a veritable massacre. This is a very simple defence requiring the least movement and time to set up. Start by deploying a couple of squads to act as Mortar crews and flanking units. Organise your squads into small platoons of three or four squads, a Leader, and two or three MGs' and/or Mortars. On turn one move to take up position in the following areas. A strong force is needed around R7, S7 and S8 to secure the Eastern flank., A Squad in S10 would help but will likely be needed elsewhere. This force should get a mortar, MMG and a decent leader. Another group begins in R3, R4, R5, and R6, this includes the 50mm Anti tank gun, in R4 or R5. Two other groups are centred around S2/T2 and U1/U2. Admittedly this is a very linear defence, liable defeat in detail at either end of the line or at key points. On the plus side the position makes good use of the Stream as a defended obstacle, has good cover, offers interior lines and very good positions for Mortars. The defence should be strengthened by digging in. There should be a turn or two before any attack develops so make the most of the time available. Against a broad attack by hordes of Russians across the whole width of the board this defence is very strong. As mentioned earlier it will be weaker against flanking attacks or carefully positioned thrusts. Against a determined thrust of four or five

hexes width down the road it should play well. It is hard to guess how the Reds will attack. Human wave is a possibility, carefully planned probes is another. try to give a good account of yourself in any firefight. Makes use of your leaders to get broken squads back into the firing line. The huge Russian force is difficult to rally due to low ELR and a desperate shortage of leaders, it may be enough to break squads rather than Kill them. Sooner or later you will be threaten by Hand to hand combat. Generally it is best to avoid this for a number of reasons. The Reds can trade you squad for squad and still come out on top. Deciding whether to stand and fight or break and run is very, very difficult. I am inclined to tough it out and to be honest it works less often than I would like it to! Later in the game the Russians may try to exit along one flank, counter this by moving forces from the centre to get in front of them. Later still some sectors will be communist free, advance your units forwards to earn CVP. This argues for starting the Gun in R6, to use the road for movement, otherwise it is devilish slow trying to move a gun through woods, and across a stream. There are decent arguments for strengthening the wings at the expense of the centre, particularly on the Eastern flank which is the weaker of the two. Of course this is not the only entry to consider.

Another opening is much more aggressive. If you want to take the Battle to the Russians most preliminary steps are the same, deploy and organise your troops into platoons. next look at the map and judge the spot you want to defend. The X hexrow look reasonable or even good for the main line of defence. A line from X1 to X7, edging back to W8, V8, V9 makes use of open ground in W9, Y5/Z6 and Y1/Y2 to give mortars lines of fire. You can be in position at the end of turn two ready to dig in if you make use of the R6 road. The gun is hard to position, R6 is a bit defensive other front line positions create better fire opportunities paid for by greater risk of destruction or capture. X5 is a good forward position. The Russians can counter by a broad attack across the board, this can create enough pressure to crack your position and force you South. in any firefight you have an initial advantage exploit this as best you can. A dangerous Russian tactic concentrates their strength against your weakest points - likely either end of the line or a particular hex or hexes selected by the Russians. Counter by moving some units in front of the expected attack. Earlier comments about close combat still apply. Using this style of defence will increase casualties on both sides, it will earn you more control VPS than staying South of the Stream. Against awesome opposition all defences are weak, against more modest talents this one can work. It will do rather well against a slowly developing attack that allows you to dig in any optimise your troops positions. Without the stream in front of you it is easier to counter attack, keep this in view if you see a chance to surround or flank a chunk of the Russian force.

One idea I'm not too keen on is attacking the Russians! Using the R6 road you can reach the DD hexrow on turn two. Most opponents would be surprised or at least puzzled by such an aggressive move. A brisk firefight followed by a couple of rounds of hand to hand combat should see the Russians Victorious leaving enough time for a rematch.

Another slightly less dubious opening starts with a defensive hedgehog formed within two or three hexes of X5. By stacking two or three squads per hex and entrenching a strong defence is forged. If the position is bypassed the Russians can just manage a win, provided he can exit his entire OB and you do not launch a massive counter attack when he is starting to move off the board. The Reds can approach with concealed squads intending to ambush and kill in Hand to Hand combat.

Other ideas to be briefly considered are a forwards defence of the U and V hexrows North or South of the stream, which has some of the advantages and disadvantages of both the South bank and forwards defences. Setting up in two or three strong positions is feasible, for example a defence could be organised around U2 and S8 helped by a small screen in between of mortars and half squads, plays pretty similar to the South bank defence. You can even pick sites North of the Stream. These amount to much the same as more linear defences, with perhaps a small gain due to concentration of force.

In some games I would go for the forwards defence, falling back towards the stream under pressure. There can be no guarantee this will win, nor could I even prove it is the best overall strategy. The defence appeals because it suits my style of play, I'd feel comfortable winning, and would no doubt learn something from a loss!

When considering your options do not underestimate the Russkies. Their initial forces are huge, outnumbering you two to one, stealth, and the mobility cloaking provides makes them a serious attacking force. The good news includes low ELR and limited support weapons. The really good news is the lack of sufficient leadership. With only two leaders attacking options are limited. Self rally ability is limited making broken Russian squads effectively a combat loss. Even if the 8-0 leader is exchanged for a commissar rallying ability is limited. The short story is attacks will be limited to one or at most two sectors of the front at a time unless the Russians risk their forces becoming a mass of broken squads. If you can kill a leader you improve your chances, kill both and you should go on to win. Returning to bad news you are vulnerable to being overwhelmed in hand to hand combat. A strong attack will be disrupted by firepower, leaving some Russkie squads broken, some dead and some adjacent keen to advance into Melee. Breaking before this happens is an option for a forwards defence, try to fall back and create a new defence line two or three hexes back. Or fight it out with an equal chance of success you may hold the

position and even be able to infiltrate after ambushing your opponent.

Anti tank rifles are included in your OB. they can be used for long range interdiction, used to make concealed stacks higher, or given to Heroes generated by Heat of Battle rolls. Another possible use is to add 1 FP to IFT attacks taking a LMG to a 4IFT, a MMG to 6IFT. Not a game winner in itself but worth considering.

The AT gun is much more useful. With a rate of fire of three, a basic 6IFT attack, and a realistic chance of a critical hit it is a valuable unit. Moving it North of the Stream earns you six VPs, enough to win a close game.

Mortars are great in woods, with ROF of three expect a lot of hits, and a few morale checks or rare KIA. In close terrain line of sight can be restricted, use adjacent troops as spotters to extend the mortars field of view. Remember spotters can be designated at the start of the prep fire or defensive fire phases, also note spotting counts as use of a support weapons. If you do forget a wily opponent will remind you just after you have chanced an attack with your Anti tank rifle! Spotting can also work to allow shooting from behind the front line at targets adjacent to the front line, for example a mortar in W4, with a spotter in X4 could fire at Y4. Do not go out of your way to create opportunities to use spotters but use it if it arises.

As usual there is considerable scope for setting up and playing differently. If you have any strong preferences that you are convinced will lead to Victory or even more importantly an enjoyable game follow your instincts.

Expect a really tough fight. The first two turns are all about gaining the best position for defence. Turns three and four are all about the Russkies probing for weaknesses. The last two turns will be Bedlam, trying to win small firefights, back out of bad situations and making snap decisions when opportunities for close combat arise. Enjoy playing, the result should be very close.

## GD5 Russian Opening Moves

The Germans can win by moving onto the map and crossing the stream and keeping the overall number of casualties down. As the Ruskis' you must do rather more, to earn exit Victory points you must breach the German defences and exit the map off the Southern edge.

With twenty five squads you start with a massive force that outnumber the Germans roughly two to one. In a melee or hand to hand combat your forces will prevail by sheer weight of numbers. To position yourself to attack in close combat is tricky requiring some planning and an acceptance of some casualties during the approach. The terrain helps a lot, played on board four the Grossdeutschland Infantry would mow down Russian attackers, woods greatly restrict line of sight and cover your attack. In a straight firefight at close quarters our troops have an advantage in raw firepower 21OIFT at point blank range, the Germans have around the 170 mark. Other factors come into play, leadership, rate of fire, three 50mm Mortars (less the firepower lost by crewing them), and the 50mm Anti tank gun all help the defenders. My own view is you will do better in close combat than a shooting match unless you are able to manoeuvre to earn local

superiority. There is some more baddish news, a low ELR (2), will result in slow moving conscripts who are slow moving, weak in fire combat, are lax and tend to break things...assuming of course you can rally them. The absolute worst news is Soviet leadership, it is good enough in terms of quality but two Leaders for twenty five squads is a headache. One compromise is to use what Leaders you have for rallying troops, do not use them to direct fire or to assist movement.

So how to begin. Some planning depends on the terrain and the Germans opening moves. I'll try an cover the expected Jerry openings, but during play you will have a reasonable idea of what he is about and can plan accordingly. In all cases cloaking and concealment make it harder to gauge how strongly different sectors of the line are held. Knowing where the defensive line is important, exactly what is there cannot be certain but doesn't matter too much. Most likely the defences will be strong in some areas slightly weaker in others. Given your attack is on a broad front this is not too important. Most likely the Germans will advance across a broad front. Either they will take up positions south of the Stream or move further North to the U/V or X hexrows. Extremely aggressive players will come straight for you down the R6 road. Very occasionally you might see a hedgehog defence of the bridge, the road junction at W5 or a couple of strong flanking positions. Every single opening has a counter, not necessarily guaranteeing a win, but good enough to keep you in the game with a good chance.

If the Jerry's opt for a point defence, you have at least two options. One idea is to carefully bypass the position, heading South off the board. Watch out for opponents who let you bypass then erupt in a ferocious counter attack. The second option is to surround and assault the Germans. Mortars and MGs make this difficult. for best results carefully encircle then rush in from all sides or from at least two or three directions. If you can get all your troops off board you will scrape a win by 53VPs to 51. Not terribly exciting but probably a better chance than an assault. I guess there would be enough time to play again as nothing will have gone back in the box!

An attack by the Germans charging up the road is startling. A simple idea is to meet the attack head on. Rather better might be flanking the opponent and attempting either infiltration or even encirclement. German chances of a win are not great, and it is unlikely you will encounter this opening move. Keep a careful watch on the time, fighting around the DD hexrow leaves you little time to get off the board.

In most games you will likely encounter a defensive screen, a thin line behind the stream or a forward line across the U/V or X hexrows. Both defences are viable, they are not weak but can be countered. The first problem is approaching the enemy. Cloaking really does help, lightening the burden of the Maxim, and giving all your troops 6MF. If you really are in a hurry, some six squads can CX with a leader to cover 8MF. By using open ground you can get to the BB hexrow, and even AA1. By moving through Woods and brush you can get as far as DD. The best movement opportunities are on the western edge. Due to a chronic lack of leadership you need to split your force into companies of 10-12 squads rather than platoons. The MMG and a couple of squads forms

the third manoeuvre element unless you think it plays better in one of the companies. You need in the centre and one flank or down both flanks, concentrating in just one area probably will not work. I appreciate this isn't very profound or helpful. Aim to have a good idea where your troops can be at the end of turn one, and less accurate predictions of subsequent turns. The LMGs are split between the companies. Exchanging a leader for a commissar is an option I'd go for without too much thought. A commissar is a big help in rallying units, but follow your own preferences if this doesn't suit.

If the defences are south of the stream it will take the best part of two turns to position yourself for an attack on the western flank, two or three for the centre or eastern flanks. Try to arrive in a co-ordinated attack or one small sector will face much of the firepower of the entire German force. Aim to keep concealment briefly before opening up in the Defensive Fire Phase. Try to shoot a breach in the Germans defences then pour through. Aim to make a concentrated attack against part of the line to gain fire supremacy. You can edge forwards in the Advance Phase into small gaps, or to reduce stacking. On turn five you might see a shattered German defence, a continuous string of Grossdeutschlanders' or something in between. Unfortunately if you are behind on CVP you need to take a big gamble and charge forwards. Once committed to this nerves of steel help. Use assault movement to enter the stream, shoot in the Advancing Fire Phase and then use the Advance Phase to clamber out for close combat. A human wave would be ideal for this if you fulfil the conditions for it. This really is desperate and should not be needed if you have done reasonably well in the preceding firefight.

If the Krauts are holding the X hexrow you have a number of alternatives. From the BB/CC hexrow you can hit most of the front line on turn two. If you charge you lose concealment, and will be hit by at least an 8IFT attack, possibly with a 4IFT to follow. Surviving this gets you into close combat. Win or lose it will be over pretty quickly. If your attack bogs down keep up the pressure and launch a human wave. This counter can work very well, or fail miserably, the numerous German machine guns can increase the body count alarmingly. There are alternatives. Taking an extra turn increases the pressure to exit, but pays dividends in allowing you to stay concealed when moving adjacent to the Jerries. Survive fire combat then either fire, or stay concealed to move in the Advance Phase and enter close combat. At close quarters weight of numbers will count. An exchange of units earns you both VPs while losing the Krauts a potential three VPs per squad. As the German squads and leaders fall gaps will appear in their line, interdict to surround and kill or capture broken units. Prisoners or even a captured Gun will help. March prisoners off the south edge to earn VPs, destroying the Gun earns two VP, moving it off map earns four but can be inconvenient.

Keep an eye on the turns remaining. Breaking the German line on turn six or even turn five might not be enough to win if the exchange of units has been fairly even. It will take two turns to move off the board, start thinking about this on turn three, do something about it on turn four



and start panicking on turn five when you really must move!

Pick up any light support weapons you can, even the ATRs can be useful. The mortars are a bit bulky so take the odd shot then destroy them or at least discard them.

The lack of leaders makes this a challenging scenario, hordes of infantry will help you win provided you keep up the pace of your attack. On occasions you will enjoy some superlative luck, a cowering enemy defensive fire attack or a lucky close combat Ambush roll, the Anti tank gun malfunctioning and becoming disabled. These and other random events are part of your overall attack plan; a big force can soak up more bad luck than a smaller fragile opponent. In close combat the Fourth Army's squads are equal to the elite Grossdeutschland Regiment, and you have an awful lot of them.

## GD5 Conclusion

Even with 37 squads this can be a very fast playing game, it should be possible to play both sides in an evening and enjoyable to do so. The limited leadership on the Russian side gives a first rate example of the importance of leaders in ASL. This is a very well thought out scenario, a very simple idea but challenging and a bit different. It's gone straight onto my favourite list.



## GD6 GREAT ELAN

Great Elan features a large Russian force dug in to conduct a deliberate defence against a well supported German attack. Fortifications and concealment strengthen the Soviet game, well equipped Sturm Pioneers with flame throwers and demolition charges backed up by StuGs, flak wagons and 81mm OBA give the Germans winning chances.

Both players need to take a long hard look at the map boards before play. A huge swathe of woods runs from 17A4 to 17CC10 with a few gaps influencing vehicular movement. Spend some time checking lines of sight as the Soviets to determine killing zones or as the Jerries to help avoid them!

## GD6 Russian Set-Up

Your objectives are either to control one building in the Village within three hexes of 17R4 or inflict over 45 CVP on the attacking GrossDeutschlanders. Your own casualties are of no consequence, you can win with a Conscript half squad or a wounded leader as long as you satisfy the victory conditions.

Enemy forces are very strong. Elite, well led infantry with high ELR, plenty of support weapons, flak wagons, StuGs, 150mm Infantry

Guns, near certain OBA, and a couple of platoons of Sturm Pioneers. Fortunately to reach the village they must cross board 4, which will take time and will cost CVP.

Russian forces are impressive, a gaggle of guns and mortars, and a huge infantry force. Leadership is in short supply, ELR is low, but you receive a reasonable allocation of support weapons, concealment and hidden status for a significant part of your forces. A mass of fortifications, wire, mines, bunkers, fortified buildings, trenches and even foxholes greatly increase the effectiveness of your defence.

Mines can be exchanges for either booby traps (B28.9) or Anti tank mines (B28.5) depending on your preferences. Despite the choices available AP mines are probably the most effective. Even 6FP fields will hurt German Infantry, soft skin vehicles and can immobilise a StuG if you are lucky, or should that be very lucky?. There is not much to chose between 6, 8 and 12 FP mines, personal preference goes for 6 factor fields as you get more of them. If your set up needs to only cover a limited number of hexes higher factors make sense. A valid tactic that might not be expected is a small mine field in a building hex. If you enter from an adjacent building hex or tunnel you will not be attacked, advancing German units will. If you break the attacker he receive another attack if routing out of the building. The weakness of this ploy is vulnerability to OBA and area fire attacks.

Wire not only delays infantry it can slow vehicles, creating rate of fire opportunities or improving the chances of a hit. Placing it above trenches or bunkers complicates attacks making close combat very risky.

Fortified buildings are as good as or better bunkers, resistant to artillery attack direct fire, with capacity for three squads and both your leaders. Late in the game they are hard to attack as they cannot be entered in the Advance Phase whilst a Good Order squad/equivalent is present. Not something to build your whole game around but nice when it happens. At the risk of antagonising some excellent players check out B 8.6, which allows you to exchange one or more fortified buildings for tunnels. Using a tunnel to connect a village building with a woods hex containing a Commissar or even some reserves could make for an interesting end game. Having hidden units ready to slide down tunnels on turn seven might rank as gamesmanship to some, a legitimate Ruse De Guerre to others. Not something I'd attempt against a friend, but if on the receiving end I'd kick myself for not anticipating the tactic. Do it if you must but keep in view the entrance could be found by searching and destroyed before you attempt your finale. Back to the plan, it is hard to resist fortifying stone buildings 17S6 and perhaps 17P2, and using the third location for a tunnel.

There is scope for a great deal of creativity in how you use fortifications. By all means set traps, attempt the unusual, and even the absurd with at least some of your fortifications. With the rest set up good solid positions. One thing to avoid is putting a lot into the defence of one spot, a bad example would be fortifying stone building 17P2, stacking three hidden squads a 9-1 leader, a pair of heavy machine guns, a LMG, anti tank rifle for the leader, surround with six wire counters,

and all 36 mine factors. Connecting this to other fortified buildings or bunkers with trenches or tunnels is only making things worse.

So how to set up. Your first problem is deciding how you would prefer to win. Building control requires a more defensive set up designed to delay the approach to and conquest of the village. Aiming for a CVP win places more emphasis on the destruction of enemy forces, for this you seek out firefights by a more aggressive set up. A third choice of deciding on your objectives during play will still need a commitment to setting up aggressively, but may have fortifications in the backfield ready to fall back to.

In any defence start by exchanging the 8-0 leader for a 9-0 Commissar. With a distinct lack of leaders you need a Commissar to quickly rally units who would otherwise still be subject to desperation morale. If you plan on a CVP win set up on board 4 and in hexes numbered eight or more on board 17. If you have decided to make a fight of it here then use most of your fortifications guns and troops in this area. There should not be too much spare to defend the village, if the German gets that far without losing on CVP things have gone a tad wrong – keep fighting as your luck might return. Fortify two or three of the following buildings 4P1, 4S2, 4T3 and 4X1. Use the other fortified building to purchase a tunnel to connect to one of the buildings. Garrison the buildings with a squad and LMG or extra concealment counter. Use trenches or foxholes to improve the protection offered by nearby woods and grain hexes. Place mines and wire in front of this area. On the left and right flanks you need some troops to limit the effectiveness of bypassing your main defences. Between four and six squads with a gun and/or mortar would do this nicely. If attacked they should be able to hold for a turn or two if completely bypassed the troops and even the mortars can move to the main fight. Leaders probably belong in the centre, as do most of the guns. Try to keep some anti tank capability across most of your front but not all of it. The HMGs can go for a front line positions in the centre or even on the flanks or how about the upper level of a board 17 building. Bore sight anything you can more in hope than in expectation. Use concealment counters to make the flanks look stronger, hidden status to protect leaders, set traps or create the impression of weakness in the centre where you want the attack to go. Apologies for not listing specific hexes, this would take up a lot more space, and would not exactly be interesting.

Variation on this could be using wire on the flanks, weakening the centre for a more balanced strength across the board or making the killing ground on either flank rather than in the centre.

Now this is not a perfect defence there are many counters to it. One of the most obvious is one or two attempts to turn your flanks. If this happens thin out the centre to support the areas under attack and consider falling back to the village to go for a control win. This is not ideal, as your fortification will be out of position, on the up side your opponent will have lost two or more turns of movement due to the extra distance he now needs to cover to get to the village.

Ideally you will be subjected to a direct frontal attack. Go for the Flak wagons if you can,

they are worth a lot of points. Destroying one will make the others more cautious allowing you to kill infantry. Be aggressive, keep shooting at broken units to kill them or slow their rallying. Kill leaders, anyone with a flame-thrower or demolition charge, then go for pioneers and finally squads. When the Guns arrive, need it be written, take a shot, the easiest way to kill a Gun, crew and towing vehicle is to catch it limbered for a quick 5CVP. Use captured weapons, particularly flame-throwers and demolition charges as soon as you can.

Expect a tough fight, aim to win on CVP but accept a Control win if the attack avoids your killing zones.

Another way to play is to aim for Control of one or more buildings at the game end. most of the fortifications will be close to the 17R4 village. There are countless ways to do this. Anyone with strong personal views should stick to their own ideas. Others might like to consider some of the following. The basic idea is to delay German advance sufficiently so that you just hold on to the last building in the last turn, your opponent should feel one more turn would bring victory and very often he will be right! You need to delay the advance across board four. Options include starting some dummy counters and/or real troops on board four, MG positions in the first levels of buildings 17R1 and Q4, spotted mortar fire from similar spots, and the forwards deployment of one or more guns. Expect even small forces, say five or six squads, to slow the Germans down, for one or two turns. This should hold the advance across board four for three turns. As the Germans reach the edge of board 17 try to oppose movement into buildings W1, R1, and P2. Small garrisons will not hold out for long, but one or two turns is just about possible. Wire in front of some or all of these buildings present an obstacle that is most easily cleared by tanks. As the StuGs do not arrive before turn five and will not reach the village for nearly two turns Jerry has a problem. OBA can open gaps in wire, or it can be skirted round. Both solutions delay the German attack. In the case of OBA few attacking troops will run through open ground under their own Mortar stonk, great elan or not. The next layer of defence are organised around buildings U5, S4, and O4, a flame-thrower or assault move back from the last set of buildings. Garrisons should be small, beefed up with a few LMGs. Some wire and mines will help. P3, O3, R3 and S3 definitely need one or the other. For choice I prefer mines, Wire is as good it might even be better, using both might be overkill but do it if it fits in with your own ideas. The small delaying forces on board four, and the outlying village area are expendable. The next line of defence is closer to the last line of defence arguing for rout paths from the to the last bastions within the Village. A few foxholes could do this, or if you prefer use trenches. This helps to conserve your troops at the cost of creating cover to attack the rest of the Village. If feeling callous you can dispense with this mercy, feeling very callous use a few more wire and mine counters.

The last line of defence in the village are stone buildings S6, and wooden buildings R5 and O6. You can fortify all three or just one or two, and create a tunnel or tunnels back to the R8 woods area. Linked to a trench, containing reserves of a leader and some squads you could

cycle troops back into the buildings much to the annoyance of your attacker.

Behind this last line you can position reserves. Three or four squads in foxholes can start digging to increase capacity ready to receive breaking units. Late on this small force can attempt an attack or even a wave to seize one building. If OBA is used to attack them, they will benefit from a +3 TEM, and keep the guns off the Village.

A gun or mortar, possibly two can set up to delay the attack on board four. The bulk of the guns are needed on or close to board 17. One or two in the village is not a good idea. Mortars are long range units. Many good spots exist, do not be put off by hindrances an extra plus one or two is not a great inconvenience and in turn protects you from return fire. For the guns long range fire support will work. Look at the grainfields around 17X7, U7, or most woods hexes on the northern edges of the board. Remember you have a pair of bunkers. Worth considering the 17C8 woods hex boresighted to 17T3 or U2 is a decent spot for an Infantry Gun, probably works best as a bunker due to the threat of artillery fire. Similarly there is woods hex 17V9 sighted on 17R3, might just catch a StuG edging forwards. Hold your fire if you can, blaze way when the guns are threatened with destruction.

Hidden units can play hide and seek with the Germans. Bad spots are anywhere OBA or fire attacks are expected. Better spots are outside the village, best of all anywhere your opponent is not expecting them but intends to move. Against a really good sport he might tell you, against a regular opponent you might almost know, in most other circumstance you will have to guess. The 17M3 grainfield is a possibility, the 17W6 Orchard another. On board four grainfields in 4S1,4V4,4W4 are a gamble, as are the 4R1 and 4T4 woods. If in doubt go for two safe positions and one adventurous one. A HMG in the first level of 17R1 and/or Q4 to contest German movement is a bit obvious, hiding one or both of these stacks can surprise a stack moving in a bore sighted location, and scare many other units.

Use concealed units to confuse the enemy, draw sniper shots away from real units and to skulk through minefields. The latter will upset any opponent who has been carefully noting the movement of your units to locate mines.

Set up is only part of the game plan. You must carefully judge when to hide and when to fire, carefully pick your targets, relocate troops to frustrate enemy moves and generally do a lot of clever stuff to win. This is required because the German attack will be very strong, excellent OBA will almost certainly land some missions over the course of an eight turn game because it is using NOBA access. Sorry the maths (or Math for our American readers) is beyond me. Sturm-Pioneers will bring smoke, demolition charges and flame-throwers, the latter two highly effective against troops in buildings. If a substantial force of Pioneers reach the village and are used effectively the whole place could be cleared out in three turns unless you act decisively.

Occasionally a defence of the village will push the Krauts towards the CVP cap, a few burning StuGs or flak wagons could help, steady attrition will do the rest. When you get close weigh

up your options. Stick with a plan to control if it is working, go for the kill if that is a better prospect.

There are other ways to plan your defence, placing greater or lesser emphasis on forwards defence, deeper defence of the village, even an attempt to counter attack from the flanks. Make sure you choose the tactics that will work for you, take your time this is a complicated scenario.

Whatever plans you start with, however the battle goes it should be hard not to enjoy this one. The lack of leaders is inconvenient but you have lots of crews that perform reasonably well on their own, self rally ability for one squad per turn and eighteen squads to fight with. Keep a check on your own morale, your strong force will take a deal of damage, lose a lot of terrain and be dogged by bad luck during fire combat and minefield attacks. On turn seven you can make rush to reclaim a building or two or consolidate what you still hold. Set up is complicated, requiring a deal of thought and some fretting about German approaches and tactics, after a couple of turns you should feel more settled and start to feel a win is attainable. In some games you will lose, not because your set is was fundamentally flawed, but because the German has anticipated your dispositions and subsequent movements. In most games you will win provided you can maintain sufficient doubt as to your plans and back this up with sound tactics. Above all do not give up, you can take a tremendous kicking, inflict few casualties on the Germans but win because you hold a single building.

## GD6 German Attack

The mission is simple enough, Control all the buildings within three hexes of 17R4 without losing more than 45 CVP. Have a good look at the Control conditions outlined in A26. These are interesting as you could win without firing a shot if pyromaniac Soviets kindle all the buildings or lose if you deliberately start a single flame leading to a blaze. Accidental fires caused by OBA or flame-throwers are slightly different in that the side that Control the majority of hexes adjacent to the building controls it. Read these rules before play starts and discuss any contentious or confusing rules with the Russkies.

Enemy forces are reasonably strong. Hordes of Russian infantry, respectable Anti Tank capability, masses of fortifications, a pair of mortars and three 76\* Infantry guns. Fortunately the defenders have some weaknesses. Their squads ELR is two, the infantry force is first line, ELR to Conscript. Both types of Russian infantry suffer from short range, important for controlling open ground on board four. Leadership is limited to a 9-1 and 8-0 or Commissar for eighteen squads. The guns are a mixed bag, some are deadly against armour, all are effective against infantry and soft skinned vehicles. The two biggest problems you face are concealment and fortifications.

Mines, wire, trenches, foxholes, emplacement for guns, fortified buildings and maybe a tunnel or two make you assault harder than a simple fight against an Infantry and Gun armed force. Obstacles like wire and mines create delay slowing or stopping movement, and create killing zones were your attacking forces will be broken reduced or killed if you are not careful.



Have a quick read of the Russian set up described above to appreciate some of the ideas the Reds may use. Initially you will have no idea where fortifications are, one way or another you will find out.

There are tactics to use against each type of fortification regardless of the direction of your attack. Fortified buildings are not a massive problem. In most games they will be stone buildings, occasionally one or two wooden ones might be fortified. Finding them should not be difficult, it is unlikely you will need to search or be compromised trying to advance into a suddenly revealed fortified building. With OBA, flame throwers, and demolition charges you have ways to attack any strong points you find. If time is pressing driving a StuG into a fortified building for an overrun with the risk of bog and vulnerability to attack. Not the first thing to try but worth considering if hard pressed to gain Control on turn seven or eight. Making a breach to gain access can work but probably will not be necessary. Fortified building hexes can be exchanged for Tunnels. Subterranean movement allows the defenders to move into buildings even after you have captured them. Destroy any tunnels you discover; you cannot use them, given a chance you opponent will.

Minefields start play hidden, attack without warning, and attack you again when you try to move off them. A rather nice way to find them involves routing enemy Infantry being broken or reduced and triggering a SAN attack. Keep a careful eye on Russian movement and routing as it may give clues as to areas free of wire and probably mines. Searching will find them, always attempt this when you have spare movement factors. 36 factors might sound a lot, but this is only six 6FP fields or a maximum of twelve 1 factor AT fields. It is not often you will clear mines by lifting them. Often they are best avoided. When this is not possible first choice should be using OBA to blast a path through. Driving a StuG onto an AP field results in infrequent immobilisation, and creates a trail break that reduces infantry's vulnerability to mines. If no other means is available the most ruthless counter to mines is to run through them for a couple of 6,8 or 12 IFT attacks. With high morale and ELR you have a good chance of survival. Mines are a real problem but keep them in perspective, they will only hurt you if you step on them, in reality they add up to a series of extra IFT attacks. Becoming excessively cautious about mines will delay your attack and could reduce your chances of a win. Watch out for mines in buildings, hopefully you will not find too many of these on turns seven or eight. Half expect them in 17P2 or 17R1

Not as nasty as mines but still unpleasant is the most positive thing you can say about the kilometres of wire in the Russian defences. Wire is a hindrance to movement, difficult to clear. The best counters are driving a fully tracked vehicle onto it or OBA that has a chance of clearing it. Moving around it works, so too does moving through it if you do not have an alternative.

Attacking bunkers or Pillboxes is always challenging. Often the only way of achieving this is close combat. Here you have the choice of using Flame-throwers, demolition charges and possibly OBA. In ASL German Anti tank rifles are not

powerful enough to attack to attack Pillboxes. The StuGs can attack using HE, or even AP through the non covered arc. AP increases the chance of a hit, HE the effectiveness of any hits. Remember the StuGs have limited supplies of armour piercing ammunition. Area fire or direct fire from the 150\* Infantry guns will work, so too will attacks by the Flak Wagons choose between HE, AP and IFT attacks. Finding them is your first problem. Usually this dilemma will be solved by a burst of hostile fire, otherwise by movement or searching. Avoid gun fights between StuGs and bunkers, it is better to move out of their covered arcs then plan an attack. If you are lucky the bunkers will be poorly sighted, unable to fire on you and eventually abandoned by their occupants, they might even have to leave behind a gun.

Usually Trenches are not much different from foxholes. Here they can be used for gun positions, tunnel entrances or as an obstacle to movement. There are not really any special tactics to use against these features. Just keep them in view in your planning.

Your own troops range from good to excellent, have high ELR, plenty of support weapons, good leadership, armour and artillery support. The Flak Wagons are better than they first appear. True they are soft skin vehicles, but they have a high rate of fire gun with a long range. They can support the village attack from 16 hexes away with 8IFT attacks and rate of two. as long as you can find the right spot for them they will be of great use. The 150\* Infantry guns are good when they get going but difficult to site in this scenario. Aim to prepare a route for them to move onboard, if you cannot find a good spot for them or any other unit, keep them out of harms way to avoid unnecessary casualties. Not too much needs saying about the infantry and Pioneers. Lead the attack with elite squads and half squads, save the pioneers for blasting or burning out the villages defenders or odd strong points you meet along the way. In the village the best planned attacks will feature Prep Fire followed by smoke, assault movement, demolition charges, flamethrowing, and advance into close combat. Some attacks will not be so well planned instead being a quick rush when necessary.

Unexpected help comes from the terrain on board four. The big danger in attacks from off-board is that of being broken in the open with nowhere to route. In these cases you fall off the edge of the world and die. Not a good way to lose eight morale units that would have a better than 50% chance of rallying in the next couple of turns. Fortunately there are many covered approaches to use on turn one. There are only two wooden multi-storey buildings on board 17, and their lines of sight are limited. Using fortifications the Russians could even get a Gun up onto the first floor, with less cunning a HMG nest or mortar spotter matched up with bore sighted locations is enough to worry about. On the eastern flank a pair of low hedges allow you to move quickly to the Z8 to FF5 road. In the west cover is patchier but still available. To be honest you could attack almost anywhere along the southern edge.

Begin by looking at the Russians set up. On turn one very little will be visible. Expect the Guns and mortars, fortifications and three squads to be hidden, everything else concealed. Count counters and look for big stacks. I would half

expect to see HMG nests in the upper stories of the multi-hex buildings on board 17, and a smattering of concealment counters on board four. Much of what you can deduce of Russian dispositions will be guess work, aim to be as accurate as you can. Next decide how you will commit your initial forces. Organise your troops into four platoons of three or four squads, a leader and couple of MGs. The three mortars can be manned as separate units, but the anti tank rifles can simply be added to the platoon to help MG attacks or for interdiction. If you find a gun shooting at this with an ATR is well worth a try and historically accurate. The pioneers can be split between the platoons or form an assault platoon of their own.

Probably an attack down the eastern flank then sweeping to the village makes the best sense. On turn one you can reach the Z8-FF5 road. set up a firebase then prepare to move north west towards the village. If Russian resistance is light sending your entire force this way is most effective. If the Russkies have anticipated your attack and are very strong slow down, hit them with OBA and try to wear them down. You will need to work some troops towards the Village, keep moving forwards in the advance phase and turning the Russians flank. Although meeting virtually the whole Soviet force on turns one or two will seem a nightmare you might still salvage the situation.

There could be a case for sending a platoon through the 4E6 grainfield as part of your initial plan or if you are stymied at the hedge. Another platoon further west, sweeping through woods and grain may help pin the attacks down on that flank making your advance easier elsewhere.

There are other opening you could use, spreading your forces across the board, attacking on both flanks or a direct frontal attack up the O to S hexrows. How effective each option will be depends on Russian set up. To win you need to exploit any good fortune, and recover from any nasty surprises. This may sound difficult, and it is. To make your decisions easier decide on the direction your attack will take, move your forces on board and then assess the situation at the end of each turn. This is more of a reconnaissance in force than a deliberate attack despite the strength and composition of your command. As you find enemy troops your choices become clearer. Quickly kill any gun crews that emerge, kill both Soviet Leaders, but settle for breaking squads. Take prisoners to ease your end game.

During the advance make use of cover, concealment, smoke, supporting fire and OBA. Keep the flak wagons a bit back out of range of squads, out of sight of guns and mortars if you can.

If resistance is heavy hit hard with the OBA in the area in front of your attack. This will cause casualties, and may reveal hidden units or fortifications. If few known or suspected units oppose your advance, start hammering the Village.

On turn three you receive a pair of 150mm Guns. If you see an opportunity to use these exploit it. If you cannot see a use for the guns keep them out of harms way. Line of sight is very restricted and you just might not have any decent targets.

On turn five more substantial reinforcements arrive. The StuGs should be fast enough to reach the village in one or two turns,

the infantry will really have to hurry. Aim to have cleared a route for the arriving units to the village clear of wire, mines and hostile fire.

As you enter the village the fight becomes a bit easier for you. You should be able to clear the place in three turns with acceptable casualties. Some wire and mines will be present as time is pressing you might have to charge and risk some losses.

Russian fire and fortifications are formidable opponents. The CVP Cap is high and should not be reached as long as your vehicles are not caught by enemy guns. Your real enemy is time. Eight turns is not a lot of time to clear the village given the time delays caused by wire, mines, enemy fire and the caution imposed by a CVP cap. Even if you are caught flat footed by blundering into the strongest part of the Russian defence you can still win if you pace your attack correctly. Conversely you can bypass the strongest defences and waste away time to lose. The key to winning is as the title suggests great Elan, French for Dash and daring, here it implies rapid movement in the face of enemy fire.

### GD6 Conclusion

A bit of a beast, very large orders of battle, hidden units, concealment and fortifications create a hard fought battle. This is definitely worth playing at least once. Playing several times will take an awful lot of time and some of the excitement will be lost as both players discern each others respective styles of attack. This is not a criticism, the same applies to a lot of scenarios. A lot of thought and hard work must have gone into design and play testing. Using NOBA access rules is a good idea, without some OBA the attack would struggle, due to this simple SSR some fire support is bound to arrive – if it doesn't the attacker should consider avoiding all games of chance for a few days. As the attacker has the choice of a cautious approach through cover or a more aggressive rush through open ground. The defender also has a stack of choices. The net result is individual players styles will show themselves during play. Should take a whole evening to complete with excitement mounting as the Germans approach the Village. The last couple of turns are intense expect to see remaining Russian units struggling against a pioneer backed assault on the last building, prep fire, smoke, charge!



### GD7 THE ONE HUNDREDTH

Before play some players will need to refresh their memories of the rules for Extreme Winter, Drifts, and Deep Snow. In summary,

Extreme Winter prohibits foxholes being dug, increases the B# and X# of German machine guns and AT Guns, and will cause casualty reduction for German units that make an original Rally roll of 11 or 12 when not in a building. Drifts are placed a bit like spotting rounds; six per board, any that drift off-board are lost, all others are aligned to the prevailing wind. Drifts are "evil" hedges that require all a units movement to cross plus a Bog check! Legend has it they can be cleared as a roadblock. Deep snow increases movement costs, so a T34 will pay 2MP per hex, Infantry pay 1.5 MF. Deep snow also cushions the impact of high explosive in open ground by +1. For the Russians Deep snow necessitates a Bog roll to be made for movement. On a DR of 10 or more a secret dr is made to determine in which hex bog will occur. For tank platoons only one roll is made followed by a random dr to determine which vehicles are affected. Finally winter camouflage adds a +1 LV hindrance for attacks at more than eight hexes and allows units using assault movement to advance or assault move and retain concealment. That is about it for special rules. If this is off-putting the game will play fairly well if you ignore the Winter rules, treat grainfield as ploughed and the brush as open ground.

If you have a copy of *ASL Classic* it is well worth reading the scenario analysis of 'T6 Dead of Winter' by Jim Stahler. This is a similar scenario with the analysis containing many good ideas that would apply here.

### GD7 German Deployment

I think the exit victory conditions are very difficult to achieve without a certain amount of good luck. Although exiting all five T34s will give the Ruskis a win each tank disabled or immobilised requires three and a half squads or their equivalent to exit. After three tanks are destroyed or immobilised winning by exit conditions becomes very difficult, after four are gone barely possible. Despite my reservations there is a very real need to defend against an attempt at an exit win. Control of the buildings is unambiguous, and I think represents a greater threat to your force.

There are several ways to defend the village. The location of drifts has some influence on this; for example a drift in R4/S5 creates a real obstacle to movement through the village and also blocks LOS. With six drifts to place they can vary in the influence they exert. Begin by placing drifts, then begin a careful look at the map. You can set up between rows O and W. If you decide on a forward defence you can line the drifts between O1 to O4, and make use of buildings P4 and O6, with a flanking position in the P8 and O8 woods. This will massacre any troops coming in east of K7 but doesn't do too much against troops west of the K7/M8 hedge. An aggressive Russian might demonstrate a platoon overrun to simplify his attack on turn one. Admittedly this is a big gamble for him, the gain would be a very impressive win. A wild tank charge followed up by an Infantry attack is a realistic counter to a forward defence. The Reds can even counter by a slower build up behind the K7/M8 hedge to develop a firefight they will eventually win.

Setting up further back making use of available cover creates more movement

opportunities for the Russians as a trade off for a better position for your troops. How far back to set up is a judgement call. Defending W3 in strength with guns in the woods at W2, and orchard hex W5 or V5 is extremely defensive. With two guns, two squads, a MG and Leader the position can put up a credible defence for a couple of turns. With delaying positions in front of it this might create enough delay to prevent either exit or building control.

Other defences worth considering are cluster around R5 or P4 each with supporting positions on their flanks; there is an awful lot of scope for variation in this defence. A sample set up could be as follows. Squad and MMG in building O6. Leader, squad and HMG in P4. Squads are used as MG crews as Extreme Winter increases the incidence of breakdown, if the MG goes the squad can still oppose the advance of Russian infantry. A squad and HS set up in woods P8 or O9, and building P9. A squad or HS starts in stone building P2, the remaining units can start either in building S4, way back in W3 or if you are feeling feisty behind the hedge in O1, 2, 3 or 4. The 8-0 leader can start with the MMG, or on either flank. This creates a fairly effective infantry screen. Given time the Russians will shoot a way through or get close enough to swamp the buildings so the defence must be prepared to fall back. Against tanks the infantry can only use close combat. The building in O6 might be attacked by a pair of tanks moving adjacent to shoot the squad to bits. Clearly this isn't a perfect defence! Fortunately you have three 50mm AT guns to help.

Three guns with a rate of fire of three is a serious threat to the T34s. The frontal hull armour is 11, the turret armour 8. With a basic TK of 13, the 50mm can destroy a tank frontally. With APCR available on a TH roll of six or less basic TK rises to 17; better yet at under six hexes this becomes 18, at two hexes 19, and at one hex 20 which moves us into burning wreck territory. Factor in bore sighting and target acquisition and it is easy to become over confident. The worst bit of news is the increase in malfunctions or even elimination caused by extreme winter conditions. With a B# of 10, any high rolls will not only miss and lose APCR, they will result in a malfunction or elimination, loss of acquisition and boresighting. With time you can repair barring effective enemy action. The guns need to support the defence line. Their prey will be tanks, with some last stand shots against infantry. Fortunately movement is restricted by the woods and pond that cover two or three hexes on the western flank. The pond will be frozen, if the Reds try to cross it, it may collapse allowing you to make use of any Broken Ice counters from the SS packs, and write off a tank. I think a DR of 8 or more will do this, a very high risk for little gain. Siting the guns is difficult. The woods in Q8 is an obvious choice, buildings O6 and P4 are possible but would be shared with infantry squads, Buildings S4 or R5 are a shade too far back for choice but good enough. One idea is behind the walls in Q6 or Q7, well worth a look. Admittedly this is not concealment terrain and would be in plain view of the Ruskis, however knowing where it is doesn't make it very easy to neutralise. Spend a deal of time looking at the gun positions, they are crucial to winning the game. Do not start playing until you are happy. Keep in view guns can



malfunction or be eliminated by enemy action – when this happens do you still have a credible defence?

Although I'd be happy to build the defence around P4, there are good arguments for setting up further back. Included in this are the delays caused by Russian caution about your deployment. There is also the possibility of immobilisation, bog or mechanical failure without you needing to shoot. There is a chance the T34s will race ahead of the infantry letting you attack the tanks and crews before gaining concealment again to hit the infantry. If you opt to set up further back some presence in W3, even a HS, makes sense, while the Orchards are credible for guns, as are the many woods hexes. Pick the defence that matches your style of play. In all cases use concealment to disguise your positions, use the extra dummy counters to create dummy stacks or confuse stack counters.

Russian camouflage does help them get onto the board concealed, later in the game it is less useful until a fight in the village might, I repeat might, see the odd squad concealed in a building Assault Moving across the street for an ambush.

There will be an awful lot of luck in this game. Expect some of your guns to malfunction in proportion to the shots you take. Expect APCR to be used up early. Some Russian tanks will bog, some will fail mechanical reliability rolls. The luck should even out over the course of the game. This can be a bit draining, you will do best if you can be positive about adverse luck, compensating by expecting something similar to happen to your opponent. The chances of destroying a tank with one hit are not particularly high so keep firing until you rack up some kills. Stay out of close combat if you can, numbers are against you and your troops are stronger in a firefight. T34s can overrun buildings, at a risk of bog and ending up in a cellar, although this is a desperate measure it makes sense to eliminate a MG nest late in the game. If you still have a gun use it to prevent this, otherwise hope for favourable DR.

As play progress you will need to fall back, most likely you will need to abandon the guns, use the crews to man MGs or just generally get in the way. In the last couple of turns if you have killed enough tanks an exit victory might be impossible, so prepare yourself for a Ruski infantry assault. On turn six all hell will break loose, with luck you will hold one or two buildings for a win as the Reds lose heart and melt away.

## GD7 Russian Attack

I think this is a very tough scenario for the Russians, even without any opposition you could fail to win on the exit Victory Conditions if subject to excessive bog and immobilisation!

Begin by a long hard look at the board, and your opponents dispositions. The most important units are the 50mm guns but unfortunately these are almost certain to be hidden. As for the infantry, well six concealment counters isn't enough to create much fog of war so you should have a reasonable idea where the enemy infantry is and as importantly where he isn't. The Gross Deutschland infantry force is small, reasonably well led and has both a MMG and HMG which can be devastating or can malfunction on the first shot! This knowledge will

help you plan your attack, factor in any knowledge of your opponent from previous games but accept you can have no real idea where the all important guns are. The 50mm Guns are a real threat, APCR to kill numbers start at 17, rising to 20 for a point blank shot, with a high kill probability. Even basic AP has a TK of 13-14, just about enough to trash a T34 on a turret hit. Part of your attack plan is accepting every time the German shoots he has a very real chance of a malfunction, loss of APCR, or even immediate gun destruction.

There are a bewildering number of attack options, some of which are fairly outrageous gambles. Overall strategy reduces to three plans, to win on exit conditions, building control, or the third both! A fourth option is better than it sounds; determine your objectives after your opponents dispositions become clearer. Usually the fourth plan would rate as no plan at all but in difficult circumstances it might just be appropriate. In all cases lady luck will play a significant role, more than is usually the case due to the extreme weather conditions.

One idea is a simple charge moving on K1 and K6. You can lead with the infantry moving one squad at a time. By declaring double time you can reach the O1 to O4 hedge and be well placed for an attack on the village. Leaders and a second wave of infantry can Assault Move later in the turn or if met with a hail of fire enter in the APH. Do not give up concealment unless you have to, not only does it give some protection against fire but it also helps to assault buildings. The tanks move late in the turn. The broad idea of this attack is to clear ground with the infantry to discover and neutralise AT guns set up in forward positions. In subsequent turns this leap frog attack will be repeated, with some planned assaults on known enemy positions. Unless you also commit some forces to an attack on the western flank you can only win by achieving the exit objective. Three or four squads without a leader in the east could be worthwhile. Aside from threatening to control buildings they can also flush out gun positions or draw fire away from your main attack. This approach will work fairly well if the Germans have set up back from the front line. It will not do too well if the Jerries are lining the hedge with boresighted machine guns. Take careful note of what you can guess of the Germans dispositions before you commit to an infantry charge.

Plan B is an armoured assault. Radioless tanks must enter using platoon movement. There is no reason why you cannot form a five tank platoon and enter between K1 and K5. The risk of bog due to deep snow is split between five tanks and when you encounter AT guns their fire opportunities will be reduced. It is hoped the hedge will screen you from anti tank fire. The Infantry can enter using armoured assault, as riders or independent on the armour. If there are a small skirmish line of GD squads behind the hedge it is just about possible to conduct a platoon overrun. A bad idea if three 50mm guns are in buildings behind the hedge, a better idea if they are elsewhere. I'm not convinced this would work although it could be fun and worth a try if you enjoy a gamble. Leading with the tanks seeks to protect the infantry at the risk of suffering under the guns. This is a bad idea if you aim to win on exit conditions, much more intelligent if you seek building control when the infantry is more useful.

Both of the above attacks can work against a lightly held front line, they will not do as well against a strong frontal defence which is the mostly likely strategy your opponent will adopt. There are alternatives to a frontal attack, they too have advantages and disadvantages.

On the eastern flank some cover is provided by the hedge, but a single unit in the woods in P8 or nearby woods/building hexes keeps much of this area under observation preventing you from retaining concealment unless you Assault Move or neutralise these units. On the western flank there is a covered approach that allows infantry to move onto the board quickly and retain concealment. Moving in a Leader-assisted stack becomes credible and could put you in a strong position for an infantry assault that sweeps through the woods and into the village. Whilst this works a treat for the Infantry it is not too clever for the tanks. If the armoured force is treated as an independent unit it can still enter on the eastern flank, aiming for the hedge line there. Supporting the infantry in the west by moving three tanks behind the K7-M6 hedge before stopping to open fire in the German player turn is a fairly safe move. Expend delay MPs before you take up position to make your T34s the worst possible target for the guns. It is a trade off of the protection afforded by movement against that of a hedge and the ability to shoot back. The two other tanks can move to replace any that are destroyed, enter further east or have a crack at making a trail break through the M9, M10, N8 and N9 woods. It is just about possible to do move through the woods given enough time. Admittedly this is a surprise tactic and probably not feasible in this scenario. I would try it if the force included some lighter tanks of little combat value or a large tank force. The big gain is being able to skirt the position for an exit win. This particular side-show will not work too well if your tanks start bogging, or a gun in P8 opens up. The basic idea of an attack along the western flank is sound. Later in the game you will need to take some chances to gain the last building, or push units off the map though you should benefit from a strong start. If you do go for this indirect approach make sure you push hard in subsequent turns to gain ground or you slow safe start followed by a gradual attack will fail.

There are other ways of starting, splitting the force in two and attacking down one or both flanks and/or the middle is plausible. Tank riders might work, as could armoured assault. Tank riders make a lot of sense if you are going for an exit win or need to relocate troops in a hurry. Even as an opening move they offer more protection than movement in the open from infantry fire.

Resist the temptation to move onto the pond with tanks, do it if you have to but half expect to go crashing through the ice. Overrunning wooden buildings is a different scenario and may be justified to neutralise a strong position in a hurry. Use tanks aggressively when you know where the guns are but be a bit more cautious before then. Fear of the guns will spoil this one for you but try to remain calm. It is unlikely the Germans will put all three guns in the same place or even in position to hurt you all the time. Late in the game you should have four all three guns, if you haven't and are going for building control watch out for the sudden appearance of any crews

on turn five. Make use of Infantry to kill the guns or rather the crews, use the tanks to kill Infantry, sounds simple but never so easy in practice. Go for close combat when you can particularly against gun crews. Use bailed out tank crews aggressively there is no casualty cap in this scenario. I would exchange the 8-1 leader for a commissar without rational thought, I think it makes sense given the need to rally squads quickly rather than win a protracted firefight.

I would expect this one to start badly losing a tank or two and a couple of squads very early in the game for no discernible gain. As your chosen attack develops the German force will shrink, maybe exchanging a couple of Russian squads for a German defender but you can just about afford those losses. Suddenly you will start winning, be careful, a lot can happen in bad weather. Just moving off the board could be difficult! If you lose blame the dice, if you win it must be down to skill.

## GD7 Conclusion

Even against an opponent of greater ability you should have quite a few enjoyable moments playing this scenario. On a good day you could dice a win. Playing a regular opponent anything could happen. I guess it must have been difficult to play test and balance, in my opinion someone has done a rather good job. Do not be put off by the extreme environmental conditions they do add character to the game in some respects they make movement and combat less predictable. I do not think this would be suitable for a tournament but very well suited to friendly competitive play. For some reason I really took a shine to this one, mentally it paints an exciting picture of tanks charging through snow.



## GD8 BLOOD FLECKED SNOW

Some of the special rules in play affect both players, specifically Ground Snow, Drifts, Winter Camouflage and Ice and frozen streams. Both players also need to be familiar with the Creeping Barrage and Bombardment rules.

Ground Snow requires Infantry expend an extra MF to change elevation, which in this scenario affects movement into or out of a stream or Gully. All marsh/mudflat hexes on board 13 become Open Ground. Fires are much less likely to spread. Drifts have been mentioned in the analysis of 'The One Hundredth', with two whole boards in play they are more likely to have a significant impact. The Germans particularly need the extra cover and LOS obstacles they can provide. Winter Camouflage gives the Russians a +1 LV hindrance when fired on beyond eight

hexes unless it qualifies for another positive DRM. Camouflage allows Russian Infantry and I think Mortars to set up concealed in Open Ground. Ice transforms the ponds into Open Ground unless or until they are hit by a KIA high explosive attack. Frozen streams are treated as dry, moving along a stream cost two MF, entering or exiting it three.

Creeping Barrage is a string nine hexes wide that is corrected by the Germans during turns one to four, unless it is delayed. Chapter E of the *ASL Rulebook* devotes the best part of two pages to the topic. Very briefly barrages are fairly accurate and can move forwards in each Prep Fire or Prep Fire and Defensive Fire Phases at the attackers option. This can serve to keep the defenders heads down, provides some cover for the attackers and argues against large concentrations of defenders.

Bombardment is nicely handled as a very large single Fire mission up to five hexes from its point of impact. It is accurate on a die roll of four or less and the extent of error is halved if not accurate. All Russians in the impact area are subject to a 2MC, with buildings taking a morale check before any occupants do. Stone buildings have a morale of nine, wooden ones eight, with a +1 for fully fortified buildings. If Tschuchlowo is hit expect to see some rubble, with a small chance of falling rubble and fires!

Almost all of the special rules that apply are fairly easy to understand and apply, and although the creeping barrage rules do go on a bit, basically its a nine hex wide FFE that moves forwards once or twice a turn for four turns subject to a few die rolls and card draws!

The bulk of these rules do favour the Germans but they do need the help.

## GD8 Russian Set-Up

There are two ways to win, either inflict over twenty five CVPs on the attackers or have an unbroken MMC in a building hex on board 24 between rows M and V. This offers at least three overall strategies. The simplest is a defensive set up to hold on to one or more buildings till the game end, the second is more aggressive to inflict casualties or the third to decide during play which objective to go for in the last couple of turns.

Without the bombardment and creeping barrage you could turn 24V3 and 24S5 into small fortresses defended by a half company each (5-6 squads), with a few squads in front to delay German movement. Hiding a couple of squads in out of the way places to force the German to search outlying buildings increase the time pressure. This would have a reasonable chance of success given it will take three turns to cross board 13, and the game is seven and a half turns long. Unfortunately the bombardment is fairly destructive, and plasters a big area. If you do fortify these buildings and occupy them in great strength the Krauts could designate T4 as a pre-registered hex and be absolutely certain of hitting both buildings even with maximum extent of error rolls! After the building takes a morale check, and hopefully passes, any occupants would take a morale check with a minus one modifier regardless of the floor they are on. The more squads in the blast area the more likely MC failures become. If you believe you can survive the bombardment in reasonable shape or convince the German to bombard elsewhere this would be a workable opening.

A modified approach to this is to defend the village by occupying the two large stone buildings with some support nearby. Outside of the buildings an entrenched squad is less likely to be buried in rubble and gets a minus two on morale check rolls as long as the foxhole is intact. If you think this is an acceptable risk six or eight squads spread between the two buildings with a commissar would be difficult to dislodge, even three or four with HMGs is a tough nut to crack. There is no harm in setting up in the top floor as you are only slightly more vulnerable to fire and have considerably better LOS. A couple of MGs would discomfort the Germans if you pass the bombardment MC. By setting up some squads outside of the buildings you can link building with foxholes, and start better protected from fire. As the village cannot be reached by the Germans for three or four turns it is practical to set up some key units in the largest buildings S5 and U4 with others entrenched within reach of the village. The aim is to reduce vulnerability on turn one. Within the bombardment area some units may be killed, or more likely broken, these can be left to self rally, or a scarce Leader can be used to round up stray troops. The rest of your forces should be in a line in front of the village seeking to delay the attacker, it is even possible that troops allocated to the village defence can start in similar positions then fall back as soon as possible. Defensive outposts on board 13 can withdraw to the village later in the game, either in a controlled fashion or after routing. Things could start badly with more squads than you like breaking, with two or even three turns before the Germans can hit the village you can recover using a commissar or other leader to rally the troops. The two HIP squads could take an active part in the defence of be kept back for a quick game of hide and seek in the closing turns. By setting up the hidden squads in buildings S6 and/or U4/V3 you can hide two HMGs, or all three if one squad mans two MGs. This isn't recommended, the obvious benefit is the doubt it creates in the mind of the attacker as the village can look poorly defended. There are two problems the hidden units will reveal themselves early in the game, and if the German targets T4 the clever ruse has been ignored. There is a stronger case for hiding a HMG in building 24S1 which may even be fortified, not a bad idea but again vulnerable to being revealed by artillery fire. In my opinion the best place for one or two HMGs is the second level of U4/V3, with another in S6, if one or more survive the bombardment and barrage they have commanding LOS. Think carefully about fortified buildings. I'm rather stuck on defending the two largest stone buildings, there is scope for being more creative. Some of the outlying buildings can be turned into small strongpoints making them harder to capture in the time available. One wild idea is to fortify the whole of U4 or V3 up to the second level. If this survives the bombardment you have a superb strong point. The mortars can be up front to slow the Germans, or even held back to support the village. It is probable you would secure a win on building control rather than casualties but if you do rack up enough points you can win on CVP. Personally I don't think this is the best plan to adopt but I could easily be wrong. As always go for the strategy you think will help you win or enjoy the game.

Included in the arguments for a point defence of the village is the lack of Russian leaders. With only two it would be useful to collect the Russian squads into company sized units using the leaders to rally squads. If you think the artillery will be destructive a more dispersed set up that sacrifices command control is an option. You will still need to set some troops up in the village. Aside from a couple of HIP squads, the second level of 24V3/U4 is an awfully tempting spot for a HMG or even two. Three or at most four squads is a strong enough garrison. This is not much weaker than a point defence! The hidden units could start in building O10, M6 or in a wide selection of woods hexes outside the village. Building Y9 is close to a path and not a bad choice. Half expect one of the hidden units to be caught in the bombardment, but if both are then you have put them too close together. By clever use of concealment counters you might disguise your strength in the village and draw both the bombardment and creeping barrage onto some dummy counters. Outside of the village you need to slow movement across board 13. A dispersed set up helps, seek to screen the central part of board 13, and control the flanks with fire. The most important spots are the crossing over the stream at and areas at the eastern or Western ends of the stream. Have several entrenched squads able to cover these areas with fire. Take note of obstacles or hindrances to lines of sight and position yourself to cover as much of the stream and its crossings as possible. The aim is to inflict some casualties and more importantly delay the Germans by forcing them to enter the streams and climb out of them. If the HMGs are available boresighting a stream crossing is a bit obvious but still worth doing.

If you are going for a control win seek to delay the Germans by breaking units and keeping them under desperation morale. Broken units will slow the attack down. If the CVP cap is the target aim for more double break results. In all cases hit Leaders hard when you can.

Very careful judgement is needed gauging how long to hold each individual post. It's hard to get this right every time but slug it out for as long as you can if going for CVP, fall back sooner if you are aiming to delay the attack. Skulking can work very well particularly when you are concealed. Siting the leaders is difficult, one should be in the village, the other outside it. I would probably use a commissar in the village to reorganise the defence and round up routing units arriving from outside.

Aside from leadership a big weakness in your force is range. Even a couple of LMGs would help, particularly when opposing troops moving across board 13. Beyond four hexes your squads have an IFT attack of two, not very powerful even against troops moving in the open. Remember due to Winter Camouflage your troops can set up concealed in the open and in foxholes. A concealed leader still earns a foxhole and looks just like a squad for a turn or two, and doesn't increase the height of a stack.

I am not sure if the mortars could set up hidden in Open Ground and benefit from emplacement as well as hidden status - in any event it makes a lot of sense to set up both mortars in foxholes for protection from OBA. I think they should be used to cover the stream, opening fire

early in the game. There are reasonable cases for using spotted fire from the village, or even setting up on board 24 to help defend the village rather than opposing movement across board 13. Brush hexes 13E1, 13V2 and 13L2 look reasonable and are difficult to bypass, many others are practical. Just stay out of woods to avoid airburst.

If you can, keep the defenders dispersed to reduce the effect of artillery and keep them out of linear formations, this could attract a bombardment followed by a slowly creeping barrage. Once the creeping barrage arrives you can move out of its way leaving an entrenchment or building to escape a certain 20IFT attack.

One idea I did consider but didn't like was a forward defence on board 13, with a company of seven or eight squads on each half board, in foxholes with one Leader for each group. Dummies and the HMGs in the village aim to draw the bombardment away from the front line. This strikes me as a gamble hoping for the village to be hit, but if the bombardment is used against your line followed by a creeping barrage the defence becomes much weaker. Definitely a shock tactic, probably worth using if you know your opponent very well.

A few loose ends, I'm not sure the exchange of a leader for a commissar is a good idea even though I would do it out of habit. After the initial bombardment there will be a lot of broken units around but the commissars advantages boil down to a -1 modifier at the risk of replacement. The 8-0 leader is almost as good in most circumstances. It is always worth using self rally ability in the hopes of leader creation, even a lowly 6+1 would help a lot. Avoid melee unless you are likely to ambush or face certain doom anyway, the Germans have a slight advantage through being elite/stealthy, and you are probably not going to have overwhelming numbers. Make good use of your mobility, as the defender you can pick some of your fights, pull out of areas that are not going to be threatened, and pull out of firefights you are bound to lose. The flip side to this is stand your ground when you are winning, sounds very easy but it isn't. One last idea, the leaders can set up on their own in the open to earn a foxhole and confuse the Germans as to your dispositions, worth considering but don't do it unless it fits in well with your other plans.

This is a very tough scenario, the German artillery suggests you disperse a force that is lacking in leadership making it very vulnerable to breaking and slower recovery. After the bombardment has done its worst and the barrage is located there is scope for running back to the village to form a strong defence. Site your troops with cover behind them to make controlled movement or even routing easier. Most important in your fight for victory is your own morale. Even when you win part of the village will be rubble, some squads buried, others broken or killed on turn one. You must anticipate this and accept it, then reorganise your defence. You will get your own back when the Germans try to push across board 13.

Expect an enjoyable game, even if you are unlucky on turn one you are still in the game. Most games will end with some frantic melees on turns six and seven. Occasionally you may win on the casualty cap, though a win through building

control is just as satisfying.

## GD8 German Attack Options

Victory is very simple you need to clear the Russians out of the Village without going over your casualty cap. To win you will need to cross open ground in the face of a large defending force in a hurry, protected by some impressive Artillery support.

All of the Ruski forces are either concealed or hidden, some will be in buildings, others will be entrenched, with some dummy counters thrown in to increase the fog of war. There is absolutely no way of knowing how strong the Russian is in any given sector. Fortunately the area affected by the initial bombardment is huge allowing you to pick a general approach route for your attack and prepare the way using it destructive firepower. One approach is to guess were the biggest concentration of troops will be and then hit it, another is to target the area you either intend to attack or an area that dominates your chosen lines of attack. Whichever way I look at it, I end up targeting 24T4, this hits the large stone buildings with the best LOS, as well as a decent chunk of the village. In most circumstances this will work, unless the Reds have set up in a narrow strip on board 13. Truth is your chosen target is always going to be an educated guess, I'd say go with your hunch and don't be too hard on yourself if you get it wrong - the game is not lost. You can't go far wrong if you target a large concentration of concealed units ahead of your planned attack route.

Before the bombardment lands you need plan how you will cross board 13, and clear the village. Look at the terrain and the concealed units including the dummies, some areas will be out of line of sight, others subject to hindrance, and most will be beyond the normal range of Russian troops on turn one. Spend some time doing this, but don't go overboard, five or ten minutes should be enough. Next start to organise your attack. Deploy a couple of squads to man your 50mm mortars, organise everyone else into platoons of about three squads, a couple of machine guns and a leader. Six leaders, three with a -1 modifier is rather decent, and enough leadership for your force. It is possible to use a leader to direct the fire of the MMGs at long range, or abandon this idea and use the MMGs dismantled as LMGs for the first couple of turns. Use the creeping barrage to provide cover for part of your force. Target an area in front of your troops to try for casualties, pin the defender in place and provide some cover for your attack. Deploying squads helps a bit, trouble is you need to run across open ground in the face of fire. This is nothing new, many scenarios pose this problem. Due to time constraints I think you need to charge. Attack across an area 10 or 12 hexes wide, bring the mortars on first, then HS, squads, low ranking leaders, working up to the 9-1. Losing equipment at this stage is not as important as squads or leaders. Try to keep out of boresighted Locations, residual fire, or areas within range of known machine guns. Break all the rules when you need to! With luck you foes will cower, machine guns break and your artillery will have started the job for you, other times you will have some casualties, potentially a lot if the MGs are rolling low. Very bad news would be a delayed creeping barrage,

you really need this to arrive on time otherwise it will get in the way of your attack when time is at a premium.

In the AFPh, aim to be grouped together in credible firegroups. Target one or both of the Ruski leaders, the HMG and mortar crews or the best placed enemy squads. Expect to do some damage, even a broken Russian squad may never rally given the lack of Russian leaders which helps you next turn when you need to move. Shoot again in the DFPh, assess the damage you cause then plan turn two in greater detail. Again you need to gain ground, reaching the stream and entering it in the advance phase is good enough, getting across the stream this turn even better. There is no harm in using double time if the Russians have been plastered by the guns, and your fire attacks, this makes less sense if you have been shot to pieces. If you are already in dire straits and cannot move forwards easily, try using prep fire to create a gap, if this isn't working, use some assault movement and advance in the APh, not ideal but acceptable if you do not have a choice. Next turn push forwards again, by turn four be in or close to the village.

Once in the village, concentrate part of your force to deal with any strongpoints, use some of the rest to take lesser areas of resistance, and to search for any hidden units. Start to form half squads into squads, drop any mortars you may still be using and keep moving forwards.

I think targeting 13L2 with the barrage should work fairly well with a bit push entering between G10 and Q10, using what cover is available. An attack across a broader front or elsewhere will work provided you push hard and apologies for repeating myself MOVE FORWARDS. I've a deal of sympathy for anyone who is cut to ribbons on board 13, rather less for anyone who dawdles and runs out of time clearing the village.

Your own morale is crucial in this scenario, just as the Russians must accept the damage your artillery does, you need to accept any reasonable losses incurred crossing board 13. Avoid sulking if the Russians first self rally roll generates an 8-1 leader, a Hero and battle hardens a squad, if your artillery does little to help you or Ivan's dice are melting the blood flecked snow. Avoid gloating if you rubble a small fortress with your bombardment, kill a leader early on or a HMG malfunctions on its first shot.

In brief the plan is pick a route to the village, prepare the way by fire then charge across board 13 as quickly as you can.

## GD8 Conclusion

This is a pretty good scenario. The bombardment is very easy to handle and both players should have a rough idea of how destructive it is and where it will land. The creeping barrage rules are not much more complex than the rest of the rules for OBA, take them in stages, the *ASL Rulebook* gives a lot of examples and not all circumstances will apply.

In brief the bad news (and it is not all that bad) for the Russians is the German artillery and their own lack of leadership, the Germans must struggle to cross open ground in a hurry. Both sides have winning chances, but will need to work

# A Tale of Two Scenarios

Toby Pilling

It's about time I looked at the peculiarities in playing 'It's About Time'. This scenario is the only one I know of that has two very different versions. For those not familiar with it, the scenario is set on the *Pegasus Bridge* map and the first version is PB6. It is the largest scenario on that map board and features the relief of the 6<sup>th</sup> Airborne Division elements by the reinforcing British infantry and armour from the beaches. The second version, PB6a, is the historical variant, which Curt Schilling introduced in *ASL Journal 2*. As he fully outlines the reasons for the update in that publication, I shall not waste time repeating it here. Suffice to say that our very own Shaun Carter came up with historical data to invalidate the OOB of the original scenario. The fact was that I had already played it against Peter Bennett. When the new variant came out, I spent a weekend playing it with Mike Rudd up in Northumberland. The experiences and insights I gained from those playings I shall hereby recount.

The change is all about the British armour assets available. Basically, in the first they have eight tanks: Three Stuarts and five Churchill VIIIs. In the second, though they have more tanks they are on the whole less formidable: Seven Duplex Drive Shermans and three Churchill AVREs. Other than that, the scenarios are exactly the same.

It is amazing though what differences these seemingly innocuous changes can entail in the game.

The loss of the Stuarts is not too significant. Their main advantages are their speed and size: These vehicles are virtually built for bounding first fire. Though they can't easily take out Panzer IVs, except through side or rear shots, they are more than a match for the converted French AFVs the Germans have. They can also bother German infantry, nipping around the flanks and evading panzerfaust shots their larger cousins would be hard pressed to avoid.

The main difference is the move from Churchill VIIIs to Shermans and AVREs. The latter certainly have their advantages – 200mm guns are not to be sniffed at – but they have weaker turret armour and crucially a very limited range. This makes them very vulnerable to the German panzers. As for the Shermans, whilst they move at almost twice the speed of the lumbering Churchill VIIIs

and share the same 75mm gun, their frontal armour is only factor 8 compared to 14. Previously, discounting limited APCR shots from the Germans, a 75L penetration value of 17 would leave most Churchill VIIIs happily shrugging off rounds as they range in on the Mark IVs. This forces immense caution on the German tankers, encouraging them to avoid direct duels.

With the arrival of the Shermans, the advantage is now with the Germans if they can get the first shot in. It is the British who have to sneak about.

The other major factor is the loss of the Churchill VIIIs prodigious SMOKE generating capability, especially the blessing of smoke mortars. Combined with the mild breeze, the old lumbering giants could easily reduce German squads to choking impotence beyond panzerfaust range as they nonchalantly screen their advancing infantry. Shermans only have smoke dischargers, and not great ones at that. Still useful, but not a patch on the mortars as they can only be used in the hex the tank is currently sitting in.

## The Official Version

What I originally liked about this scenario was that each side had an opportunity to attack and defend. The Germans are hanging on grimly in Le Port, trying vainly to delay the reinforcing British, whilst in Benouville they are able to counterattack, at least initially. All too soon though the juggernaut will descend on them, quite literally in the case of the Churchills.

I decided I wanted to play the Germans, so set up a defence against Peter.

I can't exactly remember my deployments. Around Le Port I think I had men on the first floor of JJ11 and KK13 who'd be able to fire on the road around KK18. I also think I had the two worst AFVs on this flank, the pair of SPW S307s. One was in MM13 and one in LL14. I think I dummied another around KK9. My reasoning was that I wouldn't waste anything good in a lost cause. If these converted half-tracks could merely slow down Peter I'd be happy. The rest of the men here were simply going to try and eke out an existence for as long as possible, which I knew wasn't going to be prolonged.

Benouville was where I was hoping to have some fun. In fact I had one or two

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VIEW FROM

tricks up my sleeve...

I don't know if it is blindingly obvious, but there are lots of lovely LOSs from the walled enclosure around the Chateau right up the road to TT17. The slopes provide the height advantage to see over most of the orchard road obstructions, and the wall itself offers hull down. Here then I had the Marder: Open topped, with little armour and limited HE; it really is only any good firing at vehicles, even the Churchills. If I lost it in a duel with one - so what? That is its function in this scenario.

The GSW 39HI placed in I15, giving it a LOS over the valley into northern Benouville where the paratroops may be hiding. As for the PzIVs, my main striking force, I can only remember setting them up to swing in around the west of the town to outflank the British there.

Infantry wise I was poised for attack, but with the HMG set up at Level 2 in the Chateau, hoping to interdict the Ox and Bucks trying to cross the bridge. My plan on this flank was to attack whilst I had the advantage. I knew I'd never retake the bridge but I wanted to go straight up the middle, aiming for the School House and Town Hall, doing as much damage as possible. Make hay while the sun shines...

As concerns Le Port then, sadly my delaying force was crushed in fairly short order. Depressingly predictable. The Churchill smoke generating machines did their jobs well and my squads were simply blasted into impotence.

Regarding Benouville, at least here I exacted a bit of revenge. Peter had decided to defend fairly forward, trying to delay me a bit himself. By the time my Le Port defenders were extinguished, I'd managed to surround and knock out virtually all Peter's, admittedly largely wounded, Paratroops. In fact, I took about three squads prisoner and for the first time ever in a scenario was able to send a guarding half squad off the table with the valuable POWs. Little did I realise that lucky half squad were to be my only survivors as the game began in earnest.

My Marder had been pinged shots off the Churchills until it was finally recalled through a sniper. After that, with the collapse and mopping up of Le Port underway, Peter was able to rush forwards his mass of reinforcements and then proceed at quite a leisurely rate to smoke out then overwhelm my defensive positions one by one. The virtual invulnerability of the Churchills was very galling - my only success was a fluky critical hit from a Panzer IV.

In short I felt as if I was being dissected, coldly and methodically. In the

end, with a few turns to go I surrendered. The impotence in the face of the Churchills was stressing me out too much.

Whilst I had enjoyed the first half of the scenario, the second half had been too lop sided for my liking. Eking out a miserable existence with a surrounded conscript half squad, blinking through swirling smoke to get a shot off at some elite paratroopers is not my idea of fun. I was disappointed in how the scenario had degenerated after a period into this, so was happy when I had a chance to play the updated version.

## New Improved Scenario

I was heading up to see Mike for the weekend in his Northumberland hillside villa. I'd decided it was the perfect opportunity to play the variant, and again fancied having a crack at being the Germans. My plan was broadly similar, though this time my Panzer IVs could be a lot more aggressive. I also tweaked my positions somewhat, having planned a lovely little ambush for the paratroopers in Le Port...

What I had noticed was that I could encircle HH11, where the British were almost certain to have a number of men. With a concealed squad in KK1 and one in the open at FF9, Mike might not realise that the hex was a death trap. All I then needed was a unit to escape being broken adjacent to that hex, and I would be able to capture paratroops if they broke. I stacked both levels of HH10 with my best men.

The other minor change I deliberated over for ages (far too long for any possible benefits) was deciding the vehicle-covered arc of my crumbly SPW S307 in MM13. Knowing how aggressive Mike is with his AFVs, I had worked out that he could run a carrier into the hex via TT17, thus pinning my vehicle with TPBF restrictions. I made a calculated risk, and had the VCA covering MM14 instead of the usual TT12 road.

Time would tell if my nasty surprises would bear fruit.

Sometimes I can be too cunning for my own good. The net result of my misspent VCA plotting saw the hapless halfrack blasted into oblivion by tanks rumbling down the road from TT12. It didn't even get a shot off. On the positive side though the encirclement worked like a dream and netted me a couple of bewildered prisoner squads. Hurrah!

After such mixed fortunes, the rest of the game progressed along astonishingly similar lines as the previous. In Le Port my rapidly dwindling force held out a little longer this time. MacBeth like, they grimly battled on in the knowledge of certain defeat,

victims of a doomed script at the hand of fate. Fate in this case being a certain Mr Schilling.

At least this sector had the fortune(!) of seeing a critical hit delivered by one of Mike's AVREs. Resolving a hit on the 36 table of the IFT with a -7 modifier is an experience I hope not to undergo again soon. Never mind leaving a smoking boot behind - the boot had been vaporised.

Once again my main enjoyment was to be had in marshalling a counterattack on the Benouville area. This I achieved with similar rapidity, though also faltered before reaching the schoolhouse itself. Here the British reinforcements stemmed the tide and I had to fall back and consolidate my gains. We ended up abandoning the scenario before the end game, with Mike's forces gathered around the KK hexrow. I had a force in the chateau and another around the building in J2, poised to sell their cardboard lives dearly. I'd also, much more encouragingly this time, managed to destroy all Mike's Shermans. His AVREs were creeping forwards at full steam but I still had a MarkIV around to make life difficult. Basically, the fun part was over and we couldn't be bothered for the grind.

## It's About Time to Conclude

Not only is the historical variant more accurate in terms of the British forces available, it is also much more enjoyable and balanced. I have to say that the original version favours the British due to the relative invulnerability and SMOKE generating of the Churchills. The downgrade to Shermans gives the German player more options with his tanks and means the Brits have to use theirs more constructively than mobile pillboxes.

It's certainly worth playing the historical variant. Is it worth playing to the end though?

I cannot help thinking that the fact I have abandoned the game both times points to a weakness in this scenario. It is just not much fun to play as the Germans after a certain point. It can easily end up with one player handling a couple of squads whilst the other has a couple of companies. Unless you are a true fanatic, keen to play "to the last man", you will probably end up behaving much like the historical German defenders - wearily surrendering in the face of horrifically superior firepower.

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# "THIS IS THE CALL TO INTERNATIONALE ARMS!"

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

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

# 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!

## 2003 JANUARY WINTER OFFENSIVE

**When:** 16 - 19 January.

**Where:** The Comfort Inn, Bowie, MD20718. Tel 301-464-0089. Double rooms are \$85.50 plus tax per day; mention Winter Offensive for the special room rate.

**Fee:** \$20.00 pre-registered by 31 December, \$25.00 thereafter. One day registration is \$8.00 by 31 December or \$10.00 thereafter.

**Format:** Unstructured format, mutually agreeable scenarios. Special mini-tournaments start Thursday morning. The main event free-for-all starts Friday morning.

**Notes:** T-shirts are \$12.00 (XXL \$14.00). As in the past all profits go to the ALS Foundation.

**Contact:** Multi-Man Publishing, 403 Headquarters Drive, Suite 7, Millersville MD 21108 or contact [perrycocke@aol.com](mailto:perrycocke@aol.com) or [beyouse@cablespeed.com](mailto:beyouse@cablespeed.com). You can also sign up on MMP's web site at [www.advancedsqadleader.com](http://www.advancedsqadleader.com).

## FEBRUARY ASL SCANDANAVIAN OPEN

**When:** 21 - 23 February.

**Where:** Danish National Arms Museum, Copenhagen, Denmark. You can sleep on the floor at the tournament site (there is a bath) and eat there. If you want more luxury then you can get accommodation from £13.00.

**Fee:** 150 Danish Kroner (about £12.00).

**Format:** The tournament will be a five or six round Swiss style affair depending on player numbers.

**Contact:** Michael Hastrup-Leth, Favrholtmvanget 15, 3400 Hillerod, Denmark, or email at [hastrup@image.dk](mailto:hastrup@image.dk).

## MARCH BERSERK 2003

**When:** 15 - 17 March.

**Where:** Hotel Skye, South Promenade, Blackpool, England. Room rates are £20.00 for a shared room or £26.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £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. Players will be expected to have a knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be a special three round tournament for new players.

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

## MAY STOCKHOLM ASL TOURNAMENT (LogCon)

**When:** 29 May - 1 June.

**Where:** Stockholm, Sweden.

**Fee:** 25 Euro / SKR 200.

**Format:** Five round single elimination (for winning) tournament with five scenarios per rounds. (All players may play all 5 rounds but to win the tourney you may not have 1 loss).

**Notes:** Prizes will be provided by MMP and Heat Of Battle as well as the organisers.

**Contact:** Peter Rognholt ([rognholt@algonet.se](mailto:rognholt@algonet.se)). You can also check the web site at [www.algonet.se/~rognholt/logcon.htm](http://www.algonet.se/~rognholt/logcon.htm).

## OCTOBER INTENSIVE FIRE 2003

**When:** 24 - 26 October.

**Where:** The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation.

**Fee:** £6.00. Players pre-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, 23 Jean Drive, Leicester, LE4 0GB. Phone (0116) 233 5896 (evenings only) or email [if@vft.co.uk](mailto:if@vft.co.uk).

**Liverpool, 30 January to 2 February 2003**

**NUDEY RUDEY  
SHAKE-YO-BOOTY  
ASL WEEKEND II**

**Rude ASL for Rude Boys**

Time to get naaaaaaaked! The last Naked ASL for me as a single man. An opportunity to celebrate my marriage and to get nudey and play, play, play. Full on tourney format. No longer restricted to the front room; we have the opportunity to make the most of my local partisan-style knowledge to play on some of the best tables in Liverpool. Pubs, boardrooms, operating theatres, casinos. Your tourney meister has spent years scouting possible venues for al fresco gaming. Combine gaming and drinking in one long weekend of alcohol fuelled orgiastic gaming ecstasy.

Places are limited to serious gamers. None of you part time pansies. You know who you are.

This time there is a fee. You pays your money and you takes your chances. Prizes fit to mark the end of an era.

The time, Thursday 30th January 2003 to Sunday 2nd February.

The place Liverpool.

Old hands know the score, newbs welcome but y'all better be willing to play and drink.

Ben (Mr. Jones to you muthas)  
72 Church Road, Hale, Liverpool, L24 4BA  
Tel 12. Email [ibncalb@yahoo.co.uk](mailto:ibncalb@yahoo.co.uk)

## Gross Deutschland

Continued from page 16

hard for victory. If the Russian wins on the CVP cap it could be worth playing on to see if the Germans can win with the balance if you're enjoying the game. 'Blood Flecked Snow' is a bit different, well designed and playtested; do not be put off by the bombardment and barrage these add character and are not difficult to execute.

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# BERSERK!

**BLACKPOOL 2003**

**ADVANCED SQUAD LEADER TOURNAMENT  
15<sup>TH</sup> - 17<sup>TH</sup> MARCH (FRIDAY THROUGH SUNDAY) 2002  
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND**

## **THE EVENT**

This year sees the seventh annual *Advanced Squad Leader* event in the North West of England. We are now well established in the world ASL calendar and offer an extended weekend (there are usually games played from the Thursday evening) where you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). In the main tournament, players of like record are paired off to allow us to determine the winners after five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

## **THE EVENT**

A special three-round event is to be arranged for up to eight new players (players who have only ever played five or fewer games against a live opponent). Scenarios with easy to handle units and manageable forces will be set. You can learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can't make it for the full weekend.

## **THE VENUE**

The Hotel Skye is under new management this year and our host is very keen to see us remain regulars. The facilities are already being improved with meals and good beer available in the hotel. The nearest train station is very close by and various alternative food outlets are not far.

## **THE COST**

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic values at only £6.00!

## **HOTEL PRICING**

Cheaper than last year!

B&B – for a shared room £20.00 (per person)

B&B – for a single room £26.50

## **FOR FURTHER INFORMATION CONTACT:**

**Steve Thomas**  
19 Derwent House  
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Preston  
Lancashire,  
PR1 4YL

Or e-mail **Trevor Edwards**  
trev@cableinet.co.uk

