

VIEW FROM THE TRENCHES

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PREP FIRE

So 2004 ends with another late issue, which has been the state of play all too often this year :-)

Although the next issue should be out in January, right now I'm faced with filling 7 or 8 pages, so unless someone comes up with some material soon you'll be getting blank pages in future issues soon :-)

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: The fearsome Greman King Tiger.

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 go to:

<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>.

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 59 should be out at the beginning of January 2005.

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

Back issue are now out of print but can be downloaded for free from:

<http://www.vftt.co.uk/vfttpdf.htm>

VIEW FROM THE TRENCHES

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INCOMING

MMP TAKE SECOND SHOT AT NEWBIES

MMP are to release a second starter kit, this time featuring ordnance and light anti-tank weapons. *ASL Starter Kit #2* will contain a refined version of the *ASL Starter Kit #1* rulebook, with new rules added and old rules clearly marked so that no rereading is required. *ASL Starter Kit #2* will be a complete game; there will be no need to own *ASL Starter Kit #1*. Inside will be a countersheet of 1/2" counters and a half 2 countersheet of 5/8" counters, two new geomorphic mapboards, two player-aid reference cards and eight new scenarios featuring American, British, German, and Italian units. The expected retail price is \$28.00

SECOND MELEE

The SoCal ASL Group have released *Melee Pack II*. As before there are six scenarios and cheat sheets, featuring actions ranging from the Crimea to Stalingrad via the jungles of Ecuador. Priced \$11.00 (\$14.00 overseas) it is available from Matthew Cicero, 1810 Chantry Drive, Arcadia, CA 91006, USA or their web site at www.socalasl.com.

HOB RECON AGAIN

Heat of Battle have released *Recon By Fire 2*. Priced \$36.00 (\$42.00 overseas) it contains *DASL* map 'Bf2', an APC Player Aid, 10 scenarios, and features articles on breaching operations and mechanised warfare. It can be ordered from Steve Dethlefsen, 525 Golf Lane, Lake Forest IL., USA or from their web site at www.heatofbattle.com.

BUNKER 19 SHIPS

Dispatches From The Bunker 19 is out now. Inside are three scenarios, an article on the *OVHS Riley's Road* CG 'Milk Factory', the usual Tactical Tips, a review of Nor'Easter 2004, and a preview of the upcoming NY State ASL Championship taking place in December. Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235. You can email them at aslbunker@aol.com.



THIRD PARTY PRODUCERS UK AVAILABILITY

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

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

<i>Wacht Am Rhein</i>	£14.00
<i>Canadians In Italy 1</i>	£9.00
<i>Canada At War 2</i>	£6.00

Add 50p per item for postage and send your payment made out to PETE PHILLIPPS to 24 Huggett Close, Leicester, England, LE4 7PY.

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

UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

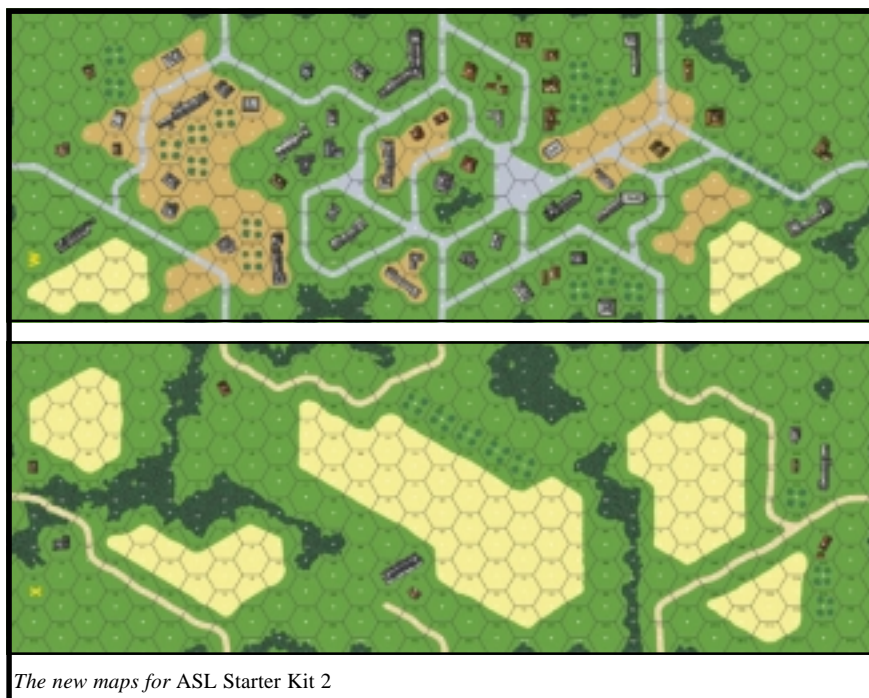
To purchase other third party products such as *Critical Hit*, *Schwerpunkt* or *Heat of Battle* contact any of the following shops.

LEISURE GAMES, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327 or e-mail them at shop@leisuregames.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at sales@secondchancegames.com.

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

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



The new maps for ASL Starter Kit 2

VIEW FROM THE TRENCHES DOWN UNDER

Fresh from touring the battlefields of the Ardenne, Verdun, Normandy and the Somme, the Aussie contingent of myself and Scott Byrne arrived at the Kiwi Hotel in Bournemouth amidst rain and wind and generally inclement weather intent on adding to our collection of trophies from ASLOK. With us was 'Aaron', the USA v the World Trophy on tour to promote ASLOK and intent on getting his photo taken with anything even remotely able to be associated with ASL.

Pete Phillips greets us at the door, and its not long before the die are out and the gaming begins. I'm determined not to get left behind in the number of games played this time, even if several of the 'name' players are noticeable by their absence.

Game 1: SP 120 - Kettlehut to the Rescue v Nigel Baines.

This features elite Americans defending Board 9 – including a stone building at level 3 – from a mixed force of Germans including Oba and some armour. I'm attacking as the Germans.

There are a few questions about the SSRs in this - and the VCs, which are a bit unclear as to the actual number of VC hexes. But we sort of sorted it out and got underway.

Nigel's defence, fairly up front, caused me some trouble early, but I was able to make decent headway towards the hill. Once his defenders broke they didn't have rout paths, and I was quickly decimating his forward units. I broke then X'd the MA on my Marder, but this was considerably offset when my sniper took out his 9-1, leaving his central forces leaderless. My OBA arrived on time and caused serious damage to his defenders in the building, and some judicious shots were able to keep the centre DM while I literally swarmed all over the building.

Nigel's reinforcements tried to cover everything, and his key 9-2 stack was driven back when he gave me a -2 shot at them as they tried to re-establish the centre. This kept them away from the other VC area as well, seriously weakening his last ditch defence. Nigel did however quickly move up to get rid of my OBA, but by that stage I was

putting serious pressure on his remaining infantry from 2 sides.

I was able to get the bulk of my infantry up on the hill, and when he lost both his tank destroyers trying to get up to reinforce the victory area, the game was over. 1-0.

Friday sees some mini tournaments, and both Simon Strevens and myself sign up for Rumble in the Jungle. No doubt Simon's presence on the list scares people off, and it will only be a two round tournament.

Game 2: Mini Round 1 ASLUG12 - One Log Bridge v Wayne Kelly.

The USMC are looking to take a bridge from the Japanese. Its dense Jungle, and there's not much room to maneuver. I'm defending as the Japanese.

It's Wayne's very first game of PTO, so we start off with a quick run through the rules – with a certain emphasis on how dangerous the Japanese are in the jungle.

Wayne's initial attack is fairly tentative, though he didn't make too many mistakes, and the bulk of my HIP guys were largely ineffectual when they came into play. Against a defence that was entirely on the defensive side of the stream, he was able to get into position relatively quickly (though probably a turn later than he could have), but seemed unwilling to expose his troops to too much fire.

My last HIP unit popped up and took out his 9-2 which had been left alone in the rear, but some poor tactical choices on my part left my left flank open, and Wayne took full advantage, shifting a serious flanking threat across through the stream. The inevitable then began to occur in the firefight, with my 9-1 dieing on an NMC and my forces starting to look a bit thin. While I eliminated the flanking HS on my right, I paid a high price to delay the central thrust, with one squad caught on the wrong side of the river and blown away, then a key mortar unit went berserk. While the subsequent charge slowed him down a bit, I lost some irreplaceable infantry doing it.

Sensing an opening, Wayne sent a squad across the bridge, down -2 firelanes and a couple of 8-2 shots. nothing touched

them, and in an instant he was in the middle of my defence, a position he quickly exploited to take solid control of the VC area.

In his last advance phase, however, he left the bridge unoccupied, and while my attack was focussed on clearing the units who had crossed the bridge (indeed I was looking to advance 2 Hs into CC and try to withdraw one onto the bridge), a quick last-minute check of the rules revealed an interesting loophole in the control rules and I simply advanced under the bridge to control the empty hex and win. I felt compelled to apologise before I made the move. 2-0

Just like to say thanks to Steve for a very enjoyable game (my first PTO) and to say no apology required, it was a great learning experience, though of course a pmc was needed at the time. Congratulations on the tourney win as well Steve. Of course this has now forced me to spend even more cash on this 'hobby' with the purchase of COB.

Wayne Kelly

Game 3: Mini final A60 - Totsugeki v Paul Legg.

A classic, with the Chinese trying to hold the Japanese at bay and defend three guns. I'm defending as the Chinese.

I set up forward as the Chinese, looking to put some serious firepower down on his advancing units and force him to fight to get through the terrain that channels the initial attack. He came at me cautiously - just as well: the only unit that was aggressive cost me two squads! Even that success didn't embolden him, and I was able to keep his threatening flanking force at bay with a dummy stack. I pulled back in good order on both flanks, but I wasn't inflicting the desired casualties on the Japanese. It wasn't until turn 4 that he started to threaten a gun, and he got a good break when his sniper took out a gun crew and opened up my flank. He didn't take advantage, and I was able to recover - only to break one of the two remaining guns on a point blank shot.

At this point, I adopted the wagon-train mentality, falling back to form a human shield around my last gun. It worked, with Paul's cautious approach giving me the



opportunity to get into position. Had he been a bit more aggressive at this point, it could have been touch and go.

On my last turn I took out some insurance as my HIP guys jumped out and retook one of the guns Paul had neglected to destroy, leaving him with too much to do in one turn. 3-0.

A close game, and a victory in the mini-tournament. I was actually more pleased to see my colleague, Scott Byrne, take down Neil Stephens the next day to win the other mini-tournament. I think Scott is going to surprise a few of our local opponents when he gets home – his game is much improved.

So ended Friday, and the fact that I'm sitting atop the leader board seems to be met with increasing surprise and concern at the non-attendance of Toby "he wins everything" Pilling. It would later transpire that Toby was skulking in order to protect his 3995 rating. J

Game 4: Fireteam Round 1 RP1 – Morning at Mouen v Andy McMaster.

The British are defending the town on board 12 – specifically 12P3 – against the SS. I'm attacking as the Germans.

Andy's defence was set back, with a single overwatch unit to try to discourage my infantry from being too aggressive. I poured some serious firepower at them, breaking them in Prep Fire, allowing my infantry to rush to the outskirts of the village. In the process I found a HIP HS. It survived a 2MC, then held on in CC for a turn, but I was putting pressure on the village almost immediately.

In an effort to cover against flanking manouvers, he only had a couple of squads in the VC building, a decision which left him open to serious risk if my firepower could be brought to bear. Early efforts were fairly fruitless - including breaking the MA on one of the MkIVs, but eventually the HMG squad went down, and though he recovered it quickly - only to break it on a 20+6 shot - it gave me the opening I needed to get across the road and hit the units in the building at point blank. Had he been in the building in force it could have been a different story, but with only 1 squad not shrouded in smoke, and strong supporting units cutting off the building from reinforcement, it wasn't looking good.

He tried to crowd me, but I immobilized the Stuart in street fighting and killed all but a single leader who tried to reinforce the building. Outnumbered 6 to 1 and with my half-squads running around collecting

FIRE TEAM PLACINGS

ELITE DIVISION

POS	TEAM	PLAYER	PTS	OPPO
1st	1	Simon Croome Steve Linton Adrian Maddocks	18	19150
2nd	3	Ruarigh Dale Ray Jennings Simon Strevens	18	18345
3rd	5	Keith Bristow Kevin Croskery Bob Eburne	18	18320
4th	7	Stephen Burleigh Patrick Dale Michael Davies	15	14890
5th	6	Billy Carslaw Wayne Kelly Dominic McGrath	12	12180
6th	8	Derek Cox David Schofield Mark Warren	12	11980
7th	2	Ian Daghish Russell Gough Ben Jones Andy McMaster	9	8915
8th	4	Scott Byrne Phil Draper Hamish Hughson	6	5945

FIRST DIVISION

POS	TEAM	PLAYER	PTS	OPPO
1st	A	Wayne Baumber Justin Key Neil Stevens	27	24265
2nd	F	Paul Case Brian Hooper Paul Kettlewell	15	13540
3rd	C	Jackie Eves Tim Macaire Pete Phillipps	12	10560
4th	B	Chris Ager Malcolm Hatfield Paul Legg	9	7865
5th	D	Nigel Blair Chris Nethererton Graham Smith	9	7775
6th	E	Nick Carter Oliver Gray Ian Pollard	9	7705

The **OPPO** value is the total value of the Crusader ladder points of the opponents beaten by that fire team
Ben Jones played two games for team 2 and Ian Daghish played the other one.

prisoners, he conceded. 4-0.

The Fireteam goes 2 and 1, a good start.

Game 5: Fireteam Round 2 SP115 – The 5 Pound Prize v David Schofield.

The British are defending on Board 22, but have a wide area to cover split by a stream – and they don't know where the Germans are coming from. The Germans need to take 8 buildings within 3 hexes of the stream. I'm attacking as the Germans.

We were both thinking about ducking each other, until we realised we were both 4-0. We figured you had to win a title, not accumulate it, so we decided to go head to head. We did step away from the official list, choosing something neither of us had played from the latest Schwerpunkt pack.

Interesting scenario. The defenders outnumber the attackers but must defend a

broad area, with the attackers having a serious advantage in their ability to concentrate. David's defence looked to be favouring one side, so I had high hopes as I pulled out the 'von Linton' counter and set about blitzing the left side of the river.

Then I ran into his HS. It stopped most of my attack in its tracks, effectively killing a squad and keeping me from making much progress up the centre. My flanking force had much more success, coming up on the left and getting into good position to interdict everything on 'my' side of the river. Just as well, because the centre then found the ATGs, which took out one of the tanks and started to harass the infantry with ineffective but nerve-wracking ROF.

I was collecting buildings, but his centre was still holding despite all of the firepower I could throw at it. I cracked his remaining units on the left bank, but he pulled enough of his remaining infantry across to cover the key rear building.

When his reinforcements arrived, David made a critical mistake, his hand forced in many respects by the need to cover what was still a wide front. He split up his tanks, and gave me an opportunity to gain a significant advantage. I took the chance, and threw my 2 reinforcing MkIVs at an isolated Sherman. It worked, courtesy of a BFF CH, and I had a solid bridgehead on the right. Forced to cover this new threat, David sought to shift first his carrier - which bogged - then his Firefly to engage the MkIVs. My armour leader earned his title with a hit on the moving Firefly as it ducked down the road, and the British were under serious pressure.

Forced to be aggressive to even try to hold the key building - now guarded by two MkIVs, David risked a lot of -2 and -3 shots, and paid the price. The camel's back was broken when my sniper took out the sole leader on the left bank, and saw both MMCs with it promptly fail their LLMCs. 5-0.

Again our Fireteam goes 2-1, but is now in a tie for second as the leading team is 5-1 overall.

Go to bed early, I think to myself. Get a decent night's sleep. After all, I've not only got a key game in the morning, but a 20 hour overnight flight after that. Sensible person would get some sleep.

Yeah. Right. The lure of the hero game proves too great, and I spend the next 4 or 5 hours running around a selection of jungle boards with several others trying to get to the temple and the gold. Large amounts of alcohol, some bizarre random events (did you know that you can still move in the advance phase if you are, ummm, otherwise engaged with Jane in the jungle?) I survive airplane crashes, close combat, a crazy American with a flamethrower and a Temple of Doom style boulder (twice!) but just fail to take the prize.

Great fun though, and kudos to Keith Bristow, the Gm - even if he did hit me twice with a boulder!

I drag myself off to bed at about 3am, grateful that it's the change to daylight saving, so at least I'll get some sleep.

I wake up in the morning to find that, far from the relaxing morning I'm expecting, the draw has a surprise or two in mind. Our fireteam is playing the leading side, and that includes Keith Bristow, who is also 5-0. Tricky. I have a better "strength of opposition" so I could duck him, but again I figure its supposed to be won (and I have this pang of conscious about how I'd feel in his

position) so Keith and I, as the top 2 undefeated records sit down to play a game that will be for both the individual and fireteam prizes.

No pressure lads. None whatsoever.

Game 6: Fireteam Round 3 CH26 - Close Order Driel v Keith Bristow.

The Poles are defending the board 42 village against the SS, who have a collection of halftracks and a PzKW MkII. The Poles get some AT mines, a Daimler AC and a 10-3 on a bicycle. I'm attacking as the Germans.

Advising Keith that this is where he pays for the double boulder bit in the hero game the night before, I yet again reach for the 'von Linton' 9-1 and set about my quest for glory.

Keith's setup should have given me some indication as to his intent, but I still managed to find his AT mines on turn 1 with my MK II - and blew up on a 1 factor minefield first go. As it burned in the foreground, the wind kicked up, blowing smoke across the LOS from the level one building where the HMG had gone to interdict the Polish movement.

The rest of my vehicles, not surprisingly, were somewhat more circumspect, and dug a grove along a particularly twisted, but mine-free, path to the front.

I made good time through the forest, and once past the mines threw my SPWs forward aggressively, seeking to drive the Poles back from the edge of the forest and the hedge line and get some LOS to the entry area for the 10-3. I wasn't threatening the buildings as early as I'd have liked, but he was losing troops, which would prove more significant in the long run.

His MGs were keeping me a bit cautious with my halftracks, though not cautious enough as I lost one to an lmg, but the game turned when a 6 + 2 shot yielded an NMC that took out his 9-2 and MMG squad. I swarmed around the now unprotected flank, killed off the 9-2, and got the LOS down the road.

Keith tried to adjust, and sought to use the AC to keep my halftracks at bay, but I smoked the centre of his defence and simply overran the rest of his line. I lost a squad in the process, but his rapidly diminishing infantry were either isolated or staring at major firepower. When a squad took out the AC with a panzerfaust in the advance phase, it was all over.

Then it hit me: I'd won. 6-0 and I felt safe enough to go and have a look at the

trophy.

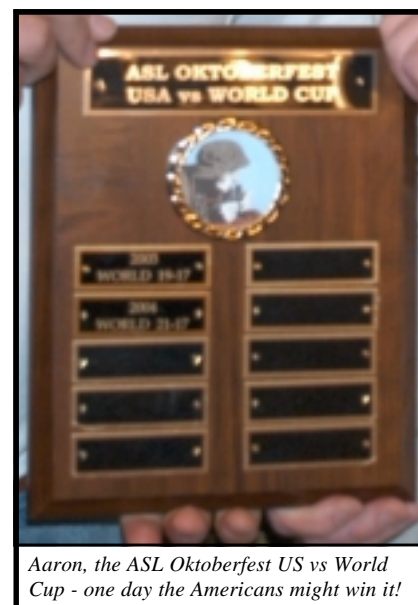
There was still the Fireteam title to be decided, however, and at this point we were 1-1, with Simon Croone's match to decide the title. Both Keith and I were soon hovering over the game, though fortunately neither player quite realised why as the game reached its climax, with Simon's Germans forming a solid wall to deny the Poles any chance of retaking the buildings they needed to win. Simon and I exchange high-fives as we are certain of victory.

Possibly a bit too sure, as it turned out. There would be 4 teams on 6-3 records, and though Pete's calculations proved our hopes of victory correct, it would be by the slimmest of margins - some 18 points out of over 18,000. You could probably get away with calling that close.

So the perfect end to a great trip, which is just as well given its probably my last for a while. I could pretend that I was disappointed that I'd missed out on the opportunity to take on Toby, but I'd be lying. Anyway, he hasn't managed to beat me since we first played three and a half years ago, so I would have been confident of keeping him at bay anyhow. (OK, so we've only played once and I probably had the favoured side. So what, I'm still 1-0 v Mr Pilling.:-))

A big thank you to the organisers for a great tournament, especially Pete Phillips, who had to pass a personal 4MC when he found they'd taken out the bar and replaced it with extra rooms.

Ω



Aaron, the ASL Oktoberfest US vs World Cup - one day the Americans might win it!



The Stormy Gun Pit

THE TENTH INTENSIVE FIRE

Paul Case

Before I start, I would like to pass on my deepest sympathies to the families and friends of the British soldiers (in the Black Watch Battle-Group) killed in Iraq, and wish all our troops a safe return home. Our troops are the best in the world, and I believe they do a wonderful job, so they get this writer's support. I hope they get yours!

Right, now for the purpose of this piece of garbage. With this being the 10th INTENSIVE FIRE, and the 60th anniversary of the D-Day landings, the (dis)organisers decided to give us some 1944 scenarios. Will they be doing 1945 scenarios for next years IF, as it is the 60th anniversary of the end of that terrible conflict? I hope they do. One round in the PTO, one on the Russian Front, and one on the Western Front. That would be good, as I do not expect AOO to be out by then (but you never know!).

I arrived on the Wednesday, because I stayed at my brother's on the Tuesday, and decided to drive down from Bristol instead of going home, and coming to Bournemouth on the Thursday. At breakfast on the Thursday, I met Ian Pollard, who came down on the Tuesday, which means he must be a sadder git than me, and I thought that was impossible. The Hippy arrived later, about 1100hrs, and after he had set up, we checked out the bar. Other people turned up later, but only 4 games were played. Now, either we did not want to burn ourselves out for the main event, or we are becoming sociable animals. My guess is the latter, as I don't care about 'burn-out', I don't win anything anyway!!

Overseas visitors were a Yank and two kangaroos. One of the Roos was Steve Linton, and being as Toby never turned up, we never got to see the match (also, the overall champ was a non-Brit).

Friday

Today we have the Mini-Tourneys. Goliaths, featuring those tiny ADCs (Armoured Demolition Charges), which I did not enter, and Rumble In The Jungle (PTO) which I did.

First scenario was an ASLUG one called 'One Logged Bridge', which I played Paul Legg. Being as I was the Nips, I set up what I thought was a pretty good defence.

This game started a bit late, due to your hero having a late night. On turn 1, Paul forgot to set his reinforcements, so they advanced on. While not being rules correct, they must still be set-up in the Rally Phase, I decided to let him do that, as it was still Turn 1. The first snakes in the game goes to me, in a CC. I got to be first in something to do with this game. Turn 2, and Paul has some bad luck, first, by losing his way in the trees (straying). Then he rolls one of my favourite rolls, Boxcars. See last article by me. Turn 3, and Paul continues his bad luck by rolling two more 12s, one on his Self-Rally, so losing a squad, and the other in an attack by my 9-1/MMG combo. Not looking too good for Paul, but being a good Gun-Pit supporter, he soldiers on. Turn 4, and lo-and-behold, my Sniper wakes up, breaking a 558 with one bullet.

Turn 5, and just to prove that one is better than ten, a Marine Ldr finds a Jap LMG, which two 1/2 squads could not. Do Marine Ldrs have special glasses? Also during this turn, my HIP 9-0/447 ambush his 9-1/2x 458/MMG bunch, and all they do is start a decent fist-fight. Turn 6, and Paul rolls another Boxcars on a 558's Self-Rally, bye-bye. I manage to get a 447 to change into a 4410 berserker. Turn 7, and goes into CC with my last able unit, and he promptly kills me, winning the game. Anything, but killing me, and I would of won. That was a fun scenario, which I have played before. The rest of Friday was spent drinking beer.

Saturday AM

After breakfast, I play Oliver Gray at 'PB5 Taylor Made Defense', with me as the Furher's Elite. This was a short game due to yours the fantastic not properly remembering the VC. It started fairly well for the Reeperbahn boys, with me getting two Critical Hits on some of his troops in buildings, 24-3 is pretty great when you roll a 5 and a 6 for effect. Oliver's total losses here were:- 1x BH 9-1, 1x 248, 2x 648 (one a WW), 1x LMG and 1x PIAT. My Marder then goes and loses his remaining HE (the crew chief is in trouble, I told him to load up with HE!). As I said, this was a short game, I lost it on Turn 3 when that stupid Marder got itself blown-up. At least he won't have to face me! A PzIV had been killed on

Turn 1, by one of his PIATs. My end game notes for this game reads 'Lost on T3. More worried about Build Con, so forgot Veh elim. He killed a PzIV on T1 and Marder on T3. So I lose. Read VC'. The moral is:- Don't forget the VC. Nuff said!

Saturday PM

The next game is against Graham Smith, in 'OA7 Celles Melee' with me as our cousins from across the pond. Turn 2, and he kills one of my lovely M36s, the crew survive, but he then kills them with his tanks machine-guns. The swine! Still, I get a laugh when he conceals a 10-2 and 548, he rolls a double one, and wastes a snakes. The first boxcars goes to me, when I fire a Baz at one

PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Chris Ager	6	2	4	0
Nigel Ashcroft	3	1	2	0
Wayne Baumber	3	3	0	0
Nigel Blair	9	4	5	0
Keith Bristow	6	5	1	0
Tim Bunce	1	0	1	0
Stephen Burleigh	6	2	4	0
Scott Byrne	6	4	2	0
Billy Carslaw	6	1	5	0
Nick Carter	3	1	2	0
Paul Case	4	1	3	0
Brendan Clark	1	1	0	0
Derek Cox	6	2	4	0
Simon Croome	4	3	1	0
Kevin Croskery	3	2	1	0
Ian Daglish	2	0	2	0
Patrick Dale	8	4	4	0
Ruarigh Dale	13	4	9	0
Michael Davies	5	4	1	0
Phil Draper	5	2	3	0
Bob Eburne	5	3	2	0
Jackie Eves	3	2	1	0
Russell Gough	4	3	1	0
Oliver Gray	4	2	2	0
Malcolm Hatfield	3	1	2	0
Brian Hooper	4	2	2	0
Hamish Hughson	4	0	4	0
Ray Jennings	4	1	3	0
Ben Jones	5	3	2	0
Wayne Kelly	6	2	4	0
Paul Kettlewell	4	4	0	0
Justin Key	4	3	1	0
Paul Legg	6	3	3	0
Steve Linton	6	6	0	0
Tim Macaire	4	1	3	0
Adrian Maddocks	7	2	5	0
Dominic McGrath	5	5	0	0
Andy McMaster	6	1	5	0
Chris Netherton	3	1	2	0
Pete Phillips	5	2	3	0
Ian Pollard	6	3	3	0
David Schofield	7	6	1	0
Graham Smith	4	1	3	0
Neil Stevens	6	5	1	0
Simon Strevens	5	4	1	0
Mark Warren	4	0	4	0



of his ½-tracks at 2-hex range. Why me! Still, at least my Sniper is awake, he Recalls a CE PzIV. One less able to exit through the exit hexes.

I shoot at a 548, and get a IMC, he rolls a snakes and gets a bloody Hero. I hate those idiots. On the last turn, I have some fun at last. My last M36 gets revenge for his mates killed earlier, and Critical Hit a Panther in the side. That, ladies, means 42-6, anything ≤ 35 kills it (except a 12, of course), with ≤ 17 to burn the Nazis Swine (again, barring a 12). What do I roll? A 10, Burn, Baby, Burn. Even with this little triumph, I still manage a lose, when I only wound his Ldr, and the sod advances off for the last point needed for a win.

That is another game played well enough to lose gracefully, I must stop doing this. It was in this round that the hippy (your editor) made a dumb mistake while playing Neil Stevens at G6 'Rockets Red Glare'. he left a Victory Building unmanned, and Neil promptly punished him. Self Rallying a squad, Neil then took that building, and won the game. Lesson to be learnt is as follows:- keep the Victory Buildings occupied, and the door locked, so that uninvited persons can not get in!

Saturday Evening

A few of us idiots stay and play 'George of the Jungle', run by Keith Bristow. This follows all the previous events on Saturday Evenings, that is, no way serious at all. With my Jap Hero counter, I managed to get blown up on some mines, but I was reincarnated as Jap Hero Mk2. This guy had better luck than his predecessor, he actually got laid. He found Jane alone in the jungle, and give her some comforting. Then left her, just like Steve Linton did. Meanwhile, Nigel Blair had found a bulldozer (left over from his tour in Iraq last year) and had dug a tunnel under the stream. Justin Key and me had a pact, we would not shoot each other, but Steve Linton, who had shot at Justin, was target practice. Justin eventually won the £8 prize money (we each put in £1 at the start), and I think Chris Netherston won the bottle of Ghurkha Beer (*donated by the Nepalese restaurant across the road from the hotel - Pete*).

Sunday

Last game of the tourney, and guess what? The Hippy and me play. The chosen scenario is 'CH26 Close Order Driel', with me as the Poles. In this scenario, I think that the hippy is either blind, or can not count, as he plays with just 6x658s instead of the 8x 658s it says on the card (or did Neil

entering his house uninvited, knock him!). On with the game, and I have a super 338, who breaks 658 and breaks and wounds a 9-1. Not bad, but while they gloat, another 658 challenges them to a fist fight. Numbers win, RIP 338. One of Pete's ½-tracks gets Recalled. His Mtr ½-track gets 6 ROF shots, and only Breaks my 9-2, and pins a 648.

A ½-track drives onto my mines, and is immobilised, later destroyed by a PIAT. Another 338 dies in CC, he was ambushed by those SS scum. My reinforcements eventually arrive on Turn 4, and the A/C goes up in a blaze of glory, after breaking a 658 in a building. One of my 648s shoots at a 658 for a 12+1, rolls a 3 = 3MC. Pete rolls a snakes and gets a Hero. Did I mention I hate those bloody things? On Turn 6, Pete concedes, because he does not have enough time to get the last few buildings to win. Pete's error in counting was noticed by me on Turn 4 or 5, and by then it was well passed A.2. I do not mind it in the APH of the turn to enter, or the MPH of the next turn, but 3 or 4 turns later, that's too much, sorry Pete.

That win leaves me 1-3 overall, with 2 games being just lost. Brian Martuzas once said that I play this game just well enough to lose gracefully, I disagree with him. I play all games that way, not just ASL. Andy Ashton's travelling circus was in town, and I promptly spent too much money again, nothing changes.

In closing this piece, I shall continue to repeat myself, and say that you should get to a tourney every chance you can.

Ω



ABOVE: Steve Linton, the 10th INTENSIVE FIRE Champion.

BELOW: Neil Stevens (left) presents Ruarigh Dale with a copy of Streets of Stalingrad for playing 13 games of ASL over the weekknd!



The Elite Division winners - (l-r) Steve Linton, Adrian Maddocks and Simon Croome.



HEROES 2005

ADVANCED SQUAD LEADER TOURNAMENT
11TH - 13TH MARCH (FRIDAY THROUGH SUNDAY) 2005
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in 2004 HEROES continues in 2005 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so 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). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or 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.

BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as a special tournament based on the *ASL Starter Kit* will be available on Friday. 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 familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend. Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £22.00 per person for a shared room or £28.00 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £7.00!

HEROES 2005 BOOKING FORM

Please enclose a cheque for £7.00 for registration payable to PETE PHILLIPPS and a cheque for £10.00 for the hotel deposit payable to HOTEL SKYE and return with this form (photocopies acceptable) to Pete Phillipps, HEROES, 24 Huggett Close, Leicester, LE4 7PY.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							

Paper Tigers

Michael Davies

At Kursk the Russians found the 76mm Gun of the T34 struggled against the Panther's and Tiger's thick armour. Soviet designer's responded by up gunning the T34 with a multi role gun the 85mm M-43 gun together with a Tungsten Carbide Arrow head round (APCR in ASL terms!). This did not make the tank the equal of either the Panther or Tiger I but did give a fighting chance if the Russians had numerical superiority or other weapons in support. The new tank was probably superior in some respects to the Panzer IV, and certainly the equal of German tanks against un armoured targets.

In 1944 the German's began to deploy the Tiger II, also known as the Royal or King Tiger. With Armour thicker than most British Battle cruisers at the Battle of Jutland and an extremely long 88mm Gun this had distinct advantages in firepower and protection. Mobility was a problem with the vehicle being slow and at times mechanically unreliable, it also struggled to cross bridges!

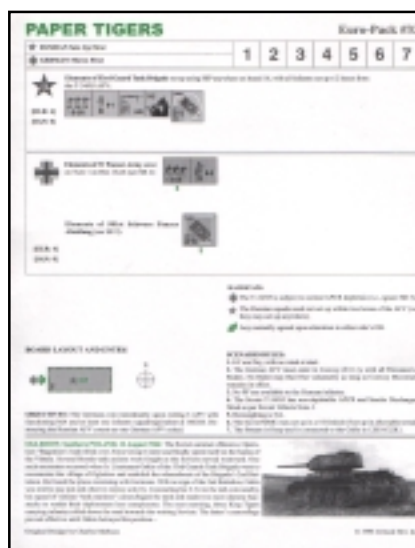
Paper Tigers takes place in 1944 in Southern Poland with a lone T34/85 manned by an elite crew (9-2 Leader), and accompanying SMG squad ambushing three Tiger's accompanied by a platoon of German Infantry.

To win the scenario the Russians need to conduct a careful ambush and avoid retribution, the Germans need to plan against the expected attack and regain the initiative as soon as the Soviets break cover.

RUSSIAN SET UP

The scenario objective is to prevent the German exiting three vehicles and a squad equivalent off 16GG6. If your T34 is destroyed it counts as a German AFV exited. This suggests several possible ways to satisfy the victory conditions. Firstly destroying or immobilising two German tanks is an out right win. You gain if a German tanks is subject to mechanical reliability (ASLRB D2.5), a Tiger expending a movement point to start can fail mechanical reliability on box cars and is effectively lost. Similarly recall robs the Germans of a vehicle after a gun malfunction, so don't expect too many main armament repair rolls or intensive fire shots from the Third Reich. The objective does require some German

Infantry to exit. A lone squad using the road and double time can transit the board length in five turns, a Leader assisting can take this down to four turns. If movement is through grain, over walls or hedges or through wrecked or burning vehicles this will take longer. I think the only way for the Germans to get at least a squad off is to use riders after your ambush is sprung. This makes the scenario much more challenging for the Germans. Keep this in view if your ambush fails miserably and the Germans destroy your armour but make exiting Infantry impossible, I'll suggest a way of exploiting this later.



Sound's easy do a couple of Tiger's or ice three squads. Jr. Lieutenant Oskin and his crew achieved this in real life by careful concealment, good fire discipline and a certain amount of luck. I find it incredible that he did not let the convoy pass!

German forces are impressive. Three King Tiger's is just plain scary. The main armament has a basic to kill of 27 compared to your T34's thickest armour of 11 factor's. At any range a hit will result in destruction, except for the odd dud! Better than half the time your tank would brew up. Your return fire encounter's very thick armour. The thinnest is 7 factors for the hull rear, 8 for the hull sides, 10 for the rear turret, 18 for the turret front and 26 factors for the Hull front! Exceptionally you might get an underbelly hit as a Tiger crosses a wall taking the armour down to 4 or 3 if he is reversing!

Against this you have an 85L gun with unlimited APCR ammunition. The basic to kill of an APCR or Arrow head round is 19. Given any dud will fail to penetrate this to kill is ideal against Hull side or rear armour and has a reasonably good chance of penetrating the turret sides or rear, any underbelly hits that penetrate have a good chance of creating a burning wreck. Against the Tiger's frontal armour you simply can't penetrate the hull. The turret requires a critical hit or a very close range lucky shot. In brief try to engage from the side or rear.

In addition to an awesome gun and thick armour the Tiger's have good MG armament, ROF for the gun, high inherent crew morale and a nifty close defence weapon/smoke discharger. The MG armament is effective against Infantry or expose crews and might be used for overruns. Crew morale doesn't often matter much, possibly becoming an issue if a tank is immobilised and subsequently shot at. Given the victory condition's a mobility kill is enough damage to prevent exit, making shot's at an already immobile vehicle of limited use if other target's are available. Some times over looked the sN9 on the counter represents a close defence weapon the Nahverteidigungswaffe. This attacks in close combat on the 16 IFT column. The weapon is very effective used to place smoke. Expect this to happen when you execute your ambush, any surviving Tiger's can try to place smoke on a DR of 9 or less at the cost of just one movement factor.

The Tiger's do have weaknesses. Mobility, speed, and a slow turret are the main ones, convoy movement and a low casualty cap are specific to this scenario. All armour design's are a balance between speed, fire power and protection. Late war German tank's tended to go for thick armour and big heavy gun's that limited speed. In defensive situation's this is not much of a problem. In this scenario it is important. Low speed limit's German responses to your ambush. After your first shot most German players will want to move into cover change their facing then engage with an excellent chance of defeating your T34/85 in a short fire fight. With love movement this is harder and the best option might be to change covered arc in place taking one or more shot's against the hull or turret sides in the process. Low movement factors also become

THE TRENCHES



an issue when the Fascist's are moving over walls, through smoke, mounting or dismounting troops, dropping smoke or conducting an overrun, even starting and stopping use nearly 10% of the Tiger's movement factors. Tiger II's are subject to mechanical reliability rolls every time they expend a movement point. Accepted the chance of this is low just one in thirty six every time a tank starts. An extreme strategy might be to try to dodge the Tiger's forcing them to move frequently then hope for a breakdown. Stay alert to this possibility even when your main strategy might be the destruction of tank's by direct fire.

The Tiger's gun weight make for a slow turret traverse, the first covered arc hex change cost +2 on the to hit table. If you are in motion and benefiting from any hindrances you are very hard to hit. A normal turret would still incur a +1 penalty so don't over rate this advantage!

The low casualty CAP gives you an immediate win if you destroy or immobilise two Tigers'. With extreme luck you might do this with your opening salvos' a solid hull side hit followed by either a rate of fire shot or intensive fire shot that does damage would end the game. If this happens accept the win. It might be fun to disregard the second kill and play for fun to see what might have happened if you had not been quite so lucky! A win in two shot's is possible in some games. In most you will be using the Germans casualty cap to restrict his aggressiveness.

Convoy movement helps a lot. The enemy armour is greatly slowed paying two movement points per hex entered, making the maximum forward motion five hexes per turn. The Germans can't leave formation until you shoot. Once the convoy is onboard you can anticipate it's movement. Given the limited time the Germans' must move quickly from A5/A6 to GG6 without doing anything too clever on the way. If the 501st get clever and start moving down one side of the board, expending movement to change covered arc and move North or South carefully plot a movement track and check if they can still exit in time. If the German's wandering is excessive you can win without firing a shot if he can't reach the exit location! Not an ideal way to win, and again a replay after a (very) short lecture might be in order. I'd probably mention it to my opponent at the start of the game even against a tougher opponent. When convoy movement ends expect to see the Germans exploit the roads for egress.

Don't forget the German Infantry. Scenario rule 3, removes their Panzer Faust's, completely changing the character of the game. Without this special rule the

Tiger's would head East whilst a couple of PF toting squads did for the T34!

The 8-0 Leader is nothing special, he count's for an exit point of Infantry if thing's are desperate, can attack the T34 independently (ATMM are in play!), and look for hidden unit's. His main role is to provide bonus's for the squads, helping direct fire, rallying, and perhaps most importantly movement bonus. It is possible for the Germans to exit enough AFVs' then fail to satisfy the Infantry objective.

The German Infantry is numerous, has inherent smoke, can use spraying fire and assault fire, & can fight well in close combat.

Three squads outnumbers the Russian Infantry even allowing for the need to exit at least a squad equivalent, and the possibility of a squad destroyed when you spring your advantage. The main threat to your tank is the 88LL guns of the Tiger's , less deadly but still worrying are the close combat abilities of the enemy Infantry. A squad has a close combat value of 5, gaining a -3 modifier for Anti tank magnetic mines. Avoid this!

As 5-4-8 squads the Germans can use Assault fire making aggressive forward movement viable. A prep fire attack will use the 4 IFT column, advancing fire in normal range rates the same! Thing's are different if the IIFT is in play. Spraying fire is less useful given your OB is just one squad and a Leader. It might come into play if your movement is predictable and the German seeks to slow this by residual fire.

Inherent smoke is an issue. German squads can bail out or dismount and try for smoke. Low rolls are needed but try to reduce the threat by machine gun fire, squad fire attacks or if you have no other target's to engage HE from the tank's gun. An opponent just trying for smoke gives an indication of their standard of play.

The Germans main weaknesses are in close combat with Infantry, movement limitations & casualty CAP. The casualty CAP is fairly generous, killing most of the German is very hard to do. More likely you will kill some and maybe the remainder will not be positioned to move off board for a win. Keep in view a tiger crew could dismount and count for half a squad, provided you have lost a Tank, & two other Tiger's have exited. Err right.

In close combat against your lone squad a 5-4-8 attacks at 1:2, make this harder by stacking your 8-1 Leader to improve your attacks. Trading your squad for an enemy one is a fair exchange and simplifies your game, try to get more for the units if you can.

Brush up on the Rider's section D 6.2 of the ASLRB. If you burn a vehicle any

riders are lost, but knocking out a tank allows crew survival for the passengers using the vehicles survival number. Brush up on bailing out, it allows troops quick egress but limit's their movement. Watch out for unit's later in the game trying to mount vehicles to exit try to prevent this by fire combat or the threat of it.

As well as understanding your enemy troops, it helps to be familiar with your own units' capabilities. Your most important unit is the T34/85. It's main strength's are concealment, the main gun, machine gun armament and superlative armour leader. Starting the game hidden is a big advantage giving the chance of shots' at the side or rear of entering German tanks. The 85L gun has potent anti personnel capability, but is more likely to be used against armour. At short ranges APCR is favoured, recapping briefly you need a side or rear facing shot to do damage. As long as you don't change covered arc the gun has a one in six chance of ROF. This creates the possibility of a win in one fire phase, provided you make the to hit rolls, the rounds land on a soft spot and your to kill rolls are good! Penetrating enemy armour will be a problem, hitting it most likely will not. The Tigers' are very big targets that give a +2 to hit DRM, as your fire is directed by a 9-2 Leader (Junior Lieutenant Oskin), you get a further +2 to hit. Even if buttoned up and aiming at a moving target a hit results on a DR of eleven or less. With these modifiers in effect firing from a short halt or on the move are feasible. Due to scenario rule 4 you receive non-depletable APCR! At the combat ranges likely for this scenario this is an excellent choice. As well as the gun the T34 comes with a bow MG and coaxial MG. The first shot with the gun is absolutely critical but keep in view all armoured targets will have riders. With all the Tiger's lined up you may be able to target one with the main gun, and the other two with a machine gun. If you break a rider it must bail out which can lead to casualty reduction or even out right elimination. Deciding how to allocate fire is tough. Maybe the machine guns should be grouped, maybe the gun fired first. Grouping gives a slightly better chance of an out right kill and is favoured if your position is within a corn field and subject to hindrance DRM.

Another special rule makes your smoke discharger's also non-depletable. With the crew buttoned up a DR of five or less is needed, so by no means certain. Try for it to cover your movement from enemy fire. You do have the option to try for vehicular smoke grenades, in most circumstances this is not worth doing. Just maybe it is a fair idea if you want temporary

smoke that disappears for your advancing phase shots?

Oskin is backed up by a squad of 6-2-8 Tank marines, commanded by a 8-1 Leader and a LMG. These units are mainly Anti Infantry they can use Assault and spraying fire, can place a fire lane with the LMG & are not too shabby in close combat. Their fire power is good, but their real weakness is short range. At five or more hexes only the LMG is effective. At close range they can hit a rider with a strong attack and in some cases subsequent first fire. If you can exchange the squad for an enemy squad you are doing fairly well, don't despair if the unit only serves as a distraction. Getting German Infantry off their tanks complicates their exit, well worth doing.

Scenario rule 6 allows the squad to set up in a fox hole in appropriate terrain. Although you must be two or less hexes from the tank unless you blagged the balance. I'd recommend placing the tank then spotting the squad afterwards. Err the squad and Leader do not have to start in the same hex. By giving the 8-1 a LMG you might be able to set up a cross fire to encircle enemy units or better still eliminate some for failure to rout. It is an option but stacking the squad and Leader together with the LMG is less devious and still solid play.

Give some thought to starting units in a building. The view from the first floor of building O3/O4 negates the grain hindrance and sees over walls. It is also fairly obvious "good position" and gives the Germans some clues as to the location of your Tank.

A few quick ideas for your Infantry. Avoid taking prisoners', you do not earn points for casualties, & an escaping unit might count towards the Germans exit conditions. If you can crew an abandoned enemy vehicle go for it. Not only is this stylish it gives you a potent anti tank weapon. Be prepared to withdraw if facing most of the German OB. With the Leader your MF is six, rising to eight for CX, you can almost out run a Tiger. With a SAN of zero in play don't be afraid to take silly one and two IFT shot's. Usually these are not worth the risk of sniper damage, here everything shot you can take you should take. I'd extend that view to the Tanks Mgs' though not the gun until the last game turn.

Quick bit of sleaze? Well if you disable the main armament you are subject to recall and cannot be destroyed. If you have destroyed or immobilised one Tiger your opponent cannot win if you move off board. This could come about naturally if you try for intensive fire in your first fire phase or are just plain unlucky. Expect some German counter play as a Tank without main

armament is vulnerable to attack.

Next step is to consider where to spot an ambush. In the scenario History Oskin favoured a grain or corn hex of which there are many on board 16! Some are more suitable than others, determining which to use is helped by considering likely paths for German movement. There are also other terrain types to consider as possible ambush positions.

German entry is restricted to hex A6 and must be in a convoy. The ASLRB section C 11 covers convoy's in some detail. My understanding of the rules is you can't leave a convoy until at least one vehicle is attacked. As convoy movement greatly restricts the distance the Tiger's can cover it is possible to estimate their expected progress across the board. I won't do this for every turn but the example of turn one may help. Starting by entering on A6 the convoy is will continue along the road to B5 using the woods road,. The next hex entered will be C5 or C6 followed by C4,D4,D5,or D6, and finally C3,D3,E4,E5,E6,E7 or D7. If you want to start shooting on the first turn there are some spot's worth considering. On the Western side of the board is a small copse of woods, A4, A7, B4 & B6 can all see A6 and are suitable for an ambush on turn one. This is a good offensive set up and deserves to bag at least one Tiger. Expect the next Tiger to enter to present a frontal aspect and remaining German Infantry to attack vigorously. Attacking as the second Tiger enters B6 could work if you are in A6 or A4 as return fire is subject to adverse modifiers due to covered arc changes. If the German Infantry had Panzer Faust's this would be very risky, the idea probably isn't that bright when they have only Anti Tank magnetic mines! There are alternatives. To the North East and East of the Woods, around E3 & I7 are large expanses of grain. Depending on the specific route taken by the attacker you just might get a good shot from almost anywhere in here on turn one. If the target aspect's are bad be patient. As the Kraut's move East a frontal target facing will become a side and ultimately a rear shot! Don't worry too much about your own covered arc. In grain you can change covered arc for just a +1 modifier per hex change, the snag is loss of ROF which was only a one in six chance to start with. I can't really suggest a spot without spoiling the scenario. I would say avoid anything too deep in the E3 grain field as you end up paying hindrance DRM as well as any covered arc changes. Err in the same general area there are some woods, a brush hex & a small wooden building. They have the advantage of higher TEM, partially offset by higher cost's for covered arc changes and

the risk of bog for vehicular covered arc changes. Take note of the wall close to building L6 a moving Tiger is partially protected behind it, and of course it blocks line of sight. It is not much of an ambush when you have to break cover to chase the convoy for that first shot!

By turn three any unattached convoy will be close to the middle of the board. If you ambush on turn one or two the German can leave convoy and subject to mechanical reliability is almost certain to make it off the board. By delaying the ambush you complicate the Germans exit strategy. Opening fire on turn six or seven doesn't leave a damaged force much time to destroy your T34, but looks very silly if your shot misses and the Panzer's simply exit en masse dropping off a couple of squads for a parting shot as they go! You could even try setting up sited to GG6 and attacking as the last Tank tries to exit.

I think attacks at the extreme ends of the board are a bit of a gamble. Not particularly stylish and by no means certain to win. I think both players get a better game if you break cover around turn two or three and try for two tanks.

Setting up the tank should be the main concern with spotting the Infantry of less importance. If you are opposing exit close to GG6 the GG7 woods look tempting, with even greater choice for opposing entry near A6. Otherwise something close to the tank wherever that is!

Once the tank breaks cover the Infantry doesn't have to. For example say you start in grain hex P2 with the Infantry in building O3/O4 you can remain hidden until a choice target appears or you want to move the unit for a specific reason.

Once you have sited all your unit's give thought to how they will withdraw from their current positions. For the squad, well they can take a lot of punishment and maybe waiting till they break is sound. Plan a rout path and try to keep them in the game as long as possible. The tank has to be less brave. Any 88LL hit will likely destroy it so take your early shots then bug out. Your best defence is line of sight, move behind an obstacle quickly if you can. If that is not an option, try for smoke and make use of other on board hindrances to reduce the effect of enemy fire. Factor in covered arc changes. At closer ranges even small movements force Tiger's to change covered arc costing them ROF, and making to hit rolls harder.

Some events might help. A burning Tiger would provide dandy smoke cover for a retreat, Wind might assist this effect further. You might get lucky with ROF early in the game, the Infantry might be in a prime

location to ambush a tank. Bad stuff can happen too. Gun malfunction even on an intensive fire shot is painful, dud APCR of high to kill rolls similarly frustrating.

In most games your first shot will take out a Tiger after that expect a frantic half hour with the remaining German units.

GERMAN SET UP

The scenario objectives allow for an immediate win as soon as you exit three AFVs' and a squad equivalent off the Eastern board edge at GG6. If you can destroy the T34 that count's as a vehicle exited. There are some bit's of small print. The T34 must be destroyed to count, so a recalled, immobilised or still unscathed T34 does not help you! The scenario is effectively over if you lose two of your own tanks, even if they are only immobilised or their main armament malfunctions and cannot be repaired before exit. As the Tiger's are subject to mechanical reliability every time you stop there is a one in thirty six chance of immobilisation when you next start the vehicle with no chance of repair. Staying in motion unless you are taking a shot is sound. For gun malfunction, again box cars or one in thirty six is the chance of a malfunction followed by repair attempts. Exiting with a malfunctioned gun doesn't count for Victory. In an absolute emergency you might want to risk an intensive fire shot or excessive speed immobilisation. This is very risky unless say the T34 is recalled and moving out of site & off board, or late in the game when you must have extra movement to exit. This might sound bleak, but you must accept you can lose a game just by phenomenally bad luck. Other things keep you in the game in spite of the tough Victory conditions. The Russian's do command a strong force and attack from hidden positions but your own troops are superb if you can survive the Reds opening salvos and move quickly to counter the ambush.

Star of the Russian OB, is the T34/85. The Russians started the war with both the basic T34M40 & M41, and were using an 85L gun as an Anti aircraft weapon than would lead to the 85L gun of the SU-85 & T34/85. In 1941 very little design work could be undertaken as the Soviet Union struggled to survive and even in 1942/43 the armaments industry was mainly producing or slightly improving established designs. Short term improved T34/76 marks could be produced and the SU-85 mounting the gun on a hull mounted box with the T34/85 becoming operational in 1944. In general appearance the new tank was very similar to the earlier T34/76, in many respects

though it was greatly improved. The best changes were the much more powerful gun, and better turret lay out. The gun had much improved Anti tank capability, with the added bonus of a bigger HE round to throw at Infantry. Against a Tiger II it does have much thinner armour, much less Anti tank capability. At any range on the board a hit from your 88LL gun should penetrate, return fire effect depends on target facing. Even allowing for APCR frontal hit's require extraordinary luck to penetrate, side & rear hits can and will destroy you on very reasonable rolls. When attacked try to get your thickest armour facing the enemy it can save a tank. The T34 does have some better points' It is faster than your own AFVs', has an inferior but working smoke discharger, is not subject to mechanical reliability and is a normal sized target. Integral to the tank is the 9-2 Leader. This is a powerful unit. Ok the "9" morale comes in handy for the odd test check or morale check, the -2 modifier for to hit rolls is just plain scary. For long rang gunnery this is an advantage, probably not an issue in paper Tigers. At short range a moving T34 still has a credible chance of a hit against your huge Tiger's in bounding fire.

Enemy armour is supported by a squad of SMG toting Tank marines, a LMG, & 8-1 Leader. These guys are a threat to your Infantry. Their close range firepower is good, dropping beyond two and four hexes. They are strong in close combat against Infantry. Against your Armour, you can expect some Russian commanders to risk a squad and Leader against the chance of destroying or immobilising a Tiger. You do have counter measures, including the powerful Nahverteidigungswaffe, coaxial Machine guns and any nearby Infantry unfortunately losing a squad cost the Russians very little, against making your game much harder or winning impossible. Don't get too close to the Russian infantry and be wary until you know where they are.

Worth remembering the enemy Infantry have the option of a fox hole and unless balance is in play must be within two hexes of the Tank & vice versa. This is useful, very useful if the Infantry come into play and the Tank elects to remain hidden. Very rarely you might survive an Infantry ambush, plot the possible Tank positions and move off without firing a shot from your Tigers' for a win.

We'll get on to the likely location of Russian unit's later, understanding concealment loss is important. Moving in a convoy with Infantry as riders, you do not reveal hidden units when entering a hex. So a unit in grain can wait for you to pass then shoot. Further driving into Woods and

buildings is dangerous as your riders will not like it, and the risk of Bog or cellar collapse is present. Be stoic and accept the Russians will ambush you some time in the game, the trick is to give them the worst possible target for the shortest possible time.

In ambush scenario's you start the game with more troops than you can reasonably expect to have after the enemies first active combat phase. If you are unusually lucky your entire OB will be intact, at worst you will have lost two tanks destroyed or immobilised before you can do very much at all. It might help to consider the first Russian shot from the T34/85 main armament. This will be at a Tiger from the side or rear aspect using APCR. The to hit roll benefits from your large target size and enemy leadership, for a +4 modifier, partially offset by your movement and any cover. The net to hit roll is very high and you are almost certain to be hit, you really need a Soviet Box cars to be missed. The basic to kill of 85mm APCR is 19, modified by range to between 20 & 22. With your worst side armour factor at 8, and best at 11. Net to kill numbers range between 9 and 14. A kill is highly probable on a Hull hit, and better than even for a turret hit. As long as you don't burn the crew survival number is 6, which is also used for any riders. The outcome of this important shot will range between destruction of one tank and at least a rider squad, down to a groove in the paint work and a loud clang. With rate a second shot will follow, you can and perhaps should try for smoke, if your covered arc allows try for a gun duel though, failing that be lucky. If a second tank goes unfortunately the game is over but anything less than that is playable. After losing rate intensive fire is an option, the Russian to hit roll is penalised, and the risk of malfunction rockets, even so expect the shot. We'll discuss how to fight back later, here we need to appreciate we might not have the entire OB when we start to fight.

If everything is in tact we would have a platoon of Infantry & the Tiger II tanks. The Infantry must enter as riders, this gives them some additional mobility, and +1 TEM partially offset by being subject to the fate of their tank. The squads are all 5-4-8, with assault fire and spraying fire. Unusually they receive no LMG of Panzerfausts', which you would expect German Infantry to have. Don't forget inherent smoke, and the chance of Anti tank magnetic mines (ATMM) for close combat use against the T34/85. Even with out Panzerfausts' the Infantry can kill tanks. A basic CCV of five rises to six with a leader, and nine with an ATMM. Against soft targets your firepower is impressive particularly at short range. In close combat the Russians do have the advantage of higher



firepower factors. With a slight edge they can reasonably expect to win a short duration melee, arguing for some thought before you pile in. Keep the mission in sight you need at least one squad equivalent to exit to earn a win.

The Tigers' are powerful units. One hit from an 88LL gun at any range will destroy a T34/85 regardless of Target facing. Against Infantry you have a 5 factor coaxial machine gun, and a three factor bow gun. That's eight factors out to a good range, sixteen at close range and useful fire power for close combat or point blank attacks. Better yet you have Nahverteidigungswaffen, smoke dischargers with a usage number of nine, or eight when buttoned up. In Close combat they throw out a 16 factor attack by discharging an Anti personnel mine. More good news. Frontal armour is seriously thick and highly resistant to attack. Ok a critical could do the job and the turret armour is only 18 so there is a slim chance of destruction at close range. As tiger crews the inherent moral is 9, useful for passing test checks.

The Tigers do have weaknesses. Large target size makes them easier to hit Motion attempts require a mechanical reliability roll that renders failing Tiger's immobilised on a box cars roll. Mobility generally is a problem. Movement factors for Tigers' are low, just eleven not much when you need to manoeuvre or wish to stop and start in the same movement phase.

Movement is absolutely vital in this scenario. The objective is to move the majority of your forces from A6 off board via GG6. This task is greatly complicated by Convoy movement. Each road or open ground hex entered cost 2 MP, limiting you to a maximum of five hexes per turn with one MP available for other activities. With seven turns to cross the board you cannot dawdle and must take a very direct route to G6. As you are carrying riders' I think Orchard, woods & Building hexes are forbidden as these would force the Infantry to bail out. Buildings & woods are to be avoided in part for the risk of bog but also the movement cost and the risk of cellars in buildings. Watch out for walls. Being behind them is fine, but crossing them exposes your underbelly to enemy fire. With these feature in mind you should plot a route from A6 off board.

Personal preference is often the best guide for this planning. Take into account anything you know about your opponent. If he can't resist starting tanks in buildings try to avoid these, if he favours woods for Infantry these too can be avoided. If you have no knowledge of your opponents playing style and no strong feeling as to how

to travel stay close to the A6/GG6 road. If using the road be a bit wary of the building in O3/O4. It might not have a tank in it, but is a strong Infantry position. Following the line of the road does not mean you have to be on it all the time, moving along side the road, skirting walls and hedges is smart as it might take you one hex away from a hoped for ambush. Another way to play could be to hug the North or South edges of the board. The main advantage arises if the reds are set up to ambush from positions on the opposite side and have limited line of sight to your troops. The disadvantage, well if you are moving close to woods and buildings you might be attacked by the Russian infantry, and if the T34 is on the side you pick it will exploit the target opportunities presented.

Give thought to line of sight. The walls and hedges in play create massive blind zones for troops on either side of them. Woods and buildings similarly obstruct line of sight. Several hindrance hexes, well six actually, completely prohibit direct fire, less than that makes shots chancier for the Russians.

The biggest risks of ambush are when you enter or exit the board. As you must enter through A6, a Russian unit in A7 is guaranteed a shot at absurdly short range with high kill probability. This does spoil the tension experienced cautiously moving slowly across the board, throwing you into a frantic fight on turn one. Something similar can happen as you exit. If the Russian lets two tanks off then fires at the third you need to survive the fire and either exit or destroy the Soviet armour and then exit. The scenario is probably more fun if the reds open up when you are part way across the board. Both sides have winning chances and should enjoy the action.

Don't get too fraught about the location of Russian units. They have many options for set up. You can guess, and will get pretty close once the first unit is revealed. Very occasionally the Russian Infantry will open the game by an attack before the T34 fires. If you can guess the tanks location this throws the game open a bit. There is scope for searching for the enemy vehicle suing fire or moving Infantry.

Keep an eye on the clock. The only way to lose is to fail to exit enough units' in the time available. Time pressure increases as the game progresses. For example if you are attacked on turn one you have enough time to react and manoeuvre to destroy or neutralise the Russian forces before going crew exposed and exploiting the roads to exit. Later in the game your attacks will be constrained by time. Suppose the Reds attack during the movement phase of your turn six or even on turn seven as you start to exit the

last Unit. The time pressure mounts and if you are exiting the last unit's and they are destroyed the Soviets can claim a win. That said it is funny when he misses!

A few quick ideas. If you change the turret covered arc of your vehicles the riders must dismount. My interpretation (and it is only one man's opinion!) is you can't do this whilst moving in convoy. However I do think you can enter with a defined covered arc. This is standard practice for Tank platoons in the real world. I've seen film of two Russian tanks in Chechnya driving back to back to protect their hull rears and give good coverage to shoot in any direction. By having your covered arcs carefully aligned you have a chance of a hit being against thicker armour than Junior Lieutenant Oskin would like. In subsequent fire phases your DRM for covered arc changes will also be lower. Don't get too fond of your infantry units. A squad needs to exit but the other two squads and the Leader don't. use them aggressively with Anti tank mines they are a potent threat. Scrounge equipment from wrecks if you can. Use smoke liberally. Be more cautious when starting your tanks and firing their 88LL guns, be sure you need to move and work out the chance of a hit before you declare the shot. It might not be just but a Tiger immobilised by mechanical reliability cannot exit to count for the scenario objectives. Similarly a malfunctioned gun has to be repaired to count for exit.

Above all have fun. This is a tough scenario for the Germans. The Russian ambush is balanced by the fun of starting the game with three Tiger II tanks and the tactics needed to earn a win.

BALANCE/ HANDICAPS

For quick play this scenario is probably fairly balanced. Analysis does spoil it a bit as a Russian set up that targets GG6 has a chance of destroying the last German unit trying to exit. The only possible counters to are to try and exit two units in convoy simultaneously or just be very lucky!

If the ambush takes place closer to the middle of the board the German has a better game and the scenario would rank more even.

The published scenario handicaps are the allow the Russians to set up the squad and Leader anywhere on the map. The German balance subjects the T34/85 to normal APCR rules.

Critical hit also suggest allowing mutually agreed alterations to either side's OB. This really could be fun. The changes

Continued on page 19, column 1

REMEMBRANCE DAY

Greg Dahl

It is with great sadness that I must report the passing of another WWII vet.

You may have seen him driving down the street going to slow. Honking and yelling wouldn't have prodded him along any faster. You may have waited for him to count out his exact change while making a purchase at the store. If he dropped a penny, he certainly bent over to pick it up.

A product of the depression, he always was concerned about money. Even once he achieved upper-middle class status later in life, he always was concerned about money. Rarely spending it upon himself but always concerned about others.

During WWII, he served in a general hospital and was exposed to the "business end" of the war. He had no great stories of storming the beaches of Normandy, parachuting out of the sky, or riding in tanks across France. He spent the war taking care of those who were injured. Along the way, he developed a great respect for those men.

He once told the story of guarding three German prisoners in England using a gun that had no bullets in it. I don't think he or his prisoners cared much for the war at that point.

After the war, he kept in touch with other soldiers for the rest of his life. He made it his passion to bring veterans back together. He was even made an honorary member of the Eighth Air Force for all of his efforts after the war. He arranged his unit's reunions and kept in touch with many via old fashioned letters. He wrote a unit newsletter once a year just so everyone else would know what the others were doing.

When I was young, I developed a fascination for the battles and machines of world war two. It wasn't until later in life that my dad's appreciation of the common fighting man rubbed off on me. They truly were "Citizen Soldiers".

Rest in peace.

Ω

PAPER TIGERS

Continued from page 15

could be minor, for example adding a demolition charge to either sides OB, or more radical. I like the idea using different tanks but similar to kill numbers, an early T34/76 against some Panzer IV perhaps? At a pinch you could use a different board or if you are using tanks or armoured car's with very high movement point's several board length ways?

CONCLUSION

I don't think this is a totally balanced scenario. The Russians have a slight edge, if they ambush German tanks as they try to exit on the last turn. If the trap is sprung earlier the frantic manoeuvring by both sides makes for an interesting game. The better you know the armour rules the more tricks you can pull.

That said, for a short friendly game, a boot camp scenario for armour rules, or a quick solitaire game Paper Tiger's is rather good.

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THE TRENCHES

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!

JANUARY WINTER OFFENSIVE 2005

When: 13 - 15 January.

Where: Comfort Inn, US 50 & US 301 @ MD3, Bowie, MD20718. Telephone 301-464-0089. Room rates are \$91.80 for a single or double, \$100.80 for a triple or \$109.80 for a quad (rates do not include tax). Mention ASL for ALS* to get these rates.

Fee: \$30.00 for the weekend or \$12/00 per day.

Format: The tournament is an unstructured one using mutually agreed scenarios. Gaming will not start until 5pm Thursday night due to a scheduling conflict. Mini-tournaments and the main event start at 8am Friday. Saturday will feature at "Monty's Gamble: Market Garden" tournament starting at 9am.

Notes: T-shirt are available for \$12.00 (\$14.00 for XXL).

Contact: Make cheques payable to Multi-Man Publishing and send to MMP, 403 Headquarters Drive, Suite 7, Millersville, MD21108. Contact Perry Cocke at perrycocke@comcast.net or Brian Youse at byouse@cablespeed.com for more information or visit www.advancedsqadleader.com.

MARCH 2005 HEROES 2005

When: 11 - 13 March.

Where: Hotel Skye, South Promenade, Blackpool, England. Room rates are £22.00 for a shared room or £28.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £7.00.

Format: Four or 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 opportunities for new players to learn the game and friendly games available.

Contact: For more details or to register contact Pete Phillipps, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 210 1798 (evenings only) or email heroes@vftt.co.uk.

INTENSIVE FIRE 2005

When: 27 - 30 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £33.00 per night, double rooms £29.00 per night per person if booked prior to 1 October - thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at www.kiwihotel.co.uk.

Fee: £7.00 (entry is free for those only able to attend for one day). 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, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 266 6894 (evenings only) or email if@vftt.co.uk.

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INTENSIVE FIRE 2005

28 – 30 OCTOBER 2005



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of *Advanced Squad Leader*. 2005 sees us enter our second decade and players of all standards are invited to attend.

FORMAT

The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players. For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE

The Kiwi Hotel, centrally located in Bournemouth, offers both excellent gaming facilities and reduced accommodation rates (£35 per night for a single room or £30 for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at www.kiwihotel.co.uk. For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

COST

Weekend registration for the tournament costs just £7. The tournament program listing the weekend's scenarios and events is available from late September to anyone registering in advance.

FURTHER DETAILS / REGISTRATION

Contact Pete Phillipps, 24 Huggett Close, Leicester, England, LE4 7PY. Telephone (0116) 210 1798 (+44 116 210 1798 from outside the UK) or email if@vftt.co.uk.