

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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INTENSIVE FIRE 06 - a view from a first-timer

CRUSADERS LADDER - updated

THE NEXT STEP - a look at what *ASL* offers *ASLSK* players

LATW FOR DUMMIES - some brief notes on LATW use

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PREP FIRE

Hello and welcome to the first issue of *VFTT* in a long time. Real life has been pretty shit over the past few months, what with crashing (and ultimately writing off) my bike the night before I was due to ride down to Bournemouth for INTENSIVE FIRE 06, being made homeless, and having a temporary job contract that ended at Christmas. More details can be found elsewhere in this issue.

Hopefully 2007 will be better than 2006 (it can't be worse!!) and I can get *VFTT* back onto a regular schedule. I've got a couple of articles from Simon Strevens and Paul Case but could do with some small (1 or 2 page) articles. If you can't think of much to write about, try your hand at a product review, or a scenario analysis along the lines of those found in *Schwerpunkt*.

See you all in Blackpool in March for HEROES 2007.

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: Like bikes and cars, bikes and WIRE just don't go well together! Steve McQueen from *The Great Escape*.

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 *ASL*ers. Don't be a silent voice.

Issue 70 should be out at the beginning of May 2006.

VFTT costs £2.00 per issue (overseas £4.00), with a year's subscription costing £5.00 (overseas £10.00). 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.vfft.co.uk/vfft.pdf.htm>

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INCOMING

MMP VALOR

ASL Starter Kit 3 is expected to ship in the next few weeks. Inside the \$34.00 boxed set will be a rulebook containing the rules from *ASLSK2* and additional rules for vehicles, one counter-sheet of 1/2" counters, one counter-sheet of 1/2" and 5/8" counters, three 8"x22" geomorphic map sheets (t, u and v) and eight scenarios featuring Americans, British, Russians, and German forces. *ASL Starter Kit 1* is also back in stock now.

Layout work continues on *Valor of the Guards*, the forthcoming *HASL* module covering the September battles for the Central Railway Station in Stalingrad. Inside will be two 22"x32" full-colour map-sheets, three counter-sheets, three 8" x 11" Player Aid/Roster cards and a rules chapter. There will also be up to four CG and 17 scenarios, although the exact number has not yet been determined. *Valor of the Guards* will have a retail price of \$65.00, and should be released at Origins in July.

Due for release at the same time is *Action Pack 3 - Few Returned*, which features 12 scenarios focusing on the Italian retreat from Russian in the winter of 1942. The \$24.00 pack also includes *ASLSK*-style reprints of map-boards 24, 42 and 43.

A reprint of *ASLSK 2* is planned at the same time as stocks are running low.

Play-testing of the scenarios for *ASL Journal 8* is under way. It is expected that it will be released late in the year, although no details of size, content or price have been announced yet.

BALKAN FANATICS

Fanatic Enterprises has released the *Balkan Warfare Pack*, which contains 10 scenarios set in the Balkans. Among the scenarios included are several featuring Croats against Partisans, an Albanian vs. Bulgarian scenario, and one featuring a Hungarian paratrooper drop. It can be purchased for \$10.00.

Also available are *The Blitzkrieg Pack* (\$18.00), the *Luzon Pack*, *Oblivion Pack*, *Fanatic Pack 1*, *Fanatic Pack 2*, *Fanatic Pack 3* and *Fanatic Pack 4* (\$12.00 each), the *Battlin' Bastards of Bataan Pack* and *Barbarossa Pack* (\$10.00 each) and the *Leningrad Pack* (\$16.00). Shipping and handling is \$2.50 (\$5.00 for delivery overseas), plus \$1.25 (\$2.50 for overseas

orders) for each additional pack ordered. FE also have a series of AFV Cards similar to those once produced by Avalon Hill. Sets are available for the Allied Minors, Italian, Chinese, Japanese (\$6.00 each), Axis Minor, French (\$8.00 each) and the and Axis Minors (\$10.00) each. Shipping and handling is \$2.00 (\$4.00 for delivery overseas), plus \$1.00 (\$2.00 for overseas orders) for each additional pack ordered. Check or money orders should be sent to Paul Kenny, PO Box 644, Haddonfield, NJ 08033. Payments can also be made by PayPal to homercl1@hotmail.com. Details of other products can be found at <http://fanaticenterprises.tripod.com/>.

HOB RECON SF

Recon By Fire 4 is the latest issue of the HOB magazine, and focuses on the German use of captured Russian vehicles. It includes 14 scenarios, a sheet of 176 counters and related Chapter H notes, the *BF1* Deluxe map and Deluxe-sized Rubble overlays, an Armoured Personnel Carrier Player Aid v2, and a number of articles, and is available for \$49.00 (\$55.00 for non-US orders).

Special Forces 1 is available for \$30.00 (\$35.00 for non-US orders) and is the first instalment in a series which will focus on special forces from a variety of nations in World War 2. *SF 1* features six scenarios covering the exploits of the SAS and LRDG in the North African, Mediterranean and European theatres, as well as counters representing these units and applicable Chapter A and Chapter H notes.

HoB Update reprints the scenarios from the *Waffen-SS 1* and *Waffen-SS 2* scenario packs. A number have been revised and redesigned. The pack costs \$25.00 (\$30.00 for non-US orders).

Cheques should be made payable to Steve Dethlefsen and sent to 525 Golf Lane, Lake Forest, IL, 60045-2114, United States of America, or you can make a payment by PayPal to stevedeth@comcast.net.

VOTG FROM THE BUNKER

The latest issue of *Dispatches From The Bunker*, issue 23, previews *Valor of the Guards*. Inside are three new tournament sized scenarios by the designer of *VOTG*, which were designed and developed after the module was sent to MMP. Also included is



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, e-mail them at shop@leisuregames.com, or go to www.leisuregames.com.

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

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

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

an analysis for each one, an article on the *VOTG* project, and an alternate look at *VOTG*. In addition there is the usual 'Making a Mess' Tactical Tips article, a review of the Nor'Easter tournament and a preview of 2006 NY State *ASL* Championship.

Issue 24 is due out at the Nor'Easter Tournament in March, with a Japanese-American action on Bougainville, an action featuring the 6th Panzer Division during Operation Barbarossa, and a clash between American and German troops over a church in 1944. There will also be an analysis of two scenarios from *ASL Journal 2006*.

Four issue subscriptions are available for \$15.00 (\$18.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$4.00 (\$4.50 outside the USA) or \$55.00 (\$60.00 outside the USA) for a complete set of issues 1-22. A complete set of issues 1-22 and a subscription for issues 23-26 is available for \$65.00 (\$70.00 outside the USA). Cheques should be made payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235, or you can pay by PayPal to PinkFloydFan1954@aol.com. You can email them at aslunker@aol.com.

THE TRENCHES



INTENSIVE FIRE 2006

Craig Benn

INTENSIVE FIRE is the main UK *ASL* tournament, held in Bournemouth over four days in October. Thursday is reserved for friendly games (and drinking), Friday has a couple of mini-tournaments, while Saturday and Sunday are the tournament proper. Players are assigned to a fire team of three (randomly selected, but mixing high ratings with low), and get to play three rounds, with a choice of three scenarios a round.

I'd been to the HEROES tournament in March but only played friendly games, so this was my first tournament as a competitor. My HEROES record was not great - 'The Citadel' uncompleted, and losing 'The Guards Counterattack' and a three player 'Tractor Works'. Nonetheless the *ASL* bug had bitten deep and I was looking forward to some quality counter pushing.

One of the first things as I saw was an 11 year old called Elliot Cox playing 'S1 Retaking Vierville' from Starter Kit 1. For some reason a line from the film 'TAPS' went through my mind '...The last stage of any mobilization - the seed corn...' but that was probably just me. He didn't play badly either and only lost on the last turn. One of the organisers Ian Pollard, was running boot camp for newbies like myself and found me an opponent, and was generally around for rules queries and introducing people.

FRIDAY Boot Camp mini 'First Crisis at Army Group North'

I got to pick, and chose this as I had been meaning to play it with my usual FTF opponent, so the counters were already bagged and I'd scanned the vehicle notes. I took the Germans and fellow newbie Mark Furnell took the Russians. It's a medium to smallish, armour heavy clash in June 1941, a few days after the start of Barbarossa, when the Germans encounter KV-1's for the first time.

The Sides

The vehicles are not too complicated: the Russians get eight squads and seven tanks, three KV-1's which are pretty much impenetrable to German guns (front and side armour is the same - 8, front turret is 11), two BT-7s and two T-26's. The BT-7's are nippy (21 MP) artillery OP tanks with a 76mm gun, limited AP and paper thin armour (2/1). The T-26's have a 45mm gun, cardboard armour (3/1), and no radios, so use platoon movement. Both the T-26's and the BT-7's have unreliable main guns (B11), and all the Russian tanks are mechanically unreliable. This means every time you expend a start MP, roll the dice, a 12 and you are immobilized, an 11 and you lose a dice worth of mps and try again.

The Germans get three Pz III's which have 50mm guns, (basic To Kill number of 11) and ROF 2. You have a good chance of knocking out the crap Russian tanks but the KV-1s are going

to laugh at you unless you get APCR (1 in 6 chance) and you are still looking at 6 or less (most places), 3 or less (turret front) for a kill. Your armour is 3 hull or 4 turret, front and side, and the Russian kill numbers are 9, 10 or 12 for the KV's main gun. You also get a couple of half tracks, a 37mm AT gun that starts towed (To Kill number 8 but ROF 3), and four squads with two leaders and two demo charges. As a turn one reinforcement you get a much needed 88 mm flak gun, which is about the only thing that can stop the KV's.

The victory conditions are for the Russians to exit three tanks with functioning main armament off the German side of the map. This condition means you'll think twice about firing the unreliable Russian guns, and the German player needs to take out at least one KV-1 to be certain of victory. At least as the Germans you get a 9-2 armour leader, and as its 1941 no riders are allowed, so the Russian infantry will struggle to keep up, and have only one leader for rallying... But eight turns is a long time to keep the hordes at bay....

The Map

The battlefield is deeper than wide, with boards 4 and 5 lengthways. Board 5 on the left is dominated by a large forest, with a couple of clearings, and a solitary track curving from east to west. The forest occupies most of the eastern (Russian) board half, and spills two or three hexes over into the German western half. A narrow finger of trees extends from the left hand forest edge, into a wooded gully that meanders across the extreme left of the battlefield. To the southwest of the main forest, a tributary woods occupies a big clump of the rear third of the battlefield. Another wooded gully runs from here to the German board edge. Between the two woods is a oblong bowl of clear ground with a few small

wooden houses and hedges in the south of the bowl. The main forest offers cover from direct fire for at least part of the way to the victory edge, but is a very narrow approach for vehicles. The right (Board 4) is much more open, but there are large patches of grain offering hindrances, small clumps of woods, and isolated farmhouses and the fields of fire vary from good to bad.

Setup

My Pz III's were set up in an inverted 'V': the armour leader in the oblong between the two woods, where he had a sneaky narrow LOS onto the open ground in board four, but was close to the main forest track exit if the Russians pushed there. To his south, another Pz III was hull down behind a wall, on the right hand side of board 4, supported by a couple of squads and a demo charge. The 37mm and halftrack were a couple of hexes behind him. The third Pz III at the point of the 'V' was also hull down behind the only other wall, well back, with poor fields of fire, but also capable of switching to the forest axis. The remaining two squads of infantry with a demo charge were in the main forest, just adjacent to the track.

My basic plan was not to contest the entry spaces, but to let the Russians advance a ways and engage as the infantry and armour became separated, and their tank formations became more ragged - as inevitably happens. To this end most of my stuff was hidden from direct view, with only the two foremost Pz III's likely to engage in the first couple of turns. The temptation for the Russians is to pile forward without stopping, after all every time you stop, a 12 loses you a tank, and you have to reach the other board edge to win... but if you don't stop you won't hit anything with your guns, and you'll lose touch with your infantry....probably a better idea to keep somebody on over-watch and advance in bounds.



Frequent VFTT contributor Michael Davies battles Andy McMasters.



The Game

Turn one saw the three KV's advancing to the Russian side of the main forest on my left, with the smaller stuff and the infantry on the right. One of the BT-7's followed a road where a narrow stretch between woods and a hedge was covered by the 50mm of my right hand Pz III. The BT-7 gunned its engine and dashed across, the Pz III fired and missed (+2 motion, +2 1mp in firers LOS, +2 grain)...schiesse. The BT-7 carried on where it crossed a one hex gap covered by the other Pz III with the armour leader, but this time, a hit and a kill...foolish untermenschen! In my turn the 88mm came on and stopped where it could cover the main forest exit, but couldn't do much else.

The 88mm and the KV's engaged in a bit of a dance for the next two turns, Mark moved the KV's away from the forest, so the 88mm moved south, then he moved two KV's back to the forest, so the 88mm moved north again....meanwhile the other Russian tanks congregated behind a small woods right in front of my main resistance nest – two squads, a halftrack and a Pz III. Nothing had LOS except a T-26 and a halftrack- this is generally considered bad for halftracks, but the T-26 missed first shot. I had a 8-1 leader with a sore throat (looking for an iron cross) and he ran forward adjacent to the remaining, stationary BT-7, with a demo charge and successfully placed it, surviving the Russian defensive fire (only a couple of tank machine guns). Bang!...no more BT-7...demo charges have a kill number of 16 and I started wondering if I should have saved it for the KV's...

My armour leader was getting twitchy at the thought of all these heroics going on without him, so in a fit of national socialist fervour advanced to take the T-26's in the flank. He took a bounding fire shot and missed, and a T-26 returned the fire and missed. The other T-26 fired at the halftrack and made it burn- oops, mental note to self – even crap tanks are better than halftracks.

A KV-1 appeared, my armour leader turned his turret to fire and hit him about three times with the rounds pinging off...(I figured if

you fired enough times, you'd get a critical hit...and you will...or break your gun...or die). The KV stomped forward, and I had to take a shot from one of the stopped T-26's with a -2 acquisition. This had a reasonable chance of killing my Pz III but Marks luck had deserted him and he rolled an 11 malfunctioning the gun. I swung the Pz III round and fired at the KV from point blank and behind (+1 rear facing +1 range on the kill dice making it 5 or less) and got through the engine deck with a 3 with a three. .

In the forest, the two other KV's trundled forward, surviving a thrown DC attack and a close combat to exit the forest (didn't even bother spending the points to overrun – cheek). The nearest Pz III was the armour leader (again) and after a bit of duelling he got a deliberate immobilization that knocked the track off one KV and the crew bailed out. The other one risked a bog check to go through some woods, but this took it into the LOS of the 88mm and died. At this points with five tanks knocked out and the two remaining with malfunctioned main guns Mark conceded...the first crisis was over.

It was only Marks second game with armour – he'd played 'the Puma prowls' the day before and had mainly starter kit experience upto this point, so it was a bit of a baptism of fire for him. I had to ask a few questions of the older and wiser heads about, having never used DC's against vehicles before, but that's the great thing about the tournament – where else are you going to get 40 or so people who know the rules backwards. The important thing was we'd both got a good run through of the armour rules before the serious stuff on the morrow...

It's a fun scenario but we both made basic errors: Marks advance was piecemeal, and I think his infantry had about one shot all game when it should have been protecting his tanks from demo charges. One of my Pz III's and the 37mm didn't fire a shot, which was hardly good use of resources. I'll get this combined arms thing right eventually...

Some local gamers had turned up when they found out there was a tournament on, so I ran a teaching game of S9 Ambitious Assault for

the rest of Friday. They'd played some starter kit before, so two gentlemen (whose names escapes my drink addled brain cells at the moment) took the Americans and Italians, I took the Brits, and three watched. They had a pretty good grasp of the basics, but needed some introduction to the arcane mysteries of smoke placement and the different types of defensive fire. All the uninitiated must so learn...prior to becoming cultists...Don Greenwood...all worship...Don Greenwood.

Ahhemm...cough...right, the Italians get pretty battered in this as they have an ELR of 1, but only have to have one unbroken squad around at the end of 6 turns. The American airborne had the dice and rolled five snake-eyes all told, but the Italian player didn't get fazed and hung on for the win with one squad. The Brits don't appear till turn four and spend most of the rest of the game running to where they can do some good, or in my case sending the kill stack to break the wrong Italians...good fun though. Off to bed, ready for the tournament on Saturday...

SATURDAY Tournament Round 1 'WCW 1 Will to Fight...Eradicated'

The problem with being a newbie was that I couldn't analyse any of the scenarios beforehand as I didn't have a full set of boards, counters or overlays. The problem with being an organizer is you have to keep 40 people happy without reusing the same basic scenarios every year...however if both competitors struggle with kit, any mutually acceptable scenario is allowed.

The round one (Allied Minor) choices were 'Will to Fight.. Eradicated', 'Cohort and the Phalanx', and 'An Uncommon Occurrence'. I was happy to take 'will to fight' as it was a simple half board infantry clash, and didn't want to anything too complicated for my first proper game. 'An uncommon occurrence' was heavy with polish vehicles I didn't know, and the terrain for the Greek-Italian scenario looked a bit daunting.

The sides

'Will to fight...' is an August 1939 German-Polish dust up, where twelve Polish squads, attack three and a half German squads from SS Liebstandarte. The Germans get three squads on turn two and eight on turn three if memory serves, while two and a half Polish squads come on as reinforcements on turn seven. The Poles get two additional half squads HIP at game start and ELR 1 (one!). Polish squads are 4-5-7's and 4-5-8's, the SS are 4-6-8's with underlined morale with a few 2nd line 4-4-7's. Support weapons for both sides are nothing more exciting than machineguns.

The Map

It's a village with buildings...what can you say. The left and right flanks are a bit more open, with a stone wall and a two hex hill on the left and the right has a few patches of grain. Right on the German entry area is a big building outside their initial OB setup with fairly good fields of fire. In the centre of the village is a marketplace



Brian Hooper and Shaun Carter play-testing a scenario from the Korean War pack.

with its own page of rules in Chapter B! (basically it's open terrain at ground level).

Red Barricade Cellar rules for multi-hex buildings are in play – basically there's an additional cellar location in each building hex, with LOS as if entrenched, and you can only fire half a squad normally (anyone in excess is area fire).

The victory conditions are Germans must occupy 29+ victory locations, with each building location worth 1vp. All multi-hex buildings are level one so worth 3vp a hex - cellar, ground and level one while single hex buildings are ground level only. There are some 20 or so points of small buildings, but the maths means the five multi-hex buildings are going to decide the game.

Set Up

The HIP half squads set up first, I put one in the rearmost building intending to delay the turn 2/3 reinforcements, and one near my own lines in what turned out to be German defence HQ. My opponent was Chris Netherton, a 5 year ASL vet – this was serious stuff! The German set up is limited to four rows right by the Poles, and Chris put everything into a compact clump in the north side of the village.

I thought Chris made a mistake in his initial deployment by keeping things so tight - it basically conceded the southern half of the village to me. I split my force evenly into two halves with six squads attacking the north side, but a big outflanking manoeuvre to the south intending to occupy positions that would stop the German reinforcements and grab as many VP locations as possible.

The Game

On the first turn my northern force prepped and didn't move, but only broke a leader and stripped a squad with a MMG of concealment. My southern force moved, and I made the cardinal error of moving a stack of two 4-5-8's in LOS of the MMG (I didn't think he could trace - dammit). First German shot of the game is...snake-eyes! Two dead Polish squads and an un-possessed Polish LMG on the floor...time for a personal morale check. (why move a stack without a leader...aaaargh)

I passed the check (my will to fight wasn't eradicated) and in the rout phase revealed the first HIP half squad, so the broken SS leader would have to take interdiction. That didn't work, but one of the scenario rules is attackers in close combat can declare hand to hand (greatly increasing the chance of everyone dying). My half squad then went on a bayonet frenzy killing a SS half squad. In the German turn, Chris moved a full squad into close combat to quell this uprising in his rear, and moved his 4-6-8 with the MMG back but staying on the first floor of the building. My half squad lucked out and killed his full squad (they don't like it up 'em).

My northern force moved into the building to lend a hand, but my half squad finally got killed in its third close combat when it rashly attacked the remaining SS. However the 4-6-8 with the machine gun in the building was now 'encircled' as its escape route was cut off (+1 to fire, lose a morale pip, and surrenders if broken and enemy is adjacent). I moved a squad underneath them, survived his 16 firepower shot and broke them

with a firegroup that was outside. Prisoners...after that double one, you've got to be kidding...no quarter, mate. I was also the proud possessor of a brand new MG34 and tripod, although the damn thing broke the first time I fired it.

This had pretty much overrun the Germans initial defence, and demonstrated how quickly a game of ASL can swing. Time for the evil German reinforcements to appear...Chris moved a half squad gingerly up to the rearmost building, clearly about to search the cellars, so I took a -2 shot as they would have got revealed anyway. Sadly this half squad was not of the same heroic mold as the other HIPster and quickly got killed by the remaining reinforcements.

I'd taken a lot of victory locations, now I had to hold them. Seven turns (well four left anyway) seemed an impossibly long time, and with ELR1 my force was pretty fragile so I resolved to skulk as much as possible. On the left hand flank, there were fierce exchanges of fire, and despite my ELR, one of my squads battle hardened. Unfortunately my fire created a German hero and another one of my squads went berserk, charged into a withering crossfire and got killed.

The real problem was the centre, with the marketplace limiting my skulking options, I had to duke it out and the SS passed their morale checks while I didn't. Luckily on the extreme right I had a 4-5-8 who seemingly couldn't be touched but it was starting to look dicey. I had to withdraw from the marketplace to the large building behind, and I needed some quick rallies. I looked at my counters..."men of Poland" I said "the honour of the nation is at stake...don't let me down". And they didn't. Two squads rallied, and I dashed another squad across from the northern side on second attempt.

Turn six and Chris tried an end run on both flanks to get a squad behind me and take enough buildings to win. On the left the SS squad broke and got eliminated for failure to rout, on the right my invincible 4-5-8 broke the other squad. We counted up the victory points – Chris needed three more points to win. My turn 7 reinforcements arrived – although they can only influence the battle right by the Polish start up line, and if its there you've already lost so they're not much use. I frantically tried to cover all the angles so Chris couldn't sneak somewhere I hadn't seen.

Instead he threw everything with no prep at the building behind the marketplace – if he broke everything there it was worth 15 points and victory. My defensive fire made a squad berserk and broke another but that was it. He managed to get the berserkers in to the ground floor, and had other squads adjacent. If he broke my squad on the first floor in the advancing fire phase and won two close combats he'd win. He fired in the advancing fire phase ...and missed...phew

A close run thing right to the end. I'd started to get a bit snobby about pure infantry vs infantry in city fights but this was a great scenario. Both sides get to attack and defend, and the HIPS and the hand to hand option make it a very tense affair that goes right to the wire. Of course winning my first ever tournament game may make me biased.

I'd passed a personal morale check, but I failed a buy check and went and got a copy of *Hollow Legions* that was on sale.

How would the remaining two rounds go?

Tournament Round 2 'Liberating Bessarabia'

Anytime you play an opponent with clipped counters and laminated boards you know it's going to be a serious business. Paul Legg was the man in question and the choices were 'Fizzled Fury', 'Liberating Bessarabia', and 'Romanian Panzers'. Again with no vehicle notes, I opted for the simplest scenario, and scrounged a copy of the chapter H bits of *Armies of Oblivion*.

This scenario has a reputation for being slightly pro-Romanian, so the tournament organisers gave the balance provisions automatically, for the Romanians to capture seven multi hex buildings instead of six. Paul and I still both wanted to be Romanians so we diced for it and I lost - this meant an extra building (eight now) for him to capture.

The sides

The Romanians get 14squads which are 3-4-7's and like the Russians ELR from 1st line to conscripts without becoming 2nd class. They also get a 60mm mortar, three leaders and some dismantled machineguns. Armour support is provided by four light tanks with guns, and two light tanks that have a twin machine gun as main armament and no radios.

The Russians get seven 1st line squads and four conscript squads with two leaders, two medium and two light machine guns, an ATR and four light AFV's. Two of them are an obscure light tank (BT-2?) from *Armies of Oblivion* and the other two are BA-6's. The armour is nothing to write home about - some of the Romanian bow machine guns have a firing arc only half of normal, and the BT-2's have a coax machinegun that points in a different direction to the main gun. All of them can be taken out by machineguns or the anti-tank rifle with a bit of luck.

THE SCENARIOS

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

Scenario	Allied	Axis	Draw
1 Fighting Withdrawal	0	1	0
112 Extracurricular Activity	1	0	0
113 Liberating Bessarabia	2	4	0
122 Extracurricular Activity	0	1	0
125 First Crisis At Army Group North	0	1	0
83 An Uncommon Occurrence	3	1	0
A34 Lash Out	2	2	0
BC3 Gzno Street	1	0	0
G6 Rocket's Red Glare	3	1	0
HG4 Cohort and the Phalanx	4	0	0
HP3 Rimling Round Up	7	4	0
HP4 Scots At A Standstill	0	1	0
J105 Borodino Train Station	0	1	0
J106 Marders Not Martyrs	2	1	0
J9 A Stiff Fight	1	0	0
OA8 A Parting Blow	0	1	0
RB3 Bread Factory #2	0	1	0
RBF22 Breaking The Masif	0	1	0
RBF27 Romanian Panzers	2	1	0
RBF36 Fizzled Fury	1	4	0
RPT1 Ferenc Jozef Barracks	0	1	0
S1 Retaking Vierville	0	1	0
SP121 Danger Close	1	1	0
SP32 Over Open Sights	0	1	0
T1 Gavin Take	2	1	0
T2 The Puma Prowls	1	2	0
U5 Point D'Appui	1	3	0
WCW1 Will to Fight - Eradicated	6	4	0
TOTALS	80	40	40



The Map

Three boards deep from top to bottom. The Romanians enter from the top (off map), and the Russians set up behind a long road in the bottom half of the top board. On the Romanian side of the road is a line of buildings, walls and trees with occasional gaps beyond which is pretty much open terrain to the board edge.

The Romanians have to cross the open ground and a gully to get to the outskirts of the town, and if they are careful can advance to the opposite side of the Russian road without taking fire. There are a lot of multi-hex buildings on the map, two of which aren't even in the Russian set up area, and will be captured straight away. The Hitlerite jackals have eight turns for their evil counter-revolutionary antics.

Setup

Hmmm, those Russian machine guns on the sled with five portage points are a two edged sword - if you break, then the MMG's stay there, while you run away. Before you know it they're being fired against you. I decided to keep my two well back and bore-sight them on the front line buildings I held, ready to cover the retreat to the stand at all costs line. This was a misreading of the bore-sighting rules by me - the -2 to hit only applies during your opponents movement phase, not during your prep or defensive final fire phases.

Apart from these two squads, everything else was spread pretty evenly along the front. The two BA-6's were hull down behind a wall in front of a large building at the left hand side of the front line. The BT-2's covered the extreme left and right hex-rows slightly further back. My basic plan was to delay on the set-up road as long as possible and then slowly pull back. I placed the six OB provided dummies in two stacks to draw fire, mixed in with normal troops. In retrospect I should have converted them to larger Vehicle ?'s to keep Paul guessing.

The Game

The Romanians entered from off map, and Paul began the rally phase by looking to deploy as many squads into half-squads as possible (you need a leader present). The half squads are then used to draw fire, saving more valuable troops. I don't generally do this myself as it can be costly and the half squads suffer range and broken morale penalties.

It quickly became clear that Paul was a cautious, methodical player and he stayed out of my vehicle lines of sight and made armoured assaults with his infantry...no -2 shots for me. One of his Romanian light tanks moved behind a wall roughly in the centre of the setup street and exchanged shots with one of my BA-6's (think of it as a truck with an armoured car turret).

I thought I knew the vehicles rules pretty well but I learnt that if you've moved in a turn, even after you stop, you get the +2 motion modifiers to hits against you. (This makes stopping to take a bounding fire shot then restarting a better proposition). I also learnt the hard way that if your main armament permanently breaks you are recalled. I always thought as long as you have a couple of machineguns you can stay - but no - break your main armament and you are recalled. Secondary armament does not mean your machine guns...

THE TRENCHES



Jedi Master Toby Pilling and his young apprentices - "Resist the dark side of the IIFT."

I found this out when half my armour hightailed it for the rear...obviously counter-revolutionaries at work! My gut reaction is always to intensive fire if you have a decent chance of penetrating enemy armour simply because vehicle combat is so deadly. But when your breakdown numbers are 11 instead of 12 this is dumb: Intensive fire a normal gun - chance of permanently losing your main armament is 1 in 18, with a B11 the chance is 15 in 72, or less than one in five.

Soon a BT-2 and a BA-6 were scuttling away- class traitors! My remaining BA-6 took out one of the Romanian AFV's, but my other BT-2 died when I moved him to a place in LOS of a hull down tank and left him stationary (I realised this after I'd expended my stop mp and moved on to another unit). Still the crews cardboard relatives wouldn't be rounded up by the NKVD.

It was a disastrous start, largely due to my own stupidity, but I had a few crumbs of comfort - my sniper took out one of his three leaders and after three turns the Romanians still hadn't crossed the main road - maybe I could delay them long enough to win.

But no...the right flank started to crumble. I had four conscript squads, and with ELR2 it didn't take much for them to ELR, and the only thing below a conscript is a disrupted conscript. Disruption is effectively death. You can't rally (+4dm, broken morale 5) but you don't rout away - either the enemy walks up to you and takes you prisoner, or he keeps firing at you until the morale checks casualty reduce you to nothing. Oh for a commissar! but your leaders are the wrong value to exchange.

Stalin's finest are outnumbered 14-11 to start with, and pretty soon I had lost 3 squads and had too much ground to cover. A Romanian AFV had darted forward into the centre of my line and began a long duel with my BA-6 (with several malfunctioned guns on both sides). My anti-tank rifle got a couple of possible shocks on it, but the BA-6 finally took it out. . in the centre a melee developed between two squads from each side with everyone missing.

The Romanians started to press forward on the right, where I was depending far too much

on a squad with a MMG. This failed to hit anything when it opened up, and got broken in turn by the Romanian machine guns. My leader on the right got wounded and nearly overrun while I just wasn't hurting the Romanian infantry, only taking out two half squads (one to a sniper) and only breaking the odd squad.

Paul had been very cautious with his armour, waiting for my last BA-6 to be mopped up, eventually move one of his light tanks where it could shoot at the BA-6 in a narrow arc where the wall didn't give it hull down protection. I got the first shot and the gun malfunctioned. Return fire knocked me out.

At this point (turn six) it was clear the Romanians had broken through on the right and could reach a clump of five or so multi-hex buildings. This gave them more than enough victory buildings, and I saw no realistic prospects for taking them back as most of my troops were miles away. I resigned, particularly as it was ten to eleven, we'd played for six and a half hours and there was a distinct danger of last orders being called.

I learnt a lot of rules I'd got slightly wrong and tactically I learnt to love and protect my conscripts, but I'm shallow enough to say it wasn't as much fun as winning!

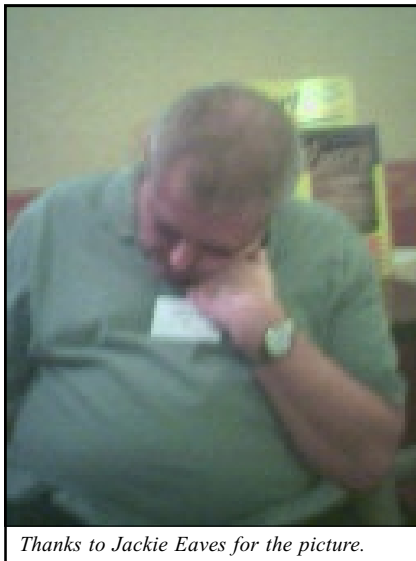
I think the Russians really have to watch the dangers of disruption and plan the rout paths on the right flank particularly carefully. Close combat in building interiors with four firepower vs three, and possibly the chance of rolling the ambush die with benefit of concealment might be a better way to go. Oh and don't take unnecessary intensive fire shots...and er eat well and exercise regularly.

Afterwards I had a couple of pints with Pete Phillips, the editor of this zine. He's a staunch Man Utd fan and commiserated me on Liverpool's poor performance in our recent 2-0 defeat at their hands. I helpfully pointed out that he could see the European cup by taking a tour of the Anfield trophy room where it would remain after we'd won it no less than five times.

Q: What's the best thing about



Manchester? A: It's thirty five miles from Liverpool and it always will be (*shame it's not a few more miles away to the west :-)* – Pete). The conversation probably degenerated from there – it certainly sent Paul Case to sleep.



Thanks to Jackie Eaves for the picture.

SUNDAY Tournament Round 3 'Rimling Round-Up'

Damn it – a wonderful weekend of *ASL* was sadly drawing to a close. Well my fire team wasn't going to win any prizes as we lost 2-1 in the first two rounds. I was much more interested in picking a short scenario as I had a six hour drive home ahead of me. I had a hankering for 'Danger Close' which has 150mm OBA, but Mark Furnell fancied 'Rimling Round-Up' which is only four turns long so I agreed. Mark took the Germans and I took the Yanks.

The sides

The Germans get six 1st and 2nd line squads, with a hero, a couple of leaders, two light and a medium machine guns, a panzerschrek and two JagdTigers. These are beasts, with a 128mm main gun and frontal armour of 26 factors - basically don't even think of shooting them from the front - and their gun would probably go through all the U.S tank destroyers lined up nose to tail with one shot. Why exactly did I agree to go the Americans again?

Still the Jagdtigers do have some weak points, firstly they are mechanically unreliable - anytime a start MP is used they breakdown on a 12 and become immobilised. Secondly they aren't very effective against infantry, with a HE depletion number of 7 - basically over a 50% chance that they will get either one or no shots at all with HE. Plus they only have one bow machine gun with 3fp, and are very large targets (-2 to hit) and a bit slow and clumsy (no turret, only 11mp). Side armour is 8 factors, which although equivalent to the front of a Sherman, shouldn't provide too much problem to '45 bazookas - (kill# 16), or the 90mm's of the American tank destroyers (21).

The Americans have six 2nd class infantry

squads, but two and a half squads of elites, with two leaders. Support weapons are a MMG, HMG, two bazookas and three M36 Tank Destroyers. The M36's are open topped, have armour that will keep out rain but not much else, but have a decent 90mm gun and a 4pt AAMG. I quickly checked the counter for its smoke making capability – hmm nothing for the gun, Smoke Pots5, Smoke Pots5! – that's shit, and you have to be crew exposed to use them...why exactly did I agree to be the Americans again?

The Map

Lots of open ground, in fact Mark said he was very grateful that it was me attacking over it and not him. Still smoke and prep fire are the best kind of cover when attacking, and lots of open ground can be bad for defenders too...when you break in the one house that gives cover, where are you going to rout to?

Anyway the map is one half of board 46 (north - for my AAR purposes, can't remember which way the scenario card said it was) and one half of board 6 (south). The Germans set up on Board 46, and the top two rows of board 6, while the Yanks are in the bottom five rows of Board 6.

The northern board has a level two hill in its centre-south with a small orchard on its lower right side and a two hex stone building on its right side (the farmhouse). In the extreme north west is one wooden building with nothing for hexes around (the shack). In the north east corner, there's a fairly big woods about 4x4 hexes, and that's

about it apart from a pond near the farmhouse.

The southern board is a little more cluttered, in the German set up area there's a stone building in the centre (Uncle Theo's), to the left of a country lane that points at the farmhouse and has pretty good fields of fire. There's another stone building (Grandma's) on the right with awful fields of fire surrounded by hedges and small clumps of trees.

The U.S lines have some cover part way on the left (two belts of trees), its open in the middle, and on the right there's enough trees and hedgerows to reach the board 6/46 edge, where the cover stops.

Setup

The victory conditions are most Good Order exit VP's on board 46 wins. The JagdTigers are worth 10 points, the M36's are worth 6. So the Americans have a very small superiority in total possible VPs 38 to 35...but you only have four turns to get them there and they don't count if they break...6 morale you say?...why exactly did I...

Mark set up his JagdTigers well back, one on both sides of the woods in the N.E corner, right on the map edges. This setup meant no way of getting flank shots and his JagdTigers were 100% safe and could murder any American armour that showed itself. Also twenty points of VP's in the bag. The infantry was put in the available cover for a defence in depth. One squad with a -1 leader and a MMG on the hill, one squad each in Uncle

FIRE TEAM PLACINGS

ELITE DIVISION					FIRST DIVISION				
POS	TEAM	PLAYER	PTS	OPPO	POS	TEAM	PLAYER	PTS	OPPO
1st	5	Simon Croome Phil Draper Tim Macaire	7	21995	1st	E	Malcolm Hatfield Paul Legg Chris Walton	5	14295
2nd	1	Scott Byrne Derek Cox Dominic McGrath	5	15850	2nd	D	Wayne Baumber Thomas Buettner Jackie Eves	5	14025
3rd	4	Ian Daghish Paul Kettlewell David Schofield	5	15525	3rd	C	William Roberts Graham Smith Jonathan Townsend	5	13615
4th	3	Michael Davies Simon Strevens Stewart Thain	5	15015	4th	B	Craig Benn Nick Ranson Mark Warren	5	13430
5th	6	Tim Bunce Stephen Burleigh Brendan Clark	3	8805	5th	A	Nigel Blair Paul Case Chris Netherton	3	8475
6th	2	Keith Bristow Kevin Croskery Derek Tocher	1	2970	6th	F	Mark Furnell Andy McMaster Ian Pollard	3	7870

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





Young ASLer Elliot Cox receives a copy of ASLSK2 for his valiant efforts.



An amazed David Schofield finally becomes tournament champion.

PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Wayne Baumber	3	3	0	0
Craig Benn	4	3	1	0
Nigel Blair	7	1	6	0
Keith Bristow	4	2	2	0
Thomas Buettner	3	2	1	0
Tim Bunce	6	4	2	0
Stephen Burleigh	5	3	2	0
Scott Byrne	6	3	3	0
Paul Case	3	1	2	0
Brendan Clark	3	0	3	0
Roger Cook	1	1	0	0
Derek Cox	6	4	2	0
Elliot Cox	2	0	2	0
Simon Croome	3	2	1	0
Kevin Croskery	4	0	4	0
Ian Daglish	3	1	2	0
Michael Davies	3	2	1	0
Phil Draper	5	5	0	0
Jackie Eves	3	0	3	0
Mark Furnell	8	2	6	0
Malcolm Hatfield	3	3	0	0
Brian Hooper	6	0	6	0
Paul Kettlewell	3	1	2	0
Paul Legg	6	3	3	0
Tim Macaire	3	2	1	0
Dominic McGrath	4	2	2	0
Andy McMaster	3	2	1	0
Chris Netherton	5	1	4	0
Pete Phillipps	1	0	1	0
Ian Pollard	6	1	5	0
Sam Prior	1	1	0	0
Nick Ranson	6	2	4	0
William Roberts	4	2	2	0
David Schofield	4	4	0	0
Graham Smith	3	3	0	0
Simon Stevens	3	3	0	0
Stewart Thain	2	0	2	0
Derek Tocher	4	2	2	0
Jonathan Townsend	4	1	3	0
Chris Walton	3	0	3	0
Mark Warren	6	5	1	0

Theo's, the shack, the farmhouse and Grandma's. One squad with a LMG on the edge of the woods by the Jagdtigers, and the hero with the panzerschrek in the farmhouse.

Looking at Marks setup, I thought there's no way I'm going to advance into the sights of those Jagdtigers, but there was quite a bit of ground on board 46 where they didn't have LOS – mainly on the left hand side of the hill. His infantry was scattered about and I intended to mop it up piecemeal. I would use my tank destroyers against his infantry, but keep them out of panzerfaust range, and my infantry would have to deal with his Jagdtigers.

I set up with three squads (one elite) with a leader and a bazooka on the left, exactly the same on the right plus a half squad, and a fire group in the middle of the M36's and two squads with a MMG and a HMG.

The Game

American turn one: in the first move I only had to worry about the Germans on the hill and at Uncle Theo's, nothing else of Marks could get any shots. I kept my tank destroyer crews with their heads out, as otherwise they couldn't fire their machinegun or smoke pots – but at the risk of snipers. In the prep fire phase I allocated two M36's and the infantry machine guns on to the hill and Uncle Theo's, wanting to move the third M36 forward. The squad on the hill with the machinegun broke on my first shot (only +1 TEM for height advantage), but not the other squad. In the end I had to intensive fire one of the M36's to persuade them to keep their heads down and wimper.

My left hand platoon double timed forward, one squad peeling off to take the defenders of Uncle Theo's prisoner (for you Fritz the war is over...and for you Hans also...). My M36 that hadn't prepped moved forward into the lee of the hill where it could cover the shack next turn, and also gave the other two squads on the left some cover. On the right I rushed a little, trying

to get my 6-6-7 with a bazooka where it could fire white phosphorous at Grandma's but it got broke by defensive fire, and another squad got pinned by a sniper. The German squad on the hill routed to the farmhouse accompanied by their unbroken leader.

German turn one: My squad rallied while the German one didn't. Mark said he had to be careful or he often gave his cardboard men lives, and I admitted the same vice. We discussed the German 9-1 leader believing in final victory and the miracle weapons, and threatening his broken squad with reprisals. I had an image of dirty unshaven GI's furious with their own officers and the Germans for risking them getting killed this late in the war. Are we a sad breed?...very probably. Not very much else happened in the German turn as Mark was content to hold in place.

American turn two: The broken squad in the farmhouse rallied, no doubt under threat of family reprisals. The M36 fired at the shack breaking the squad there, I moved a 6-6-7 with a 8-1 and the bazooka off in that direction with the intention of hooking round and taking out one of the Jagdtigers. One of my squads from my left hand platoon advanced onto the hill, while the third squad with the prisoners moved to its front slopes where the defenders of the farmhouse couldn't see it. I moved the other two M36's to where they could fire at the farmhouse, one down the country lane, and one off to the left a bit. My fire support group humped slowly forward with their heavy pieces...the .30 cal reached a spot where it could advance and fire on the farmhouse next turn, while the HMG lagged behind.

On the right, my newly rallied 6-6-7 tried for WP failed, and everyone shot at each other without effect. I did get a 5-4-6 adjacent to Grandmas so could advance into close combat. Mark chose not to claim wall advantage here so he could benefit from the +3 TEM for the farmhouse instead of the +1 for a hedge...but it meant I got the +1 for the hedge instead of the -1 for moving in the open. One of those tough

choices, to take wall advantage, not to mention dense rule passages. Everyone missed in close combat, but I had a couple of reinforcing squads adjacent if the melee continued too long.

German Turn two: Again Mark was content to sit put, skulking in the farmhouse, and firing his left hand JagdTiger at one of my squads on the hill. He rolled a seven which meant he missed and no more HE – he didn't know the old trick of firing AP for acquisition first and I wasn't about to tell him. In close combat his squad in Grandma's died – close combat is a bit of a lottery but even a 1 firepower difference makes it a bit safer for the U.S. With two German squads down, and another about to be eaten up it was all going worryingly well, although losing even one M36 would even up the points.

American Turn three: I prepped at the farmhouse with what I could, but only stripped concealment from the hero. Hmm I was ahead on points so if I moved onto board 46 with everything I'd win, unless of course he counter-attacked and killed my tin cans. I had my eye on advancing my 8-1 and elite squad with the bazooka to the one hex where I could get a flank shot at the leftmost JagdTiger, but I'd have to distract Mark elsewhere. This meant advancing over open ground at the farmhouse...time for the penal half squad to step forward...

It did and got broken first shot, another squad got pinned, another one rolled a six for smoke so stopped, and another inched forward with an assault move. Not too impressive but my



The winning teams: First Division champions Chris Walton, Paul Legg and Malcolm Hatfield (top) and Elite Division champions Simon Croome, Phill Draper and Tim Macaire.



elite squad ran up to the shack and shot down the brokies as they tried to surrender. A M36 had kept their heads down and their counter under DM all this while. I don't usually commit cardboard atrocities (except against SS) as it tends to be counter-productive, in this case my squad was out on a limb and if they'd been broken in charge of prisoners it could have been messy.

The other JagdTiger fired HE and again rolled a seven, missing and exhausting its stock at the advancing Amis. AP from the beasts kept coming my way, but against infantry it's pretty useless, I even took a critical hit from one shot without effect. I moved another M36 onto the forward slopes of the hill, and tried to get it hull down and failed.

German Turn three: Mark could see the danger to his leftmost JagdTiger, and asked me what he needed to safely start – "anything but a twelve" I told him, putting on the mockers, and lo and behold boxcars.... hehehehe. Apart from that he fired on one of my 2nd class squads on the right and broke it.

American Turn four: With six movement points I could get adjacent to the immobilised JagdTiger, but it meant running the gauntlet of several machine guns. So the same plan as last turn, advance over open ground at the farmhouse to draw their fire. It worked to an extent...I lost another squad broke on the hill, and one on the right flank and drew all the German fire except for one squad with a LMG. In the back of my mind, the fact that these broken squads weren't going to count towards victory nagged...I'm taking an awful risk Vader, this had better work...I'd have to take a 4 firepower -2 shot from the LMG...but once again Marks dice were high.

Adjacent I fired the bazooka...and got an immobilization result...if the crew didn't bail out I'd have to close combat it and they have a nasty anti-personnel mine dispenser...but they came running out. As they came out the hatches I fired tommy guns at them, pinning them and then killing them in close combat.

At this point a thought occurred to me, the

Continued on page 12, column 1

OKTOBER MESS

Pete Phillipps

2006 was not a good year for me, with October being the worse point.

September started with me still unemployed but making a serious effort to find a new job now that summer was over. Then my house-mate told me she had told the letting agency she was moving out at the end of the month. Would have been nice if she'd told me first, or even that she was looking for somewhere else, but anyway. On calling the agency I was told that I couldn't take the tenancy on alone as I was unemployed, but that as the house was a joint tenancy in both our names both tenants had to give in their notice. With no job and no money to find alternative accommodation, I decided not to give in my notice.

A week later my former employer in Solihull offered me a three month contract, which would be made permanent (with more money) if I moved to Solihull. With my house-mate wanting to move out it seemed a good idea to take up their offer – I'd have a job and could start looking for a new place in Solihull, so the last week in September saw me working again.

At the end of the first week, we were due to visit some friends for Friday night dinner and drinks. As we were about to leave, in response to a question about the rent, she told that she didn't care as she was moving out the next day. You can't do that, I said, the agency said both tenants had to hand in their notice. My solicitor said I can, she replied. No she can't, said the agency when I spoke to them the following Monday.

In mid-October the agency phoned me and said their solicitors had told them that one person could end a joint tenancy, and that I had to either take on the tenancy or quit immediately as the notice to quit period had passed. With no money to pay to take over the tenancy (not that I could afford it on my own anyway), the next day saw me moving my stuff into a storage facility; a mate offered me the use of his settee for a couple of weeks until I could find my own place. As the agency had a flat on the market I applied for that, and waited for them to get back to me.

The night before INTENSIVE FIRE, I was riding back from work. It was dark and raining, and there was a 40 MPH speed limit on the M6, which for once I was sticking to. As I approached the exit for the M69 to Leicester, the car in front of me braked, Hard. I did the same. Except my brakes weren't as good, and the bike slammed into the back of the car. I somersaulted over the front of the bike and landed on the slip road, flat on my back, the bike landing on its side a few feet away. Once I'd picked myself up and made sure I was OK – nothing felt broke, and I could stand OK – I looked at the bike and thought "How am I going to get to Bournemouth now?" After exchanging details with the woman whose car I'd hit, getting myself checked out by the ambulance crew, and getting the police to arrange for the bike to be collected by a tow truck (apparently AA cover doesn't cover you when you crash, only when you break down. I'd only renewed my membership a week before – the payment went out my bank account the day after the crash!), I phoned a friend to pick me up so I could get home. On the way back we were discussing the fact that I was still waiting to here from the agency about the flat and he mentioned that there was going to be a room spare at a mate's place in a couple of days. The next day he took me to the storage facility so I could pick up some of my ASL kit and dropped me off at the train station. At 6pm I was at the Kiwi Hotel reception, ordering a Newky Brown and booking in. I spent the rest of the weekend drinking, sorting out the insurance details, drinking, chasing up the letting agency, drinking, running IF, and having the odd Newky Brown or three. Oh, I also played a quick game of ASL.

While travelling back on Monday the agency phoned me to tell me my application had been turned down. Bigger. Rather than go through more hassle looking for somewhere, I phoned my mate and arranged to move into his spare room at the weekend. Where I stayed until X-Mas, when my job contract ended. By then I'd had enough of staying at his place (£60 a week rent for a 10' x 8' room, and a kitchen that The Young Ones wouldn't have cooked in!), and everything in general, and wanted to get away from it all. I'd spoken to my Dad and over X-Mas he picked me, my cat and my stuff up and I moved into his house in Scotland. Things are a bit better now, apart from having no money, no job, and worse of all no bike :-)

Ω



Above: the front of the bike after the crash - note lack of light and fairing damage :-(
Below: recovering at INTENSIVE FIRE :-)



The Crusaders Open ASL Tournament Ladder

Derek Tocher

INTENSIVE FIRE 2006 was the 23rd British ASL tournament and there are now 2300+ results recorded on the ladder. Remarkably there are two players who have attended every event so far; Dominic McGrath and Pete Philipps. There are many others however who have attended a large number of events and the ladder logs show that no fewer than 24 others have been at ten or more of the tournaments. The largest number of games played over the last ten years has been racked up by Dave Schofield, 127, and there are seven players with over 100 games recorded, and another sixteen who have played 50+ games. 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.

Dave Schofield won the individual championship with an unbeaten record and now has 3415 points putting him 6th on the active players ladder. Several of the more lowly rated players put in some very convincing performances. Particular notable was the performance of Graham Smith (+260 pts), Malcolm Hatfield (+240 pts), Derek Cox (+230 pts), and Mark Warren (+225 pts). Graham Smith's three wins take him from 221st to 178th, while Derek Cox's performance places him in 44th place. Just as there were big winners there were of course also big losers during the weekend. Most notably Chris Walton lost three games to give him a nett 2395 pts and leave him holding up the other 235 players. However even bigger losses were recorded by Brian Hooper (-485 pts) and Jackie Eves (-210 pts). The former dropped spectacularly from 80th to 222nd.

Without more ado here is the full table as of 16th November 2006

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	75	68—2—5	4085	80=	Steve Cook	8	6—0—2	3090	158	Phil Ward	5	2—0—3	2905
2	Steve Thomas	42	32—1—9	3755	80=	Peter Michels	3	2—0—1	3090	159	Josh Kalman	10	5—0—5	2900
3	Simon Strevens	87	60—1—25	3720	80=	Kevin Beard	13	9—1—3	3090	160	Martin Kristensen	6	2—0—4	2895
4	Mike Rudd	38	32—1—5	3660	80=	Jas Bal	5	3—0—2	3090	161=	Jakob Norgaard	6	1—1—4	2885
5	Fermin Retamero	13	11—0—2	3650	80=	Iain Mackay	43	22—0—21	3090	161=	Bernard Savage	21	9—1—11	2885
6	Michael Hastrup-Leth	45	31—1—13	3615	80=	Gary Lock	2	2—0—0	3090	163=	Shaun Carter	63	27—1—35	2880
7	Aaron Cleavin	6	6—0—0	3565	86=	Paulo Alessi	6	4—0—2	3085	163=	Sam Belcher	8	3—0—5	2880
8=	Peter Bennett	14	12—1—1	3560	86=	Patrick Dale	35	15—1—19	3085	165=	John Johnson	1	0—0—1	2870
8=	Bjarne Marell	36	26—0—10	3560	88=	Dirk Beijaard	5	3—0—2	3080	165=	David Kalman	5	2—0—3	2870
10	Dominic McGrath	120	70—2—48	3550	88=	Craig Benn	4	3—0—1	3080	165=	Brenan Clark	8	2—0—6	2870
11	Steve Linton	17	14—0—3	3545	90=	Robin Langston	9	4—2—3	3075	168	Russell Gough	81	45—4—38	2865
12	Trevor Edwards	79	41—1—37	3540	90=	Chris Milne	5	3—0—2	3075	169=	Peter Ladwein	21	9—0—12	2860
13	Carl Sizmur	16	11—0—5	3515	90=	Billy Carslaw	11	4—0—7	3075	169=	Neil Piggott	4	1—0—3	2860
14	Jes Touvdal	24	16—0—8	3475	93=	Serge Bettencourt	3	2—0—1	3070	169=	Neil Stevens	60	24—2—34	2860
15=	Derek Tocher	108	78—2—27	3415	93=	Robert SchAAF	3	2—0—1	3070	169=	Lutz Pietschker	4	1—0—3	2860
15=	Dave Schofield	127	90—0—37	3415	93=	Jean-Luc Baas	3	2—0—1	3070	173	Nick Angelopoulos	5	1—0—4	2850
17	Lars Klynsner	11	8—0—3	3400	96=	Bob Runicles	3	2—0—1	3065	174	Paul Legg	95	38—1—56	2845
18	David Tye	39	18—0—21	3380	96=	Alexander Rousse-Lacordaire	4	2—1—1	3065	175=	Sam Prior	18	7—0—11	2840
19=	Ran Shiloah	11	7—0—4	3370	98=	Scott Byrne	12	7—0—5	3060	175=	Bill Eaton	21	8—3—10	2840
19=	Peter Struijff	10	8—0—2	3370	98=	Raurigh Dale	38	17—0—21	3060	177	Dave Otway	5	1—0—4	2835
21	Bernt Ribom	5	5—0—0	3350	98=	Patrik Manlig	16	9—0—7	3060	178	Graham Smith	34	13—0—21	2830
22	Tim Bunce	33	20—0—13	3330	101=	Stefan Jacobi	11	5—0—6	3050	179	Mike Daniel	5	2—0—3	2825
23=	Phil Draper	43	26—1—16	3305	101=	Bo Siemsen	4	2—0—2	3050	180=	Mark Chapman	6	2—0—4	2820
23=	Joe Arthur	21	13—0—8	3305	103=	Ulric Schwela	40	17—1—22	3045	180=	Andy McMaster	22	8—0—14	2820
25	Frank Tinschert	15	10—0—5	3295	103=	Stewart Thain	17	8—0—9	3045	182	Michael Robertson	4	1—0—3	2810
26	Philippe Leonard	9	7—1—1	3285	103=	Scott Greenman	8	3—1—4	3045	183=	William Roberts	11	3—1—7	2800
27=	Will Fleming	3	3—0—0	3280	106	Steve Pleva	6	3—0—3	3035	183=	Clive Haden	5	2—0—3	2800
27=	Ralf Krusat	6	5—0—1	3280	107	Mark Warren	20	11—0—9	3030	185=	Nick Sionskyj	8	3—0—5	2790
27=	Alan Smece	4	4—0—0	3280	108=	Peter Hofland	4	2—0—2	3025	185=	Alistair Fairbairn	3	0—0—3	2790
30	Dave Booth	7	5—0—2	3270	108=	Ian Daglish	107	50—1—56	3025	187	Pete Philipps	103	44—0—59	2780
31	Simon Croome	41	23—0—18	3250	108=	Daniele Dal Bello	4	1—0—3	3025	188	Chris Littlejohn	14	3—2—9	2780
32	Daniel Kalman	11	8—0—3	3245	111	Wayne Baumber	49	23—0—28	3020	189	Graham Worsfold	3	0—0—3	2775
33	Aaron Sibley	50	30—0—20	3240	112	Vincent Kramer	4	2—0—2	3015	190=	Richard Kirby	7	2—0—5	2770
34=	Paul Saunders	19	10—0—9	3235	113=	Colin Gahan	5	3—0—2	3010	190=	Ray Jennings	6	1—0—5	2770
34=	Daniel Batey	4	4—0—0	3235	113=	Andrew Saunders	33	15—1—17	3010	190=	Lee Bray	14	3—0—11	2770
36	Ray Woloszyn	31	18—1—12	3225	115=	Thomas Buettner	3	2—0—1	3000	193	Bill Hensby	31	10—0—21	2765
37	Christain Koppmeyer	15	8—0—7	3220	115=	Steve Grainger	8	4—0—4	3000	194=	Kevin Crosskey	12	4—0—8	2760
38	Tom Slizewski	5	4—0—1	3215	115=	Phil Nobo	11	6—0—5	3000	194=	Flemming Scott-Christensen	6	1—0—5	2760
39=	Yves Tielemans	3	3—0—0	3210	115=	Nick Brown	3	1—1—1	3000	194=	Andrew Hershey	10	4—0—6	2760
39=	Nils-Gunner Nilsson	5	4—0—1	3210	115=	Martin Hublej	4	3—0—1	3000	197=	Oliver Gray	9	3—0—6	2755
39=	Klaus Malmstrom	4	3—1—0	3210	115=	Ian Kenney	4	2—0—2	3000	197=	Jonathan Townsend	4	1—0—3	2755
42	Francois Boudrenghien	3	3—0—0	3205	115=	Duncan Spencer	4	2—0—2	3000	199	Peter Neale	3	0—0—3	2750
43	Jean Devaux	3	3—0—0	3190	122=	Tony Gibson	15	9—0—10	2995	200	Burnham Fox	23	10—0—13	2740
44=	Derek Cox	14	7—0—7	3185	122=	Tim Macaire	49	23—0—26	2995	201=	Rupert Featherby	3	0—0—3	2735
44=	Armin Deppe	13	7—1—5	3185	122=	Gilles Hakim	5	2—0—3	2995	201=	Nick Quinn	14	5—0—9	2735
46	Bill Durrant	5	4—0—1	3180	125	Michael Essee	25	13—0—12	2990	203=	Nick Ranson	13	3—1—9	2730
47=	Steve Crowley	47	21—1—25	3175	126=	Ivor Gardiner	7	7—0—5	2985	203=	Gareth Evans	4	0—0—4	2730
47=	Jonathan Pickles	8	5—0—3	3175	126=	Eric Baker	2	1—0—1	2985	205	Hamish Hughson	4	0—0—4	2725
49=	Grant Pettit	7	4—1—2	3170	126=	Ben Jones	47	22—0—25	2985	206=	Steve Cocks	4	0—0—4	2720
49=	Bruno Tielemans	3	3—0—0	3170	129=	Paul Kettlewell	75	34—0—41	2980	206=	Marc Horton	6	1—0—5	2720
51	Ian Percy	10	6—1—3	3165	129=	Malcolm Rutledge	3	1—0—2	2980	208	Justin Key	49	19—1—28	2700
52=	Rodney Callen	6	4—0—2	3160	129=	David Farr	4	2—0—2	2980	209	Simon Hoare	4	0—0—4	2690
52=	Mel Falk	9	5—0—4	3160	132	Sergio Puzziello	5	1—0—4	2975	210	Jeff Howarden	7	2—0—5	2685
54	Jeremy Copley	9	6—0—3	3150	133	Elliot Cox	2	0—1—1	2960	211	Christain Speis	5	1—0—4	2680
55=	Stephen Burleigh	31	13—2—16	3145	134	Michael Maus	7	3—0—4	2955	212=	Neil Brunger	31	11—0—20	2670
55=	Nick Edelman	22	14—1—7	3145	135=	Pedro Ramis	6	3—0—3	2945	212=	James Crosfield	15	6—0—9	2670
55=	Andrew Whimnet	2	2—0—0	3145	135=	Laurent Forest	3	0—0—3	2945	214=	Pedro Barradas	7	1—0—6	2655
58=	Paul Haesler	10	4—2—4	3135	135=	David Murry	5	2—1—2	2945	214=	Mark Furnell	8	2—1—5	2655
58=	Paul O'donald	72	44—1—27	3135	135=	Alex Ganna	2	0—1—1	2945	216	Nigel Ashcroft	52	19—1—32	2635
58=	Michael Davies	52	28—1—23	3135	139=	Wayne Kelly	11	4—1—6	2940	217	Adrian Catchpole	11	2—0—9	2625
58=	Frenk Van Der MEY	4	3—0—1	3135	139=	Paulo Ferreira	9	4—0—5	2940	218	Adrian Maddocks	12	3—0—9	2620
62=	Keith Bristow	57	34—1—22	3130	139=	Jon Williams	14	6—0—8	2940	219	Arthur Garlick	21	2—5—14	2615
62=	Chris Courtier	13	7—2—4	3130	139=	Bob Nugent	3	2—0—1	2940	220=	Nigel Blair	70	24—1—45	2610
64	Paul Sanderson	41	21—0—20	3125	143=	Martin Bryan	19	8—0—11	2935	220=	Bryan Brinkman	9	1—0—8	2610
65=	William Hanson	19	11—0—7	3120	143=	Martin Mayers	15	5—0—10	2935	222	Brian Hooper	123	41—2—80	2605
65=	Philip Jones	5	3—0—2	3120	143=	Derek Briscoe	1	0—0—1	2935	223	Roger Cook	29	9—2—18	2590
65=	Paul Ryde-Weller	10	5—1—4	3120	146=	Andy Price	3	1—0—2	2930	224	John Fletcher	6	0—0—6	2585
65=	Lee Brimicombe-Wood	12	8—0—4	3120	146=	Andrea Marchino	1	0—0—1	2930	225	Paul Case	107	27—3—77	2580
69=	Mark Walley	4	3—0—1	3115	148=	Paul Boyle	5	2—0—3	2925	226=	Nick Carter	9	2—0—7	2560
69=	Georges Toumemire	3	2—1—0	3115	148=	John Sharp	8	3—0—5	2925	226=	Chris Netherton	30	10—2—18	2560
71=	Luis Calcada	43	21—1—21	3110	150=	Tim Collier	17	7—0—10	2920	228	Mike Stanbridge	47	13—1—33	2555
71=	Luc Schonkerren	5	3—0—2	3110	150=	Steve Allen	6	1—1—4	2920	229	Michael Rhodes	43	10—0—33	2545
73=	Simon Morris	11	6—0—5	3105	152=	Malcolm Hatfield	47	9—0—28	2915	230	Ian Pollard	94	35—1—56	2515
73=	Bob Eburne	53	30—0—23	3105	152=	Iain Ainsworth	1	0—0—1	2915	231	Robert Seeney	5	0—0—5	2510
73=	Andrew Dando	44	23—2—19	3105	152=	Edo Giaroni	3	1—0—2	2915	232	Jackie Eves	31	10—0—21	2460
76	Russ Curry	6	4—0—2	3100	155=	Joel Berridge	3	1—0—2	2910	233	David Ramsey	9	1—0—8	2435
77=	Nigel Brown	26	11—0—15	3095	155=	Brian Martuzas	5	2—0—3	2910	234=	John Kennedy	24	5—0—19	2415
77=	Mikael Siemsen	6	3—0—3	3095	155=	Andy Smith	4	0—0—4	2910	234=	Chris Ager	23	6—0—17	2415
77=	Martin Vicca	17	11—0—6	3095						236	Chris Walton	14	3—0—11	2395



hatches are open, can I capture this? And does this count as 10 exit VP to me? The answer to both questions was yes, you crew it with a half squad and get captured use penalties. Of course it couldn't move, and there were no Germans in its weapons arcs but it was still my JagdTiger!

"Oddball this tank is a croc of shit, the fuel lines leak, the transmissions shot..." "Moriarity, this is a beoootiful tank, what's with the negative waves..."

In the excitement I forgot to move one of my M36's even though I purposely didn't Prep Fire it – it would stay on board 6 and not count towards victory – d'oh!

German Turn Four: Word had got round the tournament that a JagdTiger had got captured, and we started to get watched by a bunch of players that had finished their games. I did a VP count and it was 33-17 to me... but then I got told that the half board hexes didn't count, where a lot of my stuff was. Mark and I had discussed this at the start, and agreed that half hexes did – Mark being the gentleman he was, immediately said they would count. I think the spectators were expecting a total whitewash, but if the JagdTiger hadn't broken down it would have been pretty even, as my drive on the farmhouse had stalled.

About the only option left for the Germans was to fling the other JagdTiger forward and get it to hit its immobilized brother, but Mark was content to exchange shots and not move the Tiger. I lost another squad broke, having just rallied one, and didn't bother firing in my defensive fire phase so as not risk a sniper activation as I had enough points for the win.

Wow, what a great little scenario – I think more aggressive use of the JagdTigers and a forward defence are better ideas for the Germans. To be fair, Mark had only played his first armour game at the start of the tournament, and that 12 at the wrong time scuppered his chances. We both had a good laugh all tournament and I look forward to swapping war stories with him next time we meet up.

I had to leave before prizes were handed out, which was a shame. There was a fantastic sense of camaraderie all tournament, and new players were made very welcome by the old hands. Lots of people were available for rules queries, and it was a very social affair rather than being too competitive. My thanks to Pete Phillipps, Neil Stevens, Dominic McGrath, Derek Tocher and David Schofield for organizing such a great event, introducing me to people, and generally making things run smoothly.

After twenty five-ish games of full *ASL*, about the same of starter kit, a tournament and a captured JagdTiger I think I can throw my rookie pin away at last.

If you play *ASL* in the UK, get to the Heroes tournament in Blackpool in March. Nuff said.

Ω

LATW FOR DUMMIES

The development of the tank naturally led to the development of weapons to destroy them. These ranged from artillery pieces to Light Anti-Tank Weapons (LATW) that the infantry carry to combat the threat posed by enemy tanks. In *ASL* the various LATW can be divided into three general types, each with its own tactics.

ANTI-TANK RIFLES (ATR)

The first LATW were basically MGs using special AP ammo. As tank armour became thicker however ATR became less effective. By WW2, ATR were only of use against light armoured vehicles such as armoured cars or half-tracks. Against heavier tanks, their only hope of success was with a side or rear shot, or a track shot which would immobilise the tank.

PANZERFAUSTS (PF)

The PF was a one-shot throw away weapon designed to be issued en masse to infantry units. Because of this they are not represented by a SW counter but are treated as an inherent SW of every German Infantry SMC/MMC from mid-1943.

With its high TK Number the PF is capable of taking out all but the most heavily armoured AFVs. The main disadvantage of the PF is its short range, although this does increase from 1 in 1943 to 2 in 1944 and finally to 3 in 1945. PF are also at a disadvantage if firing from within a building or vehicle due to the BackBlast penalty (C13.8), so the coloured dr of the TH roll is applied as a 1 FP attack on IFT against the firing unit. The penalty can be avoided by unit in the ground level of a building by using Opportunity Fire or suffering the DRM.

PF are often used to deter an enemy AFV from getting too close to a unit. It is usually best to wait until the DFPH to fire against moving AFVs.

BAZOOKAS (BAZ) AND PANZERSCHRECKS (PSK)

These LATW are very similar, differing only in TH and TK Numbers, and as such they are both used in the same way. Typically they are issued to a squad to defender a target that is likely to be attacked by a tank, or to a HS with the aim of hunting

down enemy tanks. Crews are particularly effective for the latter role but you rarely have one to spare for such a task.

The lower TK Number of the BAZ means that sometimes you will need to look for a side or rear shot, although sometimes a Deliberate Immobilisation attempt can be considered.

As with the PF both these LATW suffer from BackBlast.

PIAT

The PIAT is generally used in the same way as BAZ or PSK, but has one advantage over both; it does not suffer from BackBlast so it can be safely fired from a building.

All LATW can be used against Infantry, although PF, BAZ, PSK, and PIAT can only be used against Infantry in a building hex or behind a wall. It is also possible, though rare, for them to cause rubble and flames.

As well as the above LATW, various other SW, such as FT, DC, MOL and ATMM can be used against vehicles. Apart from FT these are used in CC to improve your chance of taking out the vehicle, although DC can be thrown from upper stories as a vehicle moves by.

FT can be particularly effect against heavily armoured AFVs as the AF does not affect the TK Number of a FT – the TK is 8 at 1 hex range or 4 or long range.

Ω



British infantrymen training with a PIAT.

THE NEXT STEP

THE RULES THAT ASL ADDS

Jay Richardson

With the *Advanced Squad Leader Starter Kits* enjoying great success, and the *ASL Rulebook* and the *ASL* core module *Beyond Valor* back in print, the question facing many starter kit owners is whether or not to move on up to the full *ASL* game. Moving to full *ASL* takes a lot more commitment, in both time and money, but what exactly is gained?

To provide one answer to this question, I thought I would try the following: MMP's web site has a list of all the differences between *ASL* and *ASLSK #1*... I've taken this list and commented on each item that *ASL* adds to the game, to give you an idea of how the game changes when played using the full *ASL* rules.

Here then, in no particular order, are some of the goodies that you can look forward to if you decide to move up to the full *ASL*...



CONCEALMENT, SEARCHING, AND MOPPING UP

In my opinion, the single biggest change in moving from *ASLSK #1* to full *ASL* would have to be concealment. Concealed units and stacks are covered with a concealment counter, preventing the opposing player from seeing what they are and reducing the effectiveness of enemy attacks. Concealment counters can be provided as part of a side's starting forces, and can also be gained during a game by units that are not in the enemy's LOS. Some of the ways concealment can be lost include making an attack, moving in the open, or suffering at least a PTC as the result of an enemy attack.

Concealment counters (signified as: "?") provided by the scenario set up can be especially useful in confusing the enemy. For instance, let us assume that a side is given 3 MMC and 3 "?" counters. Here are some of the different ways that these could be set up:

* three stacks, each with 1 MMC covered by 1 "?"

* two stacks, one with 2 MMC + 1 "?" and the other with 1 MMC + 2 "?" - in this case the 2nd "?" serves as a dummy unit: the opposing player sees two stacks of three counters each, but he doesn't know which stack has 2 MMC and which stack has only 1 MMC.

* three stacks: 2 MMC, 1 MMC + 1 "?", 2 "?" - this creates a dummy stack containing nothing but concealment counters... there's no one there, but your opponent won't know that. He'll see two concealed stacks, but he won't know which one is real and which one is fake.

During the Movement Phase, units may expend MF to search adjacent hexes. A successful search removes any concealment counters in that hex, and causes any hidden units in that hex to appear on the map covered by a concealment counter (hidden units are not placed on the map until they lose their hidden status).

Mopping Up is a technique that allows infantry MMC to search and secure a multi-hex/multi-level building without having to move into or through every location in that building.

DEPLOYING AND RECOMBINING

During a Rally Phase, a leader has the ability to allow a squad to deploy into two HS; or to allow two identical HS to recombine into a full squad. In both cases, the deployment or the recombining is the sole activity of the leader and the affected units in that Rally Phase.

The benefit of combining two HS into a full squad is obvious: most full squads have more firepower or range than their two HS. The benefits of deploying squads into HS is not so obvious: HS make excellent search parties when you are facing an opponent with many concealed or hidden units... and losing a HS to a previously hidden HMG is much less painful than losing a full squad.



RUBBLE

Rubble adds an extra element of realism to city battles. Buildings can begin a scenario in rubbled form, streets can be filled with rubble, and during a game existing buildings can be turned into rubble with DC, and HE (high explosive) hits.

Rubble can be stone (+3 TEM) or wood (+2 TEM), is a half-level LOS Hindrance, slows or prohibits movement, and can cause tracked vehicles to become Bogged (temporarily immobilised).



ENTRENCHING AND FORTIFICATIONS

This includes foxholes, trenches, barbed wire, minefields, roadblocks, and a variety of pillboxes... everything you need for battles where the defender has a prepared position. Infantry can also attempt to dig foxholes during a game, but there usually won't be enough time for this to occur (it may take several turns).



FLAMES AND BLAZES

Things that can burn in real life, especially vehicles and buildings, can burn in *ASL*. Some scenarios will allow you to intentionally start fires, but many prohibit this. Burning vehicles are fairly common, but otherwise Flames are not that common... unless, of course, you are playing with infantry flame-throwers or flame-thrower tanks!

OVERSTACKING

ASL allows you to exceed the normal stacking limits in a hex, but there are movement and combat penalties for doing so.

WIND AND WEATHER

Wind can cause smoke to drift and Blazes to spread, and Heavy Wind can make smoke completely ineffective. Weather has the effects that one might expect: Fog, rain, and snow can reduce visibility, mud can slow

movement, wet conditions make fires less likely, and units with winter camouflage gain a defensive benefit when snow is present. In the desert, you have to contend with sun blindness, heat haze, and dust, dust, dust.

RANDOM SELECTION TIES

It appears that in the starter kits, when, for example, a stack of three MMC receives a 1KIA result, you randomly select ONE of the three MMC to be eliminated...

Things are different in the full *ASL*: you make a dr for each of the three MMC, and the one with the highest dr is eliminated... but if two MMC both roll the high dr, they are BOTH eliminated, and if all three MMC roll the same, all three are eliminated!

In *ASL*, Random Selection can possibly select more than one unit, so any KIA result could potentially kill the entire stack.



MORE SW

DC can be thrown or set, as well as placed. You also get anti-tank rifles (ATR), light mortars, panzerschrecks (PSK), bazookas (BAZ), PIATs, infantry guns, and recoilless rifles. Panzerfausts (PF), the incredibly powerful German anti-tank weapon, were used in such numbers that they do not appear in counter form and are instead handled as inherent weapons.



CREWS AND HEROES

Crews are introduced in starter kits #2 and #3, so not much needs to be said of them here.

Heroes are SMC that can appear during the course of a game as a result of Heat of Battle rolls. Hero counters are 1-4-9, and are created from a MMC (which is not affected by the hero's creation), or by an existing leader becoming heroic (he retains his normal leadership capabilities).

A hero has a number of special abilities: he can fire and carry a SW as if he were a leader; he can use a SW normally

requiring two men; he can fire a Gun that would normally require a crew; he can fire a tank's anti-aircraft MG (AAMG) while riding on top of that tank; his presence allows a FG to subtract one from its IFT/CC resolution DR (in addition to any leadership modifiers that the attack might have); and he is always stealthy.

ENCIRCLEMENT

Encirclement occurs when an infantry unit receives attacks from opposite directions, or when it is in an upper level of a building with no way to reach the ground level (for instance, the only stairwell is blocked by an enemy unit or a Blaze).

Units that are encircled drop one level in morale, must add +1 to their IFT/To Hit rolls, and pay more MF to move.

Encirclement rarely occurs in games... its main effect is to make players cautious about putting troops into the upper levels of buildings.

SW/GUN RECOVERY FROM BROKEN UNIT

SMCs can attempt to recover a SW or Gun directly from a friendly broken unit.

OPPORTUNITY FIRE, SPRAYING FIRE, TRIPLE POINT BLANK FIRE, FIELD OF FIRE, AND FIRE LANES

During its Prep Fire Phase, a unit may declare that it will use Opportunity Fire. Such a unit cannot fire during Prep Fire, or move during the Movement Phase, but it can then fire at full strength (and with ROF possible) during the Advancing Fire Phase. In effect, an Opportunity firer is giving up its normal ability to shoot or move in order to attack later in the turn... in the hope that a good target will have appeared by then. This is only useful when facing enemy units that are concealed or hidden.

Spraying Fire can be used by MGs and infantry with an underlined range factor. Units using spraying fire can attack two adjacent hexes simultaneously, but the attacks are resolved as Area Fire (1/2 FP).

Triple Point Blank Fire (TPBF) occurs in the rare instances in which infantry units are allowed to enter an enemy-occupied location during the Movement Phase. Defensive fire against a target in the same location is always TPBF: tripled firepower.

Field of Fire limits the ability of a MMG/HMG located in woods, rubble, or

building hexes to change its direction of fire ("covered arc" in *ASL* terms) when firing multiple times in a single phase. In these terrain types, you can't aim a MG in a different direction just by swivelling it... you would have to physically move the MG to another position, and there's no time to do that in a single phase.

Fire Lanes are created during the Movement Phase by the Defender's MGs. Each MG that creates a Fire Lane leaves a form of Residual FP all along a line of hexes extending out from the MG's position. Fire Lanes aren't used too often, but they can be quite effective.

RANDOM SW DESTRUCTION

There's a chance of a SW being destroyed whenever the unit possessing that SW suffers a KIA result on the IFT, or is eliminated in CC.



DISMANTLED SW

Some SW can be dismantled, making them easier to carry. An interesting note is that a German MMG/HMG, when dismantled, can still be fired as a LMG.

WITHDRAWAL AND INFILTRATION

At the start of the Close Combat Phase, units may declare that they will attempt to Withdraw from Melee. Units that attempt to withdraw may not attack, and attacks against them receive various special modifiers.

Infiltration occurs whenever an Original CC DR of 2/12 is made, and allows either the attacking unit (CC DR 2) or the defending units (CC DR 12) an option to immediately withdraw.

WHITE PHOSPHOROUS

White Phosphorous is an American innovation: smoke that also attacks any unit in its hex, and can possibly start a fire in dry conditions. It can be fired by Guns and Off-Board Artillery, or used as smoke grenades by infantry. It is not as thick as regular smoke, but it rises much higher. It is used by all American units, and the British get it in 1944, but other nationalities use it only rarely (by

scenario special rule).

VOLUNTARY BREAK

Units have the option to voluntarily break during the Rout Phase, even if they are pinned, so that they can move during that Rout Phase.



HEAT OF BATTLE

Heat of Battle occurs whenever a unit rolls a DR of 2 for a MC or Rally attempt. Another DR is made on the Heat of Battle table to see what happens to that unit. There are four possible results for a Heat of Battle DR:

* Hero Creation: if the unit is a MMC, a Hero counter is added to the stack; if the unit is a leader, he becomes heroic.

* Battle Hardening: the unit is replaced with the next higher quality unit. For instance, a first line squad is replaced with an elite squad, or an 8-0 leader is replaced with an 8-1 leader. If no higher quality unit exists, the unit becomes fanatic, which increases its morale by one. It is possible for a Heat of Battle DR to result in BOTH Hero Creation and Battle Hardening!

* Berserk: the unit has a morale of 10, and 8 MF, and MUST charge the nearest known enemy unit during its Movement Phase. A Berserk unit is really an unpredictable wildcard... sometimes it will be mowed down in its charge, and sometimes it will be unstoppable and deal a shocking blow to the enemy. When a leader goes Berserk, he will attempt to make any other units he is stacked with go Berserk also.

* Surrender: The unit breaks and surrenders to an adjacent enemy unit; if no enemy unit is adjacent, it becomes disrupted. Some units, such as the Japanese, never surrender... they go Berserk instead.

MINIMUM MOVE, DASH LATE DOUBLE TIME, BYPASS MOVEMENT, AND INFANTRY OVERRUN

Minimum Move allows units to move at least one hex during their turn, even if they normally would not have enough MF/MP to enter that hex.

Dash allows infantry to cross a road, starting from a non-Open Ground location and ending in a non-Open Ground location,

with less vulnerability than if it had simply moved across the road normally. This rule addresses an unavoidable distortion in the maps: all roads are really much narrower than the width of a hex. As long as there is cover available on both sides of the road, dashing across a road is much less dangerous than simply running across open ground.

Late Double Time allows you to declare a unit to be using Double Time even after it begins its move... but doing this only gains you one additional MF. This is more useful than you might expect.

Bypass movement allows units to move through hexes containing woods or buildings without actually entering those terrain features. That is, they move along the clear terrain in the hex, skirting the edges of the woods or building. It adds a nice bit of realism, but it can be a little difficult to understand at first.

Infantry Overrun allows MMC to attempt to enter a hex containing only a single enemy SMC during the Movement Phase. This is nearly half a page of rarely used rules, the whole point of which is to prevent a single SMC from blocking the movement of a much larger enemy force. According to the footnotes in the rulebook, there was a lot of controversy as to whether this rule was really needed. I'm not sure that I've ever seen an infantry overrun occur in a game, but that could just indicate that the rule is doing its job: no one is sending out SMCs as blockers, because they would just get overrun.

Infantry units in *ASL* have a surprisingly long list of movement options to choose from, and it does take a while to learn them all.

BATTLEFIELD INTEGRITY,

Battle Field Integrity is an optional rule showing how a force can lose cohesion and its will to fight as its casualties mount. The net effect is that as a side's casualties increase, its ELR rating will decrease.



SNIPERS AND CAVALRY

Horse counters are provided, and an infantry unit that is riding a horse is Cavalry. Cavalry are not vehicles: they move by expending MF, not MP. Horses have 12 MF normally, and 18 MF when they gallop. Cavalry can execute a charge to gallop into

an enemy occupied hex and attack with TPBF... if they can survive all of the defensive fire, including the defending unit(s) TPBF.

Snipers do not appear on the map as SMCs. They are instead handled by a simple abstracted system in which each side has one Sniper Target Selection counter in play that can move anywhere on the map. Moving your target counter and attacking with your sniper is triggered by your opponent's die rolls. You will quickly learn to refer to weak attacks as "sniper bait" - an attack more likely to trigger your opponent's sniper than to actually harm the target. This actually speeds up the game a little bit, as players will no longer waste time making weak attacks that are unlikely to have any success.



AMMUNITION SHORTAGE, DISRUPTION, PRISONERS, AND SURRENDER

Disruption is a unit status even more severe than being broken. Disrupted units cannot Self-Rally, will automatically surrender to an adjacent enemy personnel unit, will not rout unless they are in open ground, and will never use Low Crawl. It's a bad state to be in, but it does not occur very often.

When a side suffers from Ammunition Shortage, a DR of 12 on the IFT causes at least one of the firing MMCs to be replaced with a lesser quality unit. For example, if an elite squad rolled 12 when Ammunition Shortage was in effect, it would be replaced with a first line squad.

ASL includes rules to allow units to surrender to the enemy, who then has prisoner counters to guard and manage. Also included are rules for No Quarter (one or both sides refuse to take prisoners), massacres, escaping prisoners, and escaped prisoners who attempt to rearm themselves.

COMMISSARS, HUMAN WAVE, AND OTHER NATIONALITY DISTINCTIONS

There are many rules for nationality distinctions in *ASL*. Rather than try to describe them all, I'll just list a few of the

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THE TRENCHES

"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 (in dd mm yyyy format) at the end of each entry is the date the address was last confirmed.

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Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ ()

John Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/98)

Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/97)

Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (31/10/03)

Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (30/01/04)

James Crosfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (01/02/04)

John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/98)

Robert Seeny, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/05)

Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/01)

Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/98)

Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, SW19 6SL (31/10/99)

Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/99)

Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/99)

David Tye, 35 Redburn Street, London, SW3 4DA ()

Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/98)

Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (19/03/05)

Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/01)

Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (13/04/00)

Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10

bEW (17/01/07)

Aarnd Patrick, 9 Arundel Gardens, London, W11 2LN (31/12/04)

Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/02)

Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/96)

Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2 (19/09/96)

Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY ()

Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL (31/10/96)

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 Huuillakatu, Fn-00150 Helsinki (31/12/94)

Tuomo Lukkari, Haukilahdenkuja 7A8, 00550 Helsinki (25/02/99)

Eero Viheraari, Itäinen Pitkäkatu 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 Samoisi (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 Bouleufcok, 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-44200 Nantes (31/12/94)

J. Charroin, 120, Grand Rue, F-45110 Chateaufeuf (31/12/94)

Laurent Closier, Le Franc Tireur, 6, rue Consell, Appt 5, 29200 Brest (01/04/97)

P.F. Daniau, 28 Rue du Docteur Legay, F-59110 La Madeleine (31/12/94)

L. David, 1, Rue des Millepertuis, Appt 32, F-33700 Merignac (31/12/94)

Y. Dejoncke, 42, Grande Rue, F-91620 La Ville Du Bois (31/12/94)

J. Depotte, 19, Rue Darnel, F-62100 Calais (31/12/94)

Jean Devaux, 16, Bld Barbes, F-75018 Paris (31/12/94)

O. Dietsch, 4, Route de Colmar, F-67600 Selestat (31/12/94)

Philippe Duchon, 35 rue Neuve, 33000 Bordeaux (15/12/96)

P. Franque, 21, Bld Paixhans, F-72000 Le Mans (31/12/94)

G. Gardeur, 25, Rue Maurice de Broglie, F-51000 Chalons (31/12/94)

E. Gaubert, 2, Chemin des Pres, F-59280 Louveciennes (31/12/94)

C. Ghesquier, 57, Rue des Sports, F-59280 Armentieres (31/12/94)

S. Graecit, 136, Blvd Magenta, F-75010 Paris (31/12/94)

P. Guet, 11, Rue Edouard Herriot, F-74300 Cluses (31/12/94)

R. Guettier, 16bis, Rue de l'Abbe Gregoire, F-92130 Issy les-Moulinx- (31/12/94)

E. 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 Irison, 43 rue du Caire, F-75002 Paris (18/05/98)

Paul Jacobs, 14, rue de Delemont, Saint Louis, 68300 (02/12/03)

L. Jassaud, 27, Av. Maloussena, F-06000 Nice (31/12/94)

N. Keteleurs, 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 Prieuire, F-01280 Prevesin (20/04/99)

F. Loyer, 18, Rue Barbarin, F-17700 Surgeres (31/12/94)

Mallet, 117, Rue du Bief, F-74210 Favergette (31/12/94)

F. Marchal, 5, Allee des 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 Villebermier-Saumur (31/12/94)

A. Mitnen, 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 Villiers 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 Floral, 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 Tourncoing (31/12/94)

Xavier Vitry, Les Ombrages - Bat C, F-83300 Draguignan (31/12/94)

C. Wurgstein, 46, Rue des Charmilles, F-67400 Illkirch (31/12/94)

Germany

K. Angermund, 4, Lembkestrasse, D-4330 Muelheim/Ruhr 1 (31/12/94)

Sebastian Hummel, Roonstrasse 21., Mainz-Kastel., (02/02/2007)

Rolf-Udo Biersbach, Altenberger-Dom-Str. 154a, D0-51467 Bergisch Gladbach (21/11/98)

P. Bohm, 112, Landshutter Allee, D-80637 Munchen 19 (31/12/94)

Markus Braun, Gartenstr. 24, D-73117 Wangeren - Oberwaelden (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, Lomsenplatz 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 Großholdermann, Rundst. 25, 44745 Kamp-Lintfort (12/02/01)

Matthias HardeI, Begasstr. 2, 12157 Berlin (26/04/99)

Mike Hurn, Herforder Strasse 206, 32120 Hiddenhausen (15/11/96)

Stefan Jacobi, Leipzigerstrasse 29, 66113 Saarbrucken (07/03/97)

Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst (15/11/96)

R. Korzend-Rfer, Westerbургstrasse. 4, D-63450 Hanau (31/12/94)

A. Kraft, Niederhofheimer Strasse, 9, D-65719 Hofheim (31/12/94)

Ralf Krusat, Claudiusstrasse 15, 10557 Berlin ()

C. Ludwig, 17, Flozstrasse, D-44799 Bochum 1 (31/12/94)

Torsten Meckel, Elsa-Braendstroem-Str. 5, D-24568 Kaltenkirchen (05/04/06)

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 Zaanand (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. Rooseveltlaan. 20, N-5707GE Helmond (31/12/94)

Hennie van der Saal, Melkebaackstraat 12, 3822 EP Amersfoort (09/06/99)

B. Van Schalkwijk, 242, Uilenstede, N-1183AR Amsterdam (31/12/94)

M.J. Vandenberg, 22, Heikantestraat, 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

Pierrgiorgio Caputo, Via Dagnini 33, Bologna, Bologna, 40137 (31/12/06)

Paulo Alessi, Via Verona 32/2, 10098 Rivoli (TO) (27/10/98)

L. Balestrieri, Via Pionieri dell'aria no 1 I, I-33080 Roveredo (31/12/94)

S. Cuccurullo, 19, Vittorio Emanuele III, I-04016 Sabaudia (LT) (31/12/94)

R. De Leo, 8A, Via Todde, I-09128 Cagliari (31/12/94)

V. De Pasali, 18 Via Emilia Ponente, 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 Gianoni, Via Don Messani, 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. Matteduzzi, 8, Via Savena, I-40065 Pian Di Macina, (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)

Ulric Schwela, Voc. Torretta 49, Civitella dei Conii, 05010 San Venanzo (TR) (04/10/05)

P. Selva, Via Val d'Ossola 14, I-00141 Roma (31/12/94)

A. Tropiano, Via Urbinatei 15, I-36010 Palazzolo (SR) (31/12/94)

Paolo Cariolato, Via Camporosolo 172, San Bonifacio (VR) (13/12/06)

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, Armeborgveien 9, N-1430 As (11/06/97)

Joakim Ruud, Chr. Michelsensgt. 4, 0568 Oslo (15/12/96)

R. Vetne, Helgen, N-3745 Ulefos (31/12/94)

Portugal

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

Scotland

Steven Cook, 197 Lee Crescent, Aberdeen (28/01/06)

Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen (22/05/00)

Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen (19/03/05)

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17/06/99)

Tony Gibson, 107 Queen's Drive, Aberdeen, AB15 8BN (13/02/04)

Ian Percy, Clinterty Home Farm Cottage, Kingswell, Aberdeen, AB15



8RN (22/03/06)
 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 (01/12/05)
 Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/98)
 Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (27/10/06)
 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 Dalgin, Cupar, Fife, KY15 4JQ (17/08/00)
 Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/01)
 Pete Phillips, 9 Pier Road, Kilchoan, Acharacle, Argyll, PH36 4LJ (13/01/07)
 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 Argaiz Martinez, Avenida de España 16, 26003- Logroño (06/02/01)
 Fernando J. Garcia-Maniega, Plaza Europa 6, 34003-Palencia (01/11/00)
 Paul Siles 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)
 Styrborn Glen, Brotorp, Asa, S-661 93 Säfte (25/02/97)
 Andreas Hinz, Steglitsv. 3c, 22732 Lund (25/02/99)
 Per-Olaf Jonsson, Untravagen 1, S-115 43 Stockholm (09/08/01)
 Klaus Malmstrom, Klinkendalsv. 6 Brokind, S590 41 Rimforsa ()
 Patrik Manlig, Semanders v. 1-420, S752 61 Uppsala ()
 Nils-Gunnar Nilsson, Oluff Nilssons v.8, S433 36 Partille ()
 B. Ribom, Falkenbergsgatan 13A, S-41265 Goteborg (31/12/94)
 Berni Ribom, Falkenberg sg. 13A, 41265 Gottenburg ()
 P. Rogneholt, 25 Lidnersgatan, S-75442 Uppsala (31/12/94)
 Asad Rustum, Kungshama 21/014, 170 70 Solna ()
 Stephen Burleigh, Puss 1-7, Vollsjö, 27033 (09/10/04)

Switzerland

I- Goni.Ai.E.L, 4, Chemin du Lussex, CH-1008 Jouxlesns-Mezeri (31/12/94)
 P. Wahl, 23, Cechin 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, Trevoze, PA19053 (31/12/94)
 Chris Barlow, 24 Audubon Avenue, Braintree, MA02184 (28/01/97)
 Linda Barnickel, 716 Hickory Highlands Dr., Antioch, TN 37013 (15/01/02)
 Mark Beaty, 5655 Old Dennis Road, Weatherford, TX 76087 (23/02/05)
 J. Berhalter, 2900 Colerain Rd #223, St Marys, GA31558 (31/12/94)
 Brian Blad, 1031 S. Stewart #2204, Mesa, AZ 85202 (02/12/97)
 Wayne Boudreaux Jr., Apt. #8, 4420 Wimbledon Drive, Grandville, MI 49418 ()
 L. Bradbury, 13127 South 2615 West, Riverton, Utah 84065 (31/12/94)
 Scott Brady, 273 Merline Road, Vernon, CT 06066-4024 (31/10/96)
 David Cabera, 1206 Spring Street, Apt #9, Syracuse, NY 13208 (26/12/96)
 M. 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. Cuno, 628 Fairfield Avenue, Gretna, LA70056 (31/12/94)
 S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)
 D.A. Dally, 901, Oeffling Drive, McHenry, IL60050 (31/12/94)
 Steve Detlefsen, 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. Duenskic, 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)

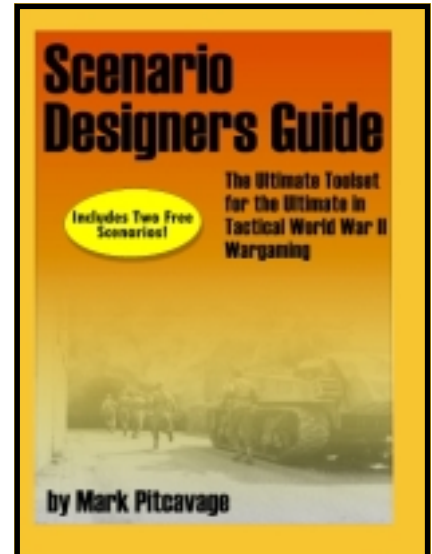
G. Fortenberry, 232 Linda Drive, Burseson, TX76028 (31/12/94)
 Carl Fung, Castle Point, P. O. Box S-359, Hoboken, NJ 09030 (29/06/98)
 Russ Gifford, 230 E. 27th Street, South Sioux, NE 68776 (15/11/96)
 Randy Glesing, 10040 Penrith Drive, Indianapolis, Indiana 46229 (10/10/98)
 Chuck Goetz, 531 S. Sharp Street, Baltimore, MD 21201 (10/07/98)
 Eric Gustafson, 3 Mercier Drive, Belchertown, MA 01007 (07/07/99)
 W. Hancock, 728 Sutton 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)
 Tu-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, NY 11721 (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, NC 27455-1728 (31/10/96)
 Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)
 Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)
 Brian Martuzas, 108 Church Street, Moop, CT 06354 (05/07/98)
 Douglas Maston, 4 Three Meadows Ct, Greensboro, NC 27455-1728 (15/12/96)
 L.R. Mehr, 718 Cascade Creek Dr. Katy, TX77450-3210 (31/12/94)
 K. Meyer, 1090 Peggy Drive, Apt #7, Hummelstown, PA17036 (31/12/94)
 Jeff Miller, 263 Buchert Road, Gilbertsville, PA19525 (05/03/01)
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 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)
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 Robert Hammond, 4414 Stay Ct., Orange, CA 92868 (31/01/01)
 Tom Huntington, 1425 Bison Ridge Drive, Colorado Springs, CO 80919 (11/04/97)
 Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570 (13/09/97)
 Vic Provost, Dispatches From The Bunker, 209 Granby Rd. Aot. 18, Chicopee, MA 01013, MA 01040 (10/09/99)
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 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 Gorphysyfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/99)
 C. Jones, Deer Park Lodge, Stepaside, 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. If you have Internet access you can also correct your details on the VFTT web site at www.vftt.co.uk/aspers.asp.

Ω



The Scenario Designers Guide is one of the most incredible products ever designed for the ASL player! This huge 72-page manual provides everything you need to know in order to start designing your own ASL scenarios! From conception to research to design to playtesting to publishing, the Scenario Designers Guide gives you expert advice and guidance and makes scenario design a snap! If you have never tried designing scenarios, you have been missing out on one of the most fun aspects of ASL! The Scenario Designers Guide makes it easy. It also includes valuable appendices such as Victory Condition and Scenario Special Rule compendiums.

Chapter Contents:
 Chapter One. Scenario Ideas: Theory and Practice
 Chapter Two. Scenario Sources and Research
 Chapter Three. Creating the Landscape
 Chapter Four. Creating ASL Orders of Battle
 Chapter Five. Miscellaneous Scenario Concerns
 Chapter Six. Playtesting
 Chapter Seven. Okay, So It's Done, Now What

If that weren't enough, the Scenario Designers Guide includes two FREE scenarios. These fun, challenging tournament-sized scenarios take place on the island of Java at the end of World War II. One scenario features the last independent offensive by the Imperial Japanese Army! The other, even more exciting, features British and Japanese troops fighting together on the same side! These scenarios are MUST-HAVE scenarios for any ASL collection.

The Scenario Designers Guide is one of the most useful, interesting, and helpful ASL products ever. It continues the Desperation Morale tradition of offering tools and resources for the ASLer. Don't miss out on your chance to get the Scenario Designers Guide now!!!

The Scenario Designers Guide can be ordered from <http://www.desperationmorale.com/guide.html> via credit card or Paypal. It will be shipped directly from the printer to your doorstep.

Price: \$20.00 (not including shipping and handling)
 Shipping: Varies (there are a variety of shipping options)



VIEW FROM

ON THE CONVENTION TRAIL

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

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

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

MARCH

HEROES 2007

When: 9 - 11 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 Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@yft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.asltourneys.co.uk.

MAY

DOUBLE ONE 2007

When: 12 May.

Where: Conference Room 153, Main Building, Birbeck College, University of London, Malet Street, London WC1E 7HX.

Fee: £10.00.

Format: A single day tournament with two rounds offering a choice of three scenarios, one running from 10AM to about 2PM, the second from around 2PM to 6PM. Players will be divided into groups of 4. Friendly games and a team scenario are also on offer.

Contact: Brendan Clark on 0770 8844 640 or by email at brendan@doubleone-online.net. Check out the web site at www.doubleone-online.net for the latest details.

SEPTEMBER

ITASLIA 2007

When: 7 - 9 September.

Where: Hotel Antares, Via Postumia, 88 - 37069 Villafranca di Verona, Italy. Telephone +39 045.630.18.79 or visit www.hotelantares.com. Room rates are €55 per night for a double room, or €44 for a single room.

Fee: €18.00.

Format: 5 round (two on Friday, two on Saturday, and one on Sunday) Swiss-style, with a choice of three scenarios in each round.

Notes: There will be a plaque for the winner. Players are also invited to attend the *ASL* Italia social dinner on the Saturday night.

Contact: Paolo Carliato on +39 045 6104413 or by email at carliato@aslitalia.org. Check the web site at www.aslitalia.org for the latest details.

OCTOBER

ASLOK XXII

When: 30 September - 7 October.

Where: Quality Inn & Suites [note that the hotel name is due to change in mid-2007 to Crowne Plaza], 7230 Engle Rd, Middleburg Heights, OH 44130, Phone: (440) 243-4040, Fax: 440 243-3178. Rooms are \$75.00 plus tax if reservations are made by 16 Sep - request "ASL Oktoberfest" to receive this discounted rate.

Fee: \$25.00 in advance, \$30.00 on the door.

Format: Same as always. Weekend tournament plus numerous mini-tournaments. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

Notes: T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavs@alltel.net. Check out the web site at www.aslok.org for the latest details.

INTENSIVE FIRE 2007

When: 25 - 28 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £37.00 per night, double rooms £30.00 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: £10.00 if registering with the organisers prior to the event; £15.00 on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in September.

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

Notes: Prizes are awarded to winning players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.

Contact: For more details or to register contact Pete Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email if@yft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.asltourneys.co.uk.

NOVEMBER

Grenadier 07

When: 1 - 4 November.

Where: Oberbettingen, a little town in the German part of the Ardennes. There is a railway station in the village and a train to Cologne every hour (travel time about 50 minutes). The location offers sleeping rooms for 45 persons, a huge kitchen (where our Marketenderin Andrea will continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower. Bed and breakfast is €27.55 per night.

Fee: €5 per day.

Format: The tournament will be again a Swiss style five Round tournament. We will offer again an event for players who don't want to participate in the tournament.

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

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THE NEXT STEP

Continued from page 15

major ones: German SS squads; Finnish leadership; Japanese tank-hunter heroes, Banzai charges, Hara-Kiri; Russian Commissars, Human Wave assaults; British Gurkhas; and Chinese Dare-Death squads.

Many of the historical modules also include additional nationality distinction rules specific to that one particular battle.

ORDNANCE AND VEHICLES

The full *ASL* contains every major Gun and Vehicle that saw action in the war. *ASLSK#2* (introducing Ordnance) and

ASLSK#3 (introducing vehicles) will barely scratch the surface of what is available in the full game. Extensive historical notes are provided for each unit, including dates of usage and production numbers. Some of the more exotic vehicles can have a half-page or more of special rules pertaining to their use.

This survey of rules added by the full *ASL* system is by no means complete. The MMP document I worked from makes no mention of the special rules in Chapter E, which are used only when called for by a specific scenario (things like night battles

and paratroop landings), nor does it talk about the special rules for the North African and Pacific theatres. But I hope that this has given you an interesting glimpse at the astonishing depth of the *ASL* system, and perhaps whetted your appetite for giving *ASL* a try.

An important thing to remember, however, is that the real attraction of *ASL* is not in the many rules it has... it is instead the hundreds of wonderful scenarios that have been created using those rules, that are just waiting for you to give them a try.

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THE TRENCHES



HEROES 2007

ADVANCED SQUAD LEADER TOURNAMENT
8TH - 11TH MARCH (FRIDAY THROUGH SUNDAY) 2007
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2007 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 2007 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 Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN.

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