

VIEW FROM THE TRENCHES

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AN AMERICAN IN STOUMONT - an analysis of KG CG1

STURMTIGER - AFV Data Card

OBONG-NI - scenario analysis by Michael Davies

THE MEN BEHIND THE CARDBOARD - a look at the ASL nationalities

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PREP FIRE

Hello and welcome to this VERY latest issue of *VFTT*. It's been a busy few months, lots of partying, bike rallies, even Microsoft ADO.NET programming and SQL Server 2000 training courses as I am working towards taking the MS exams to make me a Microsoft Certified Database Administrator. All that and a change of job.

Yes, I am now no longer working in Birmingham but much closer to home, having taken up a role as a Database Development and Reporting Officer at Leicester College. What that means is that I get to play around with databases all days and maybe write some reports for management. With a bit of luck the lack of travel required now will give me more free time in the evening and maybe a chance to get back to the bi-monthly schedule *VFTT* was on before I started working in Birmingham.

Of course for that to happen I need material to fill up *VFTT*. I could write it all so you'd learn how to play as good as me. But then you'd probably all end up near the bottom of the Crusaders ladder! Take a look at a rules section, or some general tactics. There are hundreds of scenarios that no-one has ever written an analysis of. Or if you are really ambitious, how about a series replay?

I look forward to seeing many of you soon at INTENSIVE FIRE in Bournemouth for a beer, a chat and maybe some *ASL*!

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: Noted *ASL* scenario designer Shaun Carter in command of his own Sherman at Bovington.

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.asml.net/listinfo.cgi/asml-asml.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 *ASL*ers. Don't be a silent voice.

Issue 64 should be out at the beginning of November 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>

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INCOMING

MMP RULES

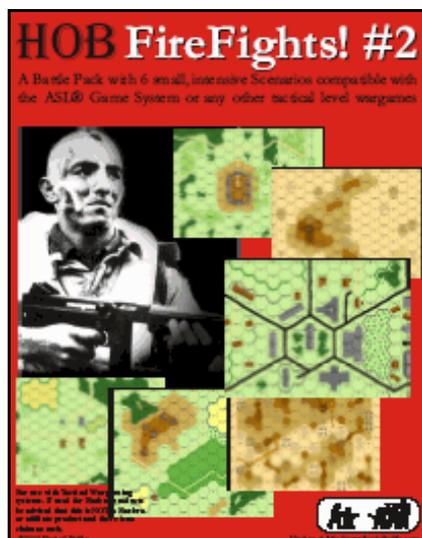
ASL Starter Kit 2 – GUNS! is now available. Priced \$28.00, this stand-alone game adds Ordnance and Light Anti-Tank Weapons, including mortars, anti-aircraft guns, anti-tank guns, artillery, and bazookas. It contains a refined rulebook from *ASL Starter Kit 1* with new rules added and old rules clearly marked, a countersheet of 1/2" counters, a half countersheet of 5/8" counters, two new mapsheets, 2 player-aid reference cards and eight scenarios featuring American, British, German, Italian and even Greek forces. Recent issues of MMP's *Operations* magazine have included a scenario for the *ASLSK* in them. A third starter kit is also in the pipeline, this one likely to cover armour and similar in content to *ASLSK2*.

The *ASLRB* reprint, priced \$80.00, is a straight reprint of the existing second edition, with corrected dividers and charts and a comprehensive list of other published errata to the *ASLRB* second edition included. The corrected dividers and charts are available for purchase separately from the MMP web site for \$16.00, and the errata is available as a free download.

Work continues on *Armies of Oblivion* and the reprint of *Beyond Valor* although no release dates have been announced.

HOB CHARGE AHEAD

Firefights 2 is now on pre-order priced \$24.00 (\$31.00 outside the USA). The eight scenarios are all played on their own mapsheet, which doubles as a half board overlay compatible with boards 1, 14, 19,



THE TRENCHES

26-31 and 33. Playable in an evening, two are early war actions, a third is set on D-Day, another is set in a Hungarian castle, and the last two take place in the majority of the scenarios take place on the west front, although there is one East Front action and two see the British and Italians clash in British Somaliland and Eritrea.

CH IN STALINGRAD

Stalin's Fury is a new scenario pack from Critical Hit which will be released at ASLOK. Priced \$14.95, it contains four scenarios on card stock, a Deluxe 22" x 34" mapsheet and a rules variant sheet.

Coming soon after is *Berlin – Fall of the 3rd Reich*, a historical module set in Berlin. Featuring a 48" x 36" mapsheet, 16 scenarios, variant rules and play aids, as well as a set of counters for all SMC, MMC, AFVs and Guns featured in the game, it will sell for \$49.95.

BUNKER COMES OF AGE

Dispatches From The Bunker 21 is out now and contains three scenarios. 'Erstwhile Allies' sees American and French Legionnaire's clash in Algeria, while 'Wetlet' features a clash between die hard Japanese and Indian troops in Burma. The final scenario sees American troops assault the airfield at Biscari in Sicily, and features variable OB additions for both sides. There is also the usual mix of articles and Tactical Tips and a look at HOB's *Beyond the Bridgehead* module. 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) or for \$50.00 (\$55.00 outside the USA) for a complete set. A complete set of issues 1-20 and a subscription for issues 21-24 is available for \$60.00 (\$65.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235. Orders may now also be paid via PayPal to PinkFloydFan1954@aol.com. All PayPal payments must add \$1.00 per every \$20.00 (FRU) spent to cover PayPal fees. You can email them at aslbunker@aol.com.

Ω

The map for the new CH scenario pack *Stalin's Fury*.



UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

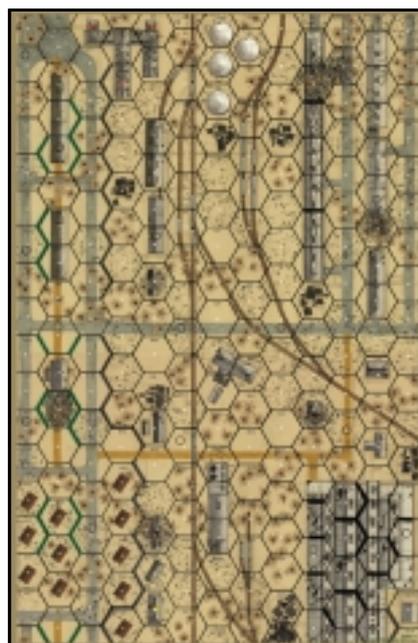
To purchase other third party products such as *Critical Hit*, *Schwerpunkt* or *Heat of Battle* contact any of the following shops.

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.



An American in Stoumont

Game Analysis and Strategy Notes Kampfgruppe Peiper CG1: "Clash at Stoumont"

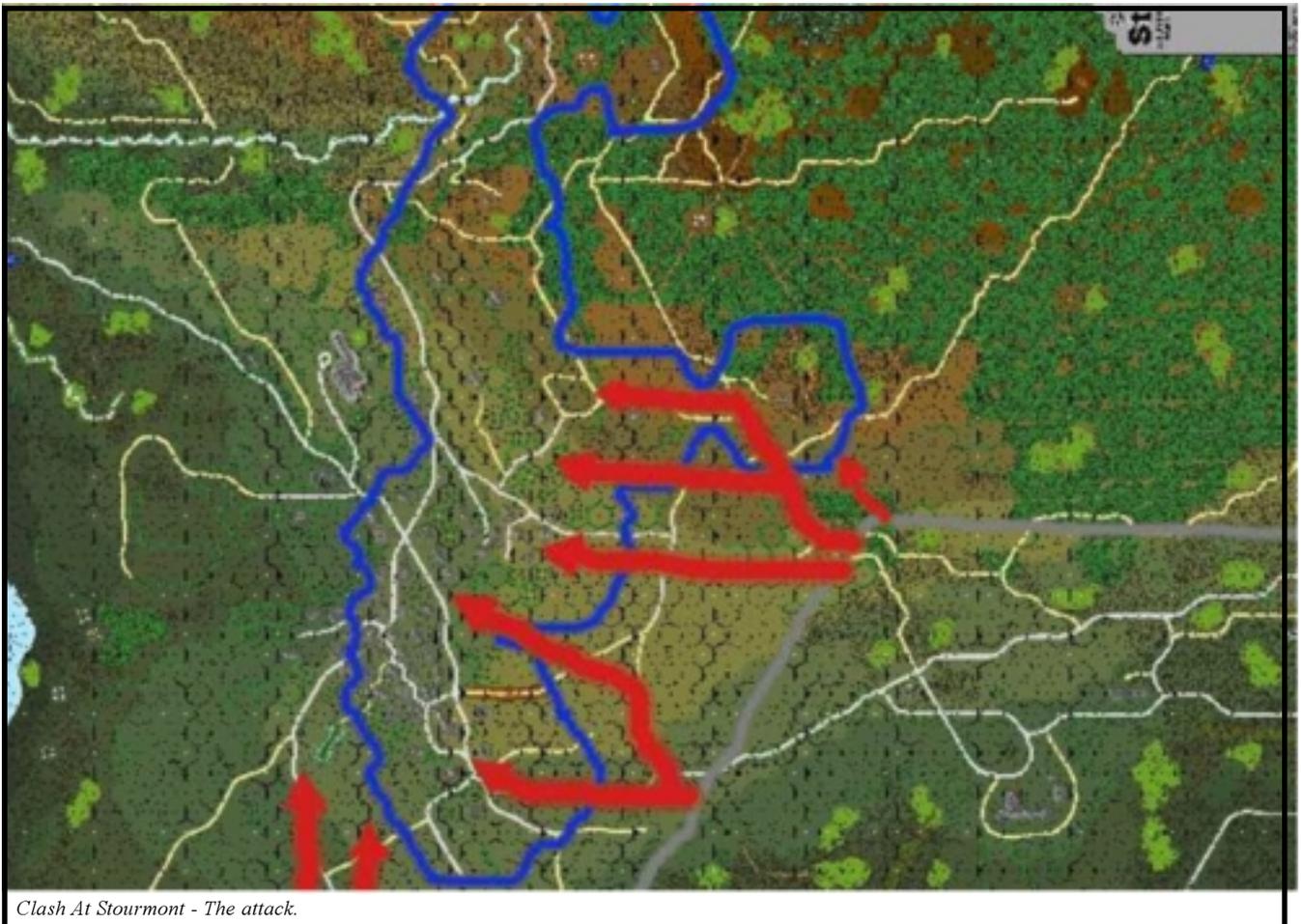
Phillip M. Swanson

Kampfgruppe Peiper CG1 focuses on the small Belgian town of Stoumont during the Battle of the Bulge. Over the course of the past few years I have chalked up five CG1 campaigns; three of those games have been on the American side with the other two being German. Overall I have clocked in a 4-1 record in the fight for Stoumont. At the conclusion of my third game as the American I decided that what I may or may not have learned would be of interest to other American commanders. You will find this write-up to be very much from the American perspective and for the benefit of the American commander. I intended it that way. Despite the published ROAR record, I and most all with whom I have discussed the game firmly believe the Americans have the much more difficult challenge. But it's an exciting challenge that can be won. The battle for Stoumont is a very fun, topsy-turvy, and

action packed game. Both sides have their opportunities at large-scale attack and defence with a collage of units from mighty King Tigers and fighter bombers to ammunition deprived paratroopers and wayward green half squads. Fighting day and night through three days in mist-enshrouded woods and villages, the Americans and Germans fight and strive for the upper hand. The following sections provide insight and recommendations regarding strategy, tactics, unit purchases, rules information, detailed defences, and other notes that an American commander might find helpful in the battle. I am certainly interested in any comments, contradictions, or additional thoughts anyone might have.

Introduction and the Map

The figure below shows the Stoumont battlefield. The area in Blue is the American setup area and note that the sanatarium itself is not within that area. You must secure it during play. Also remember that your guns and at least fifteen squad/equivalents must set-up exclusive of buildings. The grey represents the German start line. Red arrows show traditional paths of attack in the initial scenario with the central five arrows being the most powerful. The map is dominated by the town of Stoumont and the attached village of Roua, the large forested hill in the north-central region, shallow streams cutting their way through ravines in the northwest, and the most important building on the map, the Sanatarium. Wooded areas in the southeast and southwest corners of the map should have little bearing on the game. If I



Clash At Stourmont - The attack.



VIEW FROM

could have made any recommendations regarding this map it would have been to cut half a dozen hexes from the eastern edge with another few from the bottom and have them added to the opposing edges. Recommendations aside, there are no official errata out against the map albeit one minor item needs to be pointed out; hexside P28-Q29 does or does not contain barbed wire depending upon which mapsheet overlays the other. Barbed wire is of course good for the Americans. Whichever way you play it, have a look over the terrain and then read on to the following sections on victory conditions, purchases, strategies, ploys, and rules notes. The intent of this write up is to serve as a guide for the American preparing to defend Stoumont against the attack of Kampfgruppe Peiper and hopefully to provide insights that can lead to eventual American victory. The German is a tough nut to crack in this one. Good luck and hopefully you will find something here that will help you along.

Victory Conditions

This is the most important set of paragraphs for any American commander to read. Give particular attention to the paragraph on personal morale checks (PMCs) and when you've finished give it yet another read for good measure. Now on with the show. Any potential Patton has got to have a good grasp on what it takes to win. And before I go into anything else I have to say that this isn't easy for the good guys. The German elite start with a massive force of the best Germany has to offer. At sundown on the first day they will be in control of most of the map; but hopefully not the whole map and hopefully at a painful cost. Here is the truth: the Americans must (1) have accumulated 130 Location Victory Points (LVPs) at any scenario finish, or (2) they must control all three of the widely-separated Sanatorium, St. Hubert's Church, and St. Anne Chapel at game end. Table 1 shows the way the projected numbers break down.

The table depicts average and competent play on both sides leaving the American short of victory. I have also listed the projected usage of attack chits; there will be more on that later. The biggest challenge for the American commander is to find ways

to elevate the American position from 'Average' to 'Promising'. Subsequent sections of this write-up attempt to provide insights into purchases, defences, and strategies and tactics that will enable the American to do just that. But before skipping to those subjects, there are still some very important points to make about the victory conditions.

All of the above cases factor in the Americans occupying and holding the sanatorium on the first scenario (19AM). Most American commanders should be able to accomplish this but failing to do so can quickly put one on a fast track to a gloomy finish. A quick inspection shows that somewhere during the PM turn, the Germans invariably conquer the Sanatorium. In this first-day afternoon scenario the sanatorium becomes something akin to the Alamo, surrounded and without hope of rescue or reinforcement. In the most powerful game I have played as the Americans, after killing 13 German tanks and a slew of supporting elements and infantry in the AM turn, the sanatorium still fell in the PM turn. At this stage of the game, the Germans are still going to be just too powerful. Do not sacrifice the major part of your remaining army for a sanatorium that is going to fall anyway. What's important is the units that survive and when you take the sanatorium back.

Again looking at the table, you will note that the most important single factor in accumulating the needed victory points is the date on which the sanatorium is retaken. 20PM is desirable but difficult and 20N can still get you where you need to go. The Germans have spent the first three scenarios exterminating Americans and it takes time to rebuild an army capable of marching across the open and ejecting well-armed and potentially fanatic SS Infantry from stone buildings, especially given the amount of armour the German has at his disposal. It's difficult but certainly not unobtainable. Strategies and tactics for accomplishing this will be discussed in subsequent sections.

One final note about the victory conditions, maybe the most important note. The most common cause of American defeat is the American commander failing a premature personal morale check (PMC). The German onslaught seems so overwhelming and the American position

progressively begins to seem so tenuous.

Many American commanders lose sight of any hope whatsoever and defeatist talk from your opponent helps cast a darkening cloud. The means to victory just can't be seen. But believe me it's there. Even if you fall behind on the chart in Table-1, it's there. The best thing you can do for yourself is just put on a stoic face when disaster occurs or as the bottom seems to be falling out. Put on the mentality of a Churchill. One example but not the only one to communicate the point: in my last American game and despite my attrition of the Germans it looked like I was going to fall short of taking the sanatorium on 20PM. I was falling into the repeatable trap of, "If I don't take it now, I don't see how I can win. The German's still seem so strong and they still control most of the map and all of the Major buildings. And I'm running out of time!" I was helped in passing this personal morale check when I was fortunate enough to survive fire from upstairs and squeeze a couple of half squads and a leader past a Panther into the sanatorium before the sun set. But the point is NOT that I succeeded in taking most of the sanatorium that turn. The point is that over the course of the next few scenarios German attrition quietly turned the perceived German monolith into a paper tiger. It snuck up on me. In the end and in the last scenario, I possessed such a surprising advantage overall that I was able to fracture the remaining resistance and cascade across the rest of the board. I got all the points I would have needed, and the buildings necessary for automatic victory to boot! Had someone told me this would happen earlier I would have scoffed. And had I failed that earlier personal morale check I would have lost a game that in the end turned out to be an overwhelming American Victory. Just to push the point a bit further, I failed a PMC in a previous game as the Americans and lost a game that in hindsight was a potential win if only I could have seen it. This happens all too often if you talk around, especially in the 19N, 20AM, and 20PM scenarios. The Churchill mentality is critically important in this game.

In summary, hold the sanatorium on the first campaign date while attriting the German and then focus on the means to retake the sanatorium thereafter. Look at LVPs on the Eastern half of the board if they can be had at some point and don't discount Automatic Victory Conditions, it may in fact be how you win in the end. With that I will leave the discussion on victory conditions and move on to the things that will help get you there.

RESULT	19AM	19PM	19N	20AM	20PM	20N	21AM	21PM	TOTAL
Gloomy	22	0	0	0	1	3	18	24	68
Hoping	23	1	0	0	3	4	24	26	81
Average	24	2	0	1	3	24	26	30	110
Promising	25	3	2	2	24	24	26	32	138
Smashing	26	3	3	14	26	28	34	52	186
German Chit	N/A	A	A	-	-	A	-	-	3
Ami Chit	N/A	-	?	?	A	A	?	A	5

Table-1: American Accumulation of Location Victory Points (LVPs): 130 Needed for Victory

German Initial Purchase

This discussion on German purchases comes up front so the American knows what he is up against. The Germans start off with a given force of 16 Tanks, 15 half tracks, and 12 squads. This armoured force is easily strong enough for the first day of battle in Stoumont and what the Germans really need is more infantry. Thus don't be surprised when the German commander starts buying infantry fast and furious. Table 2 shows what I would purchase as the German commander:

The list shows maximum infantry minus one para platoon that can be had. The Whirblewinds are anticipated because they are the only effective German AA weapon available and will most probably be purchased here in the AM to prepare for the destructive appearance of American fighter-bombers in the PM turn. They will also be useful throughout the game vs. American infantry and the American should expect to see them, from a distance that is. The Flame half-tracks are best in the attack and are useful against Americans in stone buildings so expect them too. The Kublewagons are effective and annoying scout weapons especially when MG equipped. So there you have it in total, 16 Tanks, 23 half tracks of various capability, some Whirblewinds, some scout cars, 33 Infantry, and probably 10 leaders.

Oh, and the King Tigers... you should hope that the German buys them in the beginning rather than later. They are not needed for the attack, stay in motion constantly just to keep up, risk startup immobilization or otherwise in what will become the rear area, are nice juicy targets for the PM fighter bombers, and take money away from what is really needed. Hope the German buys them at start rather than waiting to plop them down intact at the sanatorium where they will be most effective and where you least want to see them.

American Initial Purchase

With the given on-board force and only 25 points to spend, this is where the Americans can make their first big mistake. So putting things in perspective is important. What are the goals? The goals in descending

order are: prevent capture of the sanatorium on 19AM,

bloody the Germans and start the attrition process,

live to fight another day,

get good position for the following PM scenario, and

hold on to whatever minor LVPs you can.

So what purchase most helps you do that? I am going to say right up front that the purchase list shown in Table 3 is the most productive.

Here are my reasons. First, all five fortifications will be needed for just about any defence you come up with so there are really only 20 points to spend. Second, the Germans are coming at you with roughly 40 vehicles and this is your best chance to take some of them out. Go for the 57Ls for 'multiple' reasons. Third, you're going to need additional infantry and this is what you can afford. If you're thinking about buying all infantry consider the German combined arms coming at you and put the pieces down and play with them, you'll see what I mean. Fourth, there will never be another turn with this many German attack and morale die rolls. Take advantage of it; buy the sniper and kill the German leaders and whatever else you can manage. I think these purchases are a good and effective balance that will do more toward the above goals than any other combination.

And the other options:

I really enjoyed purchasing the Engineers in one game. The flamethrower is a good anti-tank weapon and a good weapon in general. Doyle Motes employed a single HIP flame throwing HS to stop an entire armoured column in one of our games. The DCs can be hard to use but it would be fun watching a half squad in the steeple dropping one down on the bad guys two floors below; if only the Germans would cooperate. But those Engineers cost 12 points, tempting for sure but not really worth the three anti-tank guns and the sniper you would have to throw away. HMG Platoon. Again 12 points. Ouch. Prior to the second edition the fire lane rules were different and these MGs were a competitive option. Not any more. Don't buy them in the initial scenario. The MGs will

just get captured and then used against you. Artillery. The Germans

move quickly and don't stay put, you can't see squat, and by the time you can see something and try to grab the radio, the Germans are on top of you. Buy something tangible, save the artillery for later. And on that point, don't voluntarily eliminate three of your half squads and their 60 mm mortars as the rules allow per the American ordnance note. They won't cause a commensurate amount of damage for their loss and the same point above will apply. Those units are needed on the board. There are some really good mortar positions, take advantage of them. There are a couple of other considerations worth the thought. Fighter-bombers, jeeps, and believe it or not trucks. If you bought the 57Ls you already have the potential bonus of some extra 50. cal from the Jeeps. At a cost of only two points and a gamble you might want to purchase more jeeps somewhere down the road but not now. 1-1/2 ton trucks are good at blocking city streets and forest roads and only cost a point (see Blocking Traffic in General and Specific Strategy and Tactics). The fighter-bombers are sooo tempting. In the PM turn you have just got to buy the one allowed being that they are only two points, the weather will be relatively clear, and they can legitimately destroy Panthers or anything else. But what if you bought one in the AM as well? Two flights and up to six Fighter-Bombers would be a god-send. Trading three points of Sniper for three points of fighter bombers and trucks to block the road is certainly an option but I'll stick with my recommended purchase of the sniper for now. It's a tough call. Regarding the purchase of fortifications for this game, roadblocks are as valuable as it gets. Put them in key positions and look at the Appendices if you want to know what I mean. Next in value comes AT mines and dummies. I generally don't use question marks for dummies in campaign games simply because over the course of time things happen, stacks get knocked, the wrong unit gets picked up, and mistakes get made. Dummies are exposed as dummies before they get to be dummies. I use regular infantry counters and support weapons and generally mark them on the back in pencil, use elite counters (if it doesn't confuse things), or mark them on a side note or whatever. Disguise your dummies. It's definitely worth the effort to keep them legit so that they aren't purchased in vain.

UNIT	QUANTITY	COST (ea)	TOTAL
SS Infantry Platoon	2 (CG Date Max)	9	18
SS PzGr Platoon	2 (CG Date Max)	12	24
SS Engineering Platoon	1 (last available)	14	14
Paratroop Infantry Platoon	2	5	10
FlaKPz IV/20 Whirblewinds	1 (last available)	8	8
Flam HT Section	1 (last available)	7	7
Sniper	1 (CG Date Max)	2	2
Kfz Kublewagons	1 (last available)	1	1
85 Points Available	-	-	84 (Save One)

Table-2: German Projected Initial Scenario Purchases (85 Purchase)

Unit	Quantity	Cost (ea)	Total Cost
Infantry Platoon	1	7	7
AT Pltn I [57L Guns]	1	10	10
Fortifications	5	1	5
Sniper (see Option-[D] below)	1	3	3
-	-	-	25

Table-3: Recommended American Initial Scenario Purchase (25)



One final note because I haven't said anything about American armour. The Stuart is the American's friend. Shermans are large easy targets, the armour factor difference is irrelevant, and you'll find them burning more often than not. The +2 to-hit DRM between the two is the difference between death and survival in a map canvassed with Panthers

and panzerfausts. The Americans need things and things that can survive from campaign date to campaign date. The Stuarts are off-limits in the initial scenario but when it comes time for the counterattack, buy them. The tank destroyers are also good but keep in mind they can't fire if buttoned up. I'll touch on a few other purchase related things

in other sections but next stop is the American defensive setup on 19AM.

American Initial Front Line Defence

I have put detailed information on

Stoumont City Defence Order of Battle

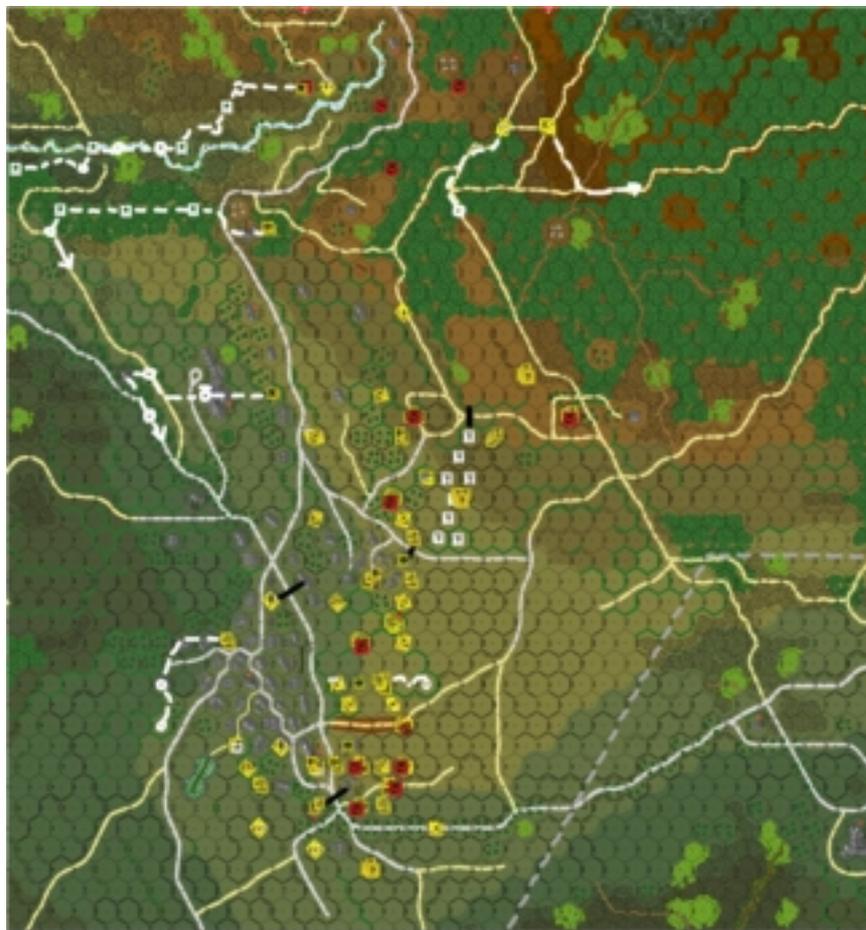
Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	4	(28)	-
AT Mines	-	(30)	-
Dummies	-	(16)	-
Hidden Setup	-	(1)	-
Total Fort.	-	(75)	5
Total CPP	-	-	25

This initial American Defence will commit most units in Stoumont to with maybe a benefit of holding some ground and points in Stoumont. The front Jeep in F25 will strip concealments prior to the German assault (start the Jeep up when a German unit gets close). The units at Roua and the chain of AT mines nearby should prevent the capture of the Sanitanum and should also slow down the German flanking move around the North. Be liberal with White Phosphorous from the Mortars and Canister from the Armoured Cars. Keep foxholes out of sight until they are actually found.

Hex Unit Setup

D22 3 * Dummy (5/8" + 1/2" + 5/8") Simulated Gun
 E20 M8 Armoured Car, CA: C20
 E23 666/MMG
 F17 M8 Armoured Car, CA: D17
 F25 Jeep (single Man), CA: G24
 G20 666/MMG
 G22 126 Crew/Bazooka, under 1S Foxhole
 G23 666/MMG
 H17 546/MMG
 H23 666/MMG
 I17 57L Gun + Crew, CA: G17
 I20 347 HS/ 50 Cal MG, 7-0 Leader, both at Level-1
 I22 666/MMG under 2S Foxhole
 I23 57L Gun + Crew, CA: H24
 I24 347 HS/Bazooka under 1S Foxhole
 J16 Sherman (Open Topped), CA: I15
 J18 Sherman Flame Thrower (Buttoned Up), CA H18
 J21 126 Crew
 K24 546/Bazooka, & 346 HS, both in crest status: J23/J24/K25
 I21 666, & 9-2 Leader
 L21 76L Gun + Crew, CA: K23
 L23 90L Gun + Crew, CA: K25
 M21 Abandoned Jeep, CA: L22
 M22 126 Crew
 M23 546/MMG, & 347 HS/Bazooka (to advance move & advance to M25)
 O16 666/MMG
 O22 666/Mtr/Mtr under 1S Foxhole
 O24 76L Gun + Crew, CA: P25
 P23 546/Mtr/Mtr, & 347 HS/Bazooka, both on top of 2S Foxhole
 Q18 Sherman (Buttoned Up), CA: O18
 Q21 57L Gun + Crew, CA: O21Q24 76L Gun + Crew, CA: P25
 R22 546/MMG, & 8-1 Leader
 R24 666/MMG
 S24 126 Crew
 T24 666/MMG
 U20 57L Gun + Crew, CA: V21 (Free Hidden)
 U24 76L Gun + Crew, CA: V25
 V23 546/Mtr/Mtr under 1S Foxhole
 V26 3 * Dummy (5/8" + 1/2" + 5/8") Simulated Gun
 W25 347/Bazooka [Paid Hidden]
 Y24 667/50 Cal MG & 7-0 Leader
 Y28 3 * Dummy (1/2" + 1/2" + 1/2")
 Z24 546/Mtr/Bazooka under 1S Foxhole
 Z31 3 * Dummy (1/2" + 1/2" + 1/2") under 1S Foxhole
 AA23 57L Gun + Crew, CA: Z24
 Y20 57L Gun + Crew, CA: X21, Abandoned Jeep, CA: Z18
 AA18 536 Green Squad
 BB29 3 * Dummy (5/8" + 1/2" + 5/8") simulated gun
 EE24 Jeep (One Man), CA: GG24
 II18 536, & 8-0 Leader
 LL23 1S Foxhole
 OO23 2S Foxhole
 NN30 226 HS in Jeep, CA: MM32
 PP19 536 on top of 1S Foxhole
 PP20 Abandoned Jeep, CA: NN20
 PP25 1S Foxhole

Mines (1AT): X27, W27, W26, U26, T26, & T25
 Mines (2AT): Y27, & V26
 Strategic Locations: J18, J11, J14, LL6, MM10, MM14, & OO16
 Road Blocks: #1 (G20 - H21), #2 (S24 - T24), #3 (Q18 - R19), & #4 (AA27 - Y27)



several defences into the appendices. I recommend pulling out the map and playing with the units, shuffling them around in the different defences so you can evaluate them first hand. The defences are:

- The Stoumont Defence,
- The Roua City Core Defence, and
- The Hill Defence.

The Roua and Hill defences are the ones that will be the most effective with respect to the goals described in Victory Conditions (I personally prefer the Hill Defence). The Stoumont Defence was shown for completeness and I don't recommend playing it. Shown below is a description of the force allocations for each defence on a

percentage basis relative to where those forces are actually deployed on the map:

Position Defense	Defending Stoumont	Defending Roua	Defending the Hill	Rear
Stoumont Defense	50%	35%	5%	10%
Roua Defense	25%	50%	15%	10%
Hill Defense	15%	35%	40%	10%

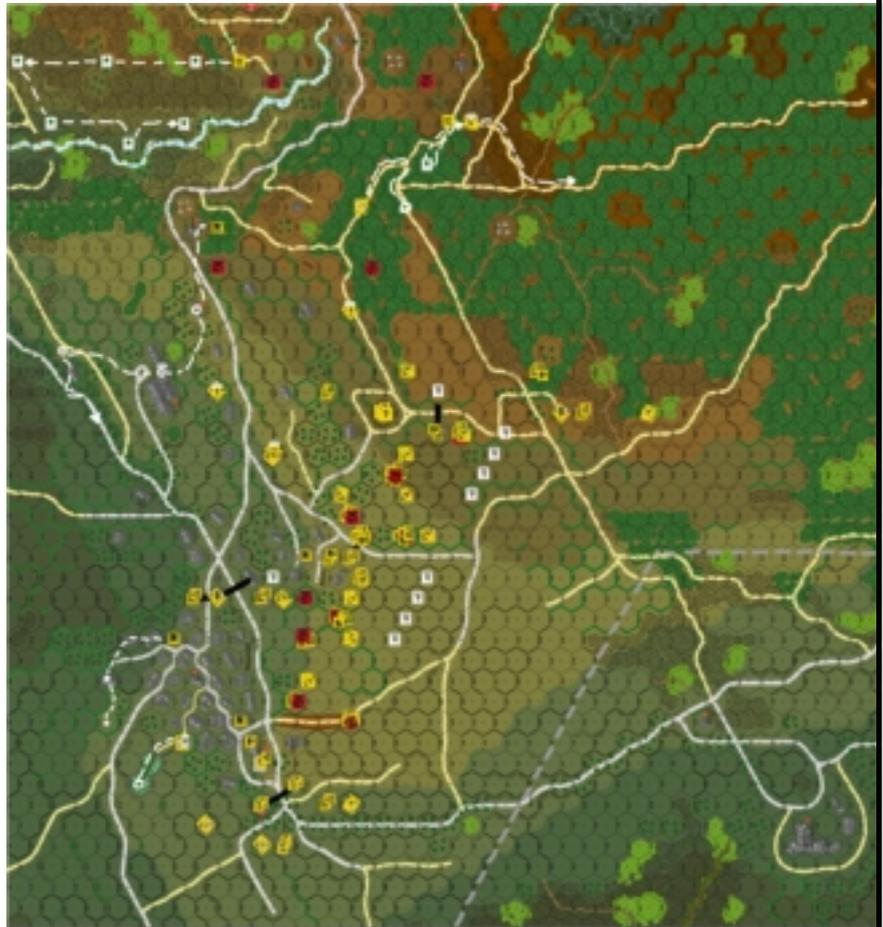
Roua Core Defence Order of Battle

Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	5	(35)	-
AT Mines	-	(30)	-
Dummies	-	(10)	-
Total Fort	-	(75)	5
Total CPP	-	-	25

American units in the south exist primarily to divert/delay the German infantry flanking attack coming up from the south edge of the board. The front Jeep in G24 will strip concealments and the spattering of real units in the area should give the 'Dummies' some legitimacy. The units at Roua should bear the brunt of the attack. American infantry up on the hill should move to delay and block German advances up the wooded roads and trails. Be liberal with White Phosphorous from the Mortars and Canisters from the Armoured Cars. Keep foxholes out of sight until they are actually found.

Hex Unit Setup

QQ19 346 HS
 PP20 1S Foxhole
 PP27 1S Foxhole
 NN28 226 HS
 NN29 Abandoned Jeep, CA MM31
 JJ24 Tractor, CA: KK26
 II18 536
 GG25 1S Foxhole
 GG18 1S Foxhole
 X20 57L Gun + Crew, CA: V20, & Abandoned Jeep CA Z20
 EE24 Abandoned Jeep, CA: GG24 (Don't forget Concealment)
 BB32 666/Bazooka, & 7-0 Leader
 BB26 57L Gun + Crew, CA AA28 (Free Hidden)
 AA23 536/Mtr
 AA18 Abandoned Jeep, CA CC18
 Z37 Jeep (One-Man Crew) CA: Y36
 Z34 666/mmg
 Z33 M4A3 Sherman Flame Thrower (Buttoned Up), VCA: X33, TCA: X33
 Z25 3 * Dummy (5/8" + 1/2" + 5/8") Simulated Gun
 Y29 666/MMG, & 57L Gun + Crew, CA X30, both on top of 1S Foxhole
 Y28 126 Crew, & 8-0 Leader
 X26 76L Gun + Crew, CA: W28 (Free Hidden)
 W26 666/mmg/Bazooka, & 126 crew/Mtr, both under 2S Foxhole
 V26 90L Gun + Crew, CA: U28
 V23 57L Gun + Crew, CA: W25 (Free Hidden)
 U24 347 HS/Mtr/Bazooka under 1S Foxhole
 T27 57L Gun + Crew, CA: S29
 T26 667/mmg/Bazooka UNDER 2S Foxhole, + 126 Crew/.50cal MG on top
 T24 546/mmg, 346 HS, & 9-2 Leader
 S24 666/mmg
 S22 536S23 546, & 8-1 Leader
 R24 546/mmg, & 346 HS
 Q24 76L Gun + Crew, CA: P25
 Q22 1S Foxhole
 Q21 57L Gun + Crew, CA: O21 (Free Hidden)
 Q20 666/mmg
 Q18 Sherman (Closed Top for now), CA: O18
 Q17 546/mmg
 P23 126 Crew/Bazooka UNDER 2S Foxhole, & 667/Mtr/Mtr on top
 O24 76L Gun + Crew, CA: P25
 O22 546/Mtr/Mtr under 1S Foxhole
 O16 666
 M22 76L Gun + Crew, CA: L23 (Free Hidden)
 L21 666/Bazooka, under 1S Foxhole
 K24 546/Bazooka, & 346 HS, both in Crest Status
 K19 546
 J19 7-0 Leader
 J16 Sherman Open Top, CA: I15
 I20 347 HS/.50 Cal MG at Level 1
 H21 2 * Dummy (1/2" + 1/2")
 G24 Jeep (Single Man Crew), CA: F22
 G23 666/mmg
 G20 2 * Dummy (1/2" + 1/2")
 F17 M8 Armoured Car, CA: D17 (Open Topped)
 E21 3 * Dummy (1/2" + 1/2" + 1/2")
 E20 M8 Armoured Car, CA: C20 (Open Topped)



Mines (LAT): AA28, Y31, X30, W30, V29, R27, Q27, P26, O26, & R20
 Strategic Locations: MM14, NN16, QQ17, QQ13, NN10, QQ 9, & LL27
 Road Blocks: #1 (S24 - T24), #2 (R19 - Q18), #3 (Q18 - Q17), #4 (H21 - G20), & #5 (Y28 - AA28)



I'll try to keep the discussion short and to the point. The Roua City Core Defence detailed in Appendix B is solid. It's the one I used to slaughter 13 German Tanks and a slew of supporting infantry. But it is best against the direct attack and is susceptible to surgical enemy thrusts just to the north and underneath just south. Most of you know

ASL players that are handy with the scalpel and that would do just such a thing (one Dirk Walker comes to mind). The flanking units have been positioned to blunt the surgeon's knife but they don't offer total immunity from such an attack.

The Hill Defence defined in Appendix

C on the other hand puts a lot of Americans up on the high ground and in the woods where they would most like to be. This American position on the high ground is difficult to assault, has secure wooded route paths, and allows for a good volume of flanking fire on the German right wing trying to strike upon well-defended Roua. The

Hill Defence Order of Battle

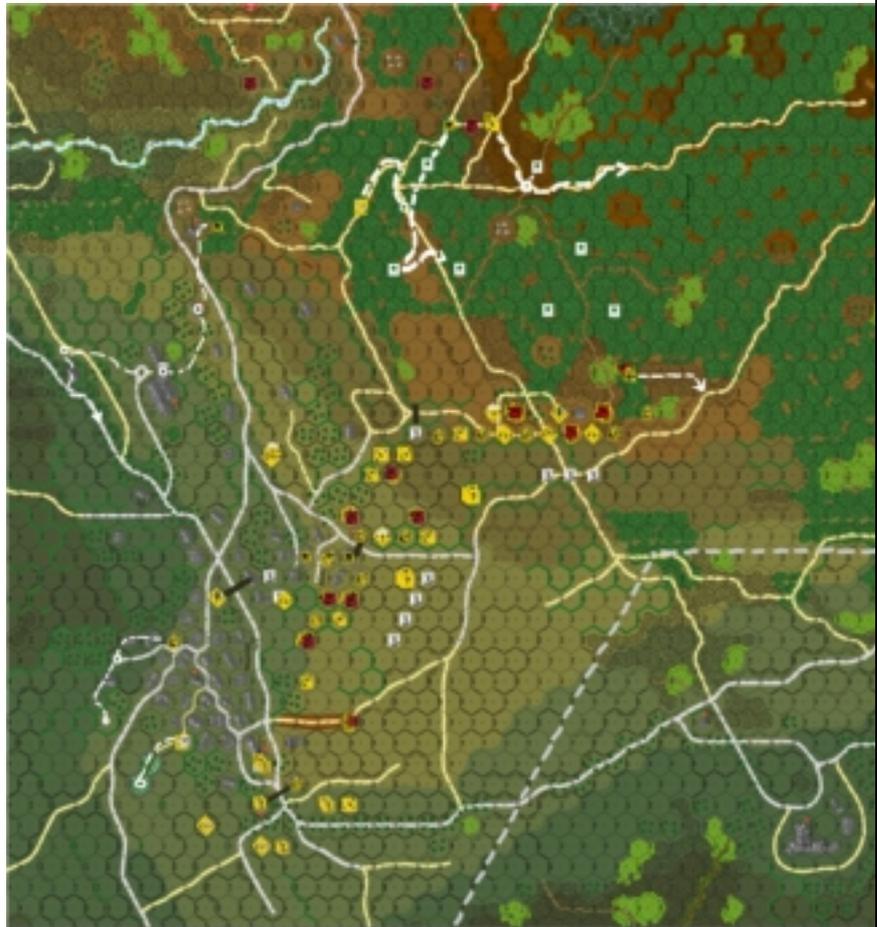
Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	4	(28)	-
AT Mines	-	(30)	-
Dummies	-	(16)	-
Foxholes	-	(1)	-
Total Fort.	-	(75)	5
Total CPP	-	-	25

American units in the south exist primarily to divert/delay the German infantry flanking attack coming up from the south edge of the board. The front Jeep in G24 will strip concealments and the spattering of real units in the area should give the 'Dummies' some legitimacy. The units on Roua and on the Hill should bear the brunt of the attack. American infantry up on the hill in the Eastern woods should guard/move to prevent German flanking advances up onto the hill and into the woods. Be liberal with White Phosphorous from the Mortars and Canister from the Armoured Cars.

Hex Unit Setup

- PP27 1S Foxhole
- PP19 1S Foxhole
- NN30 Jeep w/ 226 Green HS, CA: MM32
- NN29 1S Foxhole
- NN28 536
- JJ24 Tractor (MMG Removed), CA: KK26
- II18 536
- BB36 546 Under 1S Foxhole, with 666/MMG & 7-0 Leader above Z37 666/MMG
- Z35 546/MMG, 347 HS/Bazooka, & 9-2 Leader, all under 2S Foxhole
- Z33 Sherman FlameThrower Buttoned Up Initially CA: X33
- Z31 546/MMG, 347 HS/Bazooka, & 8-0 Leader, all under 2S Foxhole
- Z30 Abandoned Jeep, CA: BB30
- Y36 126 Crew/Mortar
- Y35 76L Gun + Crew, CA: W35 (Free Hidden)
- Y34 546/MMG, & 347/Bazooka, all under 2S Foxhole
- Y33 57L Gun + Crew, CA: W33
- Y32 666/Mtr
- Y31 76L Gun + Crew, CA: W31
- Y30 126 Crew/Mtr
- Y29 57L Gun, CA: X30
- Y28 666/MMG
- X26 76L Gun + Crew, CA: W28 (Free Hidden)
- X25 Jeep (one-man crew), CA: Y24
- X20 57L Gun + Crew, CA: V20, & Abandoned Jeep, CA: Z20
- W26 347 HS/50. Cal HMG under 1S Foxhole
- W25 57L Gun + Crew, CA: V26 (Free Hidden)
- V29 3 * Dummy (5/8" + 1/2" + 5/8") Simulated Gun
- U27 667/Bazooka under 1S Foxhole
- U24 346 + 1/2" Dummy under 1S Foxhole
- T27 57L Gun + Crew, CA: S29T26 126 Crew/50. Cal HMG
- T25 Abandoned Jeep, CA: V25
- T24 666/MMG
- S24 666
- S23 346 HS + 8-1 Leader
- S22 536
- R26 3 * Dummy (5/8" + 1/2" + 5/8"), Simulated Gun
- R24 666/MMG
- Q24 546/Mtr/Mtr under 1S Foxhole
- Q23 126 Crew/Bazooka under 1S Foxhole
- Q21 76L Gun + Crew, CA: O21 (Free hidden)
- Q18 Sherman (Buttoned Up to Begin with), CA: O18
- P23 90L Gun + Crew, CA: O25 (Free Hidden)
- P22 347 HS/Bazooka
- O22 546/Mtr/Mtr under 1S Foxhole
- O16 666/MMG
- M22 57L Gun + Crew, CA: L23 (Free Hidden)
- K24 546/Bazooka, & 346 HS, Crest Status: J24/K25/L24
- J16 Sherman (Open-Topped to begin with), CA: I15
- I20 7-0 Leader + 2 * 1/2" Dummy all up on the 1st floor
- H21 666/MMG
- G24 Jeep (One Man Crew), CA: H22
- G23 3 * dummy (1/2" + 1/2" + 1/2")
- G20 2 * dummy (1/2" + 1/2")
- F17 M8 Armoured Car (Open Topped), CA: D17
- E21 2 * dummy (1/2" + 1/2")
- E20 M8 Armoured Car (Open Topped), CA: C20

Mines (IAT): O26, P26, O27, R27, Q21, R20, W33, W34, W35, & Y27
 Strategic Locations: EE33, EE36, HH34, GG29, GG26, LL27, & LL32
 Road Blocks: #1 (Q18 to R19), #2 (S24 to T24), #3 (G20 to H21), & #4 (Y27 to AA27)



German simply cannot allow you to hold these hill positions especially given their central access to so many strategic LVPs. The Hill Defence also should prevent even the most surgical player from handing your defence to you on a platter. And if you're looking at the map in Appendix C, the American Objective Hexes (green stars) aren't where they are by accident. They are a lot of what you are defending and ownership provides a good jumping off point to capture major LVPs farther along in the game.

Alternatively, don't play the Stoumont Defence shown in Appendix-A. After a short feeling of strength you'll find your force surrounded and destroyed. That will do nothing to further the goals described earlier.

Having described the defences, I thought I might throw out a slight variant that can be applied commonly across each for those players who always have an eye to the rear. Moving a couple/few guns to rear positions in the vicinity of La Rochelle can put more teeth into the PM defence when it comes time for that. Doing this robs your initial defence of some stopping power and ambush potential. I myself generally allocate only one 57L gun for this (see appendices) and rely on survivors, purchases, and the Medium Tank Platoon for PM defence. Anyway, if you do decide to do this, just be sure that each rear gun is within three hexes of where you would want it in the PM or that it can be hooked up to a Jeep/Tractor before the AM ends. I mention this only as a note. The Appendix B and C defences as written will serve you well.

One other note, when looking at the Appendices you should be aware that I showed a representative and average 'pull'. Thus you will see green units and elite units that you yourself may not actually get depending on your luck. And I only pulled five leaders to be conservative. In conclusion I recommend choosing the Roua defence or my favourite, the Hill defence, depending on whom it is you are up against. Playing with the pieces and defences should give you a feel for it so I'll go on to strategies and tactics.

General and Specific Strategy and Tactics

I'll start off with some generalized comments and then break out specific strategies and tactics that hopefully will help. Aside from defending the Sanatorium, the American defence on the initial scenario exists to bloody the Germans. I have heard

about players thinking that retreating the whole American force out of harms way is a good idea. NOT. Throwing away the best opportunity from good defensive positions to attrition the German ensures an intact Kampfgruppe Peiper that can stop any planned American counterattack. It is a bad idea bar none that will probably also lead to German early capture of the Sanatorium. You must attrition the German to win this game. Utilize the defence to hold off the infantry, force the German to apply his armoured assets and get in close to break you, use APCR/APDS and White Phosphorous liberally, surprise him with side shots from hidden guns and concealed Bazookas, and look for immobilization opportunities when you can. If you manage to break a German squad, give it more attention rather than less. Get the death; the German will always be hurting for infantry and he knows how painful each loss is with such a limited infantry force-pool. Good luck killing things and tangling up the German advance; it's what the 19AM defence is all about. Now onto something more specific.

Lines of Defence

Every American defence has a strong contingent centred on Roua. This is your first line of defence and it will speak for itself. I'll address any units up on the hill in the Bois de Bassenge later. Once the initial American positions in the Roua first line of defence are breached decisively, there really isn't another good defensive position until you get back to the high ground around La Rochelle. With the amount of German armour, any line out in the open is doomed to failure. The second line around La Rochelle is probably where the most bitter fighting in 19PM will occur. Behind that is the final defensive positions along the river line and anchored by the critical Trou du Ruy House at RR23. This is where the most bitter fighting in 19N will probably be. If you can hold one of those lines to the conclusion of 19N then you will be in good shape for the counter attack. Being kicked off the map entirely or doing so voluntarily is a bad thing. Now why these three lines? Why am I not recommending a line in the western woods protecting the entry area at GG1? I'll start by explaining a very realistic possibility. Imagine a German Roadblock from the Trou du Ruy to the woods in SS25. Imagine a German five factor AT mine in OO21. Imagine German Panthers, guns, and infantry on the high ground surrounding the resulting entry area pocket. Imagine artillery zeroed in on the resulting entry area. Imagine trying to bring in the infantry-deficient Task Force Jordan under those circumstances. Imagine a forest fire of burning American vehicles.

You need Task Force Jordan to win. Task Force Harrison over in the west on the other hand has scads of infantry and they enter in wooded areas and even if the Germans control the entire entry area (hopefully not but even so), you will still gain entry and be successful in pushing somewhat forward toward the Sanatorium. You'll need the units of Task Force Jordan for the critical push. The lines of defence I advocate here give good locality to some LVPs, take advantage of good defensive terrain, and enable the forces of Task Force Jordan to be brought to bear without slaughter or delay.

Campaign Strategy

Playing a good defence through the first day is important but at least as much importance should be given to planning an overall campaign strategy. The American really has two choices in this regard. After fighting for survival through the first day, the American can either (1) wait and take the time to gather together the largest American force possible for the purpose of making a single massive assault geared to taking the sanatorium (using idle dates as necessary), or (2) press the attack straight through for the purpose of keeping up the attrition and never giving the German a chance to rest or bolster their forces and defences with the bounty of an idle date. With only five American attack chits you will probably have to allow for an idle date at some point so the difference between (1) and (2) really comes down to whether you take the idle date sooner or later (see the attack chit placements in Table-1). The condition and positions of the opposing armies at the beginning of 20AM will influence this choice. Both approaches have their pros and cons and I personally have won games using either. On a comparative balance sheet and with my personal experience, I would have to give the nod to the second option, don't give the Germans a moments rest.

Objective Hexes & Strategic Locations

As the American don't place objective hexes to help yourself for the moment while helping the capturing German for a whole game. In the Appendices I have shown three strategies for objective hexes that will help. The two versions up in the Northwest woods are interchangeable depending on how you would like to play it but the one in the Bois de Bassenge is closely tied to a Hill Defence Strategy. The later gives you access to the Chateaux de Froidcour, the Ste Anne Chapel, Peiper's headquarters, and the western approaches to Stoumont once you have them in your possession. The former gives you a



good link between Task Force Jordan and Task Force Harrison and provides good defensive and attack positions opposite the Sanatorium. You will get more objective hexes along the way so choose the initial locations that best fit your strategy along the way because you can always fill in later. On another note, Entrenchments are a key part of all of this. Each one becomes a strategic location so don't place them such that the Germans are happy in the end. One good tactic, especially if the German is keying in on known fortifications and avenues of attack, is to place single foxholes out of the way and out of sight (such as buried in a clump of forest out of eyesight). At the end of the scenario these positions become your own setup area in maybe some of the most annoying places for the German. Ploys like this can give you jumping off points the German wished you didn't have.

Blocking Traffic

Slowing down the Germans is critical. I have already talked about roadblocks as the most important fortification and I have given the best locations for them in the Appendices. Another important ploy involves taking advantage of the narrow forest roads and narrow city streets. Remember that all forest dirt roads are single lane (SSR KGP7) as are narrow city streets (P5.11). A regular sized vehicle immobilized, destroyed, or otherwise sitting in motion in one of these hexes will block traffic (regular refers to anything but double small vehicles like jeeps and kublewagons). The German has a tremendous advantage in vehicles and more than anything you will see dozens of German half tracks being used expendably to get behind you to induce failure-to-rout, crews jumping out to take important buildings, firing for encirclement, and other nasty things. It's a very serious threat. Block the roads whenever you can. I always employ at least four roadblocks if not five and do what I can with my vehicles. After taking the MG out of the American M4 Tractor it becomes the perfect roadblock (see the appendices). In the 19N I have bought 1-1/2 ton trucks not only to open up the Task Force Jordan entry area up in the north early (and at no additional early-entry cost) but also to run up the forest roads to block them. If they get destroyed back there then it most likely will illuminate the Germans. Do the same to help yourself when you can. You might even want to consider buying them in the initial scenario to block roads (just don't stop them and let them get captured).

Advantage in the Mist

Most of the advantage is with the attacking Germans but the American can gain

advantage as well. Dummy infantry and perhaps more surprisingly dummy guns up front slow the German down. Place an otherwise useless unit up front like an SMC Jeep to strip concealment (just don't forget that motion attempt if the German gets close; you don't want to get captured: D2.401). That jeep will prevent the German from running up against real units with their concealment intact. Also, attack the German with machine guns and let the fire lanes fly. Mist has no effect on them and it might be the most advantageous thing the game gives you tactically. Examples are a 50. Cal HMG in W26 laying one out to W37, another in T26 laying one out to N35, and maybe an MMG in H21 laying another out to H28. In later scenarios an HMG in EE12 with a fire lane to O20 would be beneficial. There are others. Pick your own. The Fire Lane rule was an order of magnitude better for the Americans when Peiper was published but the ASL 2nd Edition is the one in effect.

The Battle

The Americans want close combat, especially if the Germans are foolish enough to use Fanaticism on the first turn (the Germans aren't initially in a particular hurry and Fanaticism will be more dearly needed later). Anyway, keep some kind of concealment around even if it is just a leader. Use white phosphorous liberally during any fire phase whether it be from Mortars, Bazookas, or Infantry. Multi-hex buildings have basements, if a German tries to crash his AFV into one (the sanatorium for example) roll and see if it crashes through and dies. At this point in the game it's a free for all and I wish you the best.

Counter Attack

The best avenue of attack against the sanatorium is from up-hill and from the northeast thus another reason for the recommended lines of defence described above. It puts you in a position to do so. Attacking from the western Task Force Harrison area is up-hill across open terrain and through mine infested areas subject to German crossfire from above. Attacking from uphill in the Northeast with all those orchards in the way gives better terrain and eliminates most any FFMO DRM. Use armour, artillery, mortar WP, and infantry smoke whenever you can and cascade downward to secure the Sanatorium. You will have better results this way.

Night Fighting

Night Fighting skills are important in this game; learn them well. The Germans will most probably use attack chits in both night

scenarios to avoid being pinned down without the ability to attack and move. The Americans will most probably follow suit for the same reason unless on 19N they have so few units/areas to defend that an attack chit makes no sense. While getting some free goodies as the defender, the defender will still be at the disadvantage due to movement restrictions. Overall I would say that the American has the advantage at night. There will be a lot of potential for close combat. Vehicles are hindered especially when the NVR is zero, and the German has nothing as good as the American Mortars for throwing up light when it is needed. In general the American will throw up all the light they can during the German turn but be very selective on their own turn. Don't throw up light everywhere during prep fire and then run out into it during movement. It's a good way to get killed. Read the night LV DRM rule closely and make sure you understand that being in a hex with terrain one or more levels higher than the FIRER will take away the DRM benefit. Thus avoid bypassing a woods hex when the enemy is at your own level. Look to find other paths that maximize your positive DRMs. Also look closely at the straying rules and try to stick close to creeks, roads, and out-of-sight illuminated areas. Movement factors through concealment at night are penalized which should help the American especially if they are defending the northern creek-line on 19N. Fire groups are illegal at night. Loss by failure to Rout doesn't exist and all broken units must low crawl rather than rout normally. Finally, cloaking is a great luxury and in KGP it's not just for units starting off map. Don't throw it away thinking that it is nothing more than a fancy concealment. It allows you to move quickly even while carrying a heavy load, allows you to haul ass through concealment terrain, hides the strength of the unit(s), and has other benefits. Also note that night is the only time it can rain in Stoumont.

I have some more recommendations that will help in the form of dirty tricks and favourite hexes. The rules notes are also important. These are the subject of the next few sections.

Dirty Tricks

Ten of my favourites in descending order:

Jeep Assault

Running down the X36 Trails with loaded jeeps can make the Germans jump out of their britches. I did this one game and captured the Chateau de Froidcour on

19AM. The attacking German didn't realize the trails could be used as a road by the jeeps and was turned for a 180. The result stuck. A win? Sure. But don't expect a stunt like that to work every time. But then again... See SSR KGP7 for the rule.

Blitz From The Woods

Another tactic to take the Chateaux de Froidcour. On this second occasion I ran and armoured assault group of half-tracks, tanks, and infantry down the CC42 road on 20AM with the same objective in mind. I was stopped short at L42 by a hidden flame thrower manned by Doyle Motes, without that the Froidcour would have been in my hands. The territory I gained was still invaluable for victory. The point of this assault is a lightning strike that can net you 12 LVPs or more while capturing valuable rear-area territory. Keep in mind your initial 19AM foxhole placement; if they are captured and are too close to this avenue you'll find this option taken away before you can even consider it.

Double Bombardment

Purchase a bombardment while idle and another immediately thereafter prior to the attack. The first one comes down breaking units and the second one comes down inducing casualty reductions. Be careful you don't rubble your LVPs.

Cutting off the Germans

This one's tough to pull off but worth mentioning if you are feeling fortunate. I came within one foxhole of accomplishing this on 20PM just before the German 50 point night turn. What I'm talking about is cutting off the German entry area. It's way better than capturing it. The attempt started with a Hill Defence and a 20AM attack described above in item [2]. My American lines extended well to the east. Had I linked my setup area to the edge of the board such that the grey German entry arrow was isolated, the Germans on the next turn would have been forced to place all 50 points along the Eastern edge of the map with no chance of reinforcing the sanatorium and virtually no chance of using those units during that night turn. I just missed. Damn. Maybe you will get luckier.

Night Time Surprise

Hidden initial placement half-squads in the northern creek at night where the German didn't want to tread. Thinking they had secured the area the Germans moved on and the hidden Americans jumped out at the end to claim Objective/Strategic Locations. Just smile when you hear the German scream,

"What!?!"

Foxhole Sleaze

Purchasing foxholes tucked over there in out of the way places. If they can't be seen then they don't appear; until the end that is when they can affect setup area placement. I already mentioned this in General and Specific Strategy and Tactics but it's a good way of sneakily expanding your lines.

Dummy Cloaking

Cloaking at night is lost only when moving in the light or upon entry of an enemy occupied hex. Use a single dummy at the cost of only 1 FPP and give it the allowed cloaking. Use it to scout ahead, find mines, draw snipers, and whatever. Nighttime dummies have the advantage over daytime dummies in a lot of ways.

Trucks to the Rescue

Bring in 1-1/2 ton trucks from the TT19 entry area on 19N at no extra cost to open up the entry area. This allows retreat there if need be, enables blockage of critical one-lane roads with the vehicles, and can create burning trucks at night behind the German front line (advantage American).

Tunnelling to the Sanatorium

Placement of Trenches leading up to the sanatorium on 19PM before the Americans are forced to retreat. Those trenches will still be there when the American returns and the German would wish there was some way to fill them in as they look to the Sanatorium's defence. Mines don't exist inside a trench and Americans advancing along them get the TEM benefit and have no concern for FFMO. It's a relative red carpet to the sanatorium compared to the alternative. But it's expensive so you have to balance considerations.

Destruction of the Victory Locations

I'd like to see this outlawed. Germans detonating Demo Charges or bringing down artillery to rubble the Sanatorium, Chateaux, or church hexes and reducing the number of available LVPs. If the Sanatorium is only worth 10 points the American will kick the closest cat. Hopefully a fuzzy stuffed one. It's just not cricket.

Favourite Hexes

Again, ten of my favourites in descending order:

W25

My very favourite. I killed three

Panthers and a King Tiger with a single 57L from here. Great ambush Hex. An Orchard/concealment hex with barbed wire and hedges that is on the path to nowhere. The Germans need to pass close by but have virtually no reason to want to go through the hex itself. I recommend a 57L for rate of fire and because you might be twisting and turning a bit as you shoot up the German army. Woooo Hoooooo

OO23

Great defensive hex when defending the river line. I recommend a double foxhole, the best MG you can find and hopefully a bazooka or more if you have them. Two green units with a leader would man the location just fine if you're running short of good troops. This location is hard for the German to zero in on unless he moves adjacent at which point he gets peppered, bazooka'd, and/or more of the same: break, die, break. It really holds up the German in what is your last on-board defensive line. And it has good route paths if you need them. Use this hex.

Z33

Wonderful location for the flame-throwing Sherman. Facing a German avenue of attack, it can't be fired on or even seen due to Plateau until something is adjacent. With a flame thrower that's where you want them. Flame them and pop the gun off at point blank range a few times. 16-point machine gun shots. Infantry in the adjacent house can make this a very tough position for the Germans to take and you should bag some good casualties here. And if you're lucky you might even escape up the woods road after some success.

O22

A great mortar hex. A squad with two Mortars under a 1S Foxhole. Enemy from the east, enemy from the west, and swing it all the way down and around. How many times and how many ways can you spell WP? It has such a good angle on so many good hexes. Get 'em.

BB29

Another good mortar hex. Same thing as above but maybe a 2S foxhole to fit in a bazooka HS. It's effective if your playing a defence that could use the help.

V26

An imposing 90L hex right down the throat of where the German wants to go. It can engage Germans fronting the position or making an attempt against Roua. I hope your gun doesn't break right off the bat as mine has done two out of two in that position.



W26

A great fire lane straight east if you ever get the shot. It would protect the whole approach to the hill.

T26

Another great fire lane firing Southeast. You probably will get this shot off. Hope a German armour unit closes to R29 and you can impact all of the German infantry coming out of the woods to the East.

Q21

Not sure what to say about this avenue of hex(es) starting here, except that the Germans can take advantage and turn it into a threatening northwest avenue of attack to the sanatorium.. About all you can do is put a gun here and mine it. In all the games I have played it has never been as important as it could have been but the next game will probably be the one that bites me. Guard this area.

KK16

A bad hex for the Americans. A Panther sitting up here facing LL14 and/or MM16 can scour the whole valley and can put a hurting on any units defending along the river if you have any. Don't mention it and maybe the Germans won't notice.

Rules Notes

Units starting play in a setup area, including those just purchased, can set up dismounted, abandoned, and/or with any/all of its armament removed. Peiper CG9 on page P7.

Onboard setup: Vehicles cannot set up over stacked and must begin Stopped. A 2.9

CX infantry cannot cross the inherent barbed wire fences shown on the KGP map! P3.2

Vehicles can't traverse combined crest/slope hexsides (the one exception shouldn't matter). This limits the Germans in many areas and is very important in the grand scheme of American things. Don't forget this rule. P2.53

Vehicles cannot enter sunken roads except via a road hex. B4.42

Squads can't set up MMGs or HMGs in crest status. B20.95

Extra Heavy and Very Heavy Mist is equivalent to smoke in that it negates FFMO and Interdiction. KGP SSR3

There is no mist modifier when firing internal to a building (i.e. inside the sanatorium to an adjacent position inside the Sanatorium) E3.8.

Double small vehicles (jeeps, kublewagons, etc.) can use trails as if they

were one-lane roads. SSR KGP7

Forest roads are one-lane. So are narrow village roads and sunken lanes. A destroyed or immobilized vehicle in any of these prevents vehicular movement in either direction except double small vehicles. B6.431

Mines can be set up in the shallow streams the Stoumont Map has (i.e. they are not water obstacles). B28.1

A hindrance accumulation of +6 blocks line of sight completely. This is important in Stoumont. B.10

Motion status vehicles cannot hold infantry in melee. A 11.7

Advancing fire with assault fire bonus ROUNDS UP, thus American 2nd line Infantry fire on the four table in advance fire at normal ranges. A7.36

Infantry can CC vehicles in their own hex even if they weren't over-run. If you can kill the local vehicle you can fire at the next one in line. Again, important in Peiper. D7.2.

Night rules: No fire groups at night. E1.75 Sniper increased by +2 at night. E1.72

Steeple can only accommodate 1/2 squads or less. B31.21

Gas rules will have minimal effect on the game but remember to roll gas for vehicle covered arc changes. Also remember that changing TCA has a +1 or more penalty when out of gas. SSR KGP13.

Low ammo will have more effect than gas rules even though low ammo rolls start at 12. An eight (8) results in German low ammo on 21PM and it scales down evenly in between. P8.618

Reconnaissance. The American will probably want it at least once and probably forget it at least once. It's the last thing in the purchase sequence; AFTER all units have been bought. P8.6222.

Gun pits: The +2 TEM for a gun pit can be used only by crews (not squads or half squads) and the gun pit ceases to exist if the gun is destroyed. C11.3

The U.S. Tractor should have a 4FP AAMG MA using the 12.7mm To Kill number with "2" ROF per U.S. Multi-Applicable Vehicle Note O, and its overhead depiction should not be printed on a white background. ASL Journal #1, page 62.

U.S. M3MMG/HMG Half-Tracks: Passenger(s) may Remove its secondary AAMG either as a dm MMG for the M3(MMG) or dm HMG for the M3(HMG). The MA of either AFV may be removed (but only as per D6.631) as a dm.50-cal HMG." 1996 ASL Annual.

depends upon:

Continual attrition of the German force including significant German loss on the first morning,

Holding together a competent force (counting reinforcements) during the ensuing retreat,

American on-board forces holding a final line of defence,

American conduct of territory grabbing missions that stretch the German defensive lines, and

The conduct of a focused and successful counterattack against a weakened German geared to capturing the required LVPs, geared to automatic victory, or both.

In pursuing these aims don't be shy about paying extra for on map setup to hold up the integrity of on-map forces. It's no good to be penny wise and pound foolish as the Cavalry arrives just to find Custer and everyone else dead. Also, don't underestimate the value of a dead German half-track. Take the shot. The German can easily obtain over 30 half-tracks through the course of the game and they have the penchant for being numerous, expendable, and dangerous. The German will repeatedly use them to conduct reconnaissance, enter American hexes to 'freeze' fire, and get behind the lines to prevent route. Do yourself a favour, put them on your initial 'hit-list' and start killing them early and often.

Regarding attrition, a 1.75 ratio of dead American/German Infantry is the upper threshold the Americans can bear over a sustained campaign. Somewhere closer to 1.25 is more comfortable and less stressful. Good luck in your campaign.

If you feel any of the advice, tips, points, rules, or anything else in this write up could be improved on, are in error, or whatever else might come to mind, feel free to e-mail me at LegionKid@aol.com with the subject of **Phil's KGP Writeup**. I certainly welcome feedback.

Ω

Wrap-Up And Summary

American success in this campaign



Sturmtiger



11/1944-45†

HT BPV:82 WGT:68 RF: 1.6
Size:-1 **MP:1D** GT:NT CS:5 ML:9
MA:380* ROF:n/a† BMG:3
Am:sN9 Notes:37.1, K

AF:h AF:t
18 18
8 8

ID# Place Malfunction/Disabled/No Ammo/Armour Leaders as appropriate

A	MA	BMG	sN9	Armour Leader
B	MA	BMG	sN9	Armour Leader
C	MA	BMG	sN9	Armour Leader
D	MA	BMG	sN9	Armour Leader

† The MA may use neither Bounding (First) Fire nor Motion Fire, may not use Target Acquisition (C6.5-58), and may not fire while CE as signified by "No Bnd (F)F/Acq/CE" on the counter. Riders Bail Out when the MA fires, and the MA is not considered "functioning" for OVR (D7.11).

† The MA may not use Area Target Type, may not fire at a target in its own Location, and may not fire in consecutive Player Turns as signified by "No ATT/Case E/2PT" on the counter. Before placing any Prep/First/Final Fire counter, first place a "MA FIRED THIS TURN" counter. At the end of the Player Turn, flip the counter to its "LAST TURN" side and then remove it at the end of the next Player Turn.

† The MA suffers an extra +1 TH DRM to all fire at a Moving/Motion (C.8) vehicle or Dashing Infantry (C6.1). This is signified by a white dot beside the MA designation. Any Sturmtiger MA Final To Hit DR against a building Location which exceeds its Modified To Hit

Number by \leq the number of vertical levels (excluding Cellars and Locations out of LOS) in that Building hex will hit a randomly selected in-LOS Location of that building hex {EXC: the only possible effect of this hit is possible rubble creation after an Original IFT DR causing a KIA (B24.11)}.

† The MA is resolved on the 36+ FP column of the IFT with a -3 bonus DRM (C.7). The MA has a HE Basic TK# of 10 (armored) and 16 (unarmored) as a Near Miss (with 20 FP for Specific Collateral Attack) or, after a subsequent dr of 1-2, of 28 (armored) and 22 (unarmored) as a Direct Hit (with full FP for Specific Collateral Attack). A CH always doubles the Direct Hit TK#.

AFV CARD
Front

May
2004

† Dates and RF for use in NWE are: 3/45-5/45 (1.6).

See also German Vehicle Note K.

ERRATA To C.7 HEAVY PAYLOAD: The Original DR for rubble creation (B24.11) and pillbox elimination is determined after application of the bonus DRM {EXC: CH; 3.73}.

AFV CARD
Back

37.1. Sturmtiger: This vehicle, known as the Sturm mortar (assault mortar) Sturmtiger or Tiger-Mörser, owed its existence to Hitler's requirement of August 1943 that the 38cm naval anti-submarine rocket launcher Gerät 652 be mounted on the Tiger I chassis. The idea was to create a more potent version of the Sturmpanzer IV, which had just entered service. The huge mortar required a special crane fitted on the vehicle roof for loading the rounds that weighed 726 lbs. each; only 13-14 were carried. A special shape-charged round was available for use against fortifications. Some sources indicate that as few as ten vehicles were completed, with another eight under various states of completion when the war ended. Others state that sixteen to eighteen were completed between August and December 1944. Two were used in the Warsaw Uprising during August 1944, but most entered service long after the need for siege vehicles had ended. They were formed into Panzer Sturm mortar Kompanien (PzStuMrKp) 1000, 1001, and 1002 and used for the final defense of the Reich. The first two units had about seven vehicles between them. These units went into action west of the Rhine in March 1945 against U.S. and British troops, later retreating across the river into the Ruhr area.

Provided by Craig Cooper.

Check out

<http://www.howardhowardfine.com/asl/index.html>

for more ASL material from Craig.

The Men Behind The Cardboard

A Brief Guide To the ASL Nationalities

I found the following on my hard drive some time ago but have no idea who wrote it or were I got it from. If you wrote it please let me so I can credit you in the next issue – Pete.

The following is a quick guide to the various nationalities represented in Advanced Squad Leader and their various traits according to the game system. The *ASL* Rulebook itself admits that in one sense these nationality traits are an unfair oversimplification, and so they are: after all, in their own words, every army has its share of heroes and cowards. Yet it is true that these traits also serve to give the game much of its flavour and make it interesting. Also, while most tactical game systems normally allow you to play Germans, Russians or Americans, fewer give you the British, Italians or French, and fewer still the Finns, Poles, Hungarians, Japanese or Chinese.



Germans

Put crudely, a lot of gamers still seem to view the Germans as the most attractive side to play, dare I say it, even the “sexiest”? This is no doubt due to a mixture of the Germans’ reputation for battlefield prowess, the legend of the panzers (including of course the Panthers and Tigers) and a certain romanticism that has crept over the German soldier. Looking at the Germans in *ASL* game terms we find that the picture is slightly more complicated. It is true that the predominant German squad, the ubiquitous 1st line 4-6-7, has a better range than any of the early war enemy squads, and that the early war ELR of 3 or 4 dependent upon date compares favourably with the British (about equal) and is normally higher than the French, Allied Minors or early Russians (most of these latter nations having an ELR of 3 or 2). Leadership throughout the period remains good, with a LG# of 4. At the same time it should be noted that despite the panzer legend, early war German tanks were actually inferior in armament and armour to their opponents.

The Pz I and PzII, for example, are both lightly armed and armoured and no match for any gun-armed French or British tank, while even the early Pz IIIs and Pz IVs fare poorly in the armour stakes. Most scenarios or *SASL* play will see the German player received light tanks of some description armed with 37L or smaller weapons and with an armour factor of 3 or less. The only areas in which German armour remains superior in the 39-41 period are those of radio equipment and turret layout, especially when compared to the French. The German AFVs also have the advantage of being able to fire both AP and HE, something the French and particularly British often cannot do. The standard anti-tank gun, the 37L, is good enough against light armour but falls short when confronting any French, British or Russian AFV with an AF of 4 or more, particularly Matildas, Char B1s or T-34s. On such occasions the German has to rely on 88L AA guns or Stukas if either of these are available, or failing that, infantry close combat.

The Russian T-34s and KVs appear in 1941 and gives the Germans a nasty shock, although in game terms the menace of these Russian AFVs is somewhat negated by their usual lack of radios and poor turret layout and ROF. Thus in the period 6/41 to 6/43 we find the Germans receiving more powerful tanks and AT weapons, mainly the 50L AT Gun and various upgraded PzIIIs and PzIVs, especially the latter with the long 75L cannon. These tanks manage to put the German player on a more or less equal footing with British, Russian and later US AFVs, but the 50L still struggles against heavy tanks and against such it’s once again dependency on airpower or 88L AA Guns. With the introduction of the Tigers and Panthers the situation swings in the German’s favour, at least in tank-vs-tank situations. However it’s easy to forget that in the 44-45 period, while German tanks are superior to most of their opponents, the ELR of the infantry drops to 3 and then (in 45) 2, and the 4-6-7s are supplemented and sometimes replaced by 4-4-7s and 4-3-6s, while enemy infantry squads begin to rise in ELR and number of elite units. Also the Panthers and Tigers still face some fairly dangerous enemy weapons, such as the British 17pdr (76LL), the US M36 and the

Russian JS-II series, and often enemy airpower, which comes to predominate the battlefield as the Luftwaffe disappears to defend German airspace. On the AT side the 75L/76L guns arrive in 43, followed by the dreaded 88LLs in 44 which are usually sufficient to account for any enemy AFV other than possibly the Stalin tanks or rare “Jumbo” Shermans. A high number of quality tank destroyers such as the Hetzer, JgPzIV or Jagdpanther are also available in this period, although in terms of rarity the old Sturmgeschutz III with its 8 AF and 75L is the mainstay.

If there’s one thing the German needs to remember, it’s the quality of his infantry, which is usually well led and armed with SW even in 1945. If Panthers or Tigers, or PzIIIs or PzIVs in the 42-43 period, are available, then it’s a very useful bonus, but the infantry can normally be depended upon. Even while the ELR and squad quality drops slightly in 44 and then declines steeply in 45, the number of LMGs, MMGs and HMGs increases as a sort of counterbalance, and leadership remains constant. Don’t forget also that from 9/43 onwards the German squads are usually armed with inherent PFs (lethal to almost any AFV in the *ASL* armoury) and often the equally dangerous PSK SW. This makes German squads in built-up terrain, particularly cities, a dangerous proposition for any attacker dependent upon armoured support. Finally, a few special cases need to be covered. 42-6-8 squads, Elite units, are often used in scenarios or games depicting early war Fallschirmjäger (paratroopers), mountain troops or the Afrika Korps in 1942-43. Paratroopers and other elite units are normally represented with 52-4-8s in the period 44-45, which for one extra point of FP trade in a lower range and a quicker drop to 2nd line status (a 4-4-7). Engineer units, the 83-3-8s, are invaluable in city scenarios but are fabulously expensive if being purchased in DYO or *SASL* scenarios as Assault Engineers. Finally, the notorious SS are represented in the later war years by the 62-5-8 counter. These compare favourably, either in terms of FP or morale, with enemy counters but once again are half as expensive again as the ordinary 1st line squad. A full SS side, including both infantry and elite-crewed German heavy tanks, can nevertheless be a tough nut to crack.



Russians

In the period 41-45 it was the Soviet army, an army often badly led, poorly fed and brutally used by some of its political masters, which inflicted the most heavy casualties on the German armed forces and, despite casualties of some 20 million people, including a large part of the civilian population, forced the invader back from the gates of Moscow to Berlin itself. This is nicely reflected in *ASL*, where despite an initially low ELR and a handicapping LG# of 8, a Soviet player can win many of his scenarios against a German opponent.

The two main advantages of the Russian/Soviet player are a mass of cheap infantry (if human life can ever be considered cheap) and sturdy armour. Taking the infantry first, the mass of it is made up of the 1st line 4-4-7 squad, for the first half of the war handicapped by an ELR of 2 (after which it drops to a 4-3-6 Conscript unit) and a dearth of SMC counters. To offset this, most *ASL* scenarios provide a considerable number of Russian infantry units, while in *DYO/SASL* actions their BPV of 7 makes them fairly inexpensive to purchase. The 6-2-8s and 5-2-7s are useful in a city scenario but with their low range are somewhat ineffective in open country. The infantry get a few small compensations for their disadvantages: Human Wave tactics allow fast movement and an increased morale in the face of enemy fire, while the Heat-Of-Battle modifier of +2 means that on average a Russian infantry squad is more likely to go Berserk, which although usually culminating in the loss of the squad is often an advantage to the friendly side due to the distraction it causes. Finally, in leadership terms swapping an 8-0 SMC for a 9-0 Commissar SMC is very advantageous, despite the danger of HS elimination should a squad fail its Rally MC while stacked with the said officer. The Russian cannot depend too much on his SW: the LMG and MMG have a B11 factor, the heaviest AT SW is the ATR or (rarely) the Molotov projector, and all SW are extremely rare in the first half of the war.

One thing the Soviet player should never suffer from is a lack of Guns or AFV. From 1939 onwards there is normally at least one Gun or tank with a .9 rarity factor, thus guaranteeing the Russians some sort of armour or artillery support in any *DYO* scenario. Early war Soviet AFV are reasonably well armed, most carrying at least

a 45L weapon (including all the T-26 and BT series) and a CMG.

Where they fall down is their mediocre armour protection (usually 3 or less, often 1 or 0 in the case of the BTs or early T-26s), their poor turret layouts which increase fire penalties and nullify ROF, and their lack of radio which necessitates crawling along in Platoon formation or else risking being stranded all over the battlefield, unable to pass their Movement TCs. Nevertheless against the Finns they normally have only the occasional AT gun or ATR to fear, while even against early war German AFV these tanks can often hold their own, especially if on the defence. With the introduction of the T-34 the Soviet has a huge ace in his hand as long as he remembers the vehicle's limitations common with other Soviet AFVs, ie no radio, poor turret layout and ROF. The KV series are even more formidable, especially if they do not have to move too far. As the light tanks, T-28s and T-35s are phased out and the T-34s and KVs are gradually improved, however, the German vehicles also get better, and usually have the advantage of radio and good turret layout. With the introduction of the Tiger and Panther tanks the Russians once again have to employ mass to overwhelm their enemy, at least until the arrival first of the T-34/85 and then, better, of the JS-II series. This packs a fearsome weapon (122L) and a 26 AF, but has the drawback of limited ammunition supplies. Soviet AT capability also improves throughout the war, although the usefulness of the most common weapon, the 45L AT, drops severely from 1943 onwards. Nevertheless the 76LL, 76L and 57LL Guns are all good anti-tank weapons as well as being effective against infantry. The SU-76s are useful against infantry and lighter vehicles, while the later SU- tank destroyers are all formidable against any tank, especially the SU-100 and JSU-122L. Without any form of armoured troop carrier, the Russian will find that he may need to resort to using Riders to move infantry quickly from A to B and to protect his vehicles against enemy CC.

In sum it is not easy to play the Soviet side in *ASL*. Units are often hard to rally owing to lack of leadership, while the problems of radioless AFVs and low ROF may nullify some of the advantages that Soviet tanks often have over their German (and Japanese) opponents. The large mass of Soviet units demands that some be sacrificed almost wantonly to achieve the desired goal, something most players instinctively balk at. Nevertheless with a good quantity of infantry, T-34s and either KVs, JS or SU vehicles, a Soviet player can often overcome the opposition.



Americans

The US are an interesting side to play in *ASL*. They get reasonable leadership (LG# of 5.5), lots of SW including the latest BAZ, heavy and accurate OBA support, and usually plenty of tanks and other AFV. In *DYO* scenarios they can often count on air support as well. What's the drawback? Their unbroken morale is usually one lower than their opponents'. As John Hill, the original designer of Squad Leader, put it, the American soldier instinctively felt that being under fire (as opposed to dishing it out) wasn't part of the job, and didn't feel obliged to hang around. Paradoxically, though, broken-side morale of US infantry counters is often 8: thus Hill went on to characterise the US infantryman as 'quick to break, but quick to rally'.

These traits make the US side in many ways the ideal side for a player new to *ASL*. The US 1st line squads come with at least 6 FP, while even the lowly Green squads merit a 5. All of them get Smoke or WP, so firepower and possible concealment is never a problem, particularly when coupled with the abundance of MMGs and HMGs. There are usually enough leaders to go around. The challenge, particularly in an offensive situation, is to move the entire force forward without losing steam due to units breaking all over the place. (It should be noted that in *SASL*, US squads get a -1 Command TC bonus to compensate for this). ELR, a lowly 2 up to about 5/43, increases to a respectable 3 and then 4, so the quality of US squads does not normally deteriorate too rapidly even during a crisis. The stumbling block for most US OBs is the morale of the 6-6-6, which often fails where a German, Russian or British unit might stand fast. Nevertheless if a leader is available and DM can be restricted, the unit should get back into the fight reasonably quickly. Elite units are represented by 6-6-7s (eg Rangers) and 7-4-7s, the latter almost always representing combat engineers or paratroopers. 7-4-7s are obviously more useful in close terrain, whereas the 6-6-7s are more advantageous in the open.

Tanks and artillery are another interesting area for a novice *ASL* player. The US AFV are simple to understand but well-armed and often have useful gadgets such as Gyrostabilizers. The difficulty comes when confronting a German panzer force,

especially one consisting of Panthers, Tigers or the later and heavier tank destroyers, any of which are almost impervious to the 75 carried by most Shermans while able to account for the latter from a long way off. Getting in close by using Smoke and Gyrostabilizers is often the only way to deal with such enemy vehicles. Don't depend too much on the infantry BAZ weapons, as while these are fine against side armour or older AFVs, their 15 penetration factor won't do much damage against some of the German behemoths. The US tank destroyers are marginally more useful, particularly the M36 with its 90L cannon. I say 'marginally' because all of them are relatively lightly armoured and open-topped, making them vulnerable not only to German cannon but also German infantry. In any case due to the German PFs and PSKs the US should avoid offering his AFVs at close range despite the advantages of point-blank and Acquired fire. In artillery terms the US player has a wide range of weapons to choose from, although again on the AT front he may find that against German AFVs his AT Guns, even the 76L, falter. Against the Japanese they will be more than sufficient, however.

A final consideration for the US player is that no side in *ASL* is better equipped with Smoke. Virtually all squads, Guns and AFVs can use Smoke or WP, and have it in quantity. It should be used profligately to Hinder a German opponent.

US Marines and Phillipine Army

The US Marines are a somewhat different case to the above. With their underlined 8 morale, ELR of 5 and usually high FP, they might almost be considered supermen. Certainly in any conventional firefight with Japanese squads, USMC firepower should carry the day. However, lest the Marine player be carried away by this, it should be remembered that a lot of PTO combat is in close terrain, where Japanese can attempt Ambush or try to close the gap quickly in Hand-To-Hand Combat before the USMC can bring their FP to bear. As Steven Swann also pointed in his article on GUNG HO!, the Marines were also to be used in opposed amphibious landings. In game terms, any unit on an assaulting (or evacuating) side that breaks as a result of fire suffers Casualty Reduction instead. In such situations, an 8 morale is the main defence against heavy casualties before getting off the beach. Don't forget too that often the Japanese are well entrenched in Pillboxes or Caves, often necessitating both high firepower and close assault.

The Phillipine Army is an often-overlooked but interesting part of the game system. Its squads (4-4-7 1st Line and 3-3-6 Conscript) handle like normal US/European

squads, but often have extra penalties, eg lower ELR, higher breakdown numbers on SW. Nevertheless their FP is still equal with that of the Japanese, and they can make a fair showing.



British

Rommel characterised the British as being tactical plodders but excellent on the defence, while another writer (Charles Whiting) has pointed out how 'Tommy Atkins' stoically put up with mediocre food and mediocre weapons, accepted the orders his officers gave him and later looked back on his war service, no matter how difficult, with pride. To a certain degree the *ASL* system has managed to embody these characteristics in the British side. Despite the ups and downs of the struggle for technological mastery of the battlefield, one thing remains constant: the endurance of the British MMC. Although the 4-5-7 is slightly inferior in range to the German 1st line MMC, the British ELR usually manages to match that of their opponents. In a fine representation of the British phlegmatic attitude, all Elite and 1st line units are also exempt from Cowering. The HofB modifier is a -1 bonus, making both Battle Hardening and Hero Creation the usual event. Leadership is also good, with an LG# of 5. MMGs and HMGs tend to be a bit thing on the ground, but by way of compensation the British seem to abound in Light Mortars and LMG. Finally, from 5/43 onwards, the much-disliked Boys ATR (by then useful against little else heavier than an armoured car) is replaced by the PIAT, a more effective weapon.

The British effectiveness in defence is also emphasised by their artillery. The 40L AT is normally sufficient against the German AFV until the Germans begin uparmouring their PzIIIs and PzIVs, and is still more than adequate against the Italian and Japanese AFV until the end of the war. The next AT Gun, the 57L, is a considerable improvement, but the British did not rest on their laurels and, alarmed by the advent of the Tiger, introduced the 76LL (17 pounder), which in game terms can account for practically any German vehicle, even the King Tiger if a lucky turret hit is gained. This weapon was so effective that it was mounted in the Sherman Firefly and also in the unusual backward-pointing Archer. Both of these AFVs are quite virile if they can get

the first shots off. In many desert scenarios, the 88 Art (25 pounder) can also be used effectively as a dual-purpose weapon, especially as the 40L does not fire HE.

The British AFV park is a bit of a mixed bag. It has its good moments (Matilda II, Sherman Firefly) as well as its mediocrities (Cromwell, 40L-armed Valentines). To be fair, most British AFVs have good points and are rugged and reasonably armed. Unfortunately the German AFV are often better armed or armoured, while the 40L and 57L weapons usually cannot fire HE and are thus vulnerable to infantry assault, even in the desert. Matilda II, when available, is a good weapon but lumbers along and is vulnerable to mechanical breakdown, as are the various faster but lighter 'cruisers' (A9, A10, A13 and various Crusaders). Churchill tanks suffer from the same strengths and weaknesses as Matilda. The British used Shermans a lot and suffered the virtues and faults of this vehicle (which in game terms against the later German AFVs are definitely faults), while Cromwells present a lower target but otherwise have got even less going for them other than speed. Other than that the British have a plethora of armoured cars, Bren carriers and the occasional oddity such as AVRE, Crocodile or some other engineer's delight. Even the Comet, by far the best British tank of the war, was really nothing special compared with the T34/85, the Panther or the M26.

In sum the British side is another good one for the novice *ASL* player to take. More than the Germans he may have to depend on the qualities of the British infantry, protected by AT Guns. British squads and weapons are more than a match individually for the Italians but find the Germans and the Japanese a tougher proposition, although Japanese AFV should be nothing to worry about. Nevertheless as the war progresses British ELR remains steady while a few better weapons (76LL AT, PIAT, Churchill) become available and air power is also increasingly on hand. More 4-5-8s and 6-4-8s fill the ranks, both in Europe and in Asia.

Finally, it should be remembered that the British counter mix in *ASL* also covers Commonwealth and other forces fighting under the British flag, especially the Free French and Free Polish. Australians, Canadians, New Zealanders, Free French and Free Polish are almost always Elite, with all the ensuing benefits of SW and Leader allocation.



Italians

The Italian soldier of WWII has often been the butt of much unjustified ridicule. While Italian arms were mostly unsuccessful in this period, and spectacular defeats were inflicted on Mussolini's armies, it should be remembered that the Italians laboured under several handicaps at once. Despite Mussolini's fascination with Hitler the ordinary Italian had no love for the Germans and was not highly motivated by Fascist ideology, nor was there much desire to pick a fight with the British. Furthermore the regime's industrial base was insufficient to engage in a protracted war against the major powers, especially as it was dependent upon other nations for its raw materials. The Italians could and did fight well when leadership, motivation and decent weaponry were supplied, but usually one or more of these was lacking.

In the *ASL* game system the Italian player is similarly handicapped. He has a LG# of 8, while SW allocation is not generous, with the 45* Lt Mtr being the heaviest weapon most commonly available. Perhaps worst of all, the firepower factor of most of his squads (1st line and Conscript) is 3, while the morale of the ordinary 1st line and Conscript squads is 6. To make matters worse, the broken side morale is decreased by 1, usually resulting in broken morale levels of 5 or 4. Other handicaps are the low ranges (4 or 3), the penalty on PAATC attacks, and the +3 HofB modifier and special rule which means that Italian squads undergoing Heat of Battle will surrender most of the time. Nor may Italian units, even Elite squads, attempt to escape once captured. There are of course the 1st line 3-4-7s, representing Bersaglieri squads, and Elite 4-4-7s, but even with these the FP and Range are only comparable with the bulk of ordinary European squads while suffering badly against the US. Furthermore Elite squads are usually rare since these normally represent formations such as engineers, paratroopers or San Marco Marines, and the chances of receiving any via Battle Hardening are slim indeed.

Looking at artillery and armour, we find a situation that is just about tenable in the early war years but which worsens dramatically in 42-43. To take artillery first, the most common weapons are the 81* MTR, the 47 AT and the 65* INF Guns. While all of these can fire usefully in the infantry support role, especially the mortar, only the

47 AT is really useful as an anti-tank weapon, and even then only against the lightly-armoured early war British cruisers. Against the Matilda II, barring a Critical Hit, it is useless. In the 42-43 period it can still account for AFV such as the Crusader but is powerless against the Sherman, the T-34 and the Churchill, and then not much use against such tanks as the PzIII and PzIV of their German former allies. Players hoping to receive more powerful weapons such as the 90L AA gun or the 75L ART should note both the period and rarity factor of these Guns, making it unlikely that any will be received in a DYO or *SASL* scenario.

The situation is not much better with armour. Although the Italians do receive a considerable amount of AFVs, most of these labour under an arms and armour handicap compared to those of their opponents. The most common AFV in 1939-40, the diminutive L3 tankette, usually mounts only a machine-gun and is easily swept away by any British tank, its only virtue being its very low silhouette. Even its speed (not overly high) is nullified by the penalties of being radioless. The M11/39 mounts only a feeble limited traverse 37* weapon, and in any case most of these disappear during the early British offensives. The M13/40, with a 47 armament and AF of 3, is somewhat better and can hold its own against the early British cruisers, but once again is no match for the Matilda and can be easily knocked out by the British 40L AT and then 57L AT. The subsequent M14/41 and M15/42 show only marginal improvements in firepower, protection and mobility and have to deal with Grants, Shermans, T-34s and PzIIIs and PzIVs. The P26/40 was Italy's only tank that could hold its own with its contemporaries, being roughly equivalent to the PzIV or Sherman, but all were seized by the Germans in 9/43 and are thus supplied in *ASL* only in German colours. (It would nevertheless be interesting to play an Italian side with their late designs in a hypothetical scenario to see how they fared). The Italians put a lot of effort into self-propelled gun designs after the failure of their tanks and produced the Semovente series, which are certainly better armed with a 75*, 75 or even 105 weapon. For the most part they also present a Small Target but once again are poorly armoured with a factor of 3, although the Semovente 105/28 is a powerful design with an AF of 8. All of the Semovente designs also have limited AT capability apart from the L47 which mounts the less than adequate 47L, and the very rare Semovente 90 which only sees action in Sicily, 7-8/43.

In sum the Italian side is a hard one to play in *ASL*. Labouring under a multitude of disadvantages, the Italian player has to

carefully husband his scarce SW and leaders, maximise his use of terrain and avoid armoured clashes on equal terms if possible. Nevertheless most scenarios involving Italian forces are roughly balanced: it is in DYO and *SASL* scenarios that the Italian player will find his toughest challenges. Finally it should not be forgotten that many Italians enthusiastically joined the Co-Belligerent forces after 9/43 to free their country from German occupation, and in 1945 the Italian player is allowed to use British weapons, including some AFV.



French

The French, like the Italians, labour under a somewhat unfair reputation, in this case of an army that collapsed in chaos once the Germans had thrust decisively across the Meuse. In fact not only did the French of 5-6/40 fight well on many occasions, but both Vichy and Free French laboured on after the Armistice, and the Free French were active in Syria and then North Africa, Italy and finally Northern Europe. Under the old Squad Leader system, good as it was, players were largely limited to the 4-6/40 period, but under *ASL* all the subsequent periods of action can also be represented.

Taking the French infantry first, while their 1st Line squads are a respectable 4-5-7, these suffer in several ways compared to their German 4-6-7 counterparts. Most seriously, broken side morale is one lower, making Rally that bit harder. Coupled with this is the usual ELR of 2 for the 5-6/40 period, meaning that under pressure the French infantry defenders may become a mass of broken 4-3-7 Green squads. The French LG# is 6, which gives less leaders per squad than the Germans or British. Support Weapons are reasonably well provided, but the French have no infantry anti-tank weapons, not even the ubiquitous ATRs found in most other early war armies. 4-5-8 Elite squads also suffer from the broken morale penalty and are usually rare, most commonly representing the forces fighting in Norway during this period.

French AFV and artillery are a mixture of strength and weakness. Looking at the artillery first, the French are well provided with weapons such as the 81* MTR (which practically every army carried in one form or another), the 65* INF and the 25LL AT. This latter weapon is normally adequate to cope with the thin-skinned German PzI

or PzII, although it falters somewhat against heavier AFVs. The 47L is more dangerous to German AFVs but is rarer (1.4 RF) and suffers from limited supplies of its APCR ammo. Finally the French introduced the 75 ART mounted on a pedestal to give a better AT capability, and this is a formidable weapon if available. To introduce a degree of mobility the French also mounted the 47L on a Lafayette tractor, and this embryonic tank destroyer is available in 6/40. As it is very lightly protected, however, it cannot sustain a long firefight. Ordnance such as light AA Guns are also found mounted on various trucks, not only in 1940 but throughout the Vichy period and beyond.

French tanks are frustrating. Mostly well armoured, usually with an AF of 4 but sometimes with 6 or even 8, they are tough nuts to crack for the German 37L Guns. At the same time their own AT capability is even worse as most of them mount the puny 37*, although the Somua and Char B are armed with the 47. What severely handicaps the French perhaps even more than the early Russian AFVs is the combination of One-Man Turrets (giving a low or non-existent ROF and a tendency to STUN and Recall) and the lack of radios. The latter, coupled with the generally low speed of French AFVs, means that on the offensive French tanks will crawl into action. Nevertheless they can be quite effective against German infantry, particularly if there are AT Guns to deal with German panzers.

Beyond 1940 Vichy and Free French diverge. Vichy forces kept only a bare minimum of AFV (certainly no Char Bs or SOMUAs), and their light tanks are badly outmatched by both Allied and German vehicles in 1942. Indeed, the Vichy player will find it a struggle against US forces in particular in 11/42. The Free French fare somewhat better. Now fighting under British colours (and counters), they receive British SW and Guns, and then a few AFVs. By 1944, when the US begins their re-equipment, they are using standard Allied AFV, and after the liberation they ironically get to use some of their old vehicles of 1940, recovered from the Germans. Free French infantry have the definite advantage of being almost always Elite 4-5-8s with no reduced broken morale.



Japanese

The Japanese are fundamentally

different from the other nationalities in *ASL*. They have strengths and weaknesses which make them extremely difficult to play at first.

Japanese infantry squads and crews (as opposed to half-squads) have one basic, unique characteristic that sets them apart from the rest of the *ASL* squads: they never break as a result of enemy fire. Instead they are “Step-Reduced”, flipped over to reveal a reduced-strength squad. If Step-Reduced again, the squad is replaced by a HS. If a HS fails a morale test it breaks. Replacement (A19.) is suffered normally. Similarly, Japanese SMC never break: if they fail a morale test, they suffer Casualty Reduction (ie Wounds) instead, rather like Heroes. Japanese units do not need to take a PAATC and can create “AT-Heroes”, a sort of Hero SMC that attacks the nearest enemy AFV and is eliminated in so doing, regardless of the outcome. Japanese infantry units can also declare Hand-to-Hand CC (J.) in their attack phase, giving them a good chance of destroying both themselves and the enemy unit(s) they are stacked with.

These rules have a profound effect on play. They were created in order to encourage the Japanese player to use his forces as in real life, ie attack with a view to closing with the enemy in hand-to-hand combat and physically destroying him, or defence with the intention to die standing in position rather than yield ground. In fact these options are not as crazy as they might seem. The Step-Reduction rule means that Japanese units remain unbroken for longer than their opponents but then often become a mass of broken and reduced-quality HS, while their leaders are rapidly eliminated due to the Casualty Reduction role. Thus it makes sense for the Japanese player to use at least some of his units in a sacrificial role by throwing them into a charge (possibly using the Banzai Charge rule), entering Hand-to-Hand with the enemy and making what in chess would be called an exchange. This is especially so against the US player, who usually wields greater firepower and, with the USMC, an underlined morale of 8, making breaking and replacement more remote. Should a Japanese player attempt to rely on firepower alone, he will probably find himself engaged in an unequal struggle. The highest Japanese squad FP is 4 for 1st Line and Elite units, while 2nd line and Conscripts have a lowly 3. Support weapons are not abundant apart from the Lt Mtr (actually quite a useful little SW), and the MGs usually have a breakdown number of 11. MMGs, HMGs and ATRs also require crew counters to man them, so if these are eliminated then ordinary Japanese MMC suffer penalties for using them.

Staggering as it may seem today, in WWII the Japanese industrial base was

inefficiently organised and in any case greatly dependent upon the outside world for raw materials. With the Navy and Air Force receiving priority, the Army had to make do with a few basic weapons. In artillery there are a variety of useful infantry support weapons available, such as the 81* MTR and the 70* INF, both of which are good and usually available. On the AT side, however, Japan lagged dangerously behind. The most common AT Gun, the 37L, is fine for dealing with thin-skinned Russian AFV such as BTs and T-26s in the wastes of Mongolia in the 37-39 clashes, or for seeing off rare Chinese vehicles. By 1942 however, with its AP of 9, it is struggling even against the M3/Stuart light tanks, and by 1944 it is almost useless barring a lucky side shot against Grants, Shermans and (in 8/45) Russian tanks. The rarer 47L is a better weapon but its AP performance is only marginally improved, still not enough to deal with late war Allied or Soviet AFVs. If he is lucky the Japanese player may receive a 75L AA Gun or 120L or 140L ex-naval weapon, but usually he must depend on AT-Heroes, especially if they can get a DC or roll for an ATMM.

The above industrial situation was exacerbated in the case of AFV production by the fact that Japan had virtually no cavalry tradition, so the design and use of AFV was always going to be problematic. In fact the Japanese started well in the twenties and thirties but then complacently allowed themselves to be rapidly outstripped by Allied and Soviet designs. The very early Japanese AFVs are adequate against the Chinese (although even then a 37L AT Gun can account for any of them easily), but the CHI-RO and CHI-HA tanks will struggle even in 1941-42 against M3/Stuarts and will be hopelessly outclassed by Grants, Shermans and T-34s. Even in an infantry support role these tanks are not brilliant, being mostly fitted with 37, 47L or 57* weapons, and their usefulness is further cramped by lack of radios, poor turret design and the bizarre angling of rearward-firing machine-guns. The most powerful tank in the Japanese armoury is the HO-NI tank destroyer, an open-topped design with a 75L Gun and an AF of 3. With an RF of 1.6, and restricted to use in the Phillipines and vs Russians in 8/45, don't expect to receive it too often. Instead the Japanese player is most likely to receive the HA-GO light tank (AF 1, main armament the 37 Gun) and later the slightly better CHI-HA. Belatedly the Japanese did realise the need for better armed and armoured vehicles, but apart from slightly uparmoured CHI-HA tanks (the rare CHI-HE), the few experimental vehicles that they did build (some of which were

reasonably impressive) remained in Japan, not least because by that time virtually all Japanese marine shipping had been sunk.

In sum, then, an enigmatic but interesting side to play. For getting a feel for the Japanese, try the scenarios in Code of Bushido or do some SASL against the Chinese before attempting to go up against the US Marines.



Finns

The Finnish Army in WWII fought against one enemy, the Russians, apart from a brief final conflict with the Germans as they evacuated the country. Despite a small population and industrial base, the Finns in 1939-40 inflicted some serious defeats on the invading Red Army before bowing to the inevitable. In 1941 they took part in Barbarossa as a means to regain their lost territories, but after initial successes refused to participate in active operations against the Soviets. In the summer of 1944 they struggled to contain a Russian offensive and finally sued for peace, ordering the Germans out in September. Stalin, strangely enough, respected the Finns and made a reasonably moderate peace with them.

The Finns are another interesting and yet occasionally frustrating side to play in ASL. The Finnish player in the Winter War of 39-40 receives virtually no AFVs, artillery or air support, and faces large numbers of attacking Russian infantry and tanks. In 1941 the situation is somewhat improved as the Finns used captured Russian ordnance and vehicles (not yet available under "official" ASL), and in 1943-44 the Germans supplied them with 75L AT Guns, panzerfausts and about 60 StuGIII assault guns. At the end of

the day, however, the Finnish Army is about infantry. And what superb infantry! The 1st line squad is a 6-4-8, while even the Green squad is a 5-3-8, and the fearsome Sissi commandos are represented by 8-3-8s. All of these units have Self-Rally capability - the only nation in the ASL pantheon to possess it. For this reason leaders are less necessary, and so the Finnish LG# is 8. As long as the Finns are fighting within their own borders (A25), individual Finnish units will always try to get back into the fight. For support weapons the Finnish player uses the German SW Table, which is reasonably generous with MGs and also supplies him with the Lahti ATR, a 20L weapon which has a reasonably good chance of knocking out early war Russian light tanks. Aiding the Finnish defender, of course, is usually dense wooded terrain, snow and bad weather, and the low ELR and radioless AFV of the Russians, at least in 1939-40. Against the summer offensives of the more experienced Red Army in 1944, things get a bit more difficult. The downside, of course, is that the Finns have to rely on their infantry alone. Occasionally a Finnish OB may get a 37L AT Gun (usually Captured), and if you purchase the *Jatkasota* module from Critical Hit, then you can experience a few other guns and AFVs. 1943-44 DYO scenarios would be justified in using StuGIIIs and 75L AT Guns, but otherwise in an open firefight against an armoured attacker the Finn is at a disadvantage unless well fortified. There are only 2 20LATRs in the Finnish counter mix, and these will usually be unable to deal with T-28s, KVs and any Russian medium or heavy tank in the Continuation War period (1941-44). Panzerfausts may be used by the Finnish player, but again in open terrain a canny Russian player will usually keep his armour at a safe distance. Nevertheless, especially during the bitter months of the Winter War, the Finns offer a different gaming experience to the usual temperate

European firefights offered in most scenarios.



Allied Minors

In ASL the Allied Minors comprise a number of nations: Poland, Belgium, Norway, Holland, Denmark, Yugoslavia and Greece. Until recently all assumed a sort of corporate identity, with a generic LG# of 7 and three squad types (Elite, 1st Line and Green). Thanks however to David Meyler's article "Broken Swords", reprinted in the "ASL Classic" issue, the Allied Minors have been provided with their own LG numbers and SW Allocation Tables. An article by Charles Markuss in the ASL 1992 Annual also gave an interesting historical insight into the armies of these nations.

Before looking at the individual nations, it is worth taking a quick look at the infantry squads used by all of them. There are three types: Elite (4-5-8), 1st line (4-5-7) and Green (4-3-7). The last two are an improvement on the old Squad Leader, which offered 4-4-7 and 3-4-7 squads respectively, and in all respects the Allied Minor infantry squads are stronger than their Axis Minor counterparts (partly reflecting their motivation and partly an often stronger industrial base). The only weakness of these squads is their broken morale level, which is one less than unbroken, and the requirement for 1st line and Conscript squads to take a 1PAATC. Heat of Battle DRM is +2, meaning that an Allied Minor infantry will normally go Berserk should HofB occur.

Before looking at the individual nations, have a look at the Allied Minors table from David Meyler's article from *The*

ALLIED MINORS' LEADERSHIP, ELR AND SW ALLOCATION TABLE

NATIONALITY	LG	ELR ¹	SUPPORT WEAPON ALLOCATION ²						
			LMG	MMG	HMG	.50cal	Lt. Mtr.	ATR	DC ³
Poland	6	3	—	11	16	22	12	20	3
Norway	7	3	8	11	16	—	—	—	3
Denmark	8	2	4	10	15	—	—	—	—
Holland	5.5	3	9	11	16	—	—	18 ⁴	3
Belgium	6	3	—	10	15	—	6	—	3
Yugoslavia	7.5	2	8	10	16	22	—	—	3
Greece	7	3	10	14	18	24	—	—	3

1 +1 for Elite; -1 for 2nd line; -2 for mobilising unit

2 +1 for 2nd line; +3 for mobilising unit

3 per Assault Engineer equivalency



General (reprinted below).

Poland

Of all the Allied Minors, Poland is perhaps the strongest, possessing a reasonable artillery park and a good number of AFVs, although the most common one, the TK tankette, is easily swept away by the Germans' 37L weapons. While the LG# is not over generous and LMGs are lacking, the Poles do possess a Lt. Mtr (the 45*) and a .50cal HMG and ATR. 4-5-8s may come into play more often as the Polish Army contained a large amount of cavalry, which was considered the elite arm. The 37L AT Gun will also be able to account for most German AFVs.

Norway

In terms of ordnance and AFVs, Norway is badly off. She possessed no armed vehicles, no anti-tank guns and no ATRs. LMG allocation is not generous, while the LG# of 7 is third lowest of the Allied Minors. All the Norwegians really have going for them in *ASL*, their historical bravery notwithstanding, is their Skis, plus hopefully some British or French support.

Denmark

Despite its small size and tiny army (two divisions), Denmark is actually somewhat better off than her larger neighbour Norway, at least in terms of SW Allocation (note the LMG number of 4). They also get the delightfully idiosyncratic "Nimbus", an armed and armoured motorcycle. What lets the Danes down is their abysmal LG# of 8 and low ELR of 2, which should ensure that in a prolonged firefight Danish squads are soon mainly broken 4-3-7s. The Danes in fact did not resist much, and historically casualties numbered just 26. If this sounds harsh, I should redress this by pointing out the protection that the Danish population gave to the Jews among them, and that in 1942 the Danes sunk their own ships rather than allow the Germans to incorporate them into their navy.

Holland

The Dutch Army does reasonably well under *ASL*, with the highest LG# of the Allied Minors (5.5), reasonable SW allocation and a 20L ATR which gives them a good chance against German panzers. More Dutch AFV were in the Dutch East Indies than in Holland itself, but the Dutch player also has ordnance available to him.

Belgium

Belgium is on a par with Poland as

the strongest Allied Minor side, at least in terms of ordnance and AFV. Both have the same LG# (6), neither possess LMGs and both have Lt. Mtrs (the Belgium getting twice as many per the SW Allocation Table as the Poles). The Belgian MG allocation is slightly more generous, but the Belgians lack both a .50cal HMG and an ATR. They do however possess the effective 47L AT Gun, which is also mounted in some of their light tanks. Although Belgium possesses fewer AFVs than Poland, in some ways they are more effective than the Polish ones.

Yugoslavia

Yugoslavia can be placed with Denmark in the category of weakest Allied Minor power. The Yugoslav LG# of 7.5 is only marginally better than the Danish, and both share a low ELR (2). The Yugoslavs do get LMGs and a .50 cal HMG but lack Lt. Mtrs and ATRs, and ordnance and AFVs are rare. The few tanks possessed by the Yugoslavs seem to have been the obsolete French FT-17s. The low ELR and leadership reflect the fact that politically and racially the country was unstable. Under Tito many Yugoslavs showed how they could fight.

Greece

Greece on the whole is better equipped than her neighbour to fight, although the LG# of 7 leaves a bit to be desired. But at least the ELR of 3 gives mobilised 1st Line squads reasonable stability against the enemy, and the reduced broken morale rule does not apply against the Italians. Greece had a slightly better artillery park, although again AFVs were in extremely short supply.



Axis Minors

The Axis Minors in *ASL* are mainly associated with the Balkan states of Hungary, Romania and Bulgaria, plus sometimes Slovakia and occasionally Iran and Iraq during the insurgency against the British in 1941. Axis Minor counters (mostly 3-3-6s) are also suggested for use as Japan's less than enthusiastic allies such as Manchukuo and the Indian National Army. Charles Markuss offered another of his historical articles on the European Axis Minors in the *ASL Annual*, although this was necessarily incomplete as ordnance and AFVs could not be covered (and we still await *Armies of Oblivion!*). Briefly, it should be noted that for the most part the Axis Minors actually

disliked one another and threw in their lot with Hitler out of a desire for political advantage and territorial gains. The ordinary soldier did not share this enthusiasm for the war, particularly against the Russians, and in any case these Balkan armies were ill-equipped for mechanised warfare. All suffered relatively heavy losses in 1942-44 and were eventually overrun by the Red Army, being forced to accept authoritarian or totalitarian regimes that lasted until 1989.

Like the Allied Minor nations were before the advent of individual SW Tables, LG#s and Doomed Battalions, the Axis Minor nations are somewhat amorphous. Simply put however, the infantry comprises three squad types: 4-4-7 (Elite, rare), 3-4-7 (1st line) and 3-3-6 (Conscript). All suffer from the reduced broken morale (one less than unbroken side) and the requirement for a 1PAATC. The LG# is 6, making leadership on a par with the French and one better than the old generic Allied Minor LG#, while quite healthy compared with the Russians' LG of 8. If it were a simple matter of squads and leaders, the Axis Minors would be well placed. Unfortunately the SWs usually suffer from the B11 syndrome, ie they will break down more often. Annoyingly there is as yet no allocation table for the Axis Minors. Also working against the Axis Minor infantry is their low ELR, normally 2 less than that of the Germans, so an Axis Minor ELR will normally never be greater than 2. In a prolonged and heavy firefight the Axis Minor should beware of ending up with a mass of broken Conscript units. Finally, the Heat Of Battle penalties and modifiers mean that under HoB conditions an Axis Minor infantry unit will surrender. Only when the Hungarians are fighting to defend their homes do these squads stiffen (Hungarian units in Hungary are automatically represented by 4-4-7s).

Although *Armies of Oblivion* has not yet been released, from research I can reveal that the Axis Minor player cannot expect too much in the way of AFVs or artillery. The Romanians were perhaps the worst off in this respect, going to war with old French R-35s against a nation armed with the T-34, but the Hungarians were scarcely better off with the L3 tankette. The Bulgarians wisely avoided direct conflict with the Soviets until it was forced upon them in 1944, but they were using the PzI, for example, long after it was obsolete. The Romanians at least seem to have received PzIIIs and PzIVs (older models) in 1942-43, but in the long run the Hungarians did best from German procurement as they received about 100 Hetzers and 10 Tigers, and also used their own Turan which was a reasonable design, if still unequal to the T-34. Mention should

also be made of the Zrinyi and Nimrod assault guns that the Hungarians fielded. As both Hungary and Romania only managed to equip one armoured division each, however, do not expect to see their tanks often. Artillery was usually a mixture of French and Italian designs, plus whatever booty the Germans had to spare from their conquests, and I would expect to see B11 for some of these weapons.

Fortunately for the Axis Minor, many of the published scenarios put his OB against that of a Partisan enemy rather than the Russians. Even here skill and finesse are called for, as the Partisans are usually equal in firepower if not in range, and are Stealthy and often Concealed. The best introductory scenario for the Axis Minors is *ASL 28*, "Ambush!". Alternatively try a brief *SASL* campaign against Partisans to get a feel for these "forgotten armies".



Chinese

Whilst *ASL* is primarily a game, the genuine sufferings of the Chinese people in the period 1933-45 should not be forgotten. Well-publicised massacres such as the Rape of Nanking were just part of a backdrop of general brutality and deprivation visited upon the population by the Japanese invaders, while Nationalist leaders and local warlords seemed to care more for their own "face" than the wellbeing of those they were supposed to protect. Even tough pro-Chinese leaders like the US General Joe "Vinegar" Stillwell found it hard going with the GMD troops, particularly their generals.

Along with the Italians and the Minors, the GMD Chinese must qualify for the title of Most Difficult Side To Play. Their 1st line squad, the 3-3-7, is about equivalent to a Partisan unit but less motivated (broken side morale is one less than unbroken) and more prone to breaking, and ELR rarely rises above 2, thus inevitably causing many 1st line squads to be Replaced by Conscript 3-3-6s. The LG# of 8 for non-5-3-7 OBs (including the elite 4-4-7s) means that few leaders will be received, while the SW Allocation Table is one of the worst in the entire game: a Chinese player in DYO scenarios will normally just receive Lt. Mtrs and LMGs if not using 5-3-7 squads. There are no ATRs, and 1st Line and Conscript squads are required to take a IPAATC before attempting to tackle AFVs. Heat of Battle

modifiers, perhaps surprisingly are 0, possibly reflecting the stoicism of the Chinese peasant and allowing for an average result of Battle Hardening with possible Hero Creation. On the other hand, the Leader Generation drm is +1, reflecting the shortage of able leadership. The only two "secret weapons" that a Chinese player has are the Human Wave and, unique to the Chinese, Dare-Death squads. The Human Wave will be useful if the Chinese squads outnumber the Japanese, given the latter's shortage of automatic weapons, while Dare-Death squads will be valuable in close terrain especially, given their special rules. The only drawback is that both these weapons require an unbroken leader, and leaders are generally few in a Chinese OB.

The situation improves somewhat with a 5-3-7 majority side (reflecting US-trained and -equipped troops in Yunnan and Burma). The SW allocation is much better and also gives more reliable weapons, including the bazooka, while the LG# drops to 6, giving more leaders. The only drawback is that in such an OB, Dare-Death squads may not be used, but this is more than offset by the above advantages.

Looking at GMD ordnance and vehicles, we find a similarly depressing picture. The early war AFVs are a mixture of lightly-armed and -armoured foreign designs, all of which are extremely rare and suffer Mechanical Reliability and increased MA breakdown problems. To be fair, in a straight fight against early Japanese AFV these vehicles are not badly matched, but a 37L AT Gun can easily account for any of them. To reflect the dire shortage of Chinese armour, the GMD player may not even purchase a Motorised OB to increase his chances of receiving any vehicles. The situation once again improves in a 5-3-7 majority OB, since M3 light tanks and M4 Shermans may be received, both of which are superior to Japanese AFVs. The Sherman is also virtually invulnerable to a frontal shot from any Japanese AT Gun. Ordnance wise, the pre-43 GMD artillery park is a similar mixture of miscellaneous designs, some hopelessly obsolete and many suffering from Ammo Shortage rules. Again, even the most basic weapons (80+ calibre mortars) have a RF of 1.2 and have a maximum quantity of 3, so the GMD player should not expect to see much artillery support in the course of several DYO or *SASL* scenarios. Heavier weapons such as AA guns are even rarer and more limited in quantity. While the provision to 5-3-7 OBs is not much more generous, they at least receive reasonably good Guns when available such as the 37LLAT and 75* ART (M1A1 pack howitzer), but it will be noted that even these have a B11 factor.

In sum, anyone who takes on the GMD Chinese cause in *ASL* is fighting under several disadvantages. Nevertheless there is one bright spot: in BPV terms, the GMD troops are much less expensive than their Japanese opponents, reflecting the fact that the invaders, despite their successes, were always outnumbered by the defenders. If the Chinese player can husband his resources carefully, including his SMC, and keep the Japanese from closing in close combat except with Dare-Death squads, he may well carry the day.



Partisans

The Partisans generically reflect the armed resistance movements of many countries that sprang up in the wake of German, Italian and Japanese invasion, and occasionally also against the Soviets. While the 3-3-7 counters are mainly used to represent partisan squads, Russian 5-2-7 squads are also employed with special rules to represent those partisans armed with automatic weapons.

A brief look at the Partisans shows an interesting mixture of strength and weakness. On the positive side, Partisans normally have an ELR of 5 (with underlined morale) so cannot be Replaced. They are also Stealthy and get movement bonuses in woods, reflecting their local origins and knowledge. On the negative side their firepower is usually low, the LG# of 7 does not give much to rally or direct fire with, and the SW Allocation (the '42 line of the Russian table) is miserly in the extreme. Couple this with SSR that normally do not permit Partisans to create multi-hex Firegroups or to Entrench, and it would seem hard for the Partisan player to hold his own against any regular OB. What the Partisan player needs to do, then, is to avoid firefights wherever possible and retain Concealment, hoping for Ambush opportunities. Couple this with the fact that many scenarios pitch Partisans against an enemy such as 2nd line Germans or Axis Minors and often grant SSRs bestowing MOLs and Fanatic status on the Partisans, then with patient play the Partisan can often achieve his Victory Conditions.

It should also be noted that Partisans may purchase limited amounts of ordnance, although the chances to do so are decreased by Rarity Factor penalties (H1.27). A Partisan Enemy in *SASL* may generate a

Continued on page 23, column 2

CLIMAX AT NIJMEGAN

A Brief Scenario Analysis

Herpaul Sidhu

'U4 Climax at Nijmegen' is a rocking scenario that I would highly recommend. Here's a scenario analysis. It features an intense 10 turn battle on both sides of the famous bridge. VC for the Allies are control of 4 specific buildings on the south side of the bridge and on the north side of the bridge they also need the 'tollgate' building just across the river, plus the 'castle' (more on it later).

On the south side 15 allied 747s and 458s face off in a board 1 cityfight with 9 658s plus a StG, Marder, and 75L ATG. The 6 German 436/447s on the north side of the bridge are aided by 2 20L(4) aa guns. The 88L with them is a threat from the start with any troops/afvs on both sides of the river.

On turn 4 or 5 the Allied player should get 4 or 5 747s entering on the north side of the bridge. The Allies also get 4 tanks once the number of SS squads on board 1 is less than the player turn.

German Advantages

SS

658s are just plain brutes

Terrain

They'll usually be in +2 or +3 DRM buildings

LATW

PF and ATMM make any Germans (even 228s and 236s) deadly to armour

AFV/Guns

The 2 ATG with 2 ROF can be very nasty to even elite infantry

The Castle

In hindsight, the whole game is determined on whether the Allies can occupy this building. Given its stone construction, walled compound, 1st level locations, and access restricted to a single open ground hex, it ain't easy.

Allied Advantages

Time

Ten turns is a long time when you start off cheek to cheek. The allies need to crush the SS with minimal losses to get some AFVs, OBA and MG fire working on taking the castle with the paratroopers the last 3/4 turns.

THE TRENCHES

Attacker

Setting up second and moving first allows concentration of 96 FP factors against a dispersed SS setup.

Leadership

Allies have ten leaders for their 19 or 20 squads with a total of -9 DRM! Still think Julian Cook (the leader with the reinforcing paras) should be at least a 9-2, if not a 10-2.

OBA

The 80MM US MTR OBA (with one fire mission guaranteed) can lay WP initially but needs to have most of its missions reserved for hitting the castle with WP + HE in mid-late game.

Shermans

The Shermans can make short work of the German AFVs (and vice versa), but it may be better to hold them in relative safety for a dash across the bridge to aid in taking the castle.

LATW/MTR

Four PIATs/Bazooks keep the SS player honest with his StuG/Marder and the mortar may have a few smoke rounds in it.

THE MEN BEHIND THE CARD-BOARD

Continued from page 22

wider variety of ordnance and even receive AFVs via the Random Events table.



Red Chinese

All of the above applies to the Red Chinese partisans, except that Red Chinese do not Cower and may use Human Waves, Commissars (who do not eliminate broken units, unlike their Soviet counterparts) and Dare-Death squads.

DEBRIEFING

The following official errata for the *ASL Rulebook Second Edition* has been incorporated into the new printing. It will be included in *ASL Journal 7* when it is printed.

Note that you can purchase a set of dividers containing the divider errata from the MMP web site at www.multimanpublishing.com.

DIVIDER ERRATA

A11.11 Close Combat Table (under **CC FP or DR Modifiers**) on the pink divider and on the blue-and-gray QRDC:

In the entry that begins "by unpinned Gurkha" add "armed," before "unpinned" and delete "(unless Ambushed)".

In the entry that begins "by Dare-Death MMC" add "armed, unpinned" before "Dare-Death".

A15.1 Heat of Battle Table on the pink divider and on the blue-and-gray QRDC:

Under ***Treat as Battle Hardening** add "or on a Pier" after "Beach Location".

Under **+Treat as Battle Hardening** add "Assaulting/Evacuating side in a Beach Location or on a Pier (G14.32)".

Support Weapons Chart on the pink divider and on the blue-and-gray QRDC:

Change note D to: "D. Hero fires by adding 1 to MG IFT DR (using full FP) or TH DR".

In the "PF, Pfk" line, remove note "B" from the "1 IPC(2PP Max) SMC" column.

A12.21 Concealment LOSS/GAIN Table on the pink divider:

In line 1 of Case A in the EXC, replace "all defenders" with "its target" and in the next line replace "Bypass (A15.42)" with "Bypass (A12.42)".

C3 To Hit Table on the blue divider and on the blue-gray QRDC:

Change "** Gun", "L Gun" and "LL Gun" to "** weapon", "L weapon" and "LL weapon".

C5 Firer-Based Hit Determination DRM Table on the blue divider and on the blue-gray QRDC:

In case A add note "S".

In Case B add "(+3 if in woods/building/rubble)".

In Cases C, C1, & C2 add note "L".

C6 Target-Based Hit Determination DRM Table on the blue divider and on the blue-gray QRDC:

In Case L after "target" add "firer".

In Case M delete note "G".

C7.34 HE & Flame To Kill Table on the blue divider and on the blue-gray QRDC:

Change "2, 3, 4: Only TK# Modifiers are:" to "2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing & :".

In note 3 add "+1/+2 Elevation adv. (C7.22);".

In note 4 at end add "double if CH".

C7.7 AFV Destruction Table on the blue divider and on the blue-gray QRDC:

In the "FT/MOL" column in the "= TK#" row add note "A" to the "Elim" entry.

A24 Smoke Summary chart on the green divider:

In the WP row replace "U.S./British" with "U.S./British/Japanese/Chinese"; in the Mild Breeze column delete note "K".

D2.5 Excessive Speed Breakdown DRM Table on the gray divider:

In the +1 row after "Russian(r)" add "all Chinese".

RULES PAGES

C7.7 AFV Destruction Table: in the "FT/MOL" column in the "= TK#" row add note "A" to the "Elim" entry.

D2.5 ESB DRM Table: in the "+1" row after "Russian(r)" add "all Chinese".

G18.62: line 3 before "Dare-Death" add "armed, unpinned".

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OBONG-NI

Michael Davies

This scenario is from *Critical Hit Volume Seven Number Two*, and appeals as it features North Koreans, US Marines, a respectable number of T34/85 and Patton tanks, and some unusual anti tank weapons (the American 75mm recoilless gun and Super Bazooka) in a Korean War scenario. A smaller high quality American force defends a steep hill range against a massive NKPA combat team of a depleted battalion of infantry and a platoon of tanks. Special rules add slightly to the game's complexity and character without making it too difficult to play.

The Korean War started when Soviet backed communists from the north of the country sought to extend their utopia to the south of the Country. The well equipped attackers faced tough opposition but material superiority and advantages from initiating the conflict led to rapid advances. Shocked by the events, the UN sanctioned intervention and many countries responded to the call. The majority of troops were American, helped by a significant response by the British, Canadians, Australians and New Zealanders, plus small contingents from the Philippines, Turkey, France, Holland, Belgium (including some troops from neighbouring Luxembourg), Thailand, Norway, Denmark, Sweden, Italy, Columbia, and even Ethiopia. The Turks performed particularly well in combat proving stubborn in attack or defence and extremely resistant

to bad treatment in captivity.

With UN help the battle moved north again, until Chinese troops entered the war as "volunteers" to help sustain their new communist neighbour. Eventually Korea became two separate countries maintaining forces on their borders not yet reconciled to peace.

In 'Obongi-Ni' US army troops and Marine infantry backed by Marine armour face a massive force of NKPA, mostly equipped and trained by the Soviet Union and China. The terrain is mostly dusty, brush covered ridges with scattered huts, and a winding road.

American Set up

The North Korean forces win immediately on exiting 31 VP off the board between 39Y10 and 2B10, a ten hex wide corridor at the far side of their entry area. The attacking force is huge, the infantry alone amount to fifty one VPs, each T34 is worth another seven, plus two for the Armour Leader. All told the NKPA have 88 VP effectively a casualty cap of well over 50 points! Worth appreciating is that a T34 with malfunctioned armament can still exit and count for six points, or eight if it contains the Armour Leader. Bailed out enemy tank crews will also try to exit. To win you need to limit the numbers of Koreans exiting, it is particularly important to limit the amount of armour moving off. There is a school of thought that allowing units off early helps your game, particularly exited tanks, by reducing NKPA combat power on board. Be careful if you attempt this, miscalculate and the game is much more difficult to play. Several factors help make this scenario a challenge for the enemy. The terrain is difficult, time is limited and you will be shooting vigorously throughout the game.

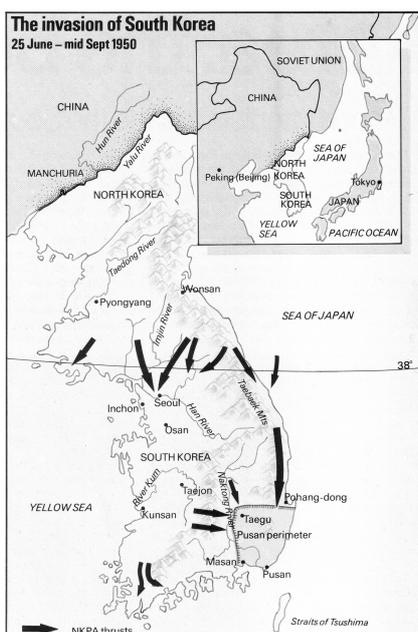
Terrain is very important in this scenario, the main features are a dusty road, two very steep hills bisected by a wide, valley, huts, masses of brush, some cliffs, two ponds, a lone crag at hex 39R2, and some walls on board 2. Scenario rule 1 allows for light dust if wind or gusts occur. Later we will consider foxholes and emplacement.

Most of your troops have to start on level four hill hexes on board 39. The western edge of the hill has commanding views of the Korean entry areas, and fire between different elevations is not subject to brush

or hut hindrances. Height advantages gives a positive TEM if you are not in a foxhole or other favourable terrain. This is helpful in the later stages of the game on board 39, and useful from the game start on board 2. Aside from better line of sight and height advantage the hills threaten to greatly slow enemy movement. An open ground hill hex costs just two MF to ascend, allowing first and subsequent fire shots against the same target. With brush in the hex, the movement cost rises to 4MF greatly slowing Korean infantry movement. By CX'ing and stacking with a Leader the Reds can move two hexes in the movement phase and another in the advance phase. Even without your troops on the board crossing via the brush covered hill is going to take too long for the infantry. Armour isn't much faster going up hill. Each elevation gain costs 4MP, plus one MP for entering open ground or 2 MP for brush. With each hex costing five or six MP a T34/85 climbing a hill can cover three hexes per turn, maybe four if risking excessive speed breakdown. If you are worried about overruns, remember these cost a T34 four MP reducing the distance from which it can begin it's charge. With high hex entry costs, other activities like starting, stopping, using a smoke discharger, driving through smoke or changing vehicular covered arc take on greater importance. In turns where the T34 stops, and starts the distance moved uphill can be reduced by one hex! Don't forget your own tanks are not immune to most of these difficulties, but it is more likely you will be advancing into positions to engage the enemy with fire rather than providing direct support for an Infantry attack and positioning to move off board.

The movement costs of climbing hills tend to channel enemy movement into the valley between them as this is the fastest route from entry to exit area. The only road in play is defined by special rule 2. It can cause dust when an armoured vehicle moves through or along it. I would expect Korean tankers to consider this tactic to makes the infantry's entry and movement a bit easier. If light dust is triggered then vehicular movement can generate dust in any hex, not just the SSR road. Going crew exposed the tanks can truly shift, traversing the board in a single turn.

Special rule 2 also transforms woods, orchards and grain into brush. Generally this is helpful. The main problems are allowing



enemy units to move or rout more easily. Concealed units can even assault move or advance and retain concealment. Brush does help by slowing enemy movement, allowing hidden initial placement for eligible units, and offering little impediment to fire lane. For example late in the game you may be able to cover the exit area with a fire lane from the MMG or Browning .50 in your OB firing along the board edge. Any troops running through this to exit will be subject to a 2IFT or 6IFT attack, likely at -1, giving a real chance of pinning, breaking, or even killing enemy units. It is a nice idea but might be difficult to spare a MG for the task when the firepower is needed up on the hill. Keep in view the fire lane doesn't have to be along the board edge, any line between the NKPA and their intended exit area will complicate movement.

Huts can be fun. Here every building in play is a hut. Likely a weak timber frame with straw walls and roof. Although environmentally friendly huts offer limited protection against small arms or ordnance. Chapter G section 5 covers the terrain in just over a page, most of the rules apply to this scenario, but it is a fairly easy read. Key points to appreciate, you can fire HEAT against infantry in huts, they burn very easily and collapse when a tank drives through them or changes vehicular covered arc in the hex. Huts have a certain charm, dropping one with a fire attack (HE/HEAT) or seeing one fall on top of a T34 should raise at least a grin, even if the event has little impact on the games outcome.

Mentioned the road earlier but nearly forgot the path on the southern edge of the board 39 hill. It is hard to see how the NKPA could exploit this feature and I am not sure it is much of an asset to your own troops. That said it is a quick route uphill or down hill and at the very least you need to know it is there!

The best obstacles to tank movement on board are the ponds and cliffs. The ponds prohibit tank entry, and are not in locations where swimming would be useful. The pond in 39AA1 helps restrict Korean entry options, as it extend to prevent entry into BB1. Aside from entry this restricts the formation of fire groups or human waves. The cliffs aren't in ideal locations. The most useful is 39R3 a level four hill hex protected by cliffs offering flanking fire for the defence of the hill. With another US machine gun in play starting at least a half squad here would

be a good tactic. Right next to R3 is the lone crag hex, unlikely to be entered during play.

There are some walls in play. A small walled enclosure at 15E2, and walls parallel to the road in 2I1 provide useful cover for entering enemy units. Worth remembering you can fire HEAT at troops behind walls from your Bazookas or 75mm Guns. Keep in view walls restrict line of sight.

That pretty much covers the physical terrain. It can help to look closely at the NKPA entry and exit areas, and consider the likely route to them. The entry area runs from 39Y1 through to 2I1. Seventeen hexes, chopped down to fifteen by the Pond in AA1. Even using spraying fire it isn't possible to cover the entire entry area with fire but you can target eight hexes fairly easily. maybe

blazes can occur. Most will be behind the NKPA front line, except for those resulting from fire against units (armour or infantry) leading the attack. I'm pretty sure Kindling isn't the way to win this one. Setting fire to level four hexes forgoes some excellent fire opportunities and needs to create a near continuous line of blaze hexes to influence play.

Enemy forces are numerous, good quality troops with plenty of support weapons and some special characteristics. 22 infantry squads including two assault engineers comfortably outnumber your own troops, although your own fire power is superior. As "Russians" there are restrictions on NKPA deployment, offset by the ability to use human wave. Basic infantry morale

and range are good, although the squad firepower isn't anything special. Human Wave is a form of organised Berserk, a group of adjacent units stacked two per hex can charge under the direction of one or more leaders. They do gain morale benefits, and movement points useful for running up brush covered hills. It is just about possible a mass of Korean troops could try to overrun your positions on board 39, possibly in conjunction with a tank overrun. The only defence against this is firepower, and if close combat occurs your own close combat abilities. The NKPA are allowed Dare Death squads, up to three in this scenario, with the option of choosing one or two 6-2-8 units as Dare Death Assault Engineers! The section G rules are pretty good, in brief Dare Death squads are a bit like Berserk units, but the status is voluntary. They are the reason behind the red on white berserk counters. To start a charge they need to be in the same hex as or adjacent to a

Good Order Leader, and can be accompanied by troops in the same Location! Guess this could allow three squads at a time to become berserk. Once in combat hand to hand is resolved with a -1 modifier, or the enemy can go for regular melee but still get a -1 modifier. This should be worrying, if the attackers can exchange in close combat your defence will struggle. Scenario rule 4 allows ATMM availability rolls for Koreans in close combat with tanks, possibly representing anti tank grenades or ad hoc explosives. The two assault engineers squads have a smoke exponent of two, helpful when crossing open ground or when cover is

OBONG-NI

VICTORY CONDITIONS: The North Koreans win immediately if they have killed 2 IFT off the east edge (between 39I and 39J), provided at least one VP is Present.

TURN RECORD CHART

AMERICAN Turn Up First (20)

NORTH KOREAN Moves First (20)

Special Rules:

1. All units, vehicles, and guns have a health. All buildings are Flak (E). The only road that exists in the area that runs 39I-39J-39K-39L-39M-39N-39O-39P-39Q-39R-39S-39T-39U-39V-39W-39X-39Y-39Z-39AA-39AB-39AC-39AD-39AE-39AF-39AG-39AH-39AI-39AJ-39AK-39AL-39AM-39AN-39AO-39AP-39AQ-39AR-39AS-39AT-39AU-39AV-39AW-39AX-39AY-39AZ-39BA-39BB-39BC-39BD-39BE-39BF-39BG-39BH-39BI-39BJ-39BK-39BL-39BM-39BN-39BO-39BP-39BQ-39BR-39BS-39BT-39BU-39BV-39BW-39BX-39BY-39BZ-39CA-39CB-39CC-39CD-39CE-39CF-39CG-39CH-39CI-39CJ-39CK-39CL-39CM-39CN-39CO-39CP-39CQ-39CR-39CS-39CT-39CU-39CV-39CW-39CX-39CY-39CZ-39DA-39DB-39DC-39DD-39DE-39DF-39DG-39DH-39DI-39DJ-39DK-39DL-39DM-39DN-39DO-39DP-39DQ-39DR-39DS-39DT-39DU-39DV-39DW-39DX-39DY-39DZ-39EA-39EB-39EC-39ED-39EE-39EF-39EG-39EH-39EI-39EJ-39EK-39EL-39EM-39EN-39EO-39EP-39EQ-39ER-39ES-39ET-39EU-39EV-39EW-39EX-39EY-39EZ-39FA-39FB-39FC-39FD-39FE-39FF-39FG-39FH-39FI-39FJ-39FK-39FL-39FM-39FN-39FO-39FP-39FQ-39FR-39FS-39FT-39FU-39FV-39FW-39FX-39FY-39FZ-39GA-39GB-39GC-39GD-39GE-39GF-39GG-39GH-39GI-39GJ-39GK-39GL-39GM-39GN-39GO-39GP-39GQ-39GR-39GS-39GT-39GU-39GV-39GW-39GX-39GY-39GZ-39HA-39HB-39HC-39HD-39HE-39HF-39HG-39HH-39HI-39HJ-39HK-39HL-39HM-39HN-39HO-39HP-39HQ-39HR-39HS-39HT-39HU-39HV-39HW-39HX-39HY-39HZ-39IA-39IB-39IC-39ID-39IE-39IF-39IG-39IH-39II-39IJ-39IK-39IL-39IM-39IN-39IO-39IP-39IQ-39IR-39IS-39IT-39IU-39IV-39IW-39IX-39IY-39IZ-39JA-39JB-39JC-39JD-39JE-39JF-39JG-39JH-39JI-39JJ-39JK-39JL-39JM-39JN-39JO-39JP-39JQ-39JR-39JS-39JT-39JU-39JV-39JW-39JX-39JY-39JZ-39KA-39KB-39KC-39KD-39KE-39KF-39KG-39KH-39KI-39KJ-39KL-39KM-39KN-39KO-39KP-39KQ-39KR-39KS-39KT-39KU-39KV-39KW-39KX-39KY-39KZ-39LA-39LB-39LC-39LD-39LE-39LF-39LG-39LH-39LI-39LJ-39LK-39LL-39LM-39LN-39LO-39LP-39LQ-39LR-39LS-39LT-39LU-39LV-39LW-39LX-39LY-39LZ-39MA-39MB-39MC-39MD-39ME-39MF-39MG-39MH-39MI-39MJ-39MK-39ML-39MM-39MN-39MO-39MP-39MQ-39MR-39MS-39MT-39MU-39MV-39MW-39MX-39MY-39MZ-39NA-39NB-39NC-39ND-39NE-39NF-39NG-39NH-39NI-39NJ-39NK-39NL-39NM-39NO-39NP-39NQ-39NR-39NS-39NT-39NU-39NV-39NW-39NX-39NY-39NZ-39OA-39OB-39OC-39OD-39OE-39OF-39OG-39OH-39OI-39OJ-39OK-39OL-39OM-39ON-39OO-39OP-39OQ-39OR-39OS-39OT-39OU-39OV-39OW-39OX-39OY-39OZ-39PA-39PB-39PC-39PD-39PE-39PF-39PG-39PH-39PI-39PJ-39PK-39PL-39PM-39PN-39PO-39PP-39PQ-39PR-39PS-39PT-39PU-39PV-39PW-39PX-39PY-39PZ-39QA-39QB-39QC-39QD-39QE-39QF-39QG-39QH-39QI-39QJ-39QK-39QL-39QM-39QN-39QO-39QP-39QQ-39QR-39QS-39QT-39QU-39QV-39QW-39QX-39QY-39QZ-39RA-39RB-39RC-39RD-39RE-39RF-39RG-39RH-39RI-39RJ-39RK-39RL-39RM-39RN-39RO-39RP-39RQ-39RR-39RS-39RT-39RU-39RV-39RW-39RX-39RY-39RZ-39SA-39SB-39SC-39SD-39SE-39SF-39SG-39SH-39SI-39SJ-39SK-39SL-39SM-39SN-39SO-39SP-39SQ-39SR-39SS-39ST-39SU-39SV-39SW-39SX-39SY-39SZ-39TA-39TB-39TC-39TD-39TE-39TF-39TG-39TH-39TI-39TJ-39TK-39TL-39TM-39TN-39TO-39TP-39TQ-39TR-39TS-39TT-39TU-39TV-39TW-39TX-39TY-39TZ-39UA-39UB-39UC-39UD-39UE-39UF-39UG-39UH-39UI-39UJ-39UK-39UL-39UM-39UN-39UO-39UP-39UQ-39UR-39US-39UT-39UU-39UV-39UW-39UX-39UY-39UZ-39VA-39VB-39VC-39VD-39VE-39VF-39VG-39VH-39VI-39VJ-39VK-39VL-39VM-39VN-39VO-39VP-39VQ-39VR-39VS-39VT-39VU-39VV-39VW-39VX-39VY-39VZ-39WA-39WB-39WC-39WD-39WE-39WF-39WG-39WH-39WI-39WJ-39WK-39WL-39WM-39WN-39WO-39WP-39WQ-39WR-39WS-39WT-39WU-39WV-39WW-39WX-39WY-39WZ-39XA-39XB-39XC-39XD-39XE-39XF-39XG-39XH-39XI-39XJ-39XK-39XL-39XM-39XN-39XO-39XP-39XQ-39XR-39XS-39XT-39XU-39XV-39XW-39XX-39XY-39XZ-39YA-39YB-39YC-39YD-39YE-39YF-39YG-39YH-39YI-39YJ-39YK-39YL-39YM-39YN-39YO-39YP-39YQ-39YR-39YS-39YT-39YU-39YV-39YW-39YX-39YY-39YZ-39ZA-39ZB-39ZC-39ZD-39ZE-39ZF-39ZG-39ZH-39ZI-39ZJ-39ZK-39ZL-39ZM-39ZN-39ZO-39ZP-39ZQ-39ZR-39ZS-39ZT-39ZU-39ZV-39ZW-39ZX-39ZY-39ZZ-39AA-39AB-39AC-39AD-39AE-39AF-39AG-39AH-39AI-39AJ-39AK-39AL-39AM-39AN-39AO-39AP-39AQ-39AR-39AS-39AT-39AU-39AV-39AW-39AX-39AY-39AZ-39BA-39BB-39BC-39BD-39BE-39BF-39BG-39BH-39BI-39BJ-39BK-39BL-39BM-39BN-39BO-39BP-39BQ-39BR-39BS-39BT-39BU-39BV-39BW-39BX-39BY-39BZ-39CA-39CB-39CC-39CD-39CE-39CF-39CG-39CH-39CI-39CJ-39CK-39CL-39CM-39CN-39CO-39CP-39CQ-39CR-39CS-39CT-39CU-39CV-39CW-39CX-39CY-39CZ-39DA-39DB-39DC-39DD-39DE-39DF-39DG-39DH-39DI-39DJ-39DK-39DL-39DM-39DN-39DO-39DP-39DQ-39DR-39DS-39DT-39DU-39DV-39DW-39DX-39DY-39DZ-39EA-39EB-39EC-39ED-39EE-39EF-39EG-39EH-39EI-39EJ-39EK-39EL-39EM-39EN-39EO-39EP-39EQ-39ER-39ES-39ET-39EU-39EV-39EW-39EX-39EY-39EZ-39FA-39FB-39FC-39FD-39FE-39FF-39FG-39FH-39FI-39FJ-39FK-39FL-39FM-39FN-39FO-39FP-39FQ-39FR-39FS-39FT-39FU-39FV-39FW-39FX-39FY-39FZ-39GA-39GB-39GC-39GD-39GE-39GF-39GG-39GH-39GI-39GJ-39GK-39GL-39GM-39GN-39GO-39GP-39GQ-39GR-39GS-39GT-39GU-39GV-39GW-39GX-39GY-39GZ-39HA-39HB-39HC-39HD-39HE-39HF-39HG-39HH-39HI-39HJ-39HK-39HL-39HM-39HN-39HO-39HP-39HQ-39HR-39HS-39HT-39HU-39HV-39HW-39HX-39HY-39HZ-39IA-39IB-39IC-39ID-39IE-39IF-39IG-39IH-39II-39IJ-39IK-39IL-39IM-39IN-39IO-39IP-39IQ-39IR-39IS-39IT-39IU-39IV-39IW-39IX-39IY-39IZ-39JA-39JB-39JC-39JD-39JE-39JF-39JG-39JH-39JI-39JJ-39JK-39JL-39JM-39JN-39JO-39JP-39JQ-39JR-39JS-39JT-39JU-39JV-39JW-39JX-39JY-39JZ-39KA-39KB-39KC-39KD-39KE-39KF-39KG-39KH-39KI-39KJ-39KL-39KM-39KN-39KO-39KP-39KQ-39KR-39KS-39KT-39KU-39KV-39KW-39KX-39KY-39KZ-39LA-39LB-39LC-39LD-39LE-39LF-39LG-39LH-39LI-39LJ-39LK-39LM-39LN-39LO-39LP-39LQ-39LR-39LS-39LT-39LU-39LV-39LW-39LX-39LY-39LZ-39MA-39MB-39MC-39MD-39ME-39MF-39MG-39MH-39MI-39MJ-39MK-39ML-39MM-39MN-39MO-39MP-39MQ-39MR-39MS-39MT-39MU-39MV-39MW-39MX-39MY-39MZ-39NA-39NB-39NC-39ND-39NE-39NF-39NG-39NH-39NI-39NJ-39NK-39NL-39NM-39NO-39NP-39NQ-39NR-39NS-39NT-39NU-39NV-39NW-39NX-39NY-39NZ-39OA-39OB-39OC-39OD-39OE-39OF-39OG-39OH-39OI-39OJ-39OK-39OL-39OM-39ON-39OO-39OP-39OQ-39OR-39OS-39OT-39OU-39OV-39OW-39OX-39OY-39OZ-39PA-39PB-39PC-39PD-39PE-39PF-39PG-39PH-39PI-39PJ-39PK-39PL-39PM-39PN-39PO-39PP-39PQ-39PR-39PS-39PT-39PU-39PV-39PW-39PX-39PY-39PZ-39QA-39QB-39QC-39QD-39QE-39QF-39QG-39QH-39QI-39QJ-39QK-39QL-39QM-39QN-39QO-39QP-39QQ-39QR-39QS-39QT-39QU-39QV-39QW-39QX-39QY-39QZ-39RA-39RB-39RC-39RD-39RE-39RF-39RG-39RH-39RI-39RJ-39RK-39RL-39RM-39RN-39RO-39RP-39RQ-39RR-39RS-39RT-39RU-39RV-39RW-39RX-39RY-39RZ-39SA-39SB-39SC-39SD-39SE-39SF-39SG-39SH-39SI-39SJ-39SK-39SL-39SM-39SN-39SO-39SP-39SQ-39SR-39SS-39ST-39SU-39SV-39SW-39SX-39SY-39SZ-39TA-39TB-39TC-39TD-39TE-39TF-39TG-39TH-39TI-39TJ-39TK-39TL-39TM-39TN-39TO-39TP-39TQ-39TR-39TS-39TT-39TU-39TV-39TW-39TX-39TY-39TZ-39UA-39UB-39UC-39UD-39UE-39UF-39UG-39UH-39UI-39UJ-39UK-39UL-39UM-39UN-39UO-39UP-39UQ-39UR-39US-39UT-39UU-39UV-39UW-39UX-39UY-39UZ-39VA-39VB-39VC-39VD-39VE-39VF-39VG-39VH-39VI-39VJ-39VK-39VL-39VM-39VN-39VO-39VP-39VQ-39VR-39VS-39VT-39VU-39VV-39VW-39VX-39VY-39VZ-39WA-39WB-39WC-39WD-39WE-39WF-39WG-39WH-39WI-39WJ-39WK-39WL-39WM-39WN-39WO-39WP-39WQ-39WR-39WS-39WT-39WU-39WV-39WW-39WX-39WY-39WZ-39XA-39XB-39XC-39XD-39XE-39XF-39XG-39XH-39XI-39XJ-39XK-39XL-39XM-39XN-39XO-39XP-39XQ-39XR-39XS-39XT-39XU-39XV-39XW-39XX-39XY-39XZ-39YA-39YB-39YC-39YD-39YE-39YF-39YG-39YH-39YI-39YJ-39YK-39YL-39YM-39YN-39YO-39YP-39YQ-39YR-39YS-39YT-39YU-39YV-39YW-39YX-39YY-39YZ-39ZA-39ZB-39ZC-39ZD-39ZE-39ZF-39ZG-39ZH-39ZI-39ZJ-39ZK-39ZL-39ZM-39ZN-39ZO-39ZP-39ZQ-39ZR-39ZS-39ZT-39ZU-39ZV-39ZW-39ZX-39ZY-39ZZ

two or three more using spraying fire, and if you think it's a reasonable idea use some of the anti tank company to cover more hexes.

The exit area we've mentioned before. Covering it or the approaches to it with fire makes exit more expensive. Try to have troops either side of the valley to complicate rout, hit armour in the flank or rear, and to encircle enemy troops to reduce their effectiveness and increase movement costs at a critical stage in the game.

Don't forget blazes. With WP available from both Guns, the Super Bazookas, and infantry grenades flames and

needed. Korean leadership is good, ranging from a 9-2 to a pair of 8-0. A 9-2 is always worrying, teamed with a small stack of machine guns he can do serious damage. The enemy do get plenty of support weapons, nine split between twenty two squads. A pair of 50mm mortars assist four light machine guns, two mediums and a heavy. The firepower of these unit is threatening, their portage cost might help slow the enemy advance, OK light machine guns certainly won't but lugging round heavier machine guns or mortars greatly reduces enemy movement which is important in a scenario requiring exit. Keep in mind units that can't exit are less important than those threatening to do so.

Armour support comes courtesy of the Soviet Union. The USSR produced masses of T54/55 tanks for the Great Patriotic War (WW2), as the stock of tanks aged it passed surplus T34 tanks on to favoured satellites. Until your armour arrives the tanks are free to use their MG and gun armament against your marines. Six factors of MG fire from each of five tanks and five 85mm Guns with ROF that attack on the 16 IFT column is a lot of anti personnel firepower. As a further goodwill gesture the Soviets have increased the allocation of APCR. Against armour at short range 85mm Arrowhead rounds basic to kill is 19, rising to 22 at one or zero hex range. The frontal armour of a Pershing tank for a hull hit is 18, with thinner turret armour of fourteen. At any range a lucky hit can destroy a M26, though a reasonably low roll is needed. Return fire pits a 90mm Gun's basic AP of 21 against frontal armour of 11, or if firing APCR a basic to kill of 27 that promises destruction, and is on target for a burning wreck and dead crew who cannot exit. The idea of destroying armour with the M26 main armament should appeal. The Koreans will counter by shooting back, line of sight, and perhaps using the one shot smoke discharger they possess. You do have other anti tank weapons. The least attractive

is using your basic infantry squads, the Super Bazooka has a basic To Kill of 20 high enough to command some respect. The 75mm recoilless guns have limited HEAT ammunition and the pitiful To Kill of 13! To inflict damage a 2 or 3 DR is needed, unless you aim for the sides or rear target aspects. Two things I nearly forgot. Firstly the enemy Armour Leader is important for onboard combat and adding two VP to the Korean victory points tally if he exits. Second riders, the Koreans can use tank descent riding into battle on the back of a T34. This gives entering infantry a better chance of survival and a boost to mobility. Later in the game T34s may pick up passengers as they exit. The best counter to the use of riders is to destroy the tank, easy enough when your armour arrives.

In summary the Koreans are tough troops, high morale, good leadership, plenty of support weapons, some special combat abilities and plenty of support from strong armoured units. Thankfully they don't have much smoke, have comparatively low squad firepower and have to cover a low of open ground or brush in a hurry.

Your own troops are less numerous but at least as tough as the NKPA. The bulk of your infantry are U.S Marine Corp troops, *ASLRB* Chapter G section 17 gives the good news on them. For starters they are Elite with an ELR of five and immunity to disruption. If you want you can deploy all your Marine squads at set up, and can attempt deployment without a Leader present. The rules are a game mechanic to represent the ability of the unit to use their initiative under fire. "B" company is composed of seven 7-6-8 squads, two Leaders, a MMG and Super Bazooka. The squads are mostly armed with Garand automatic rifles, an inherent BAR, and a mix of Thompson and M3 (grease gun) sub machine guns. In game terms this gives them a basic firepower of seven(!), a normal range of six and the option of both spraying and assault fire. Seven firepower is pretty good.

At normal ranges it's a feisty fire attack, more deadly at point blank range, and gets nicely into the twenty IFT table if the NKPA run into your hexes. High marine firepower and morale give you a lot of options when facing human wave attacks or Dare Death charges. You can open fire at the start of the charge for a basic 6 IFT attack or let the commie come a bit closer. At three hexes or closer range you can use spraying fire, hitting the enemy's hex and the one immediately in front. This trades one strong fire attack to two weaker ones. Against high morale troops you want KIA or K results, or high rolls on morale checks, plus the odd sniper activation, spraying fire might be the way to promote this. Unfortunately you can't use spraying fire into your own location. At one hex range point blank fire comes into effect doubling your attacks strength, similarly fire within your own hex is tripled. If you are uphill any unit moving adjacent can be subject to at least two fire attacks triggered by movement point expenditure. If the NKPA are moving uphill in brush you can legitimately fire four times. With a morale of eight Final Protective Fire is very attractive particularly if the target is a large stack. Deciding to do this is a judgement call, I'd weigh up the odds of making an eight morale check against the one resulting from impending fire in the Advancing Fire Phase, then ask myself what would Audie Murphy do? If you take a series of Final Protective Fire shots and survive them, or decide to hunker down for the enemy attack and survive advancing fire you will be in close combat or hand to hand. With seven firepower factors attacks against any lone Infantry squad will be 1:1, return attacks need at least an assault engineer squad and a leader to qualify for 1:1. Although you shouldn't seek out close combat you will certainly have a strength advantage in it! The machine gun is useful adding a small amount of firepower, and some additional options. Using spraying fire with the MG is allowed up to full normal range, as the NKPA entry you can target a single hex or try spraying fire to hurt two entry hexes. If you roll rate think taking further shots sacrifices any residual firepower, consider it if you are going to roll low the next time you use the gun, and will be firing with the benefit of a -1 or better Leader. When the Koreans get closer, the MG barrel should melt! Take as many shots as you can give thought to sustained fire as you gain no points for intact machine guns possessed by the NKPA. From level four hexes it is not possible to use a fire lane against entering troops, later in the game if the NKPA reach the hill summit, well it's a more practical plan, that deserves some success. Part way through writing this article



American tanks in action in Korea.

I spotted something useful in an article by David Olie in *ASL Journal 6*, you can create a fire lane down or up a continuous slope. Well worth a read if you can get hold of a copy. Important to remember fire lanes are resolved before residual fire and are not effected by hindrances, even smoke doesn't effect them! Against a purely Infantry force, even one larger than the NKPA start with Company "B" is strong enough to defend the ridge and contest exit. The Korea Armour is a problem though. The Super Bazooka is an improvement on the WW2 models, but still a bit lacking. A basic To Kill of 20 will destroy a T34 attacked from a side or rear target facing, barring a dud, front the front To Kill falls to nine, with a ten threatening something useful. Destroying a T34 is good news, you want the crew to die, sometimes burning wrecks help by slowing movement and preventing it if fire spreads, sometimes they hinder by giving cover to enemy movement, either way there is less NKPA combat power on board, and less potentially to exit. Immobilising a T34 still leaves the problem of it's gun, machine guns and physical presence, offset by knowing only the crew can exit. The real weakness of the Super Bazooka is limited range, closely followed by the number of targets it faces. Accept it can only do so much, settle for one tank and be very pleased with more than that. Although you can use HEAT against infantry it shouldn't happen too often, you need a bit of Korean help for this, if they oblige by standing in range behind walls or in huts, and the armour threat is passed let them have it. White Phosphorous from the Bazooka is another option. Useful when the armour has gone, or when a hex is about to be overrun, if the Korean is firing from the target hex the fire is modified by +3 as good as solid cover. Don't forget inherent Infantry smoke, particularly white phosphorous, worth attempting when moving away from the NKPA or counter attacking. "B" company is a strong Infantry force with considerable defensive strength they do need help and fortunately do get it.

The anti tank company adds another six squads, two crews, four support weapons and a Leader to your OB. Squads are 4-5-8s, not as effective as "B" Company, but they are still very useful. Aside from their own combat power they bring another Bazooka and a Browning .50 calibre machine gun. The Browning is superb against infantry with high firepower and rate of fire. As well as another bazooka, you get some additional anti tank capability from a pair of crewed 75mm Recoilless Rifles. Recoilless rifles were mainly designed to provide a man portable weapon for direct fire. The 75mm gun was an effective design, it's main

strength being portability, it could be mounted on vehicles and proved both popular and effective in multiple mountings in Vietnam. It is handy against light armour, fortifications or Infantry, not ideal against heavy armour. As elite troops you get H8 for HEAT rounds, good for several shots, slight problem is the low To Kill numbers, compare 13 with the T34 frontal armour of 11 and you are a whisker above a one in twelve chance of a hit destroying or damaging the vehicle. Side and rear shots are more realistic even though the T34 armour is still strong. There will be times when you simply have to fire at a tank, when you don't give thought to the Gun's effect against Infantry. High explosive hits are resolved on the 12 IFT column, and there are no restrictions on the use of this ammunition. I'd recommend using HE against armour assaulting infantry as you have a fair chance of hurting them, and as an added incentive a free go at the tank! The Guns can fire WP, (WP8!), guarantees a Morale check against Infantry, covers the hex in smoke restricting vision and slowing further movement into the hex. Don't forget rate of fire, the gun



is surprisingly mobile and can even be dismantled. There are some restrictions on the weapons all covered in the *ASLRB* section C12. Recoilless Rifles work by expelling large amounts of propellant in the opposite direction to the projectile and the gas moving it. It does help reduce the weight of the gun, and recoil, at the expense of being startling to fire and generating a lot of smoke and dust. The artwork for 'Obong-Ni' gives a sense of this! In *ASL* terms, the weapons characteristics prohibit firing from enclosed places, including emplacements as the crew move away from the gun to fire it. Any shot from the gun is an immediate concealment/hidden status loss, and as the gun lacks a proper mount you can't acquire moving targets. Err am on shaky ground about Victory points for captured Guns, my reading of C12.1 makes the American RCL support weapons worth nix. In effect treating them as 50/60mm mortars or machine guns. Apologies if I'm wrong!

Your Marines do get some help from the regular army, a hidden Super Bazooka team, of an Elite squad and 8-0 Leader. These guys are ELR 4, and are subject to replacement. Err try to avoid confusing different units ELR in the game, shouldn't be too difficult, as the Marine squads are distinctive and the physical locations of units should resolve the issue. If you anticipate a problem with this write a "9" or "F" in pencil on the F company Leader and any you generate during play, or use British/German Leaders to represent them. Worth noting these units can set up hidden, more on this later.

On turn two you receive three M26 Pershing Tanks, they are in most respects "better" than basic T34/85 tanks, in all respects save movement. Their hull frontal armour ranks 18 factors, the turret slightly less 14. Special rule 4 gives the NKPA unlimited APCR, for a basic to kill of 19. This is annoying, a hull hit has a chance of immobilising you, and a turret hit can just get through to often to allow you to sit in front of the Korean (well Russian) armour steadily picking them off! Return fire should be fairly deadly. You are allowed APCR on an A8 roll, attacking 11 AF with a basic To Kill of 27. That's enough to go through the tank and out the other side! Non dud critical hits are burning wrecks. With basic AP the basic To Kill falls to 20, good enough to do the job. You can also shoot at infantry, the M26 has plenty of machine guns, and the gun can use High Explosive, attacking on the 16 IFT column. As long as you are buttoned up basic infantry fire power will not affect you. The only infantry support weapons to avoid slightly are the mortars that can get lucky. With hordes of infantry in play

and anti tank magnetic mines or their equivalent, Dare Death squads and assault engineers, you may be subject to close assaults by hordes of NKPA. The best defence is to not get too close to the enemy, also use firepower to stop developing attacks. As an armoured vehicle your own hex can be fired into by machine guns and basic squad firepower without significant risk to your buttoned up crew. At times the loss of the tanks will be acceptable, say in the last game turn when an in tact tank prevents non-Rider Korean infantry exiting through the hex. The tanks are a welcome addition to your OB, don't use them solely to fight the other tanks, don't be afraid to use intensive fire in this very short scenario, and try for concealment or Hull down status whenever you can.

I think the terrain certainly helps your defence, and you get further help from the victory conditions and the value of your troops on defence compared to the NKPA attackers, the one thing that worries me is the time you have to hold out for! The game objective for the Koreans is to cross a ten hex wide board in five movement and advance phases. Even the most cautious NKPA attacker should be able to advance at least one hex per turn, unless directly in front of a cliff or one of your units. This leave another five hexes to cross, well six if you remember it costs a MF to move off board, just one turn of leader assisted movement or double time provided you are not shooting and the terrain is favourable! Part of the game is to stop this forward movement, by killing, immobilising or breaking units, forcing them to move through brush or uphill to further slow movement and applying pressure to pin enemy units down, or force them to use prep fire and not move at all! Your opponent might help, be very pleased if he claims the Russian DRM modifier for entrenching and starts digging in, or decides he must climb the ridge to drub your forces and claim level four hexes, more sensible, watch out for Koreans able to exit but deigning to remain on board to assist with the fire fight and help other units.

There are an awful lot of defensive options for your units, the scenario instructions do help by suggesting, well insisting on, areas groups of units can set up. "B" company must set up on board 39 level four hexes, the Bazooka team starts on Hill 621 and the anti tank company are allowed anywhere on or east of hex row six. The tanks enter as reinforcements, so we'll look at those later.

First off you need to have a rough idea how you will fight the game. Like almost every scenario there are three distinct phase to play. An opening, middle and end game.

In the opening phase the Red horde will seek to enter on the western edge. During the middle game the enemy will manoeuvre across the board positioning themselves for the end game when they exit. There will be variations on how the enemy executes this plan. Cautious NKPA players may enter some or all of their infantry in the advance phase of turn one, aggressive players will be moving move openly and exploiting the option of Dare Death and human wave attacks, you can see armoured assault, riders, or massive concentrations depending on your attackers preference.

Your defensive options are varied. You can concentrate the defence on Hill 779, try to cover the whole playing area, set up a series of devious ambushes or go for a reverse slope defence. A reverse slope defence allows a free move onboard to the NKPA, seeking to protect your troops from fire for as long as possible then hit the NKPA hard as the reach the summit of the Hill 771 or go round it. The most likely counter is for the NKPA to swarm round the hill and fight hard for a win. It is a fair surprise tactic and will work if the enemy slowly build pressure to attacks and run out of time to exit. If this appeals look closely at the eastern side of the hill. W8, V6, V7 all look good are hard to get to and can cover the ext area.

Perhaps a more conventional approach is to contest Korean entry. A string of units across the board could do this or a concentration of troops on Hill 779, will do the job. The "B" company marines must start on the hill, and have the option of using fox holes provided in the order of battle. Although you can freely deploy squads, doing so reduces range and firepower so think carefully before you do this. Stacking is not a bad idea if you want to concentrate firepower and leadership to strike a limited number of targets, perhaps one squad per hex



An American MG team watch for the enemy.

makes more sense. I'd go for a string of fox holes sighted to NKPA entry areas, perhaps with the MMG on the southern edge of the position to exploit its range and allow a fire lane over the hill. The bazooka could go in the middle or at either end of the line, otherwise one hex back to contest tank movement onto the hill and give protection against enemy firepower. The AT company is a bit harder to position until you decide how you want to use them. If you favour ambushing the enemy trade hidden initial placement for the opportunity to fire on Korean units as they enter. There are some merits in starting units on Hill 779 perhaps on level four hexes, if hidden the enemy simply doesn't know they are there until they fire or start to move. On board 39 there are plenty of brush hexes worth considering, I really like the look of CC6 for a MG nest or gun, but other choices are as good or better. Board 2 is a bit trickier. There are some brush hexes around but few command extensive or particularly useful lines of sight! 2F7, and 2K7 are open ground hexes at level two which can be exploited, exposed to fire they do complicate Korean rout paths pressuring enemy opening plans. At least one anti tank company squad should start on a hill hex to complicate rout in the opening and perhaps lead to encirclement later in the game. Give thought to how much power you concentrate on board 2. At least a squad is a good idea, more than that weakens the position around Hill 779. If you are focused on the end game, some of the AT company could start or move to level 0, to shoot at exiting units. I think there is time to move units from hill hexes down to do this, perhaps starting the HMG in a good covering position is a winner, although it does sacrifice a lot of fire power that is needed earlier in play.

The F company bazooka team is an ambush unit, free to set up on board 2 on Hill 621. A very aggressive defence starts it on the western edge of the hill hoping for an early shot at an entering tank, or some destruction of routing Korean units. 2I3 is a bit obvious, while 2L2 nearly as good and easier to overlook. Don't expect too much from this unit, a good shot at a T34 and some fear from the NKPA commander would be excellent but if up front the unit can die if subject to a determined Korean attack.

In the first Movement Phase, plan your shooting to destroy units, or simply to pin or break them. Kills require low rolls, successive fire attacks or limited rout routes against infantry, or good solid hits against armour. I guess you could try for immobilisation against a tank with the Recoilless rifles, for the bazookas frontal shots are effective so make more sense. If you plan to destroy enemy infantry mobility,

shoot at Leaders, and be content once a unit is pinned or broken.

At some stage you must decide to fight in place or fall back. Broken units take the decision out of your hands for individual units, otherwise some careful judgement is needed. The enemy tanks are a problem. Without them you could defend the ridge by using the hill crest, and skulking to protect yourself against Korean fire in your player turn. Five 85mm guns, ten tank machine guns and the threat of overruns keep you in a foxhole making skulking much less attractive. If you are withdrawing consider using smoke for some cover and even voluntary break if a last stand isn't helpful.

Your own tanks arrive on turn 2. Pause before you bring them on and decide how you will use them. Ideally you would like to pick off tanks with the 90mm gun whilst hosing down Korean Infantry with the machine guns! Immediately heading for the tanks risks 85mm APCR fire, try to have an advantage of numbers, or positioning for any armoured duel or position yourself so that the enemy must move into your guns line of sight. Tanks really work best against large stacks of infantry carrying support weapons you are immune to the effects of inherent firepower beyond point blank range, immune to machine guns and very resistant to mortars. At worst you'll break one of your own weapons, suffer a lucky mortar attack, malfunction weapons or trigger a sniper attack.

Expect a close game. The enemy can suffer huge casualties and still have enough points to exit. At least some of the force will make it off board, you do win if this is less than 30 victory points! Even in a defeat you will kill an awful lot of Koreans unless you are absurdly unlucky.

Quick historical note about the Marines, they picked up the nick name leathernecks after the wearing of leather stocks to protect their necks from knife cuts during fighting in the Philippines against escrima trained rebels. The stocks were issued after a chow line was attacked and many marines suffered neck and throat wounds. The Escrimadors rightly claim this demonstrates the effectiveness of their skills, worth acknowledging you don't get wounds to the front your body running away, pretty impressive as marines faced machetes, knives and swords with mess tins and cups.

Korean Entry and Attack

As soon as you exit 31 victory points of units off the east edge between 39Y10 and 2B10 you earn an immediate win. There is a slight restriction requiring at least one unit

to be Personnel. Your infantry force alone adds up to 51 points of units. Each T34 with functioning main armament is valued at seven points, and your Armour Leader a further two. I make that 88 points of solid quality units. I'd expect bailed out crews to count as personnel making a win solely with the armour just about possible, exit four tanks, then abandon the fifth. Tricky to pull off in practice as every American unit on the board will be striving to prevent the last of your crews scampering off for a destructive spree. You need to keep the game objective in sight though out the game. If you are losing tanks accept you have to exit more personnel. The first tank up in smoke is a loss of combat power obviously but should still leave four tanks that can exit for at least 28 VP maybe 30 if the leader in a tank. Start losing more tanks and obviously more Infantry have to make it off the board. If a tank gun malfunctions, the scenario still allows it to exit, think very carefully before repair attempts. On turn five it's an easy choice if the tank can exit and you only need six or less points for a win. Every other circumstance needs thought. I can't go through the whole list but suggest you consider where the tank is, can it move off board in the time remaining, does it serve better as a weapons platform than exiting, is it more fun to roll for repair, and most importantly what feels right. My own style would be to always take the repair roll, unless on the point of moving off, I'd respect the choices of others, some players would resist the temptation to risk recall, and other would agonise over the decision, but these differences make *ASL* such blinding fun. For infantry units, exit weaker units in preference to strong ones. For instance take a wounded 8-0 leader off before his unwounded colleagues, a 4-4-7 before a 4-5-8, and a regular NKPA soldier before his Dare Death capable mates or assault engineers. I think prisoners count, even though it seems a bit contrary to be dragging captured Marines towards their rear areas! A captured vehicle though makes a lot more sense although hard to see how you can pull this off. Don't start the game planning to take prisoners or equipment to earn a win, just remember the idea if you have been unlucky with other plans. A few loose ends, American RCL can be captured and used but don't count for exit, just like mortars, machine guns and super bazookas don't. By all means try claiming the RCL is worth at least four points if you do manage to exit it and are within a whisker of a win, if that's working try claiming another point for any mortars that make it off board, I think you are wrong in both cases!

To recap to win you must exit units. It

is certain you will kill some US units on your way out, you may even take some territory to ease your passage, but the sure fire ways to lose are to start contesting real estate with the Yanks or getting into a petty feud with the enemy armour. Stay focused on exit!

Two things make your task more challenging, the terrain is difficult, mainly because it slows movement, more openly hostile are the second major concern, the American troops. American infantry is numerous, high quality, mostly has an ELR of five, good leadership, a fair selection of support weapons and some support fortifications, well some entrenchments. Marine armour arrives a little after the shooting starts, is hard hitting and well protected.

Most of the foot troops are Marines, allowing easier deployment and explaining the high morale and ELR. The six squads in the anti tank company are roughly equivalent to your own elite squads, the "B" company Leathernecks are gifted with higher morale and range. In this scenario range can be important there shouldn't be too many shots at more than twelve hexes range, more likely the slightly greater range will give the Marines more choice for selecting targets, and extends their reach to interdict rout. For fire combat think of a 7-6-8 as a 6-6-8, for anything other than in hex fire. In it's own hex a Marine squad can get to the 20 IFT table discouraging human wave and Dare Death charges. In close combat the extra firepower keeps you at 1:2 attacks against a return of 3:2 encouraging careful planning of close combat with the enemy. Worth remembering the Yanks can roll for inherent smoke and even WP. As well as raw firepower, the enemy has a good selection of support weapons. Two machine guns, one of them a .50 browning, three "Super" Bazookas and a pair of 75mm Recoilless rifles. The machine guns effectiveness can vary. With rate of fire the .50 can be particularly destructive, offset slightly by the chance of malfunction, or cowering reducing their impact. Be very pleased if you capture either, don't make this a sub plot to winning though! Against buttoned up armour both MGs are powerless. The principal American anti armour weapons in the opening turns are the bazookas. Their basic To Kill is 20, just enough to scare a tank from any target aspect. The best counter to them is to present a poor target, perhaps by movement, smoke, cover, or stay at the limits of the weapons range. The RCL aren't that powerful against tanks, H7 (effectively H8 as the Marines are elite) ammunition is limited, with basic To Kill of 13 can damage armour with some luck. More likely the weapons will be used against infantry, or to block fire or movement

with White Phosphorous rounds. Keep in view B Company start the game with a mass of fox holes, and can freely deploy and conceal. Other American troops lack fortifications but can similarly deploy and conceal or in some circumstances start the game hidden.

The enemy armour arrives on turn two, three M26 tanks, with heavy armour and powerful guns. The 90L gun has a basic To Kill of 21, rising to 27 for APCR! Any hit is going to destroy a tank, with a realistic chance of a burning wreck. Unless the loss of a tank is acceptable don't engage the armour with your own tanks. Against the M26 your 85L guns need a side shot or low rolls to get through the M26 thick armour. A turret hit yield a to kill of five, so a six or less is can be effective. Worth appreciating the enemy tankers will worry, even a low odds chance of a kill should scare them. Some tank commanders are nervous and will not risk even low to kill weapons fire, if your opponent appears nervous exploit this by being a bit more aggressive. Overall the American force is tough, it hasn't too much anti tank capability, but does have morale to stand up to a tough fight and inflict damage on your troops. Fortunately they are not numerous and are not ideally positioned to oppose your entry making the attack a little easier.

The Yanks get some help from the terrain, part of their force has the option of starting in foxholes on the summit of a brush covered level four ridge the dominates the southern end of board 39. Both boards contain dominating hills, lots of brush, and scattered huts, on board 2 there are small clusters of huts and some short stretches of wall. Board 39 has a lone hut in 39Y1 and some crag in 39R2 perhaps caused by falling rocks from the adjacent cliff. The only road in play runs from 2II across both roads to 39Y10, perhaps useful for a last turn drive off board by crew exposed tanks? There is a small path on board 39 easing American infantry movement up hill or downhill later in the game. Most of the remaining terrain is open ground. Some special rules apply, if wind or gusts are generated light dust is in play, making movement in sparse cover easier. Light dust is a halved die roll, with fractions rounded down, it's modifier will vary between zero and three which generally tends to hurt massed fire attacks rather than smaller ones. As a low visibility modifier dust doesn't negate penalties for moving in the open or permit rout. Most of the time dust helps, so be fairly pleased when it happens. Another source of dust is the road. For the tanks moving along the road creates a small cloud of dust useful for covering other following units. Special rule 2 converts



An American bazooka team ready for action.

orchard, grain and woods into brush and establishes all buildings are huts, mostly straw built farms and out buildings. Huts provide weak cover from fire, but are just strong enough to detonate an incoming bazooka round.

When looking at terrain certain elements are more or less important at different stages in the game. Virtually everything matters when you are planning the whole battle, small areas are more important on the turn you enter or exit or are in transit across the board.

Starting with the overall picture I think you need to appreciate early in the game assaulting Hill 779 on board 39 is difficult. Moving through brush at ground level costs two MF, climbing hills covered in the stuff costs 4 MF per hex. If you decide the hill must be taken appreciate this requires a significant effort from turn one, and any troops committed to the assault will struggle to make it off board, more on this later. The enemy can occupy both hills and fire from one in support of the other. In the early stages of planning, the most obvious way off board is to move quickly between the hills, closely followed by moving over the edges of one or both of the two hills. From either hill the enemy can choose positions to cover your entry areas before quickly moving to contest your movement and planned exit. During all three phases you will have plans of your own!

On turn one the entry areas are mostly swathes of grain, some huts and open ground. A pond in AA1 prevents entry into that hex and BB1, some of the entry areas are open ground. All of the possible entry points have some merit. By assault moving into concealment terrain, specifically brush or a hut you can retain concealment and in the case of assault engineers try for smoke without concealment loss. Open ground isn't a death trap! If the hex is covered by infantry smoke, you are using armoured assault, riders, or the US has fire all his units already open ground allows faster movement. The RCL can't bore sight, but it would be a good idea to avoid bore sighted locations targeted

by the American MGs. Getting on board is important, next you need to position yourself to win a fire fight and prepare to exit units. In the middle game you want to manoeuvre to engage in a fire fight, make progress towards the exit area and find or neutralise hidden units still in play. This likely amounts to checking lines of sight, and making use of any cover provided by huts, walls or any nearby friendly tanks. Occasionally measure the distance between your units and the exit area, to confirm they can exit in the time remaining or if they can't that this doesn't matter. Don't check this for every unit, all the time or a fast paced wild melee will lose a lot of its fun!

Most likely you will be exiting units on the last game turn. Exceptions to this are the odd tank squaring up to three M26s with a malfunctioned gun, or some crazed Infantry squad that has routed and rallied behind enemy lines but is being closely pursued by hostile Marines. The exit area is mostly behind Hill 77, with a lot of open ground. Plan turn five carefully, check which units can exit and roughly plot their movement before you even roll for wind change (and hopefully dust if it's not in play yet!). Like all good plans it will need amending as the turn progresses, but it is useful to know a unit can't exit when planning covering fire or diversions for the enemy.

To get the best out of your own troops you need to be familiar with the special rules that apply to them, and some relevant sections of the *ASLRB*. NKPA are treated as Russians, allowing Human Wave, an entrenching bonus, massacre, and riders. Bad news is limited to not being able to freely deploy, making manning support weapons harder but not impossible. Special rule four allows Dare Death squads (*ASLRB* G18.6), to reflect the aggressiveness of North Korean troops. You are allowed three squads of Dare Death troops, and can select assault engineers if you want. Section G18.6 is essential reading. In summary Dare Death squads stacked with a Leader at the start of their Movement Phase may opt for voluntary Berserk status (red on white counters), and attempt to charge an enemy unit. Infantry stacked in the same hex can be inspired by it and charge as well! In combat Dare Death units can declare hand to hand, resolved with a -1 modifier, but if opting for melee it's own attack and any units stacked with them get a -1 modifier. Part of the value of special units like these is the uncertainty they create, the risk of a -1 modifier to any melee attack will discourage US advances into combat and might even prompt some enemy units to voluntary break. Keep track of the units with a side note, use three easy to remember letters (eg ACE, BAD, even ECT?), and distribute

them within your forces favouring areas you expect to engage in close combat. Special rule four allows Anti tank magnetic mines (ATMM) as if Germans, I think this was a design mechanic to give the infantry some strength against armour and should discourage enemy tanks parking on the exit areas. In real life the WW2 Russians did have an effective anti tank grenade, used Molotov cocktails and were adept at laying mines close to tank tracks, at times immediately in front of them. Even without ATMM, infantry units can take on tanks, assault engineers qualify for a -1 bonus, basic infantry squads only need a five in close combat to at least immobilise a vehicle. The assault engineers are the only infantry units able to lay smoke, the smoke exponent is low, only two, so don't expect too much in the course of play. Try for it when the cover will be useful.

As well as the special qualities listed about your entire infantry force is high ELR (4) with high morale (8), helps with morale checks, rallies and to resist ELR replacement. Try this attack with 7 morale troops and you would need a lot more of them or more support in the form of additional tanks or OBA. Numbers are also impressive, two assault engineer squads, and twenty 4-5-8 rifle squads. That's a lot of squads giving you an edge over the Americans in close combat (if you factor in Dare Death squads), and rough parity in firepower if you add in machine guns and mortars or Recoiless rifles. Korean support weapons are plentiful, seven machine guns and two mortars. The mortars are 50mm lights' with a high rate of fire. As no woods are in play their main strengths are long range fire, frequency of fire and mobility. Their down side is a lack of bite, most likely you will get a morale check, and their limiting effect on their crews, restricting the use of their own fire power and movement. When entering the 50mm does look exactly like anything else under a concealment counter, if you hate the things, dismantle them and give them both to a unit entering first to draw fire! The machine guns are easier to exploit. Two mediums and a heavy machine gun allow long range fire likely to be limited by line of sight. Rate can help, expect at least one spree and if you are rolling low to do some damage to the enemy. The remaining four machine guns are lights, you've a lot of choice with these units, using them for a fire base, or up front with attacking units. I favour giving two or them to the assault engineers to give them better ranged firepower and extra bite close up. In all cases don't get too attached to support weapons, use Intensive or sustained fire, break a few and even put a few back in the box. Don't drag support weapons off board unless they would other

wise assist the enemy. Korean Leadership is good, four Leaders including a 9-2 Honcho ideal for directing fire, rallying units or up front helping units with morale checks. Enemy fire will favour stacks containing Leaders, you should lose some to enemy action. As the scenario features movement, Leaders are crucial for speeding units, big stacks draw fire, arguing against large stacks, generally Leadership can help move a squad one or two hexes closer to the exit area, which has to help. Do make use of Double Time, it makes sense for units exiting in the Movement Phase, perhaps less useful if exiting in the Advance Phase though? In summary you infantry are very tough, well equipped and well led. Their weaknesses are restrictions on smoke placement and deployment, off set by Dare Death and human wave capabilities and a good selection of support weapons.

The armour is fairly good. Five T34/85 is a strong force. Against infantry five 85mm guns and ten machine guns is an awful lot of firepower. Until the tanks arrive American anti tank weapons are weak. The basic To Kill of a super bazooka is 20, enough to penetrate a T34 from any aspect, the range of the weapons is limited, at six hexes you can't be hit, and at four or five your opponent has been lucky. The bazookas are dangerous if you stay in range for long enough. You might expect the 75mm RCL to have a strong anti tank capability, but a basic To Kill of 13 doesn't live up to the expectation. A frontal hit needs some luck to destroy or damage you a one in twelve chance for every hit. If you stay in front of a 75mm gun it will destroy you eventually unless it runs out of HEAT rounds. From the side or rear facing To Kill numbers are more credible. At short range deliberate immobilisation prevents exit, don't expect this from a bazooka or 90mm tube, much more sensible from an RCL, counter this by range or line of sight. When the M26 tanks arrive US anti tank capability rises dramatically. A 90mm anti tank round has a basic to kill of 21, rising to 27 for APCR! Don't park tanks in front of M26 guns. Your anti tank capability is helped by unlimited APCR (special rules 4), giving a basic to kill of 19. A side or rear hit on a M26 should destroy it, from the front you are up against 18 factor hull armour and 14 factor turret armour for low kill probability. Generally you should not engage the American tanks unless you have the advantage of numbers, position or just plain have to if you are to win the game!

The tanks are not just there for an armoured duel, they are crucially important for gaining exit victory points, have high mobility, and are very strong against enemy

infantry. Losing one tank isn't too much of a problem, but losing three or four forces you to exit a lot more Infantry three or four squads per tank lost. Worth remembering the T34 has a one shot smoke discharger, you can only use it once, might be useful to cover opening moves, screen exit or provide hasty cover when backing out of a tank fight. With one shot weapons deciding when to use them is never easy, try not to end the game not having used any of them though.

Worth remembering tanks can carry riders, worth considering during entry, or to ferry infantry across the board to exit. Climbing up brush covered hill is painfully slow even for armour, obviously you can't manage cliffs, also double crest hexes can't be traversed. Don't forget overruns. Against a Good Order Marine unit in a foxhole with a bazooka this is risky, against broken units in open ground, brush or a hut worth considering if you need to travel in that direction anyway!

To recap the tanks provide mobility, are worth a lot of exit points, and are very strong against enemy Infantry. They are less capable against armour, although not totally helpless by any means. Try to conserve your armoured force, use them aggressively on the way off board, remembering you win by exiting units not by decisively destroying the entire America order of battle!

There are two ways to win decisively. It is quite impressive to exit more than the required number of exit points but good manners to stop when you have exited 31 points. Perhaps it is even more impressive if you can achieve the win before turn five. In most matches you will be well pleased to achieve victory on turn five with a desperate scramble to get the last unit off! With five turns available I think there is enough time to enter, consolidate a position and then move off board. An extra turn could make entry easier, for example by entering infantry in the Advance Phase, or allow you more change to assault the ridgeline, or give extra time to exit units. Five turns is enough though! For infantry units you should be looking to use movement in the Advance Phase almost every turn. If you move steadily across the board towards the exit area you gain four hexes during play and of course another at the end of turn five. This gives you five Movement Phases to move about six hexes. If you remember to move units every turn, consider CX and Leader assisted movement early in the game and don't suffer too badly from hostile fire you should win. The tanks really do have a lot of movement points on level ground, but are a lot slower if you start climbing hills. Tanks are also slowed when used in a static role to assist the attack with more accurate firepower. A

tricky part of the scenario is deciding when to move and when to use Prep Fire or retain acquisition. You might also want to exit the tanks early to rack up victory conditions or avoid an armoured duel with the arriving Capitalist tanks.

In a sentence your set up options allow you to enter on turn one between hexes 39Y1 and 2I1. As mentioned earlier the pond in 39AA1 does affect entry, reducing the width of the area you can enter on to about sixteen hexes. For the vehicles you can delay off board before entering, use a significant proportion of you movement allowance, carry riders, use armoured assault or enter then delay to make advancing fire shots or even bounding fire more effective. For infantry units, there is even more to think about. Your options range from delaying entry until the advance phase, through assault and normal movement all the way through to utilising double time. Then you can think about movement in leader assisted stacks and the distribution of support weapons. Don't forget smoke from smoke grenades or the temperamental smoke dischargers on the T34 tanks. Clearly a lot to think about.

It can help to start be deciding how you would like to win. At this stage don't expect the plan to be 100% effective or the Americans to co-operate, just have a rough idea of which units are preferred for exit, which will be entering into fire combat and if you want to use some troops very aggressively to draw enemy fire. I'd start by grouping the attacking units into four or five groups of large platoons or weak companies. The two mortars, MMGs and the HMG are in a weapons company, crewed by five squads and lead by either the 9-2 leader or the slightly less able 8-1. The rest of the force is organised into a further three groups or four or five squads each with a leader and perhaps a LMG. Each of these units is allocated an entry area. The two assault engineer squads can be attached to one of the groups or operate sort of independently.

I'd totally agree this is all a bit arbitrary. There is no fundamental problem using the 6-2-8 Squads as weapons crews, using squads to man more than one support weapons, or adding the LMGs to the weapons platoon/group. As casualties occur later in the game this can happen! Assign each group part of the permitted entry area to move onboard. Designate three squads as Dare Death units. The only mistake you can make on this is to forget to record this, if this oversight occurs don't draw the error to your opponents attention as in ignorance he may fear several units as potential Dare Death fighters. Don't be too harsh on yourself for that sort of error, some really sporting players

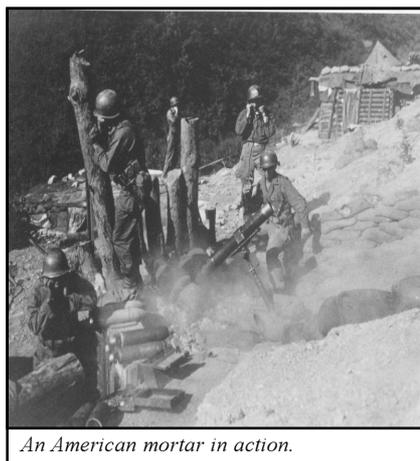
will allow you to designate units after the game has started. If it happens appreciate the courtesy, if your opponent can't be so gracious don't sulk or get cross about a mistake they didn't make!

Early decisions have to reflect your game plan. For instance if you think attacking up the hill is a winner tanks and infantry need to be in position to attack uphill, with units providing fire support within effective range. If you are going to skirt round the hill the southern end of the entry area should be used by a smaller force.

I guess your options include an all out assault on Hill 779, edging between the two hills, sweeping over Hill 621, a broad assault across the width of the playing area, or attacking over one hill and the area between the hills. Assuming average luck, a broad attack over the entire area is hard to execute. The Hill 779 forces will have an easier fight against a smaller part of your forces, before contesting movement with long range fire across the rest of the boards. Hitting Hill 779 hard aims to concentrate masses of troops and fire power against B company. With five T34s you can develop a lot of suppressive fire from cannon and machine guns perhaps enough to take the hill, and if you are very quick be on the top of the hill by turn three moving towards the exit area. One idea is to enter using Double Time then line up for a Dare Death or human wave to reduce travelling time at the expense of slightly less effective shooting in the first Game Turn. Going for the other hill is easier due to its lower height and open ground permitting rapid movement. The downsides are fire support from other positions and some hidden units waiting to ambush. The ambush issue can be expect to kill some of your units. Once detected a US unit can't expect a long and happy life. Of the two Hills 621 is the easier to attack and the quickest to move across. If you must take a Hill this is the best option.

Sweeping through the centre of the board, with small forces on either hill gets my vote. The first advantage is reducing the range and frequency of enemy Infantry fire, getting to the exit area as quickly as possible, and possibly quickly moving out of the line of sight of Yank units, If enemy units appear on Hill 621 there is potential for encirclement and elimination for failure to route. You can counter this a bit by moving forward messing up the angles for encircling fire, moving out of line of sight of more units and hopefully creating better rout paths.

Your other two options are broad attacks on either the left or right flank. This secures one flank to allow easier rout, and reduces the threat of encirclement. The risks are the possibility of small parts of your



An American mortar in action.

forces being in fire fights that are stacked against them and the delays inherent in moving uphill. Hill 621 has some appeal for this tactic, movement can reasonably be expected to be quicker and even if the entire AT company is there they are less of a fight than taking on B company.

Take some time deciding which option you prefer. Then fine tune it by distributing tanks and support weapons to support your decision. Possibly the only daft idea is to run up and over Hill 779, it can be done if you can perfect infantry armour support and drive an attack in with vigour, most of the other options are easier to execute whilst retaining equal winning opportunities. Go for an assault on the hill if it appeals though, *ASL* is as much about how you enjoy the game as ladder rankings and winning.

Having made a simple plan flesh it out by quickly planning each units movement on turn one. Expect to be shot at by the Americans. Losing a tank on the first turn is unlucky, it can happen if you blunder into a bazooka rocket, or are hit by an unusually effective 75mm round. This doesn't mean the game is lost. Try to bail out crews, use any smoke and the vehicle wreck as cover and be a bit careful with your other tanks. Infantry face massive fire attacks or a lot of small ones. Expect casualties, a few dead units, more often broken ones which need rounding up and directing back to the fight.

As the game progresses move steadily or at times rapidly towards the exit area. Kill what you can on the way, look for increasing enemy panic as you near the board edge. Stay focused on the need to exit units. If you start moving away from the exit area be sure it is for a good reason. Try not to get drawn into pointless fire fights, hunting for armour or occupying territory, they are not of primary importance for this scenario.

Apologies for being very vague here. If really stuck go for a walk/drive between the two hills. Start by stacking two deep in eleven consecutive entry hexes, with armour

distributed along the line at two hex intervals. Lead with the armour, then CXing squads who may be Dare Death units. Bring the leaders on with the last squads or in the case of the 8-0s in the Advance Phase.

A few ideas might help. If you dislike 50mm Mortars, dismantle them and use them to make stacks look bigger, a squad using Assault Movement carrying two dismantled mortars can draw fire or make one end of your line look more powerful than it is. Riders are useful for rapid entry and possibly exit. Putting five squads, a leader and support weapons on to T34s then charging part of the line could get you well onto Hill 621 and part way up Hill 779, it's a high risk as any tank losses automatically lose a squad at least. Smoke is worth trying for. The smoke dischargers in the tanks only cost one MP, maybe to screen an assault, or to give some cover for exiting units. If you capture a 75mm gun, try firing it, OK an M26 is almost impossible to destroy, instead try for infantry, or see if there is any white phosphorous with the gun to cover movement. Captured bazookas also have WP, against an M26 you need luck to hit, and more luck to roll for effect even so enjoy the shot. Take prisoners if you can, they do count for exit, even if this isn't totally logical considering you are raiding American rear areas. Use American MGs, particularly the .50! Keep your fingers crossed for dust. It is an advantage for you for fire combat to be less deadly given your troops will be moving without solid cover most of the game.

If you can decide on an initial plan of attack, execute it efficiently and cater for any surprises the Americans can spring you will have a very enjoyable game, if you position yourself to exit units and resist being drawn into fire fights or capturing real estate you should earn a well deserved win.

Balance

The game variations give some clues to the balance of the game. For the NKPA their SAN rises from three to four giving a 50% increase in the chance of activation. The Americans can and will still make a lot of fire attacks, they will also think before making subsequent fire and the odd long range low probability shot or five hex range bazooka shot.

For the US Army and Marines the balance is an 8-1 Armour Leader. This raises crew morale and helps with game tasks, most importantly fire combat. At short range with acquisition the Leadership modifier isn't really needed against static targets. If firing after movement or at a fleeting or hindered target even a -1 modifier can increase the

probability of a hit.

I guess other balance options could be considered changing the quality of leaders always works, as does changing the mix of support weapons. The designer thought about blazes from a Napalm strike earlier in the day which gives some smoke protection to the attacker. The only thing I'd not change would be the game duration, four turns is just too short, and six makes it a bit easier for the NKPA.

Conclusion

The Korean War is another conflict where both sides believed they were fighting for a better world. The NKPA hoped to ensure the survival of communism in their country, and came into conflict with the South Koreans when they disagreed over the definition of their country. The South mostly preferred capitalism and took a dim view of being invaded. Both sides received help, the Russians and Chinese backed the North, with the South aided by many countries fighting at the request of the United Nations. This scenario gives a flavour of the overall conflict. You get Russian tanks, Russian/Chinese support weapons and NPKA troops that display characteristics of both China and the Soviet Union. The good guys are all Americans although South Korean staff would be present as liaison officers.

For the attacker, I think the way to win is to stay on the lower levels and skirt round company B, I could easily be wrong and I'd be interested to hear of someone overrunning the hill for a well deserved win. The game plan should include NKPA qualities such as human wave and Dare Death squads, even if the actual action might not feature any combat in which they are used.

In defence the Marines and the Army bazooka team, carefully controlled firepower will be important for a win. The Pershing tanks are very important, they make T34 movement more difficult and can easily destroy enemy units, the main problems are the NKPA shooting back and target selection.

Don't be put off by the number of units in play, this should be a very fast paced scenario with lots of counters going into the box before play ends. I'd guess you need about three hours to finish it with the role of the attacker slightly harder to play. In *ASL* victory is always determined by the victory conditions, that said keep tabs on the number of points exited to gauge how effective your game has been.

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Where are they now ... ?

Mark S Walz

It seems like only yesterday when I read those words “A shot disturbs the eerie silence of a deserted city street ... Seconds later the sharp staccato retort of a Russian machinegun concludes with the assertiveness of death itself that this time Kruger was wrong.”

When I read those words as a fifteen-year-old boy I was hooked. It’s hard to believe that I first set up ‘The Guards Counter Attack’ more than twenty years ago. Enough reminiscing. The list is not complete, as I have not covered scenarios from third parties: all remain unconverted to the best of my knowledge.

SQUAD LEADER

1	The Guards Counterattack	Published as ASL Scenario A
2	The Tractor Works	Published as ASL Scenario B
3	The Streets of Stalingrad	Published as ASL Scenario C
4	The Hedgehog of Piepsk	Published as ASL Scenario D
5	Hill 621	Published as ASL Scenario E
6	Escape From Valikiye Luki	Published as ASL Scenario H
7	Bucholz Station	Published as ASL Scenario I
8	The Bitchie Salient	Published as ASL Scenario J
9	The Carnes Strong Point	Published as ASL Scenario K
10	Hid Dorf on the Rhine	Published as ASL Scenario L
11	The St. Goar Assault	Published as ASL Scenario O
12	The Road to Wiltz	Published as ASL Scenario P

CROSS OF IRON

13	The Capture of Balta	Published as ASL Scenario J29
14	The Paw of the Tiger	Published as ASL Scenario F
15	Hube’s Pocket	Published as ASL Scenario G
16	Sowchos 79	Submitted to MMP. Status Unknown
17	Debacle at Korosten	Published as ASL Scenario A106
18	The Defense of Luga	Published as ASL Scenario W
19	A Winter Melee	Submitted to MMP. Scenario in playtest
20	Breakout from Borisovo	Submitted to MMP. Scenario in playtest

CRESCENDO OF DOOM

21	Battle For the Warta Line	Submitted to MMP. Scenario in playtest
22	The Borders are Burning	Published as ASL Scenario A10
23	Silent Death	Published as ASL Scenario A11
24	Action at Balberkamp	Published as ASL Scenario A63
25	Resistance at Chabrehez	Submitted to MMP. Scenario in playtest
26	Assault on A Queen	Published in VFTT7. Probably won’t be published by MMP due to lack of historical basis.
27	The Dinant Bridgehead	Published as ASL Scenario A65
28	Counter Stroke at Stonne	Published as ASL Scenario A66
29	In Rommel’s Wake	Published as ASL Scenario A96
30	Ad Hoc at Beaurains	Published as ASL Scenario A40
31	Chateau de Quesnoy	Published as ASL Scenario A64
32	Rehearsal for Crete	Submitted to MMP. Scenario in playtest

GI: ANVIL OF VICTORY

33	A Belated Christmas	Published as ASL Scenario U9
34	Climax at the Nijmegen Bridge	Published as ASL Scenario U4
35	The French Decide to Fight	Published as ASL Scenario U1
36	Weissenhoff Crossroads	Published as ASL Scenario U8
37	Medal of Honor	Published as ASL Scenario A75
38	The Factory	Published as ASL Scenario 3
39	Sweep for the Bordj Toum Bridge	Published as ASL Scenario 2
40	The Dornot Watermark	Submitted to MMP. Scenario in playtest
41	Swatting at Tigers	Submitted to MMP. Scenario in playtest
42	Bridgehead on the Rhine	Submitted to MMP. Scenario in playtest
43	Action at Komerscheidt	Published as ASL Scenario
44	Prelude to Breakout	Published as ASL Scenario A78
45	Hide and Seek	Published as ASL Scenario A77
46	Operation Varsity	Submitted to MMP. Scenario in playtest
47	Encircling the Ruhr	Submitted to MMP. Scenario in playtest

SERIES 100

101	Blocking Action at Lipki	Published as ASL Scenario A44
102	Slamming the Door	Published as ASL Scenario A07
103	Bald Hill	Submitted to MMP. Scenario in playtest
104	The Penetration of Rostov	Published as ASL Scenario A17
105	Night Battle at Noromaryevka	Submitted to MMP. Scenario in playtest
106	Beachhead at Ozereyka Bay	Published as ASL Scenario A26
107	Disaster on the Dnieper Loop	Submitted to MMP. Status Unknown
108	Block Busting in Bokuisik	Published as ASL Scenario J008
109	Counterattack on the Vistula	Published as ASL Scenario A21
110	The Agony of Doom	Published as ASL Scenario A08

SERIES 200

201	Sacrifice of Polish Armour	Submitted to MMP. Scenario in playtest
202	Under Cover of Darkness	Submitted to MMP. Scenario in playtest
203	Bitter Defense of Otta	Published as ASL Scenario J38
204	Chance D’Une Affaire	Published as ASL Scenario U

205	Last Defense Line	Published as ASL Scenario A94
206	Fighting at the Worlds Edge	Converted. Need to Submit to MMP.
207	The French Perimeter	Converted. Need to Submit to MMP.
208	Road to Kozani Pass	Published by CH in Volume One. Also converted. Need to Submit to MMP.
209	The Akroiri Peninsula Defense	Published as ASL Scenario T15
210	Commando Raid at Dieppe	Published as ASL Scenario T13

ROGUE SERIES

211	Auld Lang Syne	Published as ASL Scenario V
212	On the Road to Andalsnes	Published as ASL Scenario A31
213	Traverse Right ... Fire!	Available from MMP web site as ASL Scenario W2
214	The Front in Flames	Available from MMP web site as ASL Scenario W1
215	Hasty Pudding	Converted. Need to Submit to MMP.
216	A Small Town in Germany	Converted. Need to Submit to MMP.
217	The Whirlwind	Published as ASL Scenario S
218	Operation Switch Back	Awaiting Conversion
219	Scheldt Fortress South	Awaiting Conversion
220	Clearing the Breskins Pocket	Converted. Need to Submit to MMP.
221	Vitality I	Awaiting Conversion
222	Infatuate II	Awaiting Conversion
223	Night Drop	Published as ASL Scenario A76

SERIES 300

300	Trial by Combat	Published as ASL Scenario U10
301	The Clearing	Awaiting Conversion
302	Stand Fast	Awaiting Conversion
303	Thrust and Perry	Published as ASL Scenario U11
304	Riposte	Published as ASL Scenario U12
305	The Duel	Published as ASL Scenario U13
306	The Rag Tag Circus	Submitted to MMP. Scenario in playtest
307	Point D’ Appui	Published as ASL Scenario U5
308	Han Sur Neid	Published as ASL Scenario U7
309	The Roer Bridgehead	Awaiting Conversion

THE GENERAL

A	Burzevo	Published as ASL Scenario R
B	Hill 253.5	Published as ASL Scenario T07
C	The Bukrin Bridgehead	Awaiting Conversion
D	Delaying Action	Published as ASL Scenario A49
E	The Nisecmi-Biscari Highway	Published as ASL Scenario T09
F	The Poupeville Exit	Published as ASL Scenario T05
G	Devil’s Hill	Published as ASL Scenario T10
H	The Attempt to Relieve Peiper	Published as ASL Scenario T11
I	Hunters From the Sky	Published as ASL Scenario T12
J	Semper Paratus	Awaiting Conversion
K	Fast Heinz	Published as ASL Scenario J78
L	The Long Road	Published as ASL Scenario A95
M	The Dead of Winter	Published as ASL Scenario T06
N	Faugh A’ Ballagh	Published as ASL Scenario A93
P	Aachen’s Pall	Published as ASL Scenario T08
Q	Gambit	Published as ASL Scenario T14
T1	First Crisis at Army Group North	Published as ASL Scenario M
T2	Pavlov’s House	Published as ASL Scenario T and J82
T3	Land Leviathans	Published as ASL Scenario Q
T4	Soldiers of Destruction	Published as ASL Scenario N

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VIEW FROM

SASL CAMPAIGNS

The following is a list of the various major campaigns of WW2 for use as the basis for a SASL campaign.

Nation	Opponent	Theatre /Front	Opponent Attitude	Campaign Dates (Begin/End)	# Missions (Mos./Wks.)	Notes
Japan	China	Pacific	Hold	7/7/37-8/9/45	97-M	Optional: Use 33 Quarterly Missions
Russia	Japan	Pacific	Hold	7/31/38-9/16/39	15-M	Mongolia/Manchuria; Skirmishes-dr 1 or 2 for Mission occurrence until May 1939
Germany	Poland	Eastern	Hold	9/1/39-9/27/39	4-W	
Russia	Poland	Eastern	Hold	9/17/39-9/27/39	2-W	
Russia	Finland	Eastern	Hold	11/30/39-3/13/40	4-M	
Germany	Norway	Western	Hold	4/9/40-4/17/40	1-W	Optional: Use 9 Daily Missions; dr = 1 or 2
Germany	Nor./Brit./Fr.	Western (Norway)	Hold	4/15/40-6/9/40	3-M	Optional: Use 8 Weekly Missions
Germany	Dutch/Belg.	Western	Hold	5/10/40-5/14/40	1-W	Optional: Use 5 Daily Missions; dr = 1
Germany	France/Belg.	Western	Hold	5/10/40-6/22/40	6-W	French only after 6/4/40
Germany	Britain	Western (France)	Hold	5/14/40-6/4/40	4-W	
Italy	Greece	Balkans	Hold	10/28/40-11/8/40	1-W	Optional: Use 11 Daily Missions; dr = 1 or 2
Italy	Greece	Balkans	Advance	11/18/40-3/1/41	4-M	
Britain	Italy	N. Africa	Hold	12/6/40-2/9/41	3-M	Optional: Use 10 Weekly Missions
Britain	Italy	Africa	Hold	1/19/41-11/27/41	11-M	Ethiopian Campaign
Ger./Italy	Britain	N. Africa	Hold	3/24/41-11/29/41	9-M	
Ger./Italy/Axis	Brit./Yugo./Gr.	Balkans	Hold	4/6/41-4/28/41	3-W	Germans only after 4/23/41
Germany	Britain	Med. (Crete)	Hold	5/20/41-5/31/41	2-W	Optional: Use 11 Daily Missions; dr = 1 or 2
Britain	Vichy Fr.	Near East	Hold	6/9/41-7/15/41	5-W	Syria/Lebanon
Ger./Italy/Axis	Russia	Eastern	Hold	6/22/41-12/5/41	6-M	
Finland	Russia	Eastern	Hold	6/29/41-12/6/41	6-M	
Ger./Italy/Axis	Russia	Eastern	Advance	12/6/41-5/19/42	6-M	
Japan	Britain	Pacific	Hold	12/8/41-2/15/42	6-M	Malaya Campaign
Japan	Dutch	Pacific	Hold	12/6/41-5/8/42	6-M	Dutch East Indies
Japan	United States	Pacific	Hold	12/8/41-5/6/42	6-M	Philippines
Ger./Italy	Britain	N. Africa	Advance	12/16/41-12/31/41	2-W	
Ger./Italy	Britain	N. Africa	Hold	1/21/42-9/1/42	8-M	
Britain	Vichy Fr.	Africa	Hold	5/5/42-11/6/42	6-M	Madagascar Campaign
Ger./Italy/Axis	Russia	Eastern	Hold	5/8/42-11/18/42	7-M	
Japan	Brit. (ANZAC)	Pacific	Hold	7/21/42-9/23/42	3-M	New Guinea Campaign
Japan	Britain	Pacific	Hold	1/15/42-5/15/42	5-M	Burma Campaign
USMC/US	Japan	Pacific	Hold	8/7/42-2/9/43	7-M	Guadalcanal
Britain	Japan	China/Burma/India	Hold	9/21/42-3/1/43	7-M	
Japan	Brit. (ANZAC)	Pacific	Advance	9/23/42-7/30/44	22-M	New Guinea; (US joins 6/29/43)
Ger./Italy	Britain	N. Africa	Advance	10/23/42-5/13/43	8-M	
United States	Germany	N. Africa	Hold	11/8/42-5/13/43	7-M	Torch (Vichy French opponent on 11/8/42 ONLY on dr 1 or 2)
Ger./Italy/Axis	Russia	Eastern	Advance	11/19/42-5/6/45	30-M	
Britain	Japan	China/Burma/India	Hold	2/8/43-3/24/43	6-W	Chindit Operations-N. Burma
Britain	Japan	China/Burma/India	Advance	3/4/43-5/14/43	3-M	
United States	Japan	Pacific	Hold	6/30/43-8/25/43	2-M	New Georgia; Optional: Use 8 Weekly Missions
US/Britain	Ger./Italy	Mediterranean	Hold	7/10/43-8/17/43	2-M	Sicily; Optional: Use 7 Weekly Missions
US/Britain	Germany	Mediterranean	Hold	9/9/43-5/2/45	21-M	Italian Campaign
US (Marines)	Japan	Pacific	Hold	11/20/43-2/20/44	**	Marshall Islands (Tarawa, Eniwetok, etc)
Britain	Japan	China/Burma/India	Hold	12/20/43-2/3/44	3-M	
Britain	Japan	China/Burma/India	Advance	2/3/44-4/17/44	3-M	
US/Brit/Chin	Japan	China/Burma/India	Hold	10/1/43-8/3/44	10-M	Operations-N. Burma
Britain	Japan	China/Burma/India	Hold	4/14/44-5/3/45	13-M	
US/Britain	Germany	Western	Hold	6/6/44-12/15/44	7-M	
US (Marines)	Japan	Pacific	Hold	6/15/44-8/10/44	3-M	Marianas (Guam/Saipan)
US (Marines)	Japan	Pacific	Hold	9/15/44-11/25/44	3-M	Peleliu; Optional: Use 9 Weekly Missions
US/Chin/Brit	Japan	China/Burma/India	Hold	10/15/44-3/21/45	6-M	Burma; British after 12/15/44
United States	Japan	Pacific	Hold	10/20/44-8/30/45	11-M	Philippines Campaign
United States	Germany	Western	Advance	12/16/44-12/25/44	2-W	Battle of the Bulge; Overcast/Ground Snow; Opt: 9 Daily Missions; dr = 1 or 2
US/Britain	Germany	Western	Hold	12/26/44-5/6/45	6-M	
US (Marines)	Japan	Pacific	Hold	2/19/45-3/26/45	5-W	Iwo Jima
US/USMC	Japan	Pacific	Hold	4/1/45-6/21/45	11-W	Okinawa
Russia	Japan	Pacific	Hold	8/8/45-8/18/45	2-W	Manchuria; Optional: Use 10 Daily Missions; dr = 1 or 2
“What If” Scenarios						
Germany	Britain	Western	Hold	9/9/40-11/15/40	9-W	Operation ‘Sealion’
United States	Russia	Western	Hold	6/1/45-12/31/45	7-M	Patton’s Plan
United States	Japan	Pacific	Hold	11/1/45-7/4/46	9-M	Operations ‘Olympic’ & ‘Coronet’: The Invasion of Japan

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“THIS IS THE CALL TO ARMS!”

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. The date at the end of each entry is the date the address was last confirmed.

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Gary Lock, 7 Dover Place, Bath, BA1 6DX (16/03/04)
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF O
Craig Amber, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/97)
Phil Ward, 7 Burnals Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/00)
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/98)
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/98)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/02)
Shaun Carter, 3 Arnside Grove, Breightmet, Bolton, Lancs., BL2 6PL (19/03/05)
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (24/03/04)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG O
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (31/10/04)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/99)
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/99)
Wayne Baumber, 3 Polo Mews, Home Farm, Kemnal Road, Chislehurst, BR7 6GL (23/10/04)
Brian Hooper, 7 Jessop Court, Ferry Street, Bristol, Avon, BS1 6HW (31/10/04)
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN O
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (31/03/04)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/97)
Gautie Strokkenes, Girton College, Cambridge, CB3 0JG (23/10/98)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LV (07/08/02)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/05)
Ray Jennings, 57 Wheatfield Way, Chelmsford, Essex, CM1 2QZ (09/10/04)
Derek Cox, 25 Cranphorn Walk, Chelmsford, Essex, CM1 2RD (01/02/04)
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP (22/03/97)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE O
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA O
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/02)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/01)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/98)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/99)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/99)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/98)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS O

Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06/01/04)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09/05/05)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG O
Iain McKay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE (28/10/00)
Ian Pollard, 115 The Brent, Dartford, Kent, DA1 1YH (19/03/05)
Carl Sizzur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU O
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/02)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (01/06/04)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ O
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/98)
Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/00)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/99)
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/01)
Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/05)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/04)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/00)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/00)
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN (31/10/96)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/98)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St. Annes, Lancs., FY8 3RF (31/05/05)
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (31/10/04)
Tim Bunce, 33 Ryder Court, Newport Road, Aldershot, Hants., GU46 6NZ (19/03/05)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/97)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/96)
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ O
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ O
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (23/01/04)
Neil Stevens, 8 Trenchard Avenue, Ruislip, Middlesex, HA4 6NP (27/09/03)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD O
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (01/01/00)
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05/09/01)
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE O
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberside, HU13 0NA O
Ruairigh Dale, 77 Riverview Avenue, North Ferry, HU14 3DT (07/08/05)
Steve Balcan, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/96)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/00)
Kevin Gookey, 95 Willingdale Road, Lougton, Essex, IG10 2DD (17/02/01)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/00)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (19/03/05)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/99)
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/98)
Andy Ashton, 62 Earlost Drive, Wallasey, The Wirral, Merseyside, L45 5DZ O
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA O
Adrian Maddocks, 28 Lune Square, Danside Street, Lancaster, Lancs., LA1 1AH (31/10/04)
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs., LA1 3HB (19/03/05)
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/04)
Patrick Dale, 28 Baneroff Road, Cottingham, Market Harborough, Leics., LE16 8XA (10/11/00)
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/96)
Pete Phillips, 24 Huggett Close, Leicester, Leics., LE4 7PY (11/11/98)
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/98)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/02)
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/98)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (31/05/05)
Bob Eburne, 33 Whittin Way, Newport Pagnell, Bucks., MK16 0PR (27/10/00)



Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU ()
 Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04/04/05)
 Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (20/02/05)
 Michael Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/02)
 Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD ()
 Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-in-Ashfield, Notts., NG17 2QG (26/03/02)
 George Jaycock, 51 Burlleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ ()
 Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/98)
 L. Othache, 17 Russel Drive, Wollaston, Notts., NG8 2BA ()
 Duncan Spencer, 33 St Anthonyms Road, Kettering, Northants, NN15 5HT ()
 A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/98)
 Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20/03/03)
 Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09/05/05)
 Steve Joyce, 23 South End Close, London, NW3 2RB (31/01/01)
 Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT ()
 Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH ()
 Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (16/09/02)
 Stephen Ashworth, 660 Rochdale Road, Walsden, Todmorden, Lancs., OL14 7SN (22/07/05)
 Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (19/03/02)
 John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/98)
 Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilby, Lincolnshire, PE23 5TA (24/06/04)
 Alan Anderson, Penmaerwe, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11/12/98)
 Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (01/01/04)
 Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA ()
 Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (23/10/98)
 Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (31/10/04)
 Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR ()
 Keith Bristol, 11 Coltsfoot Drive, Waterlooville, Hampshire, PO7 8DF (23/09/01)
 Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ (23/10/98)
 Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/98)
 Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (28/10/00)
 Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26/03/00)
 Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/98)
 Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (31/10/99)
 Chris Netherton, 36 Eungar Road, Whitchurch, Hants, RG28 7EY (31/10/04)
 Stewart Thain, 55 Lysander Close, Woodley, Reading, Berkshire, RG5 4ND (14/09/01)
 Kevin Croskery, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (10/09/02)
 Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/99)
 John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/05)
 Nick Carter, 43 Halsford Park Road, East Grinstead, RH19 1PP (30/07/03)
 Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL ()
 David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, S40 3SN (03/07/00)
 Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE ()
 Simon Horspool, 28 Crown Court, Home Park Lane, Lee, London, SE12 9AA (04/02/01)
 Martin Edwards, 127 Pepsy Road, London, SE14 5SE (02/09/99)
 David Ramsey, 41 Twin Foxes, Woolmer Green, Knebworth, Herts, SG3 6QT (02/03/02)
 Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (23/01/04)
 Andrew Dando, 26 Constable Drive, Marple Ridge, Stokport, Cheshire, SK6 5BG (17/09/02)
 Ian Daghlish, 5 Swiss Hill Meadows, Alderley Edge, Cheshire, SK9 7DP (3/10/99)
 Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (01/03/01)
 Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ ()
 Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/98)
 Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/97)
 Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (31/10/03)
 Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (30/01/04)
 James Crossfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (01/02/04)
 John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/98)
 Robert Seeney, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/05)
 Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/01)
 Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/98)
 Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (31/10/99)
 Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/99)
 Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/99)
 David Tye, 35 Redburn Street, London, SW3 4DA ()
 Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/98)
 Paul Case, 4 Brynas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (19/03/05)
 Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET (21/06/99)

Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/01)
 Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (13/04/00)
 Aarpon Patrick, 9 Arundel Gardens, London, W11 2LN (31/12/04)
 Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/02)
 Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/96)
 Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2 (19/09/96)
 Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY ()
 Sandy Goh, 12 Morningson Road, Radlett, Herts., WD7 7BL (31/10/96)
 Ulric Schwela, 19 Siddow Common, Leigh, Lancs., WN7 3EN (02/09/99)
 Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30/03/99)
 Ian Price, 19 Upper Green, Yetenhall, Wolverhampton, W. Mids., WV6 8QN ()
 Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12/02/02)
 David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (27/06/01)

Finland

V. Hilden, 12A5 Huuillakatu, Fn-00150 Helsinki (31/12/94)
 Tuomo Luukkari, Haukilahdenkuja 7A8, 00550 Helsinki (25/02/99)
 Eero Viheraari, Itäinen Pitkätatu 50 A1, 20700 Turku (25/02/99)

France

M. Adda, 7. Rue Claude Guy, F-94200 Ivry-sur-Seine (31/12/94)
 D. Angeli, Valrose Quai des Platieres, F-77920 Samois (31/12/94)
 P. Anselin, 96, Avenue Corniche Fleurie, F-06200 Nice (31/12/94)
 Jean-Luc Baas, 5, Rue Robert Lavergne, F-92600 Asnieres (31/12/94)
 J. Baudoux, 17 Rue de Bapaume, F-59000 Lille (31/12/94)
 F. Berry, 104, Rue de Gossicourt, F-78200 Mantes la Jolie (31/12/94)
 A. Bert, 3. Square Montpensier, F-91380 Chilly-Mazarin (31/12/94)
 Francois Boudrenghien, 195 rue de la liberte, F-59650 Villeneuve d'Ascq (06/12/98)
 Michel Bouleukouf, 3 Chemin De Liemery, F-08170 Haybes (12/11/97)
 D. Bous, 2/20 Rue J-B Clement, F-59000 Nantes (31/12/94)
 Philippe Briaux, 51 rue Dareau, 75014 Paris (15/05/00)
 A. Bureau, 10,Rue de Nassivet, F-44200 Nantes (31/12/94)
 J. Charroin, 120, Grand Rue, F-45110 Chateaufeu (31/12/94)
 Laurent Closier, Le Franc Tireur, 11 rue de Censeul, Appt 5, 29200 Brest (01/04/97)
 P.F. Daniau, 28 Rue du Docteur Legay, F-59110 La Madeleine (31/12/94)
 L. David, 1, Rue des Millepertuis, Appt 32, F-33700 Merignac (31/12/94)
 Y. Dejoncke, 42, Grande Rue, F-91620 La Ville Du Bois (31/12/94)
 J. Depotte, 19, Rue Darnel, F-62100 Calais (31/12/94)
 Jean Devaux, 16, Bld Barbes, F-75018 Paris (31/12/94)
 O. Dietsch, 4, Route de Colmar, F-67600 Selestat (31/12/94)
 Philippe Duchon, 35 rue Neuve, 33000 Bordeaux (15/12/96)
 P. Franque, 21, Bld Paixdans, F-72000 Le Mans (31/12/94)
 G. Garder, 25, Rue Maurice de Broglie, F-51000 Chalons (31/12/94)
 E. Gaubert, 2, Chemin des Pres, F-78430 Louveciennes (31/12/94)
 C. Ghesquier, 57, Rue des Sports, F-59280 Armentieres (31/12/94)
 S. Graciet, 136, Bvd Magenta, F-75010 Paris (31/12/94)
 P. Guet, 11, Rue Edouard Herriot, F-74300 Cluses (31/12/94)
 R. Guettier, 16bis, Rue de l'Abbe Gregoire, F-92130 Issy les-Moulinx (31/12/94)
 E. Guilloux, 11, Rue Victor Basch, F-78210 St Cyr L'Ecole (31/12/94)
 S. Hadjaje, 5, Place de l'Eglise, F-78113 Bourdonne (31/12/94)
 Olivier Irsson, 43 rue du Caire, 75002 Paris (18/05/98)
 Paul Jacobs, 14, rue de Delenmont, Saint Louis, 68300 (02/12/03)
 L. Jassaud, 27, Av. Malaussena, F-06000 Nice (31/12/94)
 N. Ketelers, 23, Allee de la Cerise, F-59700 Marq enBaroeul (31/12/94)
 R. Lagache, 13, Blvd Vauban, Appt 3, F-59000 Lille (31/12/94)
 J.C. Lahalle, 6, Rue de la Brogue, F-67000 Strasbourg (31/12/94)
 J. Lasnier, 1161, Les Palombes-Le Hanois, F-51300 Vitry (31/12/94)
 David Lindelhof, 17, Le Prieure, F-01280 Prevessin (20/04/99)
 F. Loyer, 18, Rue Barbarin, F-17700 Surgeres (31/12/94)
 Mallet, 117, Rue du Bief, F-74210 Favergette (31/12/94)
 F. Marchal, 5, Allee des Benasconnes, F-78430 Louveciennes (31/12/94)
 P. Martin, 3, Rue du General Leclerc, F-93120 Montgeron (31/12/94)
 Alex McCusker, Route de la Telecabine, F-01170 Crozet (17/06/99)
 O. Merlier, 34bis, Avenue du Colisee, F-59130 Lambersart (31/12/94)
 C. Millet, 108, Rue Juive, Le Buisson Perron, F-49400 Villebermer-Sauraur (31/12/94)
 A. Miltenne, 8, Allee de la Belle-Feuille, F-91370 Verriere (31/12/94)
 T. Mornier, 20, rue de Buci, F-75006 Paris (31/12/94)
 F. Morice, 6, Rue des Alouettes, F-89300 Joigny (31/12/94)
 Bruno Nitrosso, 227, Boulevard Voltaire, F-75011, Paris (15/12/96)
 Gehres Patrick, 9 Rue de Voulangis, 77580 Villieres Sur Morin (25/07/05)
 A. Plait, Jasia-Le Coin, F-72220 Marigne (31/12/94)
 Franck Reinquin, Division Moyens Informatiques et Services, CNES - Agence Francaise de l'Espace, 18 av. E. Belin,
 B. Rey, 53, rue du Gal de Gaulle, F-22730 Tregastel (31/12/94)
 J. Rey, Chemin des Carrieres, F-84700 Sorgues (31/12/94)
 J. Robson, 139, Rue du Gorf, F-28630 Le Coudray (31/12/94)
 Philippe Rohner, 12, rue d'Alsace, 95130 Franconville (13/01/99)
 A. Seydoux, 7, Rue de la Chaise, F-75007 Paris (31/12/94)
 M. Tulet, 53, Rue du Marechal Lyautey Bat C4, Appt. 262, F-59370 Mons-en-Bar (31/12/94)
 F. Vaillant, 2, Rue Victor Hugo, F-591589 Marcoing (31/12/94)
 F. Valent, 99, Rue du Floral, F-68530 Bulh (31/12/94)
 O. Vallois, 11, quai de la Citadelle, F-59240 Dunkirk (31/12/94)
 C. Vandenbosch, 74, rue du Chene Houpline, F-59200 Tourcoing (31/12/94)
 Xavier Vitry, Les Ombrages - Bat C, F-83300 Draguignan (31/12/94)
 C. Wurgstein, 46, Rue des Charmilles, F-67400 Illkirch (31/12/94)

Germany

K. Angermund, 4 Lembkstrasse, D-4330 Muelheim/Ruhr 1 (31/12/94)
 Rolf-Udo Bliersbach, Altenberger-Donn-Str. 154a, D0-51467 Bergisch

Gladbach (21/11/98)
 P. Bolm, 112, Landshtter Allee, D-80637 Munchen 19 (31/12/94)
 Markus Braun, Gartenstr. 24, D-73117 Wanger - Oberwaelden (27/10/98)
 Matt Brennan, Kumenkampff Allee, 173, D-2800 Bremen (31/12/94)
 Adrian Carter, Pfarrer-Heberer-Strasse 34, 55411 Bingen (18/04/97)
 Jens Droese, Lorseplatz 9, 22767 Hamburg (05/12/98)
 I. Elliot, Schinkelstrasse, 36, D-80805 Munchen (31/12/94)
 Klaus Fischer, Lindenstr. 22, 69502 Hemsbach (15/11/96)
 Rudi Groffhohdeman, Rundstr. 25, 47475 Kamp-Lintfort (12/02/01)
 Matthias Harde, Begastr. 2, 12157 Berlin (26/04/99)
 Mike Hum, Herforder Strasse 206, 32120 Hiddenhausen (15/11/96)
 Stefan Jacobi, Leipzigerstrasse 29, 66113 Saarbrucken (07/03/97)
 Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst (15/11/96)
 R. Korzend-Rfr, Westerburgerstrasse, 4, D-63450 Hanau (31/12/94)
 A. Kraft, Niederhofheimer Strasse, 9, D-65719 Hofheim (31/12/94)
 Ralf Krusat, Claudiusstrasse 15, 10557 Berlin ()
 C. Ludwig, 17, Flozstrasse, D-44799 Bochum 1 (31/12/94)
 Lutz Pietschker, c/o Margaret Laiser, Glockenblumenweg 55, D-12357 Berlin (12/11/97)
 L. Schultz, HQ US European Command, ECJ3-00-0 Peter Barracks, D-7000 Stuttgart 80 (31/12/94)
 D. Sonnitz, 16, Ernst Reuter Strasse, D-4350 Recklinghausen (31/12/94)
 Lars Thuring, Fdrstrasse 7, 24576 Bad Bramstedt (25/05/97)
 Frank Tinschert, Demburgstr., 27, 14057 Berlin (27/10/98)
 D. Whiteley, am Gillenbusch, 30, D-5503 Konz (31/12/94)

Holland

Dirk Beijaard, Enschedepad 78, 1324 GK Almere (15/11/96)
 Nico De Lang, Bultsweg 75, 7532 XB Enschede (22/11/01)
 R. De Waard, 3, Driehoek, N-3328KG Doordrecht (31/12/94)
 A. Dekker, 34, Zetveld, N-1182JZ Amstelveen (31/12/94)
 John den Olden, Beukenlaan 12, 1505 GS Zaandam (15/11/96)
 H. Hidding, 66, Schipbeekstraat, N-3313AR Doordrecht (31/12/94)
 Peter Hofland, Schoonmeesterstraat 25, 2523 XE Den Haag (12/11/97)
 T. Kok, Pres. Rooseveltlaan, 20, N-5707GE Helmond (31/12/94)
 Hennie van der Salm, Merkelbackstraat 12, 3822 EP Amersfoort (09/06/99)
 B. Van Schalkwijk, 242, Uilenstede, N-1183AR Amsterdam (31/12/94)
 M.J. Vandenborn, 22, Heikantsstraat, N-4841EH Prinsbeek (31/12/94)

Israel

Daniel Kalman, Rehov Hagaz 11/3, 76283 Rehovot (24/04/03)
 Ran Shiloah, 17 Shmuel Haimir Street, Jerusalem, 94592 (01/04/01)

Italy

Paulo Alessi, Via Verona 32/2, 10098 Rivoli (TO) (27/10/98)
 L. Balestreri, Via Pionieri dell'aria no 1, I, I-33080 Roveredo (31/12/94)
 S. Cuccurullo, 19, Vittorio Emanuele III, I-04016 Sabaudia (LT) (31/12/94)
 R. De Leo, 8a, Via Todde, I-09128 Cagliari (31/12/94)
 V. De Pascoli, 18 Via Emilia Ponente, I-40133 Bologna (31/12/94)
 G. Di Egidio, Via Manuella Filiberto, 19, I-04016 Sabaudia (LT) (31/12/94)
 F. Doria, 3, Via Cappello, I-34124 Trieste (31/12/94)
 A. Fantozzi, 26/20 Viale Sannione, I-20020 Arese (MI) (31/12/94)
 Alex Garona, Via Cavour 37, 21100 Varese (15/11/96)
 Edo Gianoni, Via Don Maesani, 12, I-21046 Malnate (VA) (31/12/94)
 Michele Lupoi, Via Cesare Battisti 33, 40123 Ozzano (25/04/99)
 G. Manaresi, Via Fratelli Cervi 40, I-40064 Ozzano (BO) (31/12/94)
 A. Mattazzoni, 8, Via Savona, I-40065 Pian Di Macina, (31/12/94)
 F. Mazzucchielli, 46, Via 4 Novembre, I-21044 Cavarina (NA) (31/12/94)
 R. Niccoli, Via Cesare Del Piano, I-40416 Sabaudia (LT) (31/12/94)
 S. Rapana, Via Cesare Del Piano, I-40416 Sabaudia (LT) (31/12/94)
 P. Selva, Via Val d'Ossola 14, I-00141 Roma (31/12/94)
 A. Tropiano, Via Urbinatei 15, I-36010 Palazzolo (SR) (31/12/94)

Mexico

S. Mrozek, Avenida Ticoman 240, Lindavista D.F. (31/12/94)

Norway

Ole Boe, Paulus Plass 1, 0554 Oslo ()
 Johan Flatseth, Sigurd Iversens Vei 39d, 0281 Oslo (17/03/00)
 Olav Heie, Arnebergveien 9, N-1430 As (11/06/97)
 Joakim Rutud, Chr. Michelsensgt. 4, 0568 Oslo (15/12/96)
 R. Vetre, Helgen, N-3745 Ulefos (31/12/94)

Portugal

Luis Calçada, Rua Dr. Mario Ouina 10, 2765 Estoril (15/11/96)

Scotland

Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen (22/05/00)
 Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen (19/03/05)
 Ian Percy, 1 Polmuir Road, Aberdeen, AB11 7SP (06/05/98)
 Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17/06/99)
 Tony Gibson, 107 Queen's Drive, Aberdeen, AB15 8BN (13/02/04)
 Steve Cook, 159 Lee Crescent, Bridge of Don, Aberdeen, AB22 8FH (26/03/04)
 Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (18/01/05)
 Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12/09/02)
 Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01/03/05)



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Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/98)
 Bill Findlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16/06/01)
 Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/96)
 Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/99)
 Hamish Hughson, 7 Moncreiff Way, Newburgh, Fife, KY14 6EF (07/12/04)
 Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (17/08/00)
 Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/01)
 Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/98)

South Africa

Kevin Pietersen, PO Box 102585, Meerensee, Richards Bay (26/03/97)

Spain

Jesus David Argaiiz Martinez, Avenida de Espana 16, 26003- Logroño (06/02/01)
 Fernando J. Garcia-Maniega, Plaza Europa 6, 34003-Palencia (01/11/00)
 Paul Silles McLaney, c/ Don Ramiro, 5A, 2ªF, 49026 Zamora (10/01/01)

Sweden

Pers Anderson, Gryningsv. 79, S461 59 Trollhattan ()
 Jonas Cederlind, Spelmansvägen 17, 696 31 Åkerstund (10/09/99)
 Steve Cocks, c/o EHPPT, Västberga Alle 9, S126 25 Stockholm (21/11/98)
 Styrbom Glen, Brotorp, Åsa, S-661 93 Säfte (25/02/97)
 Andreas Hinz, Steglitsv. 3c, 22752 Lund (25/02/99)
 Per-Olaf Jonsson, Untravägen 1, S-115 43 Stockholm (09/08/01)
 Klaus Malmström, Klinkendalsv. 6 Brokind, S590 41 Rimforsa ()
 Patrik Marilig, Semanders v. 1:420, S752 61 Uppsala ()
 Nils-Gunnar Nilsson, Oluff Nilssons v.8, S433 36 Partille ()
 B. Ribom, Falkenbergsgatan 13A, S-41265 Gotteberg (31/12/94)
 Bert Ribom, Falkenberg sg. 13A, 41265 Gotthenburg ()
 P. Rogneholt, 25. Lidnersgatan, S-75442 Uppsala (31/12/94)
 Asad Rustum, Kungshanna 21/014, 170 70 Solna ()
 Stephen Burleigh, Puus 1-7, Völvsjö, 27033 (09/10/04)

Switzerland

I- Goni Aie L, 4, Chemin du Lussex, CH-1008 Jouxlens-Mezeri (31/12/94)
 P.Wahl, 23, Chechin des Merles, CH-1213 Onex/Geneva (31/12/94)

United States of America

M. Allenbaugh, 1117 Beall Place, Laurel, MD20707 (31/12/94)
 E. Angleton, 4818 Cross Creek Lane APT 0, Indianapolis, IN46254 (31/12/94)
 G. Ashton, 2880 Carter Road, Trevoise, PA19053 (31/12/94)
 Chris Barlow, 24 Audubon Avenue, Braintree, MA02184 (28/01/97)
 Linda Barnickel, 716 Hickory Highlands Dr., Antioch, TN 37013 (15/01/02)
 Mark Beaty, 5655 Old Dennis Road, Weatherford, TX 76087 (23/02/05)
 J. Berhalter, 2900 Colerain Rd #223, St Marys, GA31558 (31/12/94)
 Brian Blad, 1031 S. Stewart #2204, Mesa, AZ 85202 (02/12/97)
 Wayne Boudreaux Jr., Apt. #8, 4420 Wimbeldon Drive, Grandville, MI 49418 ()
 L. Bradbury, 13127 South 2615 West, Riverton, Utah 84065 (31/12/94)
 Scott Brady, 273 Merline Road, Vernon, CT 06066-4024 (31/10/96)
 David Cabera, 1206 Spring Street, Apt #9, Syracuse, NY 13208 (26/12/96)
 M. Cadioux, 11610 Zandra Ave, Midwest City, 73130 (31/12/94)
 T. Campbell, PO BOX 23591, Sacramento, CA95823 (31/12/94)
 E. Carter, 410 N. State, Geneseo, IL61254 (31/12/94)
 Zefe Carter, 666 Prospect Street #705, Honolulu, HI96813 (15/01/99)
 R.F Conabee, 1014 Washington Street, Apt 3, Hoboken, NJ07030-52022 (31/12/94)
 J. Coyle, 13226 Shady Ridge Lane, Fairfax, VA22033 (31/12/94)
 C. Cunco, 628 Fairfield Avenue, Gretna, LA70056 (31/12/94)
 S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)
 D.A. Dally, 901, Oeffling Drive, McHenry, IL60050 (31/12/94)
 Steve Dethlefsen, 11808 April Ann Avenue, Bakersfield, CA 93312 (15/12/96)
 B. Dey, 610 N. Willis, Champaign, IL61821 (31/12/94)
 J.C. Doughan, 1903 Chesnut Circle, Ardmore, PA19003 (31/12/94)
 R. Duenskie, 13 Hickory Drive, Stanhope, NJ07874 (31/12/94)
 W.B. Edwards III, 2400 New Berne Rd, Richmond, VA23228 (31/12/94)
 Ben Emanuele, 256 Lake Shore Drive, Pleasantville, NY 10570-1304 (12/11/97)
 Cliff Emery, 1306 Buddy Moore Road, Colbert, Georgia 30628 (05/12/98)
 Mark Evans, 4740 Rusina Road, Apt #109, Colorado Springs, CO 80907 (17/12/96)
 C. Fago, 1012 Saxton Drive, State College, PA16801 (31/12/94)
 J. Farris, PO BOX 547, Norman, OK73070 (31/12/94)
 Stephen Foren, 406 Northwood Dr. #3, West Palm Beach, FL 33407 (24/11/97)
 G. Fortenberry, 232 Linda Drive, Burleson, TX76028 (31/12/94)
 Carl Fung, Castle Point, P. O. Box S-359, Hoboken, NJ 09030 (29/06/98)
 Russ Gifford, 320 E. 27th Street, South Sioux, NE 68776 (15/11/96)
 Randy Glesing, 10040 Penrith Drive, Indianapolis, Indiana 46229 (10/10/98)
 Chuck Goetz, 531 S. Sharp Street, Baltimore, MD 21201 (10/07/98)
 Eric Gustafson, 3 Mercier Drive, Belchertown, MA 01007 (07/07/99)
 W. Hancock, 728 Dutton Hill Road, Gray, Maine, CT04039 (31/12/94)
 B. Harden, 237 Montecito Avenue - Apt 1, Monterey, CA93940 (31/12/94)

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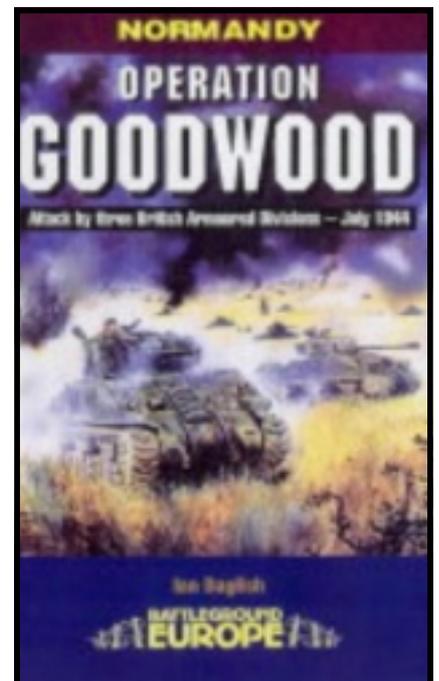
Charles Harris, PO Box 39215, Tacoma, WA 98439-0215 (28/01/97)
 Jeff Harris, 4501 Tillery Road, Apt #D-30, Knoxville, TN 37912 (31/10/96)
 Andrew Hershey, PO 1321, Eagle, CO 81631 (26/08/05)
 G. Holmberg, 9051E 7th Street, Tucson, AZ85710 (31/12/94)
 Scott Holst, 5530 N. Artesian, Chicago, IL 60625 (09/09/98)
 P. Hornbeck, 6504 NW 31st Street, Bethany, OK73008 (31/12/94)
 Tu-x Humplrey, 730 Chester Street, Oakland, CA94607 (31/12/94)
 Rich Jenulis, 6713 Classen Avenue, Cleveland, OH 44105 (10/10/98)
 Richie Johns, 9771 Jefferson Highway #185, Baton Rouge, LA 70809 (24/01/97)
 David Johnson, 9028 Preakness Drive, Florence, KY 41042 (20/04/99)
 C. Kavanagh, 59 Ridgefield Drive, Centerport, NY11721 (31/12/94)
 Stewart King, 13826 S. Meyers Road, Apt #2037, Oregon City, OR 97045 (16/12/96)
 Randolph Knight, 419 Shore Road, Westerly, RI 02891 (03/06/98)
 L.P. Kreitz, HC64, Box 462, Trout Run, PA17771 (31/12/94)
 M. Laney, 7608 Monterey Drive, Oklahoma City, OK73139 (31/12/94)
 V. Lewonski, 509 South Bishop Ave, Secane, PA19018 (31/12/94)
 Brad Lipps, 8379 Youngstown-Comeat Road, N.E. Kinsman, OH44428 (01/11/98)
 Rick Lubben, 400 W. Main Street, La Porte City, IA50651 (01/10/98)
 D. Lundy, 54 Wiltshire St, Bronxville, NY10708 (31/12/94)
 R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126 (31/12/94)
 Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903 (31/10/96)
 Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)
 Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)
 Brian Martuzas, 108 Church Street, Moop, CT 06354 (05/07/98)
 Douglas Maston, 4 Three Meadows Ct, Greensboro, NC 27455-1728 (15/12/96)
 L.R. Mehr, 718 Cascade Creek Dr, Katy, TX77450-3210 (31/12/94)
 K. Meyer, 1090 Peggy Drive, Apt #7, Hummelstown, PA17036 (31/12/94)
 Jeff Miller, 263 Buchert Road, Gilbertville, PA19525 (05/03/01)
 M. Monczunski, 233B Fielding, Ferndale, MI48220 (31/12/94)
 W.B. Nagel, 9712 W. 105th Terrace, Overland Park, KS66212 (31/12/94)
 James Neary, 1729 Forest Cove #308, Mt Prospect, IL 60056 (20/04/99)
 J. Pault, 404 Trappers Run, Cary, NC27513 (31/12/94)
 Frank Payne, 7625 SW 91st Avenue, Portland, OR97223-7029 (15/01/99)
 S. Petersen, 1 12 Vernon Ave, Glen Burnie, MD21061 (31/12/94)
 Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786 (15/11/96)
 P. Pomerantz, 818 Redwood Avenue, Wyoming, PA19610 (31/12/94)
 J.J. Quinn Jr, 707 Mitchell Street, Ridley Park, PA19078 (31/12/94)
 Tod Reiser, 472 Hartwick Road, Mercer, PA 16137 (18/04/01)
 Tom Reppetti, 17322 Paoli Way, Parker, CO80134 (12/11/97)
 Michael Rhodes, 850 Lincoln Centre Drive, Foster City, CA 94404 (31/03/01)
 Tate Rogers, 4930-F Corporate Drive, Huntsville, AL 35805 (20/04/99)
 R. Rossi, 30970 Stone Ridge Drive #12301, Wixom, MI48393 (31/12/94)
 Darryl Rubin, PO Box 907, Redmond, WA98073 (10/12/98)
 Robert Schaff, 2335 Middle Creek Lane, Reston, VA ()
 John Slotwinski, 2701 Harmon Road, Silver Spring, MD 20902 (20/04/99)
 C. Smith, 3736 Sacramento ave, Santa Rosa, CA95405 (31/12/94)
 W. Smith, 426 Beech St #8B, Kearny, NJ07032 (31/12/94)
 Jan Spoor, 2849 Woodlawn Avenue, Falls Church, VA22042-2045 (14/03/97)
 Ray Tapio, Critical Hit! Inc., 88 Lodar Lane, Brewster, NY 10509 (01/01/96)
 S. Tinsley, 8444 NW 87th, Oklahoma City, OK73132 (31/12/94)
 J. R. Tracy, 59 W. 9th Street, New York, NY 10011 ()
 Rick Troha, 4485 Oak Circle, North Olmsted, OH 44070-2838 (15/12/96)
 W. Ullicki, 230 Washington Valley Road, Randolph, NJ07869 (31/12/94)
 Paul Venard, PO Box 1716, Bonners Ferry, Idaho, 83805 (15/08/97)
 D. Wetzelberger, 24 Dulaney Hills Ct, Hunt Valley, MD21030 (31/12/94)
 William Wiesing, 1936 Pine Meadow Avenue, Tom's River, New Jersey, NJ 08753-7823 (07/10/98)
 K. Wilhite, 121 Springfield Lane, Madison, AL35758-1973 (31/12/94)
 G Windau, PO BOX 13134, Toledo, OH43613 (31/12/94)
 R. Wolkey, E6208 6th #D 1, Spokane, WA99212 (31/12/94)
 Paul W. Works, Jr., 12018 W. 68th Street, Shawnee, Kansas, 66216 (24/11/98)
 Darrell Wright, 1007 West Cole Street, Dunn, NC 28334 (07/10/98)
 Brian Youse, 309 Chase Hill Court, Severn, MD 31144 (28/02/97)
 Eddie Zeman, Heat of Battle, PO Box 15073, Newport Beach, CA 92659 (13/09/97)
 Steve Zundel, 3601 Dawn Smoke Court, Raleigh, NC 27615 (15/12/96)
 Nadir El-Farra, Front Line Productions, PO Box 10345, Glendale, CA 91209-3345 (13/09/97)
 Paul Simonsen, 2118 N. Orange Grove Ave., Pomona, CA 91767 (09/05/00)
 Robert Hammond, 4414 Stay Ct., Orange, CA 92868 (31/01/01)
 Tom Huntington, 1425 Bison Ridge Drive, Colorado Springs, CO 80919 (11/04/97)
 Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570 (13/09/97)
 Vic Provost, Dispatches From The Bunker, 209 Granby Rd. Aot. 18, Chicopee, MA 01013, MA 01040 (10/09/99)
 Donald Garlit, 17430 Brady, Redford, Michigan, MI 48240 (20/11/96)
 Ray Woloszyn, 317 Kilburn Way Lane, Kernersville, North Carolina, NC27284-7104 (25/04/00)
 J R Van Mechelen, Apt 8E, 301 Heights Lane, Feasterville, PA 19053 (01/11/96)
 Will Fleming, 20455 First Avenue NE #C103, Poulso, WA98370 (27/10/98)

Wales

Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF 14 6JX (22/11/02)
 Kev Sutton, 1 Gorphwysfa, Windsor Road, New Brighton, Wrexham, LL11 6SP (25/02/99)
 C. Jones, Deer Park Lodge, Stepside, Narbeth, Pembrokeshire, SA67 8JL ()
 Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/02)

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

Ω



This is the story of the largest armoured battle fought in the campaign for north west Europe. The book guides visitors around the tanks battlefield, showing what remains and what has changed, using present-day images alongside previously unpublished 1944 pictures.

Author Ian Daglish
Paperback 189 pages (January 2004)
Publisher: Pen & Sword Books / Leo Cooper
Price £9.99
ISBN: 1844150305



VIEW FROM

ON THE CONVENTION TRAIL

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

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

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

OCTOBER 2005 ASLOK 2005

When: 2 - 9 October 2005

Where: Quality Inn & Suites, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$69.00 plus tax for 1-4 occupants. Request *ASL* Oktoberfest to get the reduced rates).

Fee: \$25.00 prior to 15 September, \$30.00 thereafter.

Format: Same as always. Weekend tournament plus numerous mini-tournaments. Gaming starts Sunday 2 October and continues to noon on Monday 10 October. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

Notes: Medium, large and extra large t-shirts are \$10.00 each, double-X-Large are \$13.00 each, triple-X-Large are \$15.00 each, quad-X-Large-Tall are \$18.00 each. T-shirts are available in numbers based on pre-registration sales so pre-order to ensure you get a t-shirt.

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208. You can email him at damavs@alltel.net or telephone him on 440-708-2356. You can also pay at www.paypal.com (see www.aslok.org web site for details).

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.

NOVEMBER GRENADIER 2005

When: 10 - 13 November.

Where: Oberbettingen, a little town in the German part of the Ardennes. There is a railway station in the village and a train to Cologne every hour (travel time about 50 minutes). The location offers sleeping rooms for 45 persons, a huge kitchen (where our Marketenderin Andrea will continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower. Bed and breakfast is •25 per night.

Fee: •5 per day.

Format: The tournament will be again a Swiss style five Round tournament. We will offer again an event for players who don't want to participate in the tournament, as well as the chance to help playtest the *Kampfgruppen Commander* module.

Contact: Christian Koppmeyer, Hagebüttenweg 9, 41564 Kaarst, Germany. You can email him at Christian.Koppmeyer@freenet.de. Check out the Grenadier web site at <http://www.asl-grenadier.de> for up to date information.

2006 MARCH HEROES 2006

When: 9 - 12 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 heross@vftt.co.uk.

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AN ASL INVITE

On Sunday 20 November, there will be a one day *ASL* event taking place in central Essex. The venue is the Writtle Village Hall, near Chelmsford, with proceedings kicking off at 9.15am. The idea is to offer a friendly environment at which people can come along and play face to face *ASL* in a relaxed manner against opponents they don't normally have chance to play. Timetable for the day is as follows:-

- 9.15am Registration
- 9.30am First scenario commences
- 1.00pm Finish first scenario and lunch
- 1.30pm Second scenario commences
- 5.00pm End of day

No prizes, no ladder ratings, just playing *ASL* for the hell of it. The cost of this particular event is nothing - that's right, zilch. The day is an experiment to see if enough people are interested in making this a regular (say quarterly) event. I would also like to "theme" each day to a particular theatre or nationality - this quarter's event will be "Classic Infantry Actions".

There's a good range of accommodation available in and around Chelmsford with prices to suit pockets:-

- Travel Inn, Chelmsford Service Area, Colchester Road - 0870 238 3310 - out of the town centre, but relatively cheap
- Miami Hotel, Princes Road - 01245 264848 (www.miamihotel.co.uk) - walk to town centre, short drive to Writtle
- Beechcroft Hotel, New London Road - 01245 352462 - close to town centre, short drive to Writtle
- Best Western Atlantic Hotel, New Street - 01245 268168 - very close to town centre, short drive to Writtle
- County Hotel, Rainsford Road, - 01245 455700 - very close to town centre, short drive to Writtle
- South Lodge Hotel, New London Road - 01245 264564 - close to town centre, short drive to Writtle

All of the above should be OK

A couple of guesthouses listed in Yellow Pages as follows:-

- Old Malt Store B&B, Writtle - 01245 422886 - not sure if this is still going, but is VERY close to Village hall!
- Merlewood guest house, Broomfield Road - 01245 258780 - short drive to both town centre and Writtle

If you're interested in taking part, e-mail Derek Cox at derek.cox@dsl.pipex.com or telephone 01245 260243 between 8.00pm and 9.00pm any evening for further details.

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.