

VIEW FROM THE TRENCHES

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BRUISED AT BRUREE - scenario analysis by Michael Davies

CRUSADERS LADDER - updated

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PREP FIRE

Hello and welcome to another issue of *VFTT*. A bit later than planned but it was a bit of a busy time post-INTENSIVE FIRE what with a Windows Server 2003 course to attend and having to revise for my SQL Server 2000 exam – which I passed :-). Things should ease off for a while now (although I hope to take my Windows Server 2003 exam soon) so hopefully you should start to see *VFTT* on a more regular schedule.

However that will only happen if I have enough material to fill up *VFTT*. Apart from Michael Davies' scenario analysis I don't see much material from most of you. 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? You know it makes sense so give it a try.

Double 1. My last, best hope for victory.

Pete Phillipps



COVER: a British 6 pounder crew relax in Normandy.

THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:

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

EMOTICONS

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

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

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

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

Issue 65 should be out at the beginning of January 2006.

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 ½” 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 out now priced \$24.00 (\$31.00 outside the USA). The six scenarios are all played on their own mapsheet, which doubles as a half board overlay compatible with boards 1, 14, 19, 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 see the British and Italians clash in British Somaliland and Eritrea.

CH FROM STALINGRAD TO BERLIN

Stalin’s Fury is a new scenario pack from Critical Hit. Priced \$14.95, it contains four scenarios on card stock, a Deluxe 22” x 34” mapsheet and a rules variant sheet.

Coming soon 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.

NEW BUNKER BEGUN

Work has begun on *Dispatches from the Bunker 22*, which will contain three scenarios and the usual mix of articles and Tactical Tips.

Dash for Mt Croce, the latest in the 45th Thunderbird Division series, is a quick-play tournament style scenario features American troops against German paras in Italy in 1943, while *Jungle Rats* sees a counterattacking British combined arms force trying to smash a Japanese blocking force holding up the retreat north in Burma. The final scenario, *Hamburg on the Lovat*, sees a company of Russian infantry with T34 support assaulting the cut-off elements of the 83rd Infantry Division at Velikiye Luki.

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



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

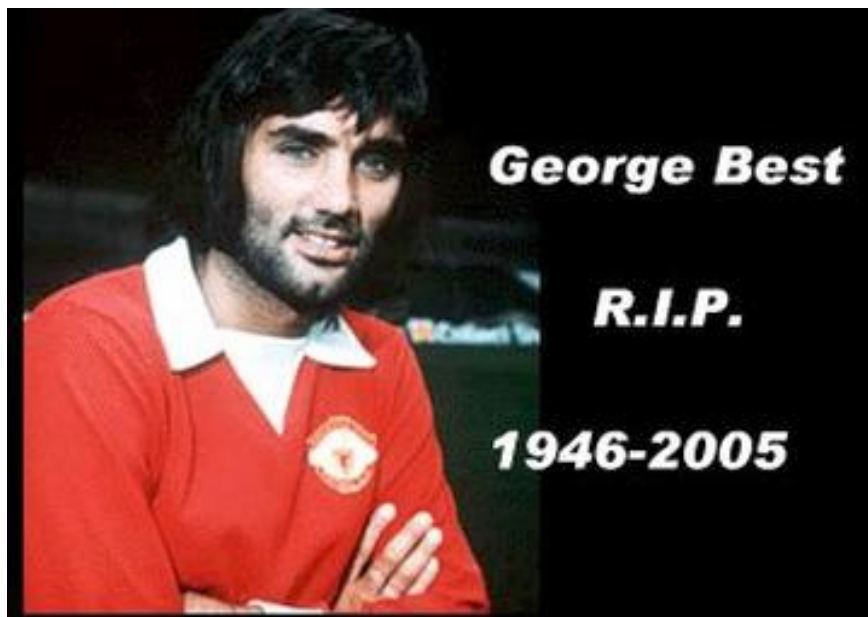
SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at sales@secondchancegames.com

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.

email them at aslunker@aol.com.

Ω



THE TRENCHES



Recce On The South Coast

Paul Case

Before getting to IF, I stayed at another hotel, and visited the Tank Museum. Spending a fair bit on books, buying 5 (including Thomas Jentz's one on the German Panzer units 1943-45). The museum is a great place to visit, having a good selection of tanks, naturally, but the book/gift shop was stocked with books that I can not find in my local shops. They were also giving rides in a tracked vehicle, but I never went on it (I know what it's like being lurching about in one of those!).

Wednesday morning, and this writer does the last few miles to the Kiwi. After unloading personal gear into my room, I did the recce and can proudly report that it was stocked up with vital supplies (Newcastle Brown Ale, and other alcohol). The only other ASLer there was Ian Pollard, but he went back home to get some moral support.

Thursday

At breakfast, met Ian, who said that he had had only 1 or 2hrs sleep. Wimp, shouldn't go galavanting around the country at night. After brekkie, I then went into town, basically, just to get some cash, and a look round. Getting back to the hotel, Pete had arrived, and was setting up HQ. Others then started arriving, and some even started playing the Game, why? What's wrong with just drinking and talking ASL, and other things? No game on Thursday.

Friday

After my fried breakfast, the mini-

12.07 and your editor arrives with his kit. Two minutes later he had his first beer!



tourneys start. I play Simon Croome at a playtest scenario for Shaun's game about Crete. Being as it is a playtest, we can rip it apart, which is what we do. Shaun wants us to do that, as it is the only way a scenario can be made to work. (Shaun is playing Roger Cook at his [hopefully] upcoming Kohima module, I take Roger to win!). So, on with our game. Turn 1, and still trying to work out how those M/Cs are suppose to play, not sure even now! Nothing much happened really, my shooting was crap, and my attack was spread too wide. The main things that happened were:- a 8-0 HOB to a 8-1, Squad rolls boxcars on a MC, then gets eliminated, and my 9-1 and sqd die on a 2KIA. Turn 2, and not much better. One of my 75* rolls 12, next Rally Phase rolls 6 to not repair ever! That blasted 100* gets my super-riders to die on a MC. This turn I think I do the Truck-Pulling-Gon stunt of the year, as I drive through the large Olive-Grove. It gets destroyed, and burns, starting an Olive-Grove fire (Olive Oil must of been present, not sure about Popeye though). Turn 3, and my Tk 'A' dies, while Simon Boxcars a sqd.

Turn 4. Simon loses the 100* on Low Ammo. My other Tank does the shooting of the year, rolling Snakes on the TH, then rolling Snakes again, don't ask what it fired at, I can not remember. Simon then Boxs his 37Pak. He then rallies a DMed 247, and gets a 7-0. His 75 then takes out my last PzIII. Turn 5, and Gusts arrive, fanning the fire in Olive's back garden. Being that I cannot win, I give-in.

The main problem with this scenario was the VCs. The Brits (played by Simon) started counting the four Buildings from T1, there by having no incentive to get any forces off the board. The solution to this problem was simple, start counting VC buildings from T4 (it's 8 turns long), or there abouts. There was other things to sort out, but thats the joy of playtesting. Overall, I would give this one the thumbs up, once it is complete. The Gun-Pit is proud to of taken part in this advancement of our Game, and will

do it again.

The reason that this is a bit disjointed, is that I originally wasn't going to do a report, but decided too. And, I was still recovering from Thursday night, thats my excuse, and I'm sticking to it! No other games played, but some drinking done.

Saturday

Tourney starts, with me playing Brian Hooper at J74 'Priests On The Line' as the US 2nd Armored Division representative. Turn 1 starts with my two 'speed bumps' (M8s) getting themselves killed, expected really. Turn 2, and I roll a Snakes on a 6+2, breaking the adj Sd250/9. A Priest then destroys a StuG with that lovely HEAT round it was issued with. My M10s AAmg breaks a sqd, pins a sqd + ldr, and in my part of the turn, just passes a Bog-Check. My Priest 'B' puts out a WP screen in front of two of Brians 1/2-tracks. My M16 (AA 1/2 track, not rifle!) shoots at a 548, and ELRs it to a 447, and a StuG burns my M10. Turn 3, and my Hero rolls a Snakes when he fires at a Sd250/8, but it only pins. Priest 'C' hits a StuG with his last HEAT round, and I am complaining to the manufacturers about sending me a dud shell! In the CCPh, one of his 548s attacks my Hero, no ambush but I roll a Snakes. being as I am not the attacker, I still die, but so does he. Priest 'C' kills a Sd250/9 with a round of HE, while Priest 'B' dies, the crew survive and are still alive at the end of the turn, which is a first for me!

Nigel Blair looking the worse for wear late on Friday evening while setting up.



VIEW FROM

Turn 4, and Priest 'A' loses his last HEAT round, I think at a StuG, no harm to the enemy, worst luck. Two of his 1/2-tracks exit the south edge, satisfying part of the VCs. The two melees taking place continue, with Brian losing a 1/2-sqd in the big one. And me losing a 1/2-sqd in the other. The main melee continues, with both Brian and me rolling 11, not done that for a long time, rolling the same in CC. My reinforcements arrived this turn, as I had managed to keep a GO MMC on board 11. Turn 5, and the only thing that is of importance is that Brians 548 w/ Prisoners in a building, fires a Pzf at the only vehicle (with the only GO MMC in the Victory area in it), and burns it (no crew survival). It fries the Prisoners and breaks him, but I still lose.

In the afternoon, I play Jackie Eves (one half of the Middlesex ASL lovers. Simon Croome, who I played earlier, being the other) at J63 'Silesian Interlude', with me taking the side of Stalins finest. In this game, Jackie and me made the mistake of thinking (some would say THAT was the mistake!) that a circle around the AF ment better armour, it doesn't, it means WORSE armour! So, on with the game. Turn 1 and the only thing to happen was that Jackie breaks a Panthers BMG. Turn 2, and I keep hitting the PzVs turret armour. My 45LL immobilises a PzV, about the only thing that gun does. The Fasist sniper kills my 8-1, who had done naff all, and wont! I break a 467 in PFPh, thats it that turn. Turn 3, and she casualty-reduces a 458 to a 248, and breaks a LMG. One of those sqds gets a Pzf, and burns my lovely T.34/85, so, no part for them anymore. My JS-II gets a Possible Shock (but no worries there though, see later). In Jackie's MPh, she tries to reman her abandoned PzV, but is unable to due to my superior firepower breaking the returning crew. The guys I had in CC do their usual thing, and die for no reason. That pig of a sniper breaks my MMG-manning 458, so in return, my sniper breaks a 467 which is next to my 45LL, after Jackie rolls a 3 while firing at a stack of 4 dummies (no, not ASL players, but the other type).

Turn 4, and my JS-II crew come

THE SCENARIOS

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

Scenario	Allied	Axis	Draw
57 Cibik's Ridge	0	1	0
BtB1 Taking Tailleville	0	2	0
CH58 Death Ride	1	0	0
EP26 Turncoats	0	2	0
HS6 At The Apex	0	1	0
HS9 The Game's Up Aussies	2	0	0
1100* For A Few Rounds More	0	1	0
127 High Tide At Heiligenbeil	3	2	0
138 Bitter Defense At Otta	1	0	0
143 3rd RTR In The Rain	4	5	0
163 Silesian Interlude	4	6	0
167 The Lawless Road	4	2	0
174 Priests On The Line	0	1	0
179 Rommel's Remedy	1	0	0
194 Kempf At Melikhovo	1	0	0
199 On To Florence	0	1	0
PB4 Killian's Red	0	1	0
RB3 Bread Factory #2	1	0	0
SF4 A Few Brave Men	1	0	0
SP120 Kettlehut To The Rescue	0	1	0
SP122 Constant Sorrow	1	0	0
??????????????	1	0	0
SP128 Rupee Reward	0	1	0
SP40 Stand At Festbert	1	0	0
SP41 Bloody Gulch	0	1	0
SP43 Deadeye Smoyer	0	1	0
SP61 Operation Exodus	0	1	0
SP68 Foote0ing the Bill	3	0	0
SP93 Oder Bound	0	1	0
TAC47 Des roses pour Vandervoot (Roses)	8	4	0
W1 Traverse Right Fire	0	3	0
W2 The front In Flames	1	1	0
TOTALS	77	38	39

back to life, and fires at a PzV, hitting it in the hull. Needs a 9 to immobilise it, so rolls an 11, normal for me! This is where we find out that we have been playing this wrong, but A.2 really does come into play here, so we carry on like the good? players that we are. My gun breaks her MMG guys, and a 458 gets interdicted. In the CCPh, Jackie attacks my pinned Gun crew with an 8-0 and 2x548 group. I manage to ambush her, but can not run away, so the crew dies. I think that she must have the No-Sight Battalion, because the 467 in a Foxhole can not find that BIG Russian MMG. My wonderful (for me anyway!) JS-II shoots at a PzV, and burns the sodding

The emergency services depart the accident on Saturday night.



PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Chris Ager	3	0	3	0
Wayne Baumber	3	1	2	0
Nigel Blair	9	0	9	0
Keith Bristow	5	3	2	0
Jim Bunce	5	5	0	0
Stephen Burleigh	6	2	4	0
Paul Case	4	1	3	0
Brendan Clark	4	1	3	0
Simon Croome	5	3	2	0
James Crosfield	3	1	2	0
Kevin Croskery	3	0	3	0
Ian Daglish	2	1	1	0
Patrick Dale	3	1	2	0
Ruarigh Dale	4	2	2	0
Michael Davies	7	1	6	0
Phil Draper	6	5	1	0
Jackie Eves	3	1	2	0
Russell Gough	4	1	3	0
Malcolm Hatfield	3	1	2	0
Brian Hooper	10	7	3	0
Paul Kettlewell	3	1	2	0
Justin Key	5	2	3	0
Paul Legg	4	3	1	0
Tim Macaire	4	3	1	0
Dominic McGrath	6	4	2	0
Pete Phillipps	4	2	2	0
Ian Pollard	5	3	2	0
Sam Prior	3	2	1	0
William Roberts	1	1	0	0
David Schofield	5	3	2	0
Graham Smith	3	2	1	0
Neil Stevens	3	1	2	0
Simon Strevens	6	6	0	0
Derek Tocher	4	3	1	0
Chris Walton	6	3	3	0

thing. Jackie then concedes, giving me a win.

Of note, something happened at about 0030hrs the next morning, which I think you lot should know about. Whilst drinking a beer in the bar, we heard a screech and bang. I went out to check that my car was ok, and saw that a woman had hit a car across the road. I went over to see if she was ok, and informed the Police that an accident had taken place, also requesting an ambulance and fire engine. After it had all been sorted out, the Police Officer asked me and Pete (the Hippy) if we could smell any alcohol on any of the car drivers involved. I said "No, as I had been drinking all day", Pete also said the same, and showed the Officer his half full bottle of Newcastle Brown Ale which he had attended the scene carrying (thats alcoholic dedication for you).

Sunday

The last round, and I play James Crosfield at J43 '3rd RTR In The Rain', with me as Englands Elite. For once in

this tourney, I am the attackers, lets see how it turns out. Turn 1, and a 1/2sqd dies due to interdiction. My armour forgot to enter this turn, so we agreed it entering next turn with full MP. 2x467s spray-fire at two of my 457s, and ELRs one down to a 247. A german 247 dies in the first CC of this game. Turn 2, and one of my sqds dies in movement to a 1KIA, how I hate KIAs. His Pak36 shows itself and misses my baby tank (MkIV). What surprises me is that my DMed 447 rallies, not that often for me. My baby tank dies from that pesky Pak. Turn 3, and one of my other tanks rolls a Snakes on that Pak, but no CH due to modifiers, and gets nothing for it. The best shot for me was one of my A13s swinging its turret, hitting and killing a HD PzIII. That gun from hell then burns an A!3 with a CH. That 447 goes and gets ELRed to a 436, Dads Army over in France! His 9-1 with LMG kills an A9, with the crew dying as well. A13 hits the 9-1/467/LMG in the first floor, rolling a 4 for a IMC, which breaks both 9-1 and 467. My mtr hits his Atr boys with a dud round, and the other A9 breaks his CMG.

Turn 4, and all my broken boys rally, except those Green ones. The A9 attacks the Pak but to no effect. An A13 does a rarity for me, an Overrun, but only pins the 468. James wastes a CH on my pinned 457, NMC and my boys are still only pinned. The PzIV breaks my 8-0, pins the 457 w/Atr, then ELRs + wounds the ldr (now a wounded 7-0, a 3MF 6+1 in reality!) and breaks the squad. The A13 kills the 468 it tried to Overrun earlier, and one of my 457s melees the Paks crew. Turn 5, and what a surprise, that broken 436 is now a ready-to-fight 447 after HOBing. A 457 runs and dies, stupid boys. My 9-1/457 w/LMG run and capture the first building I need. Two CCs are taking place, first is my 247 vs. 468, no ambush but I roll Snakes and kill him. The other is now a melee. A PzIII Intensive Fires (well, you've got to, aint you) and breaks his gun (I bet he wished he didn't), the PzIV pins my 247. The A9 kills a PzIII, but the crew survives. The 457 kills the gun crew, at last, and my 9-1 lot manages to reduce the 468 to a 248. Turn 6, and I have only one realistic hope of success,

FIRE TEAM PLACINGS

ELITE DIVISION					FIRST DIVISION				
POS	TEAM	PLAYER	PTS	OPPO	POS	TEAM	PLAYER	PTS	OPPO
1st	4	Kevin Croskery Phil Draper Simon Strevens	18	18750	1st	A	Brian Hooper Justin Key Paul Legg	21	18775
2nd	3	Stephen Burleigh Patrick Dale Dominic McGrath	15	15710	2nd	B	Paul Case Sam Prior Graham Smith	15	13530
3rd	5	Tim Bunce Simon Croome Russell Gough	15	15610	3rd	D	Wayne Baumber Jackie Eves Tim Macaire	12	10845
4th	2	Nigel Blair Michael Davies Derek Tocher	12	12215	4th	C	Chris Ager James Crosfield Malcolm Hatfield	6	5510
5th	1	Keith Bristow Brendan Clark Ruarigh Dale	12	12150	The OPPO value is the total value of the Crusader ladder points of the opponents beaten by that fire team				
6th	6	Paul Kettlewell David Schofield Chris Walton	9	9090					

The winning teams - Elite Division team on the left, First Division team on the right.



so I go for it. My 247 charges down the road, in front of his 9-1,sqd+LMG. All this is to no use, as that group fires at them, breaking them, and with it ,my last hope of victory. In this game, I was about to give-in on about Turn 3, when it all looked hopeless, but I carried on, and could of won. Just goes to show, keep on going for it!

Sunday night, and the riff-raff that are left go out for a meal. No gaming for me, just a beer. Monday morning, and after breakfast, we all depart. I have already booked my room for next year, it's the same weekend. See you all at Blackpool for 'Heroes'.



The Crusaders Open ASL Tournament Ladder

Derek Tocher

I INTENSIVE FIRE '05 was not as well attended as in some recent years with 35 participants. Nevertheless there was some highly competitive games played. There were quite a number of games going against the form card and as a result some big gains and losses of ladder points over the weekend.

INTENSIVE FIRE '05 was the 20th British ASL tournament and there are now 2,200 results recorded on the ladder. Remarkably there are three players who have attended every event so far; Ian Daghish, Dominic McGrath and Pete Phillipps. There are many others however who have attended a large number of events and the ladder logs show that no fewer than 23 others have been at ten or more of the tournaments. The largest number of games played over the last ten years have been racked up by Dave Schofield, 118, closely followed by Brian Hooper, 116. The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last six years and the distribution of results is essentially Gaussian about 3000.

Simons Strevens won IF'05 going 6-0 and adding 110 points to his ladder total and placing him in third position. The two big winners over the weekend however were Brian Hooper who gained 465 points and Tim Bunce who gained 440 points. Brian moved from 199th to 47th, lets see if he maintains that exalted position at his next outing, while Tim moved from 153rd to 22nd. An impressive performance was also shown by Phil Draper going 5-1, gaining 330 points, and moving into 25th position. Three of the players near the foot of the ladder also put in strong performances; Ian Pollard gained 260 points, Tim Macaire 235 points, and Paul Legg 215 points. Just as there were big winners there were of course big losers, most notably Nigel Blair, who managed to lose nine games and 535 points dropping from 152nd to 226th. That didn't quite put him at the foot of the ladder, that position is reserved for Chris Ager who dropped 200 points and ended in 227th position.

Without more ado here is the ladder as of 24 November 2005.

Ω

Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points	
1	Toby Pilling	70	63—2—5	4060	79=	Kevin Beard	13	9—1—3	3090	157=	Ian Daghish	99	47—1—51	2885	
2	Steve Thomas	42	32—1—9	3755	79=	Steve Cook	4	3—0—1	3090	157=	Jakob Norgaard	6	1—1—4	2885	
3	Simon Strevens	84	57—1—25	3705	79=	Gary Lock	2	2—0—0	3090	157=	Bernard Savage	21	9—1—11	2885	
4	Mike Rudd	38	32—1—5	3660	79=	Iain Mackay	43	22—0—21	3090	160=	Sam Belcher	8	3—0—5	2880	
5	Fermin Retamero	13	11—0—2	3650	79=	Peter Michels	3	2—0—1	3090	160=	Shaun Carter	63	27—1—35	2880	
6	Michael Hastrup—Leth	45	31—1—13	3615	84	Paulo Alessi	6	4—0—2	3085	162	Sam Prior	15	6—0—9	2875	
7	Derek Tocher	102	75—2—24	3600	85=	Dirk Beijaard	5	3—0—2	3080	163	David Kalman	5	2—0—3	2870	
8	Aaron Cleavin	6	6—0—0	3565	85=	Martin Vicca	13	8—0—5	3080	164=	Peter Ladwein	21	9—0—12	2860	
9=	Peter Bennett	14	12—1—1	3560	87=	Billy Carshaw	11	4—0—7	3075	164=	Lutz Pietschker	4	1—0—3	2860	
9=	Bjarne Marell	36	26—0—10	3560	87=	Robin Langston	9	4—2—3	3075	164=	Neil Piggot	4	1—0—3	2860	
11	Steve Linton	17	14—0—3	3545	87=	Chris Milne	5	3—0—2	3075	164=	Neil Stevens	60	24—2—34	2860	
12	Carl Sizmur	16	11—0—5	3515	90=	Jean—Luc Baas	3	2—0—1	3070	168	Nick Angelopoulos	5	1—0—4	2850	
13	Jes Touvdal	24	16—0—8	3475	90=	Serge Bettencourt	3	2—0—1	3070	169=	Bill Eaton	21	8—3—10	2840	
14	Dominic McGrath	109	62—2—45	3465	90=	Robert Schaaf	3	2—0—1	3070	169=	Tim Macaire	46	21—0—25	2840	
15	Lars Klynsner	11	8—0—3	3400	93=	Alexander Rousse—Lacordaire	4	2—1—1	3065	171	Dave Utley	5	1—0—4	2835	
16=	Trevor Edwards	74	38—1—35	3380	93=	Bob Runicles	3	2—0—1	3065	172	Mike Daniel	5	2—0—3	2825	
16=	David Tye	39	18—0—21	3380	95	Patrik Manlig	16	9—0—7	3060	173	Mark Chapman	6	2—0—4	2820	
18=	Ran Shiloah	11	7—0—4	3370	96=	Russell Gough	75	41—4—30	3050	174	Paul Legg	83	33—1—49	2815	
18=	Peter Struijff	10	8—0—2	3370	96=	Stefan Jacobi	11	5—0—6	3050	175	Michael Robertson	4	1—0—3	2810	
20	Bernt Ribom	5	5—0—0	3350	96=	Bo Siemsen	4	2—0—2	3050	176	Mark Warren	14	6—0—8	2805	
21	Dave Schofield	118	83—0—35	3345	99=	Scott Greenman	8	3—1—4	3045	177	Clive Haden	5	2—0—3	2800	
22	Tim Bunce	25	14—0—11	3335	99=	Ulric Schwela	40	17—1—22	3045	178=	Alistair Fairbairn	3	0—0—3	2790	
23	Joe Arthur	21	13—0—8	3305	101	Steve Pval	6	3—0—3	3035	178=	Nick Ranson	5	1—0—4	2790	
24	Frank Tinschert	15	10—0—5	3295	102=	Daniele Dal Bello	4	1—0—3	3025	178=	Nick Sionskyj	8	3—0—5	2790	
25	Phil Draper	36	22—1—13	3290	102=	Peter Hoffland	4	2—0—2	3025	181	Michael Davies	44	23—1—20	2785	
26	Phillippe Leonard	9	7—1—1	3285	104=	Tony Gibson	11	5—0—6	3015	182=	Chris Littlejohn	14	3—2—9	2780	
27=	Will Fleming	3	3—0—0	3280	104=	Vincent Kamer	4	2—0—2	3015	182=	Andy McMaster	19	6—0—13	2780	
27=	Ralf Krusat	6	5—0—1	3280	104=	Ian Percy	6	3—1—2	3015	184	Graham Worsfold	3	0—0—3	2775	
27=	Alan Smea	4	4—0—0	3280	107=	Colin Graham	5	3—0—2	3010	185=	Lee Bray	14	3—0—11	2770	
30	Dave Booth	7	5—0—2	3270	107=	Andrew Saunders	33	15—1—17	3010	185=	Richard Kirby	7	2—0—5	2770	
31	Daniel Kalman	11	8—0—3	3245	109=	Nick Brown	3	1—1—1	3000	187	Bill Hensby	31	10—0—21	2765	
32	Aaron Sibley	50	30—0—20	3240	109=	Steve Grainger	8	4—0—4	3000	188=	Andrew Hershey	10	4—0—6	2760	
33=	Daniel Batey	4	4—0—0	3235	109=	Marin Hubley	4	3—0—1	3000	188=	Flemming Scott—Christensen	6	1—0—5	2760	
33=	Paul Saunders	19	10—0—9	3235	109=	Ian Kenney	4	2—0—2	3000	190	Oliver Gray	9	3—0—6	2755	
35	Ray Woloszyn	31	18—1—12	3225	109=	Phil Nobo	11	6—0—5	3000	191	Peter Neale	3	0—0—3	2750	
36	Christain Koppmeyer	15	8—0—7	3220	109=	Duncan Spencer	4	2—0—2	3000	192	Burnham Fox	23	10—0—13	2740	
37	Tom Slizewski	5	4—0—1	3215	115=	Michael Essex	23	12—0—11	2995	193=	Rupert Featherby	3	0—0—3	2735	
38=	Klaus Malmstrom	4	3—1—0	3210	115=	Ivor Gardiner	2	1—0—1	2995	193=	Nick Quinn	14	5—0—9	2735	
38=	Nils—Gunner Nilsson	5	4—0—1	3210	115=	Gilles Hakim	5	2—0—3	2995	195	Gareth Evans	4	0—0—4	2730	
38=	Yves Tielemans	3	3—0—0	3210	118=	Eric Baker	2	1—0—1	2985	196	Hamish Hughson	4	0—0—4	2725	
41	Francois Boudrenghien	3	3—0—0	3205	118=	Ben Jones	47	22—0—25	2985	197=	Steve Cocks	4	0—0—4	2720	
42	Jean Devaux	3	3—0—0	3190	120=	Derek Farr	4	2—0—2	2980	197=	Marc Horton	6	1—0—5	2720	
43	Armin Deppe	13	7—1—5	3185	120=	Malcolm Ruddlege	5	1—0—2	2980	199	Wayne Baumber	44	19—0—28	2710	
44	Bill Durrant	5	4—0—1	3180	122	Sergio Puzziello	3	1—0—4	2975	200	Justin Key	49	19—1—28	2700	
45=	Steve Crowley	47	21—1—25	3175	123	Brenan Clark	5	2—0—3	2970	201	Simon Hoare	4	0—0—4	2690	
45=	Jonathan Pickles	8	5—0—3	3175	124	Derek Cox	6	2—0—4	2960	202	Jeff Howarden	7	2—0—5	2685	
47=	Brian Hooper	116	41—1—74	3170	126=	Michael Walton	7	3—0—4	2955	203	Christain Speis	5	1—0—4	2680	
47=	Grant Pettit	7	4—1—2	3170	126=	Chris Wauson	6	3—0—3	2955	204=	Malcolm Hatfield	44	6—0—28	2675	
47=	Bruno Tielemans	3	3—0—0	3170	125	Patrick Dale	33	13—1—19	2959	204=	William Roberts	7	0—0—6	2675	
50	Simon Croome	38	21—0—17	3165	128=	Laurent Forest	3	0—0—3	2945	206=	James Crossfield	15	6—0—9	2670	
51=	Rodney Callen	6	4—0—2	3160	128=	Alex Ganna	2	0—1—1	2945	206=	Jackie Eves	28	10—0—18	2670	
51=	Mel Falk	9	5—0—4	3160	128=	David Murry	5	2—1—2	2945	208=	Pedro Barradas	7	1—0—6	2655	
53	Jeremy Copley	9	6—0—3	3150	128=	Pedro Ramis	6	3—0—3	2945	208=	Chris Netherton	23	8—2—13	2655	
54	Nick Edelsten	22	14—1—7	3145	132=	Paulo Ferreira	9	4—0—5	2940	210	Nigel Ashcroft	52	19—1—32	2635	
55=	Keith Bristow	53	32—1—20	3140	132=	Wayne Kelly	11	4—1—6	2940	211	Adrian Catchpole	11	2—0—9	2625	
55=	Paul Kettlewell	67	30—0—37	3140	132=	Bob Nugent	3	2—0—1	2940	212	Adrian Maddocks	12	3—0—9	2620	
57=	Stephen Burleigh	26	10—2—14	3135	132=	Jon Williams	14	6—0—8	2940	213	Arthur Garlick	21	2—5—14	2615	
57=	Paul Haesler	10	4—2—4	3135	136=	Derek Briccoe	1	0—0—1	2935	214	Bryan Brinkman	9	1—0—8	2610	
57=	Paul O'donald	72	44—1—27	3135	136=	Martin Bryan	19	8—0—11	2935	215	Paul Case	99	25—2—72	2595	
57=	Frenk Van Der MEY	4	3—0—1	3135	136=	Martin Mayers	15	5—0—10	2935	216	John Fletcher	6	0—0—6	2585	
61	Chris Courrier	13	7—2—4	3130	139=	Andrea Marchino	1	0—0—1	2930	217	Graham Smith	31	10—0—21	2570	
62	Paul Sanderson	41	21—0—20	3125	139=	Andy Price	3	1—0—2	2930	218	Nick Carter	9	2—0—7	2560	
63=	Lee Brimmicombe—Wood	12	8—0—4	3120	141=	Paul Boyle	5	2—0—3	2925	219	Mike Stanbridge	47	13—1—33	2555	
63=	William Hanson	19	11—0—7	3120	141=	John Sharp	8	3—0—5	2925	220	Michael Rhodes	43	10—0—33	2545	
63=	Paul Ryde—Weller	10	5—1—4	3120	143=	Steve Allen	6	1—1—4	2920	221	Robert Seoney	5	0—0—5	2510	
66=	Georges Tournemire	3	2—1—0	3115	143=	Tim Collier	17	7—0—10	2920	222	Neil Brunger	26	9—0—17	2500	
66=	Mark Walley	4	3—0—1	3115	145=	Iain Ainsworth	1	0—0—1	2915	223	Roger Cook	28	8—2—18	2460	
68=	Luis Calcada	43	21—1—21	3110	145=	Edo Giaroni	3	1—0—2	2915	224	David Ramsey	9	1—0—8	2435	
68=	Luc Schonkerren	5	3—0—2	3110	147=	Joel Berridge	3	1—0—2	2910	225	John Kennedy	24	5—0—19	2415	
70=	Scott Byrne	6	4—0—2	3105	147=	Brian Martuzas	5	2—0—3	2910	226	Nigel Blair	56	20—0—36	2365	
70=	Andrew Dando	44	23—2—19	3105	147=	Andy Smith	4	0—0—4	2910	227	Chris Ager	21	5—0—16	2355	
70=	Bob Eburne	53	30—0—23	3105	150=	Ray Jennings	4	1—0—3	2905						
70=	Simon Morris	11	6—0—5	3105	150=	Pete Phillipps	95	41—0—54	2905						
70=	Stewart Thain	15	8—0—7	3105	150=	Phil Ward	5	2—0—3	2905						
75	Russ Curry	6	4—0—2	3100	153=	Josh Kalman	10	5—0—5	2900						
76=	Nigel Brown	26	11—0—15	3095	153=	Ian Pollard	83	33—0—48	2900						
76=	Raurigh Dale	36	16—0—20	3095	155=	Kevin Croskery	5	4—0—4	2895						
76=	Mikael Siemsen	6	3—0—3	3095	155=	Martin Kristensen	6	2—0—4	2895						

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BRUISED AT BRUREE

Michael Davies

'Bruised at Bruree' is one of three scenarios included in *Critical Hit volume 7 number 1*. It covers a skirmish from the Irish Civil War, a turbulent and bloody time that eventually led to a negotiated ceasefire and a move closer to an independent democratic Irish state. The fighting takes place between the 1st Kerry Brigade (IRA) and the Dublin Guards, part of the Free State forces. It's a small combined armed action in which a small Free State garrison is subject to a strong IRA assault. Both sides receive some reinforcements, the Dublin Guards are helped by a strong group of infantry and an armoured car, the Kerry Brigade are helped by a section of infantry riding on an armoured car. No British troops are present – this is an intense skirmish between Irish men of differing political opinions.

Part of the attraction of the scenario are the counters provided with the magazine, both IRA and Dublin Guards squads and half squads together with vehicles, Leaders, heroes, a priest, and a turn counter with the Harp of Erin on one side and a rather nicely done Union Jack on the other. Both sides would be happy to fight under the Harp or Irish Tricolour, stretching a point you could allocate the Union Jack to the Free State forces as they held Dominion status within the British Commonwealth and did swear an oath of allegiance to the British King. For support weapons, vehicle crews and concealment counters you'll need to use British and Russian counters, which isn't any hardship.

Before play it's worth reading "The Troubles" a short article by P.J. Norton who worked on the scenario design, and gives an insight into the Irish War of independence, and the Irish Civil War, as well as some mention of his Irish grandparents involvement in those events.

FREE STATE SET UP AND RELIEVING FORCES

This scenario is focused on the control of buildings W5 and V6/V7. To win the IRA must retain control of W5, and drive you out of V6/V7. At the game start you control V6/V7 as it is within your set up area. Your game plan should make gaining this position as difficult as possible for the enemy, and later on threatening to capture W5.

V6 forms a two hex building with V7, the ground floor of which is stone and fortified giving a TEM of +4, and restrictions on enemy entry. The first floor is not fortified, but as a stone building still provides a TEM of +3 though. To retain Control you need at least one unbroken unit anywhere in the building. You should only move out when broken and driven out of the building or as a temporary expedient to mass for a counter attack or lose encirclement.

If you lose control of V6 part way through the game you must work to either recapture it or gain counter play against W5. The loss of control might not be your decision; if the IRA sacrifice troops and support weapons to push you out then your ultimate victory will depend on the losses incurred being sufficient to create the opportunity for your reinforcing units to recapture.

Casualties don't matter, you can lose your entire OB and still win as long as the enemy don't gain both buildings, similarly kill or capture the entire Kerry Brigade and lose if you don't control one of the buildings!

To recap, your mission is to have control of the V6/V7 building at the game end. Your opponent will make this as difficult as he can. On board he has five squads, four half squads, a couple of Lewis Guns', two home made armoured cars, a 9-1 and a 8-1 Leader. All are dangerous, the armoured cars are particularly unwelcome. They are small targets, with a four factor machine gun (likely a Vickers), which qualifies for rate of fire, it is thinly armoured so resistant to small arms at all ranges. Used carefully these give the IRA fire power, mobility, and cover for crossing open ground. Some features should give you comfort. The machine gun has a high breakdown number (B11), the vehicles are wheeled prohibiting building entry or wire clearance, they have to use platoon movement as no radios are fitted, are subject to mechanical reliability, and have one man turrets so "stun" result cause recall (D5.341). Your main anti tank weapons are close combat, and machine gun fire. The basic to kill of a machine gun is four, modified by +2 at nought to one hex range, and +1 out to six hexes. A to kill of five or six is cause for concern. When using machine guns against armour a DR less than half the to kill does cause a burning wreck, either by causing a

petrol fire or igniting ammunition, anything less than the to kill number eliminates the vehicle, equalling the to kill causes a "stun" result and automatic recall. Deliberate immobilisation isn't an option, going for a kill is a better option even if it was! Knocking out armoured cars with your machine guns sounds easy, it can be, unfortunately hordes of closer Infantry threats will likely be distracting you. The IRA start with five squads and four half squads, outnumbering and out gunning your initial forces. Your fellow countrymen are good troops, all count as stealthy, they will take prisoners and will not declare no quarter, and have reasonable fire power and range. At one hex or less a special rule adds one fire power factor to IRA unit firepower after all other firepower modifications to reflect their lack of rifles and greater use of shotguns and pistols. This firepower is also added to close combat calculations. Numbers and firepower are the enemy's main strengths. Some help for you comes from the IRAs' troops foibles. Fortunately they can't form multi location fire groups. The most powerful stack they can form initially is three squads and two LMGs for 12 (well 13) factors out to three hexes range. If allowed to form multi location groups 20 factor attacks could be massed. This doesn't change the enemy firepower at all, only the way it can be concentrated, this is important as you will generally be in stone buildings, some of them fortified for +3/+4 TEM, to shoot you out of these is easier with large fire power attacks. The IRA ELR is low just 2, they disrupt on failing a morale check and exceeding their ELR just like your own conscripts do. Disrupted troops can't self rally or only rout in certain limited circumstances and prefer to surrender if at all possible. You are compelled to take prisoners, often a good thing, the main exception being when you are likely to be eliminated in close combat. The enemy support weapons are useful for providing additional firepower. Along with the armoured cars they provide anti tank capability against your arriving Rolls Royce armoured car. They can be used for fire lanes, to interdict your movement, and threaten weak long range fire. The enemy may decide to use half squads to man the Lewis guns' or add them to assaulting units if seeking to clear positions by firepower. Keep in view the LMGs breakdown numbers. You would



BRUISED AT BRUREE

CH #163

☉ FREE STATE Sets Up First

☒ IRA Moves First

1	2	3	4	5
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Elements of the 1st Kerry Brigade set up north of the road running from R1-T4-W5-GG6.

Enter on turn four on hex V1 with all infantry as follows:

(ELR: 1)
(SAN: 4)

Elements of the Dublin Guards set up south of the road running from R1-T4-W5-GG6:

Enter on turn three along the west edge (ENC: see SR #2):

(ELR: 2)
(SAN: 3)

VARIATIONS:

- ☉ Replace the IRA 8-1 leader with an 8-8.
- ☒ Add a LMG to the IRA GR.

BOARD LAYOUT:

(Only hexes 8-03 are playable)

OBJECTIVES: To win the IRA player must Control buildings V6 and W3 at Game End.

SCENARIO RULES:

1. EC: see Wit, and the weather is Overcast (ED: 5). No hills/rocks roads exist, treat them as Level 0 horizontal roads. No building has higher than 1st level. The ground floor of building V6 is Fortified, and this building is not treated as a Warehouse. The stream is flooded. All ICWSR are in play (EX: No Quarter in NA, etc.).
2. Up to 2 1/2 Free State squads (equivalent), plus one SMC, and one SPW may enter along the north edge or west of hex V16.
3. See SR #8 from scenario CH #162 for the Rolls Royce 1914 armoured car used in this scenario. Counters for the "Homemade AC" are provided in CH 71.
4. Note the following statistics: "F" factor BR11 CMO; ROF of "1"; INT; 12 RED MP; Small Target; Wheeled MP; and CE.

BRUREE, IRELAND, 2 August 1916: Following the fall of Dublin the Free State forces began a campaign against the many IRA strongholds throughout the country. One of these was the ill-fated "Waterford Line" which was centred on the city of Kilmallock. The town of Bruree to the west and Bruff to the east guarded the northern approach. Here, more fire was set out during the Irish Civil War, the opposing sides would hold closely defined front lines, each side maintaining a string of outposts in villages and towns, crossroads, and open fields, with a no-man's land varying in width from a few hundred yards to a mile. Within this region some of the most intense fighting would occur with both sides using innovative combined-arms tactics. One such attack at Bruree would involve the use of three improvised armoured cars carrying small troops armed with rifle grenades, a trench mortar, and machine guns. Each vehicle was detailed to eliminate one of the three points held by enemy forces in Bruree. With complete surprise the lead armoured car attacked the Free State headquarters in the Pathway Hotel. The brigade commander and his men managed to escape out the back of the building under the cover of Lewis Gun fire from a water tower. The second armoured car remained the front door of the schoolhouse inducing the twenty-five men inside to surrender. The third armoured car broke down. The Free State brigade commander led a rapid counterattack and the Republicans having failed to secure the surrender of the town decided to withdraw.

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Original Design: Patrick J. Norton and Dave Lamb

add fire power and range, plus Anti Armour capability. The Vickers MMG is a four factor weapon, with ROF two and very long range. It can destroy armoured cars if it can see them, and not engaging other targets. The LMG is a Lewis Gun low fire power, but still with Rate and as deadly as the Vickers against armour. Both weapons are B11, a nuisance when it stops you shooting, more helpful when you are trying to break it by firing before it is captured. On their own these units would struggle to hold V6 against a competent attack. Fortunately help is on the way and you get a fair selection of fortifications to beef up your defence. Building V6/V7 ground level is fortified. You get a +4 TEM against fire attacks, ranged IRA combat will struggle to inflict more than a morale check on your defenders. As long as you have a good order squad equivalent in a fortified building hex the enemy simply can't enter. You get further help from two trenches, a road block and a pair of wire counters. The trenches provide cover, placed next to a wall they have a line of sight only to higher elevations or adjacent hexes, that is useful for gaining concealment and shooting into adjacent hexes. Wheeled vehicles such as the Rolls Royce and armoured cars cannot enter a trench hex, giving you more vehicular obstacles. The road block is mainly an obstacle to vehicular movement, it can provide cover like a wall, and is an obstacle to same level line of sight. Wire complicates enemy movement. Anything can move through it but at a risk. Vehicles risk bog, Infantry become more vulnerable to fire combat and are slowed. Don't forget your concealment counter, it shouldn't fool anyone but will give some protection to your units from enemy prep fire.

Coming to the aid of your beleaguered troops is a strong relief column. Two second line squads, four second line half squads, and another three conscript half squads, led by a 9-1 and 7-0 leader. They bring another two Lewis Guns, and your sole armoured unit a Roll Royce armoured car. The Rolls Royce mounts a machine gun effective against infantry or vehicles. It can be destroyed by machine gun fire or close combat by enemy infantry, we'll look at tactics for this unit later. For now note it is radio less, and obviously can't occupy a building. Against a lone armoured car, the Rolls Royce has a very slight edge due to mechanical reliability, and more crew in the turret, against two or three you need luck to win an armoured duel.

Must mention the snipers. Your SAN of three is not too bad, likely to activate it following some of your opponents better luck, and perhaps even out a bad combat result. The IRA SAN is a very scary six.

expect the attacking force to have two Leaders, perhaps of lower quality. A 9-1 is a good unit, and an 8-1 not too shabby itself. Low ELR does help as failed morale checks can conceivably result in replacement by lower quality leaders. With negative modifiers enemy officers can rally troops faster, direct fire combat and beef up the threat of melee. A stealthy IRA squad with a Leader has it's ambush roll modified by -2 vs. your 2nd Line units, -3 against your conscripts, if an ambush occurs expect a 2:1 attack at -2 against 2nd line troops or a capture attempt at -3 against your conscripts! If you can kill or wound the Leaders the enemy attack will be weakened.

On turn four the IRA receive reinforcements. A Lewis Gun, and squad riding on another armoured car, enter on Y1. Arriving late in the game their role depends on where the action is. If the IRA are solidly employed in V6/V7 they will likely drive to support them, if you are in melee again

they'll rush to the action, dismount and pitch in. given the low counter density one squad and a vehicle is enough to make a difference, it is good news it arrives so late in the game.

Your own troops form a very weak garrison initially although help in the form of a strong relief column is on it's way. You start with seven half squads, three are 2nd Line unit's the rest are Green. Green unit's suffer from slightly lower range, being lax, lower morale (six compared to seven for 2nd Line), increase the breakdown numbers of support weapons and disrupt when exceeding ELR for failed morale checks. With a morale of six and ELR of two, this happens on a nine or more that's ten rolls out of thirty six. A disrupted unit can't rout and will surrender if adjacent to an IRA leader, half squad or squad. Leadership is provided by a lone 8-1, useful for rallying troops, directing fire combat, negating the inexperienced penalty for green troops, although can't do everything at once! Two support weapons

THE TRENCHES



That's five chances in thirty six for activation. You still need to shoot, anything with a credible chance of causing a morale check or better should be taken, low firepower shots, particularly those subject to TEM need to be assessed before you declare an attack, keep in view green troops cower. If the sniper activates it will head for the lowest TEM in the target hex. Fortifications affect this so try to keep your most valuable units downstairs in a fortified building and something more expendable in the same hex subject to a lower TEM. The very active sniper is an important part of the IRAs offensive capability, don't disregard or ignore it.

The most important terrain on the board is the V6/V7 building, closely followed by the terrain adjacent to it and the terrain nearby. Lets start with V6/V7, this is a stone building with a fortified ground level. Fortified buildings qualify for higher TEM and are harder to enter. In this scenario IRA firepower is limited to one location, or twelve factors at two or more hexes, twenty factors at one hex range. With a +4 TEM you are just about able to stand up to this strength of attack for a turn or two. If you can gain concealment the strengths of these attacks are dramatically reduced so look for ways to regain concealment whenever possible. If the enemy gain a foot hold in the building (likely through V6) defence does become more difficult. Fire attacks against enemy troops will be subject to a +4 TEM requiring decent luck to inflict even a morale check with your onboard forces. It doesn't mean you must evacuate the building immediately, just that fire combat against well protected troops is less effective than hitting guys running in the open. Level one of V6/V7 can/should be occupied. The improvement in line of sight isn't significant, you do see over obstacles or hindrances such as walls, the bridge and grave yard to some locations but this is unlikely to be significant. Occupying an upper level does help in several other ways. By being in two locations enemy fire must be split between two targets to suppress you. If you have units in both the ground and first floor levels the IRA will expect more painful fire against troops trying to move adjacent to V6. You can form a fire group with both locations or fire them independently, depends on the target which is better. Against troops moving in the open, making multiple attacks usually makes better sense. For either location final fire, and final protective fire can be options. Remember any of your disrupted unit's do not rout, a green unit breaking and exceeding ELR will disrupt, will remain in hex and surrender to an adjacent enemy unit. If at level one, well this is harder for the IRA to exploit. Try to

retain a presence in the building, until all your units (barring prisoners) are outside the building the IRA can't claim control, if they do gain control recapturing it is a tad harder.

Next to V6/V7 are several terrain types, a stream, four road hexes, two orchard, a bit of wall and hedge, and another building. The stream is flooded, and treated as a pond. The IRA might try to swim it, to enter V6 with unarmed units, but I doubt it, Armoured cars just can't attempt it. The U6 stream is one less hex to defend. The rest of the stream does matter, I'll return to this later. An IRA attack is most likely to move through V5 and W6. Both are open ground. V5 is a bit tedious as V5/V6 is bordered by a wall, potentially this can give cover to troops entering the hex. Fortunately you can direct fire into V5 which doesn't cross the wall, from buildings X6, X7 or Z6 for example, or the woods in CC6. If the IRA can gain wall advantage, numbers, short range firepower and the TEM gained will give them leverage to gain V6. W7 and W8, are not very likely to be used by the enemy for movement unless much of your forces are broken or have expended their fire options. They are open ground/paved road hexes. On the other side of the building is a small Orchard in U7/U8. This is in season, providing cover, a ground level hindrance and a level one obstacle. I guess it affects fire to and from the first level of V6/V7. It can help to gain concealment, cover movement and give a rout back into the building if you have to regain control. The last adjacent hex to consider is the V8 row house, and the hedge between V7/V8. It's not a bad spot to rout to if forced out of V6/V7, and a good position to start a counter attack. From the ground floor and first level you can fire into W6, useful in the early stages of the scenario.

That's the really important terrain stuff. The rest of the map also matters, but not quite so much. One exception to this view is W5 a stone building adjacent to the grave yard just across from your main position. If you can capture this building and hold it you win. That said it's hard to see how this could come about before your relief column arrives. The IRA will likely start their attack from this building, so if you are in a position to take it you've likely chewed up most of his OB and are in control of V6/V7 anyway. Keep the idea at the back of your mind, later in the game a concentrated attack could take W5, it might be an option if you have a prisoner escape near the hex or can drive adjacent with the Roll Royce, abandon it and gain control?

Most of the board is the village of Bruree, it a cluster of small stone buildings, built around a meandering road network. The

road creates open areas moving troops will have to cross at more risk than movement through buildings, expect savvy opponents to consider armoured assault, dash, advance phase movement, using vehicles as cover, and overloading defenders to solve this tactical problem.

The stream separates most of the village from the western bank. Troops can start over the stream, their only easy way across is the U5 bridge. From the far bank, enemy units may shoot to cause encirclement. It's hard to see how this would work as the building TEM would negate most fire attacks, would the IRA commit a substantial force of say two squads just to do this, probably not. If it happens accept the danger of encirclement is partially offset by the decision of the enemy to divide his forces. Grain is in season, the fields are far way from the action, as is the case for most of the small patches of woods and brush, that do make the map look appealing but don't have too much effect on play.

To recap. The stream is important, it dissects the playing area, V6/V7 is the most important feature on the map. During play during quiet moments study this building and the approaches to it, the positioning of your fortifications, and everyone's units, may create an opportunity for a clever attack or defensive plan that will make your play a little more effective and fun.

With overcast conditions every wind change roll is a 1/12 chance of rain. Followed by a similar chance of a change in intensity. Light rain affects long range fire, not too important in a short range fire fight. Heavy rain ups the hindrance to +1 at one to six hexes which does matter! Heavy rain gives troops in fortified stone buildings a +5 TEM against small arms fire from outside the building. Troops in the open will appreciate the +1 TEM as it moves them further away from K/KIA results at the bottom of the fire tables. Be stoic about rain, you can't prevent or cause it, you should learn to use it to your advantage in different stages of the game.

Set up presents a lot of choices, anything from sticking everything into V6/V7 all the way through to carefully position small groups of units positioned to create killing zones on the approaches to the all important building. Then there are sub plots. Do you neglect the defence of the building to conserve your forces ready for a counter attack with your arriving reinforcements, or do you seek to destroy armour by forming tank hunting teams around your machine guns. ASL also allows you to fly by the seat of your pants, almost randomly sprinkling units in favoured locations around the map and then being very dynamic for most of the game.

The easiest or simplest defence is to start everything in V6/V7 with trenches in the U7/U8 Orchard hexes, wire and the road block in say W7/W8 to give your flanks some protection. The trenches are there to duck into and out of to gain concealment. A road block on the W7/W8 gives cover and potentially a quick rout in for reinforcing units. This defence will work well against a slow ponderous fire power based IRA attack, and perhaps even better against a charge by the rebels on turn one after minimal fire preparation. It won't work quiet so well if you are outflanked and encircled. Be conscious of flanking moves, for example an armoured car across the stream or squads working their way behind your lines. Time is pressing for the enemy as any flanking force only has three or at most our turns to defeat your onboard forces before the relief column arrives. A deliberate defence like this described is valid despite it's simplicity.

You can go for more cunning set ups. One of the main weaknesses of the V6/V7 Building is the stone wall giving protection to troops in V5 who will likely claim wall advantage for a +2 TEM, and higher firepower at close range. From V5 pressure to occupy V6 builds giving the rebels a way into the building where their higher firepower will tell. A hedgehog or point defence accepts this, and aims to trade space/casualties for the advantage the enemy has seized. If you don't like the idea there are possible counters. From X6 fire to V5 is not effected by the wall, a 2nd line half squad threatens morale checks that if failed and exceed ELR give you small groups of prisoners. Using the LMG or MMG from this position is a tough decision. My own view is both weapons look good in V6/V7, the LMG just might work if it also scares enemy armour. You can use a green unit in X6, the V5 hex is still within range, but you must accept one in six shots will disappear through cowering, a snakes should be commented on, if you get several and lose make sure the significance of the events is given proper weight. A bit wackier, look at S4, a 2nd line unit can reach V5 and is hard to counter without units on the far bank of the stream. OK fire power could do it, more likely an enemy squad or perhaps two will start over the stream to neutralise the unit. Err a green half squad might do as good a job, accepted it's firepower is a bit weak, but if it draws a squad off to counter it, they are occupying a disproportionate amount of the enemy forces. Maybe there is a case for using the LMG from over the stream, or even a MMG team directed by the Leader. Too much force and the rebels gain V6/V7 very quickly without much loss of life. Probably half a squad is enough, it is hard to see the

gain from adding a machine gun or leadership to this outpost though.

You can of course start with units in both S4 and X6. Also worth a look the upper story of W9, and an entrenched LMG in CC6? Small flanking forces make the enemy moving around the flank of your main defence a little harder. They work extremely effectively when a concentrated enemy force decides to whack say CC6, OK a half squad dies or becomes a prisoner, maybe the enemy pick up a captured Lewis Gun which they must use as a captured weapon, the gain for you is an enemy squad upwards occupied for a turn to launch an attack and out of position for either defensive or prep fire against you for at least another two player turns.

You can go completely different and just hide, set up positioned to shoot the IRA as they move forwards, link up with the relief troops and recapture the V6/V7 building. Spots like the X7 and Z7 buildings are interesting, you might gain concealment, might get some good shots with negative modifiers if the IRA run through open ground. This idea is a bit too defensive for most players, can work against attack mad players, and deserves to work against anyone determine to drive through the Eastern group of buildings if you are set up there!

Enjoy setting up your onboard units. Eyeball lines of sight, set traps, plan rout and lines of manoeuvre, and give some thought to how your troops arriving on turn three will help the game. That might be an understatement, without them the small garrison would suffer serious casualties and prisoners, fortunately a lot of help does arrive. Scenario Rule 2 is important, giving the option to bring on some of your units along the southern edge, on or west of Y10. To arrive east of the stream, restricts you to Y10 and X10. Still worth doing though. The maximum force you can use is two and a half squad equivalents, a Lewis Gun and a Leader. Generally the best troops you have should be used, second line infantry, a Lewis Gun and the 9-1 Leader is a strong force against depleted rebels. It would be nice to support them with the Rolls Royce but you can't. Err one possible problem. If the IRA has the entry area covered with both armoured cars and plenty of squads, give thought to entry in the advance phase or if you face a solid mass of enemy, consider entering elsewhere. Elsewhere is the western edge. If no IRA units are on the west bank or unable to interdict your men by fire give thought to double time, road movement and crew exposed movement to gain ground. The relief force is tasked with reducing the pressure on your defenders and recapturing at least one building. Fire support from the

west bank is helpful, physical presence really does make a difference though.

The biggest problem for your arriving troops is the little stone bridge across the stream. It's the only way across, and certain to be covered by fire. You owe it to your comrades to try. Bridge crossings are not easy, try to support the attack with fire, think about armoured assault or even overrun, then run across a half squad at a time. Try to use the bridge as cover, assault move some units, and advance every single turn unless there is a darned good reason not too. Once across the bridge W5 is bordered by walls on both sides. Wall advantage isn't going to work if you are being shot at from both sides. If you can roll a berserk unit in this hex do it! V6 ground level is fortified, if manned by a squad equivalent getting in is tricky, likely W5 is a better bet, if you have the choice you are doing well.

Even if it doesn't cross the stream in strength the relief force has done its job if your onboard units still control V6/V7 or you gain W5 by the gain end. Killing or capturing rebels, conserving your own forces isn't the mission, it's all about territory, specifically building control. That said, make sure you enjoy playing, be pleased when a Lewis Gun does for a rebel armoured car, or a rebel charge ends in a show of hands and pocket handkerchiefs, have a Guinness before after or during the game, and shake hands with your opponent afterwards.

IRA SET UP

'Bruised at Bruree' can be considered a surprise attack. The Free State garrison is weak, and has made limited preparation for your attack. That said the onus is on you to gain a win by controlling both the V6/V7 and W5 building. Controlling both is essential. Having just W5 and most of V6/V7 doesn't matter, and nor does amassing Casualty Victory Points, masses of prisoners or your own casualties for that matter.

The game is likely to progress in stages, beginning with your attack on V6/V7, followed by a fight to consolidate the position and destroy as much of the onboard enemy force as you can, and ultimately the defence of both W5 and V6/V7 to the end of turn five. Brush up on the control rules. The first bit of good news is you initially control W5, and don't lose control until the Free State are the only occupants of the building. An enemy unit entering and engaging you in melee doesn't automatically gain control, it has to kill or capture your entire force and of course survive. That is helpful, particularly in the closing turn when you can expect a mad dash by the Dublin

Guards for one or both building.

More mixed news, well you hit similar problems when fighting to gain control of V6/V7. The defenders control the building, and retain control until you are the sole occupant. As the ground level is fortified gaining control of both hexes requires effort. The first one entered can be particularly difficult after than you gain a base to shoot into the next fortified building and the Level above. This takes time. At least one turn, more likely two or three. Ideally you would prefer to gain control a turn before the enemy relief column arrives, so you can rally troops gain concealment, organise prisoners, pick up support weapons etc. Less appealing being outside V6/V7 when the rest of the enemy OB arrives.

To win you probably need to be in V6/V7 by turn three, it's not a victory condition, and you are still in the game if you aren't there. If you are on schedule and control V6/V7, the arriving enemy face similar problems to yourself, you have to be driven out of both levels of both hexes, and utterly defeated in any melee to lose control. Keep an open mind about things, although gradually gaining an advantage and building on it is a good

strategy *ASL* does throw some exciting events into the mix. You may suddenly find a sniper attack strengthens or weakens your position, or a low roll pins or breaks a defender allowing a rapid charge, short melee and gain of a building.

To recap. Control V6/V7 and W5 at the game end for a well deserved win. Don't get distracted by casualties, prisoners, or anything other than building control.

Let's look at the enemy forces. Some of them would have been fighting along side you in the Anglo Irish War, or during the Easter Rebellion and even against the Central Powers in the Great War. The current conflict stems from a disagreement about the site of Free Ireland and it's allegiance to the crown. The Dublin Guards start with a small surprised garrison on board, with a relief force heading for the village shortly after your attack started. The onboard forces are weak, three second line half squads and four green half squads, with a Vickers and Lewis Machine gun. Their only Leader is an 8-1 a capable man but without much to work with. The force is equivalent to three and a half squads two of them green, which goes some way to explaining why they are all deployed.

The weakest units in the Free State order of battle are the green troops. These count as inexperienced personnel unless stacked with a Leader. When inexperienced they cover more severely, do not have as many movement points, and are more likely to break already fragile support weapons after reducing their rate of fire. With a Leader directing the unit, or even just in the same hex these foibles disappear. Green troops are always lax for ambush purposes regardless of Leadership, if you can get close your stealthy units will have their ambush rolls modified by -1 for being stealthy, whilst enemy green troops warrant a +1. To be ambushed you need to roll a six, and the Free State a one, giving a one in thirty six chance of being ambushed. In return you will ambush on 15 rolls out of thirty six. That is quiet an advantage. The -1 modifier for your attacks and +1 for any enemy response is useful. If you attempt to capture inexperienced personnel, well you get an extra -1, with the attempt being resolved before any enemy response. You can improve your odds of gaining ambush by concealment, pinning the enemy, through leadership or attacking broken units. Against



second line squads, you still have an advantage due to being stealthy but don't gain a -1 for capture attempts, in fact the odds are worsened by +1. Capture is useful against green units, not so much against normal or stealthy ones. Against 2nd Line troops the chance of being ambushed is one in twelve (three in thirty six), against ten in thirty six for you ambushing. Basically you are more likely to ambush Free State troops than be ambushed especially against green units. This should suggest some tactics we will discuss later, it might also convince Free State troops to move or voluntarily break when adjacent to your troops. The enemy are more potent at fire combat. Individual half squads have a basic firepower of two, giving effective attacks against troops moving in the open. Range isn't good for any infantry units in play, keep in view inexperienced infantry fire attacks are subject to more severe covering. ELR is the same as your own, fairly low at 2. Second line units become green ones, green units disrupt. Disrupted units can't self rally. If isolated from the lone enemy leader you can round these up and march them away from the front line or even off board. Prisoners can be used to dig entrenchments, try moving road blocks, even fighting fires. Keep in view if MMC escape they appear as green units as soon as they rearm. Free State troops are allowed to form multi hex fire groups. Adjacent unit can form a chain to shoot quiet powerful attacks at you. Multi hex fire groups are harder to suppress than large stacks, if forced to act as squads the defenders would be easier to tackle.

Enemy support weapons are good. It is unusual to get excited about a light machine gun or medium gun for that matter. Here in the hands of a second line half squad they threaten long range attacks, rate of fire, and fire lanes. They provide long range firepower against your armoured cars. Machine guns are lethal against light armour. A basic to kill of four gets a range modification at less than six hexes, giving a To Kill of 4, 5, or 6 against zero armour factors. A to kill roll that equals the number doesn't destroy the vehicle, it causes a Stun result, making the vehicle ineffective then subject to recall due to one man turret restrictions. If you are fond of the armoured cars limit their exposure to fire, if you rate yours as marginally useful accept their loss draws fire from other units.

The Bruee garrison get some help from fortifications, two trenches, a couple of wire counters, a roadblock and fortified stone ground level buildings hexes in V6/V7. The roadblock and trenches are obstacles to armoured car movement, you can risk bog to travel through wire hexes, well worth it if

you end up in a useful position anyway. You have no influence over where these fortifications are placed, it is reasonable to expect them close to V6/V7 though.

The Relief force arrives on turn three, mostly along the west edge on the far side of the stream, with the option for up to two and a half squads, a Lewis Gun and leader to enter on the southern edge. In total the Free State bring four second line squads equivalents and three green half squads, a pair of Lewis Guns, a 9-1 leader and a 7-0 plus a Rolls Royce armoured car. The Infantry, leaders and support weapons are similar to the original garrison forces, though much more numerous. Second line squads offer range and better close combat capability. The Armoured car is a British supplied vehicle equipped with a Vickers machine gun. It is a capable unit, impervious to small arms fire, with adequate movement points, rate of fire, and a worthwhile machine gun attack. It is as vulnerable to machine gun fire as your own home made armoured trucks, radio less, unable to move in a platoon unless one of your armoured cars is captured, and unable to cross roadblocks and trenches like your own vehicles. Being critical it's main weakness is numbers, only one of them to take on up to three of your own AFVs. That doesn't mean the primary mission of your armoured cars is to seek out and engage the Rolls Royce, rather the combat capabilities both offensive and defensive are potentially in your favour.

It is likely you will be able to concentrate your force against small parts of the enemy and overwhelm them, more on this later. If you don't the Dublin Guards could end up with nine squad equivalents in play, plus three Leaders, four support weapons and an armoured car against your own smaller force which must complete an attack to gain territory and win. If the entire Free State force could start on board you would struggle to gain your objectives.

You command about half a company of troops from the Kerry brigade with a platoon of improvised armoured cars in support. At the start of the scenario you have two armoured cars. These are homemade with counters supplied in the magazine, at a pinch you could use some Chinese, Italian or Russian armoured cars and halve the movement factors. The armoured cars are important. Most useful is their armament, 4 factor machine guns with a rate of fire of 1, B11 takes some of the gloss off this useful firepower. Against small arms the thin armour is adequate, if targeted by machine guns though only two or three hits are needed for a kill or recall result, small target size will not save you. Vulnerability to fire is only a problem if you place the vehicles in harms

way. More worrying is mobility. Without radios you must use platoon movement. D14.21 requires radio less vehicles to form platoons, so both vehicles end up in adjacent hexes. Not a bad thing if you want to concentrate your armour, annoying if you would prefer to split them. Moving as a platoon tends to slow movement, although sometimes it is useful. Any roll for mechanical reliability is made for the platoon, random selection then chooses which cars are effected. This halves the chance of a failed mechanical reliability roll, with a slim chance (1 in 216) of both cars being immobilised. There are players who could pull this off. An immobilised vehicle is more vulnerable to close combat and fire attacks, it still provides cover, has functioning and it's physical presence is a problem for enemy infantry. Movement points look good, 12 factors should be enough to fly around the board, overrunning on the way, well, no not really. For a tracked vehicle that would be the case, your armoured cars use truck movement costs. Road movement costs only apply when crew exposed. Buttoned up open ground cost one third of your movement, grain and brush even more, it is quicker to walk. An overrun against an adjacent unit is an option, quiet clever against adjacent broken units, you don't really have enough movement to reach targets further away. Within certain limitation the armoured cars are useful. They have good firepower, reasonable protection and can move slowly. Smoke is always useful when attacking, there are two ways to try for it with your armoured cars. A destroyed armoured car can be burnt by a low to kill number, or you can try for smoke grenades when crew exposed and it isn't raining. Going crew exposed does carry a risk, as you are exposed to small arms fire and sniper attack. Any stun result causes recall, as your vehicles are one man turreted. If you think smoke and drawing fire are justified pick a good spot to target the smoke and don't get too close to massed firepower.

Your infantry are much more mobile in urban terrain. You start with five squads and four half squads. All are Partisans, squads are 3-3-7 units, half squads 1-3-7s. As stealthy units they receive a bonus to concealment attempts, and for ambush rolls. Close range fire is augmented by a +1 FP after range pinning and area fire have been taken into effect, due to limited number of rifles you men use, and the number of pistols and shotguns they use instead. IRA units did make use of hand grenades, some of them bought or acquired, others manufactured but still effective. I think the +1 FP modification applies in close combat, and applies to half squads as well. The downside of the your

troops is their propensity to wilt under fire. Seven morale is good enough, a low ELR of 2 is the same as the Free State forces. A failed morale check results in a disrupted unit ready to surrender, this restriction also applies to officers. That's a pain, as you need to be close to use close combat, survive defensive fire before you can get stuck in. That said any escaped units rearm unscathed. There is a restriction on fire groups, you are limited to one location. Although a restriction it does encourage you to use manoeuvre instead of massed firepower. A couple of Lewis guns give you extra fire power, and an anti tank weapons for countering the Rolls Royce later in the game. Perhaps their best use though is to cover the bridge. A fire lane through U5 along the line of the bridge, hits moving units with an attack modified by -1 for the bridge. Free State units in a hurry will have to risk this, and should pay a price for it.

Leadership is pretty good, a 9-1 and 8-1 for eight squads isn't bad. Their main use is rallying broken unit's, preferably disrupted ones before the enemy move to capture them. Leaders can do other things, directing fire, assisting movement, ambush, scrounging from wrecks, and grimly hanging on to control a building.

Some reinforcements arrive on turn four. Another armoured car, a squad and Lewis Gun. A special rule allows, or rather insists, infantry enter as riders. Enter crew exposed or you'll never reach the action at a stately three hexes per turn. Arriving on turn four these units are important, a turn earlier would be preferable though.

For me the most worrying factor is the length of the scenario and the timing of events within it. There is enough time for your troops to capture V6/V7 without massive casualties. The time taken will vary depending on the aggression you display and how resolute the defenders are. The game starts to get difficult when the rest of the enemy arrive. Once you have both buildings you go from being the attacker to the defender, holding on to them becomes your primary concern. You will still be aggressive at times, certainly engaging in fire combat, and likely moving as well, but the focus remains on retaining building control. The relief column has two and a half game turns to capture one of the buildings you control. Initial turn will mostly be movement, first to get on board, then to position units for fire combat. In the next Free State player turn you want to limit movement, encourage prep fire and any loitering or delay. If the enemy start digging foxholes, trying to remove a roadblock, escorting prisoners away from the front line, moving away from your buildings, routing or failing to rally be pleased. On turn five at the end of his player turn if he is does

not control a building or at least have a unit in melee threatening to gain control you have nearly won. The only way the Free State can manage it is with a lot of luck, for example an escaped prisoner, a pyromaniac in your brigade or some nonsense involving an armoured vehicle destroyed in bypass. Your turn five might be a chance to counter attack. Timing is important. The game ends when the turn does, casualties don't matter, even a tenuous hold on the building by a force facing certain destruction by adjacent enemy units will count as a win. This isn't always seen as realistic, however in real life fire fights do fizzle out. Most people don't enjoy being shot at and even unwounded men will gain cover and stop shooting when the other side quietens down after a decent interval of combat. I would be inclined to play up to the point where one of my unit's could regain control the second building. Giving in because the odds are stacked against you doesn't make sense, fire groups cower, units pass morale checks and some even go Berserk, it's part of ASL!

For the Free State forces most of the terrain on board has to be studied. He has to think about your possible approach routes, how to get his reinforcements on board, where to place fortifications and troops and guess at your positions. You also need to be broadly familiar with the map board, perhaps giving extra attention to three terrain features, the bridge, and buildings W5 and V6/V7. The rest of the board matters. Special rules remove the hills, leaving behind a sprawling stone built village divided by roads, with small patches of woods, brush, orchards and grain. To the west is a deep stream that can only realistically be crossed by the bridge. Walls hedges and even a cemetery are present. Generally lines of sight are restricted by terrain, that said most lines of sight can be checked without recourse to stretching.

In the first two or three turns building V6/V7 is the most important feature on the map. Your objective is to gain control of it. Physically it is a two hex building with a fortified ground level and a first level connected by stairwells to the ground floor. On the western flank it is protected by the stream, making V5, W6 and W7 the most likely ways into the ground floor. All three hexes are open ground, W7 may contain wire to create a real obstacle to Infantry movement. V5 and W6 become more attractive by default. The wall between V5/V6 provides some cover, troops in V6 will be unlikely to want to lose the protection from a stone building and claim wall advantage over you. W6 is more exposed, still worth considering if V5 is covered by fire or the enemy has expended a lot of his

firepower already. One in V6, clearing the building is your next objective. My own preference is to work up the stairs, across to V7 and then down, or you can take V7 first then work up. The second alternative is probably better as you gain the fortified building modifier for protection, and can trap units upstairs, break them by fire and capture them. Having taken V6/V7 you must defend them against enemy counter attacks. The easiest way in for the Free State is from building V8, whoever planted the hedge in V8 did you a favour as it increases the movement costs to enter V7.

Building W5 is another objective building, placed close to the bridge, with adjacent graveyard and stone walls. If your grip on V6/V7 is strong, an enemy attack will head for this building. Against troops east of the stream, you need to contest hexes adjacent to W5 with fire power, fire lanes if you can, and perhaps physically position armoured cars to delay or prevent movement. For troops west of the stream the only way across is the bridge. To cross troops must pass through T4, U5, V5 just like real life. Lines of sight to these hexes are effected by terrain, some care is needed to plan or improvise a defence, I'll make some suggestions soon. It's not too much of an exaggeration to say if you control the bridge you are close to winning the game.

It can rain. Normal rain doesn't make a lot of difference. Heavy rain gives a +1 modifier to fire attacks, outside of buildings. A fortified stone building in rain gets a +5 modifier to fire attacks, making it hard to shoot a way into V6/V7. You get some counter play as attacks against you are similarly affected. If you are moving more than shooting rain is your friend. Don't forget it stops vehicular smoke grenades working. Timing effects rain, it takes at least two player turns to start raining and for that rain to become heavy, one turn to stop. You have absolutely no control over the weather, accept what happens and use it to your advantage when you can.

With a clear objective and a limited number of unit's your set up options aren't too complicated. Most likely you will want to mass to attack V6/V7, either by a direct frontal attack, or by outflanking the position. Worst considering is the idea of a small delaying force across the stream to slow down enemy reinforcements and counter any enemy unit's starting over there. At most a squad, maybe a squad and a half across the river is sensible, more than that and you will certainly slow down the relief column, at the cost of greater difficulty taking on V6/V7.

Setting up to storm the enemy controlled V6/V7 depends on your strategy. If you are going to outflank the position, start

units in Y5, and Z4, get them across the road, through the buildings and work towards W7, across the road and into the building. Well placed wire, and troops can stop this attack stone cold, so adjust your plans based on enemy fortifications. If wire and massed defenders make the route impractical instead consider a frontal attack. If small packets of isolated enemy units defend the village ahead of you, with wire between them and the main objective, give thought to rounding them up by a quick attack with a small part of your force.

A frontal attack might be a better option, V5 and W6 are the starting point for this. You can open the game by moving or assault moving into these hexes if enemy set up does not cover them with fire. Advancing delays the attack a little, allowing prep fire to try to soften up the defender. The armoured cars might be able to help. Moving as a platoon they can reach both hexes accompanied by armoured assaulting squads. If the enemy fire at the squads the armoured cars get an easier time, if fire targets them the Infantry generally do better. Rate of fire can mess that idea up! If fond of armoured cars, they need to be out of sight of enemy machine guns and at least one hex away from enemy infantry in buildings.

Once in position next to V6/V7, do what you can in every fire phase against adjacent units, try to get into close combat quickly and kill or capture any defenders who have not fled or withdrawn. Sounds easy, and it can be, if you can dance round the enemy fortifications and flatten small chunks of his units piecemeal.

After gaining control of V6/V7 you need to hold on to both buildings, against enemy relief forces. Most Free State commanders will attack V6/V7 with any remaining troops from the original garrison and two and a half squads entering on the Southern edge. You need a strong force to defend. Two or perhaps three squads, perhaps you will have to make do with less. Your basic squads can be strengthened by the addition of your own or any captured support weapons and perhaps a leader. Perhaps the armoured cars subject to fortification placement not preventing this. You do have other considerations for your force deployment. The Free State will aim to cross the stream using the U5 bridge. The V6/V7 Garrison can contribute to the defence by fire power if not otherwise needed, subject to line of sight. If you have a spare machine gun, a fire lane from X6 towards S4 over the bridge will slow movement or inflict casualties. Without a machine gun, residual fire can do almost as good a job. A unit in the V4 graveyard hex gets point blank fire against the bridge and

V5, complicates rout 7 makes gaining the W5 building a little harder. Your armoured cars can slowly move into V5/W6 to provide fire support and AFVs to deter infantry movement.

The enemy armoured car isn't too vulnerable to small arms fire, only machine guns rounds will defeat it, or close combat. On the far bank of the stream it isn't much of a threat, OK, an MG shot can get lucky, and inflict the odd morale check. If it starts to cross it is more of a concern. It provides cover for the enemy even if destroyed. Try to kill it somewhere of less use to the enemy. Knocking it out gives a small chance of crew survival, a burning wreck doesn't do for the crew and provides smoke to cover movement. A burning Rolls Royce is worth the inconvenience of some cover for the enemy. Target the armoured car with your own armoured cars first, use your machine guns next if it's been lucky and is still moving towards you. As long as you throw firepower onto the bridge the enemy needs some luck to cross and gain a building.

A few loose ends. Casualties don't matter, destroying enemy forces is fun, here it is enough to break them. With low morale or disruption after a rout that takes them away from the action enemy units are away from the action. Anything not able to reach one or other building on turn five doesn't matter. Similarly your own troops are totally expendable. There are no prizes for conserving your forces, this applies to armoured cars, squads, leaders and support weapons. On turn five the Free State move last, at the end of the turn control is calculated. Be ready, move troops into or in front of the buildings and fight off the rush.

During play, gain concealment when you can, pick up and use enemy weapons, take prisoners and move them out of harms way or off board, don't keep them in important buildings where they might escape.

Get your reinforcements into action quickly, enter crew exposed, scoot down a road a breakneck speed stop, let off the riders, before all joining the fight. Armoured cars are important. To move into their hexes requires either their neutralisation or a test check. If the enemy can't physically occupy one of the buildings you have won. Make close combat part of your game plan, ambush, capture, concealment, leadership and inexperienced troops make this an effective way of destroying enemy infantry.

At different times in the game you need to do different things. First you attack, then consolidate, then face a fast and furious counter attack by an enemy force that seems way too strong. If you don't gain control of both buildings early in the game you will

struggle, so give V6/V7 a good kicking early in the game. When the counter attack comes, any Dublin Guard on the U5 bridge should be dodging lots of bullets, running through grazing machine gun fire or dragging his wounded comrades back to the far side. Much of the time you will have more fun than the Free State forces, your initial attacks are against a weaker force, his are across a bridge that will be hazardous to cross.

CONCLUSION

The attraction of this scenario is the terrain, and the need for both sides to attack or defend at different phases in the game. Board 41 without the hills looks much like a small village complete with church, school, pub and small civic buildings. The stream makes the relief column job harder, that's why they get so many troops! The narrative gives a good impression of how the scenario will play, a fast well paced ambush, followed by a hasty assault by relief forces. It also gives an insight into an era in Irish history not well known on the mainland.

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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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Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY ()
Sandy Goh, 12 Mornington 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, Yettenhall, 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 Huuilaakatu, Fn-00150 Helsinki (31/12/94)
Tuomo Luukkari, Hautkilahdenkuja 7A8, 00550 Helsinki (25/02/99)
Eero Viheraari, Itäinen Pitkätie 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 Plateries, 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 Asniere (31/12/94)
J. Baudoux, 17 Rue de Bapeume, 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 Boulekouf, 3 Chemin De Liemery, F-08170 Haybes (12/11/97)
D. Bous, 2/20 Rue J-B Clement, F-59000 Lille (31/12/94)
Philippe Briaux, 51 rue Dareau, 75014 Paris (15/05/00)
A. Bureau, 10,Rue de Nassivet, F-44000 Nantes (31/12/94)
J. Charroin, 120, Grand Rue, F-45110 Chateaufauf (31/12/94)
Laurent Closier, Le Franc Tireur, F. 10 rue Consell, Appt 5, 29200 Brast (01/04/97)
P.F. Daniau, 28 Rue du Docteur Legay, F-59110 La Madelaine (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 Colimar, F-67600 Selestat (31/12/94)
Philippe Duchon, 35 rue Neuve, 33000 Bordeaux (15/12/96)
P. Franque, 21, Bld Paixhans, F-72000 Le Mans (31/12/94)
G. Gardeur, 25, Rue Maurice de Broulie, 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, 111, 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. Guillaux, 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 Delemont, Saint Louis, 68300 (02/12/03)
L. Jassaud, 27, Av. Malauessan, F-06000 Nice (31/12/94)
N. Keteleers, 23, Allee de la Cerise, F-59700 Marcq 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 Hamois, F-51300 Vitry (31/12/94)
David Lindelhof, 17, Le Prieur, F-01280 Prevestin (20/04/99)
F. Loyer, 18, Rue Barbarin, F-17700 Surgeres (31/12/94)
Mallet, 117, Rue du Bief, F-74210 Favergeffe (31/12/94)
F. Marchal, 5, Allee des Besanconnes, F-78430 Louveciennes (31/12/94)
P. Martin, 3C, Rue du General Leclerc, F-91230 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-Saumur (31/12/94)
A. Mltene, 8, Allee de la Belle-Feuille, F-91370 Verriere (31/12/94)
T. Monnier, 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, Jasna-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 Gord, F-28630 Le Coudray (31/12/94)
Philippe Rohmer, 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)
P. Vaillant, 2, Rue Victor Hugo, F-591589 Marcoing (31/12/94)
P. Valent, 99, Rue du Floralval, F-68530 Buhl (31/12/94)
O. Vallois, 11, gual 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. Wurtgenstein, 46, Rue des Charmilles, F-67400 Illkirch (31/12/94)

Germany

K. Angermund, 4, Lembkestrasse, D-4330 Muelheim/Ruhr 1 (31/12/94)
Rolf-Udo Bliersbach, Altenberger-Dom-Str. 154a, D0-51467 Bergisch Gladbach (21/11/98)
P. Bohm, 112, Landshuter Allee, D-80637 Munchen 19 (31/12/94)
Markus Braun, Gartenstr. 24, D-73117 Wangen - Oberwalden (27/10/98)
Matt Brennan, Kunnenkampf Allee, 173, D-2800 Bremen (31/12/94)
Adrian Carter, Pfarrer-Heberer-Strasse 34, 55411 Bingen (18/04/97)
Jens Droese, Lornsensplatz 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 Großhodermann, Rundstr. 25, 47475 Kamp-Lintfort (12/02/01)
Matthias Hårdel, Begasstr. 2, 12157 Berlin (26/04/99)
Mike Hum, Herforder Strasse 206, 32120 Hiddenhausen (15/11/96)
Stefan Jacobi, Leipzigerweg 29, 66113 Saarbrücken (07/03/97)
Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst (15/11/96)
R. Korzend-Rfer, Westerburgstrasse, 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, Fozstrasse, 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. Somnitz, 16, Ernst Reuter Strasse, D-4350 Recklinghausen (31/12/94)
Lars Thuring, Fehrsstrasse 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, Schoolmeesterstraat 25, 2523 XE Den Haag (12/11/97)
T. Kok, Pres. Roosveltlaan. 20, N-5707GE Helmond (31/12/94)
Hennie van der Salm, Merkelbackstraat 12, 3822 EP Amersfoort (09/06/99)
B. Van Schalkwijk, 242, Uilensteed, N-1183AR Amstendam (31/12/94)
M.J. Vandenborn, 22, Heikantsestraat, N-4841EH Prinsenbeek (31/12/94)

Israel

Daniel Kalman, Rehov Glazer 11/3, 76283 Rehovot (24/04/03)
Ran Shiloah, 17 Shmuel Hanagid 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 1, 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 Pascali, 18 Via Emilia Ponte, I-40133 Bologna (31/12/94)
G. Di Egidio, Via Emanuele 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 Ganna, Via Cavour 37, 21100 Varese (15/11/96)
Edo Giaroni, Via Don Maesani, 12, I-21046 Malnate (VA) (31/12/94)
Michele Lupoi, Via Cesare Battisti 33, 40123 Bologna (25/04/99)
G. Manaresi, Via Fratelli Cervi 40, I-40064 Ozzano (BO) (31/12/94)
A. Matteuzzi, 8, Via Savena, I-40065 Pian Di Macina, (MI) (31/12/94)
F. Mazzucchelli, 46, Via 4 Novembre, I-21044 Cavarina NA) (31/12/94)
R. Niccoli, Via Cesare Del Piano, I-04016 Sabaudia (LT) (31/12/94)
S. Rapana, Via Cesare Del Piano, I-04016 Sabaudia (LT) (31/12/94)
P. Selva, Via Val d'Ossola 14, I-00141 Roma (31/12/94)
A. Tropliano, 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, Armebergveien 9, N-1430 As (11/06/97)
Joakim Ruud, Chr. Michelsensgt. 4, 0568 Oslo (15/12/96)
R. Vetne, Helgen, N-3745 Ulefoss (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 (01/03/04)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/98)
Bill Finlayson, 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 España 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, 2ºF, 49026 Zamora (10/01/01)

Sweden

Pers Anderson, Gryningsv. 79, S461 59 Trollhattan ()
 Jonas Cederlind, Spelmansvägen 17, 696 31 Askersund (10/09/99)
 Steve Cocks, c/o EHPT, Västberga Alle 9, S126 25 Stockholm (21/11/98)
 Styrbom Glen, Brotorp, Asa, S-661 93 Saffle (25/02/97)
 Andreas Hinz, Sieglitsv. 3c, 22732 Lund (25/02/99)
 Per-Olaf Jonsson, Untravagen 1, S-115 43 Stockholm (09/08/01)
 Klaus Malmstrom, Klinkendalsv. 6 Brokind, 8590 41 Rimborsa ()
 Patrik Manlig, Semanders v. 1:420, S752 61 Uppsala ()
 Nils-Gunnar Nilsson, Oluff Nilssonss v.8, S433 36 Partille ()
 B. Ribom, Falkenbergsgatan 13A, S-41265 Goteborg (31/12/94)
 Berni Ribom, Falkenberg sg. 13A, 41265 Goteborg ()
 P. Rogneholt, 25. Lidnersgatan, S-75442 Uppsala (31/12/94)
 Asad Rustum, Kungshamra 21/014, 170 70 Solna ()
 Stephen Burleigh, Paus 1-7, Vollsjo, 27033 (09/10/04)

Switzerland

I- Goni.Ai.E.L, 4, Chemin du Lussex, CH-1008 Jouxles-Mezeri (31/12/94)
 P.Wahl, 23, Chécmin 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 O, Indianapolis, IN46254 (31/12/94)
 G. Ashton, 2880 Carter Road, Trevoise, PA19053 (31/12/94)
 Chris Barlow, 24 Audubon Avenue, Brintree, 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 Wimbledon Drive, Grandville, MI 49418 ()
 L.J. 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. Cadieux, 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)
 Zeke 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. Cuneo, 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, Metheny, 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. Duenskies, 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)
 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)
 T.u.x. Humphrey, 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-Conneaut 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 (11/10/96)
 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, Mooput, 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, Gilbertsville, 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 Repetti, 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 SchAAF, 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. Ullick, 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 92668 (31/01/01)
 Tom Huntington, 1425 Brien 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 Garitt, 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, Poulsbo, 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 Broughton, 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.



An Idea For INTENSIVE FIRE 2006
 Simon Strevens

I always enjoy the INTENSIVE FIRE format but it occurs to me that even though we are arranged into teams we do not actually play any ASL as a team. So I was wondering what could be played as a team and it occurred to me that scenario C might fit the bill. Most people have played scenario A (Guards Counterattack) and maybe also B (Tractor Factory) so there should be a certain amount of familiarity with them. I could provide sufficient large copies of board 1 and we could sort out how 3 people a side could play the scenario. So, what I am suggesting is that Fire Teams play each other at one scenario. This would have to occur on Saturday afternoon to allow time to play. I have talked to a number of people at this year's INTENSIVE FIRE and had favourable reactions. If you are thinking of attending next year's INTENSIVE FIRE and think this is a doable idea please e-mail Pete Phillips.

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!

2006

JANUARY

WINTER OFFENSIVE 2006

When: 12 - 15 January.

Where: Comfort Inn, US 50 & US 301 @ MD3, Bowie, MD20718. Telephone 301-464-0089. Room rates are \$95.40 and include a breakfast buffet (rates do not include tax). Mention ASL for ALS" to get these rates.

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

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

Notes: T-shirts are available for \$15.00 but must be ordered by 15 December 2005.

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

FEBRUARY

SCANDANAVIAN ASL OPEN

When: 24 - 26 February.

Where: Tøjhusmuseet (Danish National Arms Museum), Frederiksholms Kanal 29, 1220 Copenhagen K., Copenhagen, Denmark. You can sleep on the floor at the tournament site (there is a bath) and eat there. Accommodation is available from £16 per night at the Hotel Jørgensen, Rømersgade 11, 1362 Copenhagen K., Denmark, which is a 15 minute walk from the venue. Tel: +45 33 13 81 86, fax +45 33 15 51 05, email hoteljoergensen@mail.dk or visit their website at <http://www.hoteljoergensen.dk>.

Fee: 200 Danish Kroner (about £18.00).

Format: The tournament will be a five round Swiss style affair open to a maximum of 32 players.

Contact: Michael Hastrup-Leth, Favrholmvanget 15, 3400 Hillerød, Denmark, or email at hastrup@image.dk. For the latest information visit <http://aso.strategispil.dk/>.

MARCH

HEROES 2006

When: 10 - 12 March.

Where: Hotel Skye, South Promenade, Blackpool, England. Room rates are £23.00 for a shared room or £29.00 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 Phillips, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 210 1798 (evenings only) or email heroes@vftt.co.uk.

NOVEMBER

INTENSIVE FIRE 2006

When: 26 - 29 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 Phillips, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 266 6894 (evenings only) or email if@vftt.co.uk.

Ω



Neil Stevens receiving a Yard Of Ale for his outstanding contributions to the UK ASL scene.

ASL LONDON 2006 PROPOSAL

Brendan Clark

I so enjoyed Intensive Fire I've been wondering about another ASL tournament. As you know, Derek Cox arranged an event in Chelmsford, Essex, but access was not ideal for a one day event and so he had a very low response. In March there's HEROES in Blackpool. I hope to come along to that tourney too...

I was wonderin' about the potential for a single day tournament in London, which with it's good transport links should be fairly easy for most people to travel to. This would also help keep their costs down with no need to book overnight accommodation. I've found a venue in Central London, near Euston and Kings Cross stations, and Tottenham Court Road and Goadge Street underground stations. It's Birbeck College, part of London University, and it would only cost about £200 for a room big enough for up to 30 players, working out at a cost of £6.60 per head. Catering could also be laid on for a bit extra or alternatively there are cafes/bars nearby.

The event could be timed to fall between HEROES and INTENSIVE FIRE, eg June 2006. What do you think? I'd be prepared to put down a deposit and book the room but would need to know if there would be interest among enough of you to make it worthwhile. Please contact me at brendan.clark@virgin.net.

HEROES 2006

ADVANCED SQUAD LEADER TOURNAMENT
9TH - 12TH MARCH (FRIDAY THROUGH SUNDAY) 2006
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2006 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as a special tournament based on the *ASL Starter Kit* will be available on Friday. You can learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

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

THE VENUE

The Hotel Skye is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £23.00 per person for a shared room or £29.00 for a single room.

THE COST

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

HEROES 2006 BOOKING FORM

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

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