IN THIS ISSUE

INTENSIVE FIRE 2007 - all the *ASL* action from Bournemouth

FORTIFICATIONS IN ACTION - some tips on usage

LOS AND BLIND HEXES - blind hex calculation aide

RALLY POINT 2 - review of the latest Scherpunkt magazine

COVER: Men of 'E' Company, 20th (Sevenoaks) Home Guard with a Northover Projector at Chelsfield in Kent, July 1941.

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

PREP FIRE

Hello and welcome to the latest issue of *VFTT*.

When I started laying out this issue, I was a bit worried about how I would fill it. Luckily I was able to get a couple of small articles from various folks and used a few more photos than normal for the INTENSIVE FIRE 2007 report. But I am gravely short of material, and won't be able continue producing *VFTT* soon if I don't get a steady flow of articles throughout the year. There are several new products coming out in the next few weeks, so reviews of those wouldn't go amiss. There are some 3000 scenarios, and most of them haven't had an analysis done yet. There are 100s of pages of rules to examine, ranging from air support, to night, to bocage, to the PTO, caves and seaborne assaults, that are ripe for "How to" articles or play aids. Even brief historical articles, or humorous pieces (remember Mark Nixon's "They Shall Be Playtesters" or the *ASL Manual*!) can be considered.

The future of *VFTT* is in your hands, so if you want it to have one, get out your pen and paper, or your word processor and send in your contribution. You know it makes sense….

See a few of you in Blackpool in March. 'Til then, roll Low and Prosper.

Pete Phillipps

INCOMING

MMP IN STALINGRAD

Shipping now is *Valor of the Guards*, the seventh historical module for ASL, which covers the battle for the Central Railway Station in Stalingrad in September 1942. The $65 module contains two 22"x32" full-colour mapsheets, three countersheets, a rules chapter with all the rules required for both scenario and campaign games, 17 scenarios and up to four Campaign Games along with three 8" x 11" Player Aid/Roster cards.

BOUNDING FIRE RESUMES

Bounding Fire, publishers of the *Hell On Wheels* pack, have resumed publishing with the release of a new pack *Into the Rubble*. Designed by Chas Smith, the pack contains eight scenarios ranging from 1938 to 1945 with a variety of forces including American, Chinese, German/SS, Hungarian, Japanese, Nationalist Spanish, Republican Spanish, Romanian and Russian. In addition there are two 8"x22" geomorphic mapboards, printed on heavy card stock, depicting city and railroad yard terrain (BFP A, BFP B), two overlays (one depicting a rubbled city, the other a large Factory), and one sheet of Debris overlays. Priced $40.00 including shipping and handling ($45 for non-US orders), it can be ordered from Bounding Fire Productions, 3040 N Alexander St., Charlotte, NC 28205.

HEAT OF CRETE

Kreta - Operation Merkur is a new module from Heat Of Battle covering the German airborne invasion of Crete in May 1941. Designed by Shaun Carter, Andrew Hershey, Derek Ward, Michael-Hastrup-Leth, and Magnus Hindsberger, it featured a 56"x40" historical map of the Maleme battle area (drawn by Tom Repetti), 120 counters, 17 scenarios (7 on the historical map and 10 on geomorphic maps). Priced $65 including shipping and handling ($72 for non-US orders), it can be ordered using PayPal from www.heatofbattle.com, or by mail from Steve Dethlefsen, 525 Golf Lane, Lake Forest, IL, 60045-2114.

CRITICAL HIT IN KOREA

Coming soon from Critical Hit is *Escape from Chosin: Toktong Pass 1950*, which deals with the Toktong Pass battles from the Korean War. Inside the $69.95 module are two countersheets representing all the SMC, MMC counters, AFVs and guns needed to play the 16 scenarios in the module, a large historical game map on heavyweight stock, new rules and a Platoon Leader CG.

In addition, the first two issues of *Critical Hit* magazine have been reprinted. Priced $15.95 each, each issue features revised counter artwork and all the scenarios are printed on carstock (as well as inside the magazines as they were originally), and a sheet of leader counters.

CH have also released an updated version of the *Baraque de Fraiture* module, originally produced by Front Line Productions, which features a new map based on on-site research by Pedro Ramis and Brian Martuzas and an expanded booklet with historical info, designer's notes and an illustrated article from the battlefield visit of Pedro Ramis and Brian Martuzas that resulted in the new map, as well as nine tweaked scenarios. Priced £39.95, it is available now.

BUNKER IN STALINGRAD

'Commandos Hold Fast' sees British Commandos holding an Italian Olive Groves from an assault by Panzer Grenadiers from the 16th Panzer Division, while 'Murphy Go Help the British', which is also set in Italy, has the Americans attempting to wrestle the heights of boards 9 and 15 from the Herman Goering Division. The third scenario, 'Shock at Kamenewo' is an Eastern Front action featuring Russian infantry and armour (the latter setting up HIP) bursting out of the woods to break through the defending 4th Panzer Division.

Also inside will be a look at the monster scenario 'The First Bid' from the new *Valor Of The Guards* module, while Carl Nogueira will focus on the urban battlefield in Stalingrad with elements of *RB* and *VotG* being examine in an ongoing series of tips.

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 1-25. A complete set of issues 1-24 and a subscription for issues 25-28 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 aslbunker@aol.com.
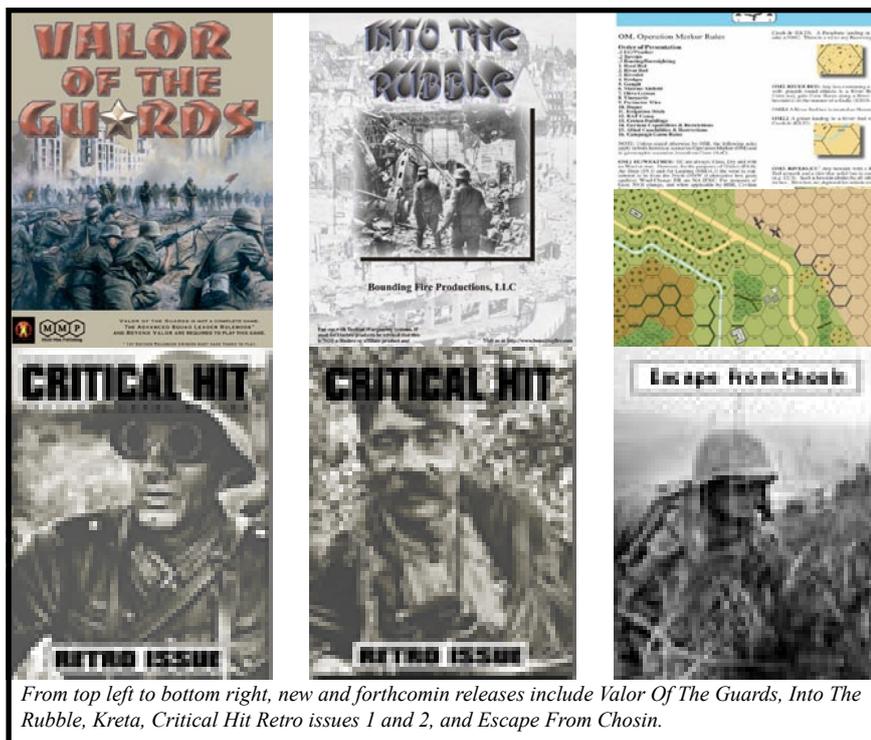
From top left to bottom right, new and forthcomin releases include Valor Of The Guards, Into The Rubble, Kreta, Critical Hit Retro issues 1 and 2, and Escape From Chosin.

INTENSIVE FIRE 2007

Pau Case

Bournemouth again, and another try at this stupid game that we all seem to love. This is going to be a bit different from the Gun-Pit's usual crap, by concentrating on friendly (if there is such a thing!) games. I hope to do a bit of play-testing for Shaun, on his Kohima module. As you may know, my Step-Father served in India and Burma during the war, so this is a module I will buy, when it eventually comes out.

Wednesday

Your hero, and his passenger (your editor), arrive at the hotel about midday, followed by another early bird, Ian Pollard. So, with the recce party intact, we sample the supply situation, beer supply is ok, thank god! No games played, but beer drunk, and some sad news for some of us, the Goat is closed. Ended up talking cards with a couple of old dears who were staying at the hotel as well (they was a coach party of Darby-and-Joans in the hotel).

Thursday

No games by your hero, but two arrivals played one of Ian Daglish's Sealion playtest scenarios. As other people arrive, games start to be played. Two Americans and one Australian are here, so, there is no excuse about distance. Get yourselves here, and join in with the fun.

Dave Schofield ran a Poker game, and with me having no knowledge of Poker, as well as ASL, I promptly won. We each put £1 in the kitty, so my prize was £5, with £2 for second (Paul Kettlewell) and £1 for third ( ). I still can not play Poker, but hey, I won!

Friday

The minis start, with me in the Kohima playtest, but Shaun Carter has gone to the Tank Museum. So I did not get a game at first. Never mind, I can always write this crap. Despite this, I did manage to get a game, one of those Schwerpunkt scenarios involving the Japanese. Scenario 'SP125' 'Nunshigum' against Paul Legg, with me as the Japs.

Turn 1, and Paul gets the first Boxcars on his 338 PTC. One of my 237s breaks on a 4+1, not very good of them. The first CC, and his 648 kills my 447, but my guys manage to reduce him to a 338, sort of a victory. His 9-1/648 on the east edge kill my 237 spot em unit in Y1. My Mtr guys in the fxh get themselves Pinned, and I manage to break the Mtr. More misery for me, as his Sniper kills my HMG 9-1, then I go and break the blasted HMG. This starts a trend with me.

Turn 2, and the wind picks up, yes, we have Gusts, not important with no smoke or fires around. I repair the HMG, but lose the Mtr. My broken 1/2 sqd routs and dies, while Paul's advance continues. My part of the turn, and the gusts leave us. I manage to break the HMG again. A 447

does a 8-0 shot, and breaks his 9-1/648, while his Sniper pins one of my dummies. Always useful to have Dummies around! The 447 in AA4 breaks the 338 in AA5, thereby preventing a CC. His blasted Sniper kills another of my Dummies, and my 447 in X2 reduces. Paul rolls two consecutive Snakes at X2, and then rolls Boxcars to break his LMG.

Turn 3, and a reduced 347 goes to a 137 2nd line 1/2 sqd, and I also reduce my HMG crew to a 128, and the MMG breaks, how unusual! I have no luck with Jap MGs. HtH CC in X2, and I die. In CC, I manage to roll a snakes, killing him, but also dying. Doing my usual, I fix the MMG, then I fire the HMG, breaking his 648 in T3, then shoots his 338 in U3, and promptly breaks. How unusual!! My MMG breaks a 648 next to him, then pins the 648 in Y7. My 448/LMG decide to join the war, and shoot at the 648 in X3, Casualty-Reducing it.

Turn 4, and a 648 dies in Rally, rolls a 12, old chap, and I manage to lose the HMG to a poor repair roll (6). Paul fires his Mtr with Smoke, not only losing the Smoke, but breaking the Mtr as well. His 338 in U3 pins my concealed 447 in U2. I again do the break MG thing, and my MMG snaps. The crew Final-Fire at his 648 in X6, and break them. We now have a Melee in U2, more later. Repairing my MMG, I roll a 6 and it goes up the swanny. My 9-1/228 kill a 648 with a snakes. Reflection, with only 4 MMC left, it does not look good, but I will soldier on. The guys in X3 pin the X2 guys, notes are not good at this point, so who is who I am not sure, intensity of the game. The melee guys kill each other, and the CC in X2 sees my 348 go to a 238 1/2 sqd.

Turn 5, and I get no part to this Turn. His Mtr comes back to life. One of his 338s dies in Rally (12). A 1MC from my CX 128 crew wounds and breaks his 8-0 leader. The X2 guys suffer a snakes from me, and I kill them (1-8 CC), not bad for me! But my guys die for their honour as well.

At this point, I surrender, as all of my MMC are not GO, and will not be.

This makes me 0-1, but who cares, as having fun is the most important thing.

2100hrs, and Shaun Carter runs his Pub-Quiz. I am paired with Eric Gestenberg from Texas. We come 3rd,

Tournament action in the main gaming room on Saturday morning.

THE SCENARIOS

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

Scenario	Allied	Axis	Draw
6 Red Packets	1	0	0
23 Under the Noel Trees	0	1	0
A109 Scouts Out	3	1	0
AP18 Village Of The Damned	1	1	0
AP21 Red Don	1	0	0
E Hill 621	1	0	0
FRF4 Barbarossa D-Day	0	1	0
HS15 Hill 27	2	2	0
HS16 Sim's Ridge	1	1	0
HS5 Restoration	1	3	0
J28 Inhumaine	0	1	0
J32 Panzer Graveyard	0	1	0
J51 Canicatti	0	1	0
J63 Silesian Interlude	1	0	0
J81 Twisted Knickers	0	1	0
J98 Lend-Lease Attack	0	1	0
J104 Flanking Flamethrowers	0	1	0
J106 Marders Not Martyrs	6	6	0
RPT4 Transylvania 6-5000	10	5	0
RPT19 Mercury Rising	1	0	0
S2 War Of The Rats	1	1	0
S6 Released From The East	0	2	0
SP3 Duel at Reuler	3	4	0
SP103 For Whom The Bells Toll	1	9	0
SP112 Foreshadowed Silvertop	0	4	0
SP125 Nunshigum	1	0	0
SP133 Old Hickory's Path	0	3	0
SP137 The Bozsoki Relay	2	4	0
SP145 The Reluctant Tiger	1	0	0
SP147 The Zebra Mission	1	0	0
SP148 The Bears of St Denis	0	1	0
SP149 Labarthe's Charade	0	1	0
TOTALS	**95**	**39**	**56**	**0**

but I think that if we had not hurried, we would of come 1st, just my opinion, and I stick to it!! What did not help us either, was my benevolent nature, and telling Roger Cook to read the question (his team came second!). A good laugh all round, just as it should be, in my view. But beer on my part may of added to it :-).

Saturday

Being as I am playtesting, I shall not be reporting on the tournament. This morning I play Ivor Gardiner in Shaun's Kohima module 'For Your Tomorrow'. The scenario was 'FYTG 1' 'Marksmen and Marked Men', with me as the Brits (Gurkhas) and Ivor as the Japs.

Turn 1, and Ivor enters. I do not shoot as he is too far away. In my part of the turn, I manage to get us some wind with a lovely roll of 12. Apart from that, nothing happens.

Turn 2, and my first attack is a 2MC on a 448, which reduce to a 348. My same guys in my PFPh shoot at his 9-0/448, the 9-0 wounds to a 8+1 wnd Ldr, and the 448 becomes a 348, not bad for me. My guys start shifting North. My guys in BB6 break, and are then attacked by his Ldr/Sqd/LMG combo, who rolled a snakes, K/2, and my guys die. His MMG fires at my 9-1/Crew/MMG, rolls a 3, and my crew break.

Play-testing of one of Ian Daglish's Operation Sea-Lion scenarios - more details elsewhere.

Turn 3, and my shooting is crap in his MPh, but in the DFPh, it improves. A 648 in DD2 shoots at a 448in CC6, and rolls a 3, result K/2. The 448 Casualty-Reduces to a 238 1/2 sqd, then fails the morale check, so is now a broken 238, one of the few times I seem to manage to do that. In my PFPh the same 648 shoots at some more Japs in who had advanced into CC6, and teaches them the error of their ways. He rolls snakes (1KIA), killing the 348 and converting the 448 to a 348. My 648/LMG in V5 shoots at Y6, killing the 8-0 and flipping the 448, and pins him. The LMG, which retained ROF,then pinsthe Z6 occupants (448/LMG and 448/Mtr). I just wish I could do that in his turn. My Z1

boys (8-0,648) break to his other Mtr. My CX 338 decides to do something, and goes into HtH CC with his 8+1 wnd Ldr/348, result is a HtH Melee.

Turn 4, and my crew finally decide to Rally. My LMG guys in U5 make a 348 into a 238 1/2 sqd, who then goes and pins in Y4, by my MMG in X1. During the Jap APh, Ivor wins, but does not realise it. I sit there and say nothing, just waiting for him to click on to it. He finishes his advancing, and says "Thats my advances", I say "Read the Victory Conditions". Then he clicks.

A good game, with only one fault. In the VCs, it should say '... any Game Turn...', thats just my opinion. But
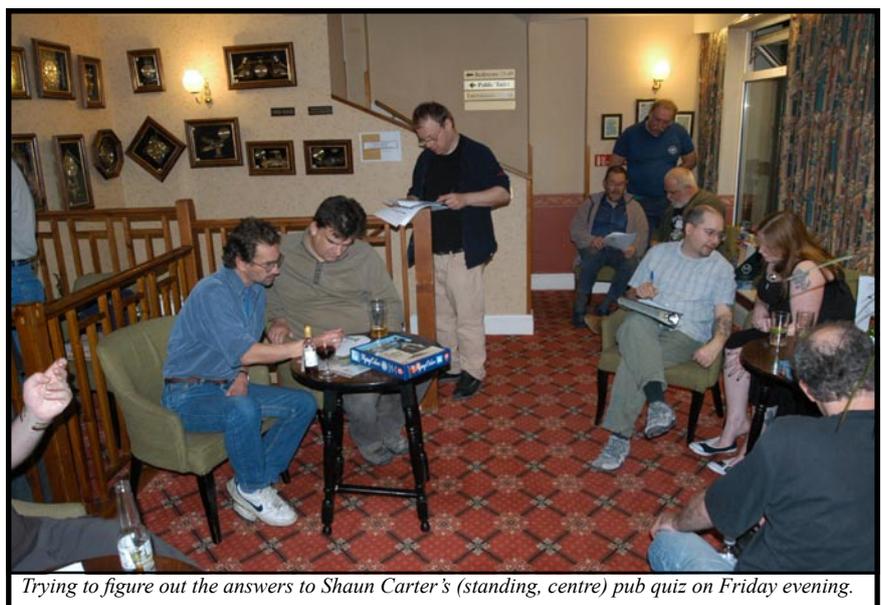
Trying to figure out the answers to Shaun Carter's (standing, centre) pub quiz on Friday evening.

5

FIRE TEAM PLACINGS

ELITE DIVISION

POS	TEAM PLAYER	PTS	OPPO
1st	**Task Force Bunce**	24	25595
	Tim Bunce		
	Stephen Burleigh		
	Kris Pugh		
2nd	**Gruppo Schofield**	18	19195
	Dave Schofield		
	Sam Prior		
	Ian Daglish		
3rd	**Udarnaya**		
	Gruppa Tocher	15	16095
	Derek Tocher		
	Simon Croome		
	Malcolm Hatfield		
4th	**Battle Group Draper**	15	15825
	Phil Draper		
	Paul Haesler		
	Martin Barker		
5th	**Shitai Edwards**	9	9165
	Trevor Edwards		
	Andrew Whinnet		
	Stewart Thain		
6th	**Kampf Gruppe Sizmur**	0	0
	Carl Sizmur		
	Patrick Dale		
	Wayne Baumber		

FIRST DIVISION

POS	TEAM PLAYER	PTS	OPPO
1st	**Gruppo Legg**	15	14100
	Paul Legg		
	Ray Porter		
	Mark Blackmore		
2nd	**Udarnaya**		
	Gruppa Kettlewell	15	13495
	Paul Kettlewell		
	Nick Ranson		
	Mat Haas		
3rd	**Task Force Burton**	15	13285
	Gerard Burton		
	Nigel Blair		
	Chris Ager		
4th	**Battle Group Clark**	12	10355
	Brendan Clark		
	Kevin Croskery		
	David Ramsey		
5th	**Kampf Gruppe Benn**	12	10365
	Craig Benn		
	Ian Pollard		
	Jackie Eves		
6th	**Shitai Smith**	6	4980
	Graham Smith		
	Chris Walton		
	Stuart Brant		

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

The prizes for the weekend - Tiger models for the First Division (left), Shermans for the Elite Division (right), a PzKfw38t for the best player (centre front) and a US soldier for the Guadalcanal mini-tournament winner (centre rear).

with playtesting, you can say these things to the designer. Whether or not he takes any notice, that's a different matter! One can but try. 0-2, back to my usual great form.

Of note to you lot, was the 'Toby Pilling Master Class'. This involves Toby giving newbies some basic ASL tuition, but not his secrets, apparently. This year, he had four players, and they played one of the Starter Kit scenarios. A big success, with it taking ages. They had managed to suss out when they were doing well, as the advice from Toby dried up the better they got, or was it that Toby was losing? Either way, this event, and the 'Boot Camp' run by Ian Pollard, are proving a big success for those new players. Perhaps some of the

so called better players could benefit from the Master Class, I know I think I could!

Sunday

Did not feel like playing, as the old guts were starting to play up a bit, but hey, I still manage to enjoy myself. The prizes were given out, and when it came to the 'Best Player', two players had identical win-loss, so it was decided by ladder ratings of oppos. The title was worked out a bit differently, it being most wins in a row. On a personal level, this writer does not believe there should be a 'Best Player' at IF, the reason being this:- what sets IF apart from all the rest is it's unique team tournament set up. This is not conducive

A few of those in attenance have a quiet drink on Saturday night!

David Schofield celebrates another critical hit in a game of Hill 621 against Ivor Gardiner. Schofey went on to win with just the first wave of Russians.

to creating a 'Best Player', but a best team. Suggestions and comments to Pete.

In the evening, after most people had gone, I did manage to get a game. Your editor and me at 'Marders And Martyers', which I do my usual, and lose. Lost all my tanks, and with my grunts too far back to exit enough points, I decided too give the game to Pete. After all, I did get a few goodies from him when he came to my place, so the least I could do was give him a win (thats my excuse, and I'm sticking to it!!!). But hey, who cares, as we both enjoy it. Even went out for a pizza.

Overall, a very enjoyable weekend, with about 45-50 players turning up. Also, I had no time constraints, as all my games were friendlies. So all you closet ASLers out there, get yourselves to Blackpool in March, and enjoy yourselves playing this dumb game. Do not be shy, and scared about losing, its all part of the fun. And as a side note, I just might take up Eric's offer, and travel to Houston, Texas, and play some ASL in Yankeeland. Also, you can shoot Assault Rifles out there! Should be fun!!

Being as one Australian from Australia, one American from Sweden and one American from America turned up, I do not want to hear any moans about the distance!

See you at Blackpool.

Ω

Paul Case signing off in his usual style!

SOME WORK IN PROGRESS
Ian Daglish

MMP has given permission for me to give news of two of the projects we are currently working on – much of the following will be no surprise to readers of *VFTT* but some of the details of developments may be of interest.

NORMANDY ACTION PACK

The sixteen British stalwarts who playtested a set of scenarios on the 'new Normandy boards' back in 2004 might have abandoned hope. But 'hope springs eternal' and the Normandy Action Pack is now in the final stages of development.

Here are the scenarios we developed: from the British in June struggling with infantry-tank cooperation; and the Americans in July struggling to find a way thought the 'hedgerow hell' of the bocage; to the Germans in August struggling to escape encirclement. Fleshed-out to a total of 12 new scenarios in the Action Pack. Here too the two 'bocage' boards, now officially 54 and 55. Plus a third, 53, details to be revealed later. Note that Boards 54 and 55 have a novel feature: they can be joined along the 'Q' hexrow (the fold) as well as the 'A' and 'GG' hexrows, for a great increase in flexibility.

Also with the pack will be the results of ongoing work to clarify still further the rules on Wall Advantage and bocage. My files reveal that I have been debating section B9 with the 'powers that be' for over seventeen years; I can reveal that these new Chapter B rules pages will go a long way to resolving a lot of uncertainty.

No firm release date yet, but have faith! It's coming.
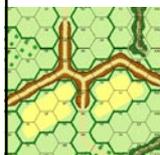
OPERATION SEA LION

Long, long ago in the dawn of ASL, I proposed a set of scenarios based on my research into Hitler's planned invasion of Britain. Though TAHGC policy was to avoid 'hypothetical' events, I continued the development. Partly because of my interest in the subject, but also because some of the scenarios seemed to work so well. And after all, A25.41 does explicitly recognise '*hypothetical scenarios depicting the British Home Guard.*' I rest my case, and the judges say… we win. An 'Operation Sea Lion' project is under way, with MMP blessing (either to be an Action Pack or a Journal insert).

A group of British playtesters has already started work on pilot scenarios (seen at INTENSIVE FIRE 2007) and further scenarios are in development. We hope to see a counter sheet with some of the weird and wonderful devices improvised to stop the Germans in 1940: Blacker Bombard, Northover Projector, even Cockatrices and a Mk IV tank.

Anyone interested in taking part in this project please contact: idaglish@uwclub.net

Ω

PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Chris Ager	3	1	2	0
Chris Ambrose	2	1	1	0
Martin Barker	5	1	4	0
Wayne Baumber	3	0	3	0
Craig Benn	7	6	1	0
Mark Blackmore	10	6	4	0
Nigel Blair	4	3	1	0
Stuart Brant	2	1	1	0
Keith Bristow	2	2	0	0
Tim Bunce	5	4	1	0
Stephen Burleigh	6	2	4	0
Gerard Burton	3	2	1	0
Mark Caddy	1	1	0	0
Nick Carter	2	0	2	0
Paul Case	2	0	2	0
Brendan Clark	5	2	3	0
Simon Croome	3	1	2	0
Kevin Croskery	4	2	2	0
Ian Daglish	3	1	2	0
Patrick Dale	3	0	3	0
Michael Davies	4	2	2	0
Phil Draper	6	6	0	0
Trevor Edwards	8	3	5	0
Jackie Eves	3	0	3	0
Mark Furnell	2	0	2	0
Ivor Gardiner	2	0	2	0
Eric Gerstenberg	3	1	2	0
Mat Haas	3	2	1	0
Paul Haesler	4	3	1	0
Malcolm Hatfield	3	2	1	0
Paul Kettlewell	3	3	0	0
Paul Legg	5	2	3	0
Tim Macaire	2	1	1	0
Andy McMaster	1	0	1	0
Pete Phillipps	4	3	1	0
Ian Pollard	6	2	4	0
Ray Porter	7	1	6	0
Sam Prior	6	5	1	0
Kris Pugh	5	4	1	0
David Ramsey	4	3	1	0
Nick Ranson	5	0	5	0
Dave Schofield	4	4	0	0
Carl Sizmur	5	2	3	0
Graham Smith	4	1	3	0
Simon Taylor	3	2	1	0
Stewart Thain	4	3	1	0
Derek Tocher	4	3	1	0
Chris Walton	6	1	5	0
Andrew Whinnet	3	1	2	0

The winners with their prizes. Kris Pugh, Stephen Burleigh and Tim Bunce won the Elite Division (top), while Paul Legg, Mark Blackmore and Ray Porter (not shown, having had to leave an hour beforehand to get home) (middle) won the First Division. Below is Phil Draper, who won the Best Player award, winning seven consecutive games.

The Crusaders Open *ASL* Tournament Ladder
INTENSIVE FIRE 2007 Update
Last Man Standing
Derek Tocher

INTENSIVE FIRE 2007 was the 26th British *ASL* tournament and there are now over 2500 results recorded on the ladder. Until this tournament there were two players who had attended each event, Dominic McGrath and Pete Phillipps. This time round Dominic bottled out (had to take a holday in China seemingly) leaving Pete Phillipps as the last man standing. Well done Pete, who would have thought all that drink and drugs would have increased your longevity :-). There are many others however who have attended a large number of events and the ladder logs show that no fewer than 35 others have been at ten or more of the tournaments. At any one time there are about 80 ASLers attending tournaments on at least a semi-regular basis. The largest number of games played over the last ten years have been racked up by Dave Schofield, 135, and there are nine players with over 100 games recorded,

and another eighteen who have played 50+. 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 eight years and the distribution of results is essentially Gaussian about 3000.

Phil Draper won the individual tournament with a 6-0 record over the weekend netting him 345 points and putting him 14th on the full ladder (and 6th on the active players ladder). Almost as convincing was Craig Benn who also won six games but lost one in the middle of the run. Nevertheless he accumulated 330 points and earned promotion by 127 places ! Newbie Mark Blackmore almost won the champions trophy when after losing his

first four games he then proceeded to win his next six however the lower rankings of his opposition counted against him and he only accumulated 85 points over his ten games. Other notable performances were put in by Kris Pugh and David Ramsay (both +225 points) and by Pete Phillipps and Sam Prior (+220 points). Sam also managed to come away with the trophy for the Guadacanal Mini-tournament on the Friday. Of course there were a number of significant losers over the weekend. Highly rated player Trevor Edwards had a nasty run going 3-5 and dropping 395 points and Wayne Baumber and Nick Ranson both lost 250+ points.

Anyway below is the full ladder as of November 2007.

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	69=	Georges Tournemire	3	2--1--0	3115	137=	Elliot Cox	2	0--1--1	2960
2	Steve Thomas	42	32--1--9	3755	69=	Mark Walley	4	3--0--1	3115	137=	Ben Jones	49	23--0--26	2960
3	Derek Tocher	119	88--2--28	3730	71=	Luis Calcada	43	21--1--21	3110	139	Michael Maus	7	3--0--4	2955
4	Simon Strevens	87	60--1--25	3720	71=	Luc Schonkerren	5	3--0--2	3110	140=	Shaun Carter	64	28--1--35	2945
5	Mike Rudd	38	32--1--5	3660	73=	Andrew Dando	44	23--2--19	3105	140=	Laurent Forest	3	0--0--3	2945
6=	Fermin Retamero	13	11--0--2	3650	73=	Bob Eburne	53	30--0--23	3105	140=	Alex Ganna	2	0--1--1	2945
6=	Dave Schofield	135	97--0--38	3650	73=	Simon Morris	11	6--0--5	3105	140=	Paul Legg	105	43--2--60	2945
8	Michael Hastrup-Leth	45	31--1--13	3615	76	Russ Curry	6	4--0--2	3100	140=	David Murry	5	2--1--2	2945
9	Aaron Cleavin	6	6--0--0	3565	77=	Nigel Brown	26	11--0--15	3095	140=	Pedro Ramis	6	3--0--3	2945
10=	Peter Bennett	14	12--1--1	3560	77=	Mikael Siemsen	6	3--0--3	3095	146=	Stuart Brant	2	1--0--1	2940
10=	Bjarne Marell	36	26--0--10	3560	79=	Jas Bal	5	3--0--2	3090	146=	Paulo Ferreira	9	4--0--5	2940
12	Steve Linton	17	14--0--3	3545	79=	Kevin Beard	13	9--1--3	3090	146=	Wayne Kelly	11	4--1--6	2940
13	Tim Bunce	45	29--0--16	3530	79=	Steve Cook	13	9--0--4	3090	146=	Bob Nugent	3	2--0--1	2940
14	Phil Draper	56	36--1--19	3525	79=	Gary Lock	2	2--0--0	3090	146=	Jon Williams	14	6--0--8	2940
15	Jes Touvdal	24	16--0--8	3475	79=	Iain Mackay	43	22--0--21	3090	151=	Derek Briscoe	1	0--0--1	2935
16	Dominic Mcgrath	128	75--2--51	3445	79=	Peter Michels	3	2--0--1	3090	151=	Martin Bryan	19	8--0--11	2935
17	Lars Klysner	11	8--0--3	3400	85=	Paulo Alessi	6	4-0-2	3085	151=	Martin Mayers	15	5--0--10	2935
18	David Tye	39	18--0--21	3380	85=	Mark Blackmore	10	6--0--4	3085	154=	Andrea Marchino	1	0--0--1	2930
19=	Ran Shiloah	11	7--0--4	3370	87	Dirk Beijaard	5	3--0--2	3080	154=	Andy Price	3	1--0--2	2930
19=	Peter Struijf	10	8--0--2	3370	88=	Billy Carslaw	11	4--0--7	3075	156=	Paul Boyle	5	2--0--3	2925
21	Carl Sizmur	21	13--0--8	3365	88=	Robin Langston	9	4--2--3	3075	156=	John Sharp	8	3--0--5	2925
22	Bernt Ribom	5	5--0--0	3350	88=	Chris Milne	5	3--0--2	3075	158=	Steve Allen	6	1--1--4	2920
23	Paul Haesler	14	7--2--5	3325	91=	Jean-Luc Baas	3	2--0--1	3070	158=	Tim Collier	17	7--0--10	2920
24	Joe Arthur	21	13--0--8	3305	91=	Serge Bettencourt	3	2--0--1	3070	160=	Iain Ainsworth	1	0--0--1	2915
25	Frank Tinschert	15	10--0--5	3295	91=	Malcolm Hatfield	51	22--0--29	3070	160=	Michael Davies	61	32--1--28	2915
26	Philippe Leonard	9	7--1--1	3285	91=	Robert Schaaf	3	2--0--1	3070	160=	Michael Essex	27	13--0--14	2915
27=	Will Fleming	3	3--0--0	3280	91=	Andrew Whinnett	7	4--0--3	3070	160=	Edo Giaroni	3	1--0--2	2915
27=	Ralf Krusat	6	5--0--1	3280	96=	Alexander Rousse-Lacordaire	4	2--1--1	3065	164=	Joel Berridge	3	1--0--2	2910
27=	Sam Prior	31	16--0--15	3280	96=	Bob Runnicles	3	2--0--1	3065	164=	Brenan Clark	13	4--1--8	2910
27=	Alan Smee	4	4--0--0	3280	98=	Scott Byrne	12	7--0--5	3060	164=	Brian Martuzas	5	2--0--3	2910
31	Dave Booth	7	5--0--2	3270	98=	Simon Croome	46	24--0--22	3060	164=	Andy Smith	4	0--0--4	2910
32=	Keith Bristow	59	36--1--22	3245	98=	Raurigh Dale	38	17--0--21	3060	168	Phil Ward	5	2--0--3	2905
32=	Derek Cox	16	8--0--8	3245	98=	Patrik Manlig	16	9--0--7	3060	169=	Ray Jennings	8	3--0--5	2900
32=	Daniel Kalman	11	8--0--3	3245	102=	Trevor Edwards	92	47--1--44	3055	169=	Josh Kalman	10	5--0--5	2900
32=	Martin Vicca	22	15--0--7	3245	102=	Simon Taylor	1	1--0--0	3055	171	Martin Kristensen	6	2--0--4	2895
36=	Daniel Batey	4	4--0--0	3235	104=	Stefan Jacobi	11	5--0--6	3050	172=	Nigel Blair	82	30--1--51	2885
36=	Paul Saunders	19	10--0--9	3235	104=	Bo Siemsen	4	2--0--2	3050	172=	Jakob Norgaard	6	1--1--4	2885
38=	Aaron Sibley	52	31--0--21	3225	106	Scott Greenman	8	3--1--4	3045	172=	Bernard Savage	21	9--1--11	2885
38=	Ray Woloszyn	31	18--1--12	3225	107	Mat Hass	3	2--0--1	3040	175	Sam Belcher	8	3--0--5	2880
40	Christain Koppmeyer	15	8--0--7	3220	108	Steve Pleva	6	3--0--3	3035	176	Patrick Dale	38	15--1--22	2875
41=	Ian Percy	12	8--1--3	3215	109=	Paul Kettlewell	79	37--0--42	3030	177=	John Johnson	1	0--0--1	2870
41=	Kris Pugh	7	5--0--2	3215	109=	Mark Warren	20	11--0--9	3030	177=	David Kalman	5	2--0--3	2870
41=	Tom Slizewski	5	4--0--1	3215	111=	Daniele Dal Bello	4	1-0-3	3025	179=	Eric Gerstenberg	3	1--0--2	2865
44=	Klaus Malmstrom	4	3--1--0	3210	111=	Peter Hofland	4	2--0--2	3025	179=	Russell Gough	81	45--4--38	2865
44=	Nils-Gunner Nilsson	5	4--0--1	3210	113	Vincent Kamer	4	2--0--2	3015	181=	Peter Ladwein	21	9--0--12	2860
44=	Yves Tielemans	3	3--0--0	3210	114=	Colin Graham	5	3--0--2	3010	181=	Lutz Pietschker	4	1--0--3	2860
47	Francois Boudrenghien	3	3--0--0	3205	114=	Andrew Saunders	33	15--1--17	3010	181=	Neil Piggot	4	1--0--3	2860
48=	Craig Benn	18	12--0--6	3190	114=	Miles Wiehahn	2	1--0--1	3010	181=	Neil Stevens	60	24--2--34	2860
48=	Jean Devaux	3	3--0--0	3190	117=	Nick Brown	3	1--1--1	3000	185	Nick Angelopoulos	5	1--0--4	2850
50	Armin Deppe	13	7--1--5	3185	117=	Thomas Buettner	3	2--0--1	3000	186	Ivor Gardiner	14	7--0--7	2845
51	Bill Durrant	5	4--0--1	3180	117=	Stephen Burleigh	37	15--2--20	3000	187	Bill Eaton	21	8--3--10	2840
52=	Steve Crowley	47	21--1--25	3175	117=	Gerard Burton	5	3--0--2	3000	188	Dave Otway	5	1--0--4	2835
52=	Jonathan Pickles	8	5--0--3	3175	117=	Steve Grainger	8	4--0--4	3000	189	Mike Daniel	5	2--0--3	2825
54=	Grant Pettit	7	4--1--2	3170	117=	Martin Hubley	4	3--0--1	3000	190	Mark Chapman	6	2--0--4	2820
54=	Bruno Tielemans	3	3--0--0	3170	117=	Tom Jackson	2	1--0--1	3000	191	Andy Mcmaster	23	8--0--15	2815
56=	Rodney Callen	6	4--0--2	3160	117=	Ian Kenney	4	2--0--2	3000	192	Michael Robertson	4	1--0--3	2810
56=	Mel Falk	9	5--0--4	3160	117=	Phil Nobo	11	6--0--5	3000	193	Martin Baker	5	1--0--4	2805
56=	Stewart Thain	21	11--0--10	3160	117=	Duncan Spencer	4	2--0--2	3000	194=	Clive Haden	5	2--0--3	2800
59	Jeremy Copley	9	6--0--3	3150	127	Gilles Hakim	5	2--0--3	2995	194=	William Roberts	11	3--1--7	2800
60	Nick Edelsten	22	14--1--7	3145	128	Eric Baker	2	1--0--1	2985	196=	Kevin Croskery	16	6--0--10	2790
61=	Paul O'donald	72	44--1--27	3135	129=	David Farr	4	2--0--2	2980	196=	Alistair Fairbairn	3	0--0--3	2790
61=	Frenk Van Der MEY	4	3--0--1	3135	129=	Tony Gibson	20	10--0--10	2980	196=	Nick Sionskyj	8	3--0--5	2790
63	Chris Courtier	13	7--2--4	3130	129=	Pete Phillipps	111	49--0--63	2980	199	Chris Littlejohn	14	3--2--9	2780
64	Paul Sanderson	41	21--0--20	3125	129=	Malcolm Rutledge	3	1--0--2	2980	200	Graham Worsfold	3	0--0--3	2775
65=	Lee Brimmicombe-Wood	12	8--0--4	3120	133	Sergio Puzziello	5	1--0--4	2975	201=	Lee Bray	14	3--0--11	2770
65=	William Hanson	19	11--0--7	3120	134=	Ian Daglish	115	53--1--61	2970	201=	Richard Kirby	7	2--0--5	2770
65=	Philip Jones	5	3--0--2	3120	134=	Ulric Schwela	41	17--1--23	2970	203	Bill Hensby	31	10--0--21	2765
65=	Paul Ryde-Weller	10	5--1--4	3120	136	Tim Macaire	51	24--0--25	2965					

LOS AND BLIND HEXES
A Quick Guide
Brendan Clark and the London ASL Club

LOS: Buildings, woods and cliffs

The number of blind hexes is derived by applying the Blind hex formula A6.4 to 6.43:

• Add one blind hex for each full level height of the obstacle

• Add one blind hex for range from the firer to the obstacle for each multiple of five hexes (FRD)

• Minus one blind hex for each full level advantage more than one of firer over obstacle

• If there is a difference in the elevation of target hex and the base elevation of the obstacle's hex:

• If the target hex is lower, add the difference

• If the target hex is higher, minus the difference

Note: always a minimum of one blind hex whatever the height advantage if the elevation of target hex is the same as the base elevation of the obstacle's hex.

LOS: Hills

Blind hex formula when LOS crosses non-adjacent crest lines B10.23:

• Add one blind hex for each height of the crest line from a range of five hexes or more from the firer to the crest line, and then add an additional blind hex for each additional multiple of five hexes (FRD)

• Minus one blind hex for each full level advantage more than one of the firer over crest line

• If there is a difference in the elevation of target hex and the base elevation of the crest line's hex:

• If the target hex is lower, add the difference

• If the target hex is higher, minus the difference

EXC: If the elevation difference between the crest line hex and the next hex along the LOS is equal to or more than two, at least one blind hex is created, unless adjacent, even if within five hexes of the observer's higher hex.

LOS: Gullies

To see into a gully, the distance in hexes from the gully must be no greater than the observer's elevation above the bottom of the gully A6.3.

HEROES 2008

ADVANCED SQUAD LEADER TOURNAMENT
7TH - 9TH MARCH (FRIDAY THROUGH SUNDAY) 2008
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT
Following its success in previous years HEROES continues in 2008 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 hase 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 familar 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 £25.00 per person for a shared room or £30.00 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 £15.00, or just £10.00 if you register before the beginning of March 2008.

- -

HEROES 2008 HOTEL BOOKING FORM
To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to HOTEL SKYE) to Hotel Skye, 571-573 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 343220 to book your room.

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

RALLY POINT 2

Mark Furnell

The new scenario set, from the *Schwerpunkt* publishers The Tampa *ASL* Group, is an interesting concept, making a scenario pack compatible with both full rules and Starter kit *ASL*. The debates around Starter Kit verses full rules are many and can be found on most of the popular forums. I love both systems, full rules for the depth and complexity, Starter Kit for speed and simplicity - both have their place in my wargaming world. I won't rant further than this.

The scenario pack has 10 scenarios, all of which can be played if you have Starter Kits (SKs) one to three. Note that all the scenarios require SK boards, so full rules only players will miss out here. There is something for everyone in the pack, long and short games, infantry only to big meat grinder combined arms marathons. I suspect that some of the short and medium length games will appear on the Tournament circuit soon - certainly we should see one or two at DOUBLE ONE 2008 (Sorry Pete, quick plug!).

I've played most of the scenarios now, some with both systems. The concept really does work, and believe me; you need a completely different approach to a scenario when you play it with the different rule sets.

RPT11, Butchers And Bakers, is a great little infantry battle. Brits verses Germans, with a minefield (or two!) thrown in for a bit of suspense. Fast paced and good for a quick game over a pint.

RPT12, Retreat From Bairak. Love this scenario! Plays well with both systems. Russians verses Germans in a combined arms chase across boards Y and Z. As with most *Schwerpunkt* scenarios, the attacker (the Russians) must be aggressive. If the Germans are allowed to retreat in force, the game is lost.

RPT13, A Handful Of Howdy. Another Infantry only battle, late war German verses American across boards X and V. A good teaching scenario with an American mortar adding to the fun.

RPT14, Keitel And Cox. Any scenario with a Tiger is always a winner in my books. This scenario, set in Italy during 1944, with Germans and Americans battling it out, is no exception. I think this is a hard one for the Americans to win, and ROAR would appear to back me up on this.

RPT15, Comrade Klimenkov. Set in 1944 with Germans verses Russians in Poland, this scenario has Tigers facing off against Stalins (IS-2m's). Plays well with both rule sets, SK players must remember those panzerfausts.
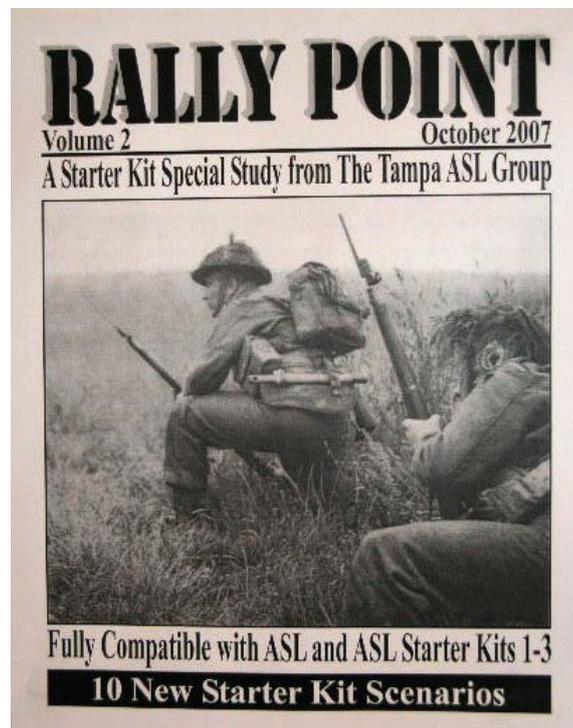
RPT16, Miracle At Sinagoga, is a whopper of a game! Set across boards T, V and W, the Brits race across the boards to battle the Germans in town in this 1944 Italy based scenario. Mortars on both sides trade shots, the dreaded German 88 shows it's teeth and the Brits have a flood of tanks. Plays well with both rule sets, the Brits need plenty of smoke in the opening turns. Allow loads of time for this - but it is a must play at least once.

RPT 17, Hetzer Hunters. The only scenario I've yet to play. Set in Germany 1944, Americans battle it out with the Germans. Combined Arms, the Germans must keep one of their Hetzers alive.

RPT18, Worker's Settlement No. 8. Russia, 1942. This game plays very differently depending on which rule set you use. A slug fest in either rule set, well worth a try. Germans verses Russians, a single Russian T34 seeks out a Pak 38.

RPT19, Mercury Rising. Ever had one of those games where everything that can happen does? The first time I played this it did. Set in Crete in May 1944, the Greeks and New Zealanders attempt to deny the Germans buildings. This scenario is infantry only (with no Guns either - just a 50mm German mortar) with the Germans being given a couple of Smoke counters to place in the opening prep fire phase. The Greeks in my game hung on to their victory building for dear life, battle hardening, creating leaders and all sorts. Another must play.

RPT20, The Trouble With Tigers. What can I say about this German / Russian monster game? Allow a full day and savour those Tiger IIs going up against IS -2s and T34/85s. The two options for victory make for an interesting game. Placement of the Russian guns (whopping 122L) is key to attempt to take out the Tiger IIs early. A big decision too as to where the Russians should defend. Play is across three boards (V, X and Z), ending in town. The Russians can whittle down the Germans as they progress across the board or just slug it out in town towards the end of the game.

Rally Point Two works. Honest! (I know I said I wouldn't rant - but hey!) There really are some good games to be had here. I don't believe that anything has been compromised to make the scenarios fit both systems and feedback from other members of the London *ASL* group (LASL) confirms this. If you have all the SK boards (all the required counters are in the main counter sets I believe) then I can really recommend this scenario pack.

Ω

FORTIFICATIONS IN ACTION

What follows is a brief look at uses for fortifications. Much of this is taken from various sources as well as play.

ENTRENCHMENTS

Being inside entrenchments offers several advantages to those inside them, the most obvious being the protection from fire. However, they can also be used to hinder wheeled vehicle road travel, since wheeled vehicles cannot enter trench hexes. They can also be used to provide a safe haven for broken troops, and/or a rout lane for routing troops.

However, foxholes do offer several problems. They are time consuming to construct (indeed trenches cannot be produced during the timeframe of a typical scenario), although this is a lesser problem for Russian troops and those led by good leaders. Then there is also the affect on the unit's LOS for being inside the foxhole, such as not being able to see beyond an adjacent wall or hedge to non-adjacent hexes. Probably the most serious disadvantage, although it is thankfully rare, occurs when a shot simply drops right into the foxhole and turns its previous protection against the occupants.

Properly placed, foxholes and trenches offer troops a safe haven from which they can strike out against the enemy.

The worse thing about foxholes is that you have to blow a point to leave them. If the foxhole is in open ground, and you are in a hurry, you'll likely eat a -2 IFT shot as you boogie. No using assault movement to leave the foxhole AND moving one hex away. Think twice about putting units into foxholes, particularly if conducting a fall back defence, often they never make it out of the hex. Kind of convenient, because all you have to do is put them back in the foxholes and push dirt in on top of them.

However, don't forget that they make decent rout avenues! If you need a way to rout out of a building through open ground or across a dirt road, digging (or setting up) foxholes is a good way to allow rout, as these units are not interdicted. It can be very useful if you think of them ahead of time, if you can dig them without being shot at, of course.

Foxholes have limitations and there are right and wrong places to use them. For example, behind a wall, they make EXCELLENT skulking terrain, as you are invulnerable to enemy fire when IN the foxhole (of course, you can't shoot back). Therefore, in your Movement phase, enter the foxhole (1MP), you are now out of LOS from same or lower level units across the wall hexside. In the Advance phase you can pop back up OR wait for a unit to move adjacent to the wall, claim wall advantage, and blow him to bits, all the while safe and sound from his Prep Fire!

However, remember that in woods hexes, you don't want to move into the foxholes with enemy mortars in LOS, as they will get three shots at you (2MF for the woods, one for the foxholes), the first two with a -1 mod. Stay out of LOS, and advance in instead.

I find the dynamics of foxholes in the movement phase a little artificial, but once you learn the rules, you learn the right and wrong places for foxholes and where they help you and where they don't. But don't ignore them, they are most useful.

PILLBOXES & BUNKERS

The classic image of a bunker is that of the Maginot Line or the Atlantic Wall. Nothing could be further from the truth. Most field bunkers are little more than foxholes with a roof. They offer strong protection against enemy fire, but present a limited field of fire to their occupants, which means they will often be unable to respond to enemy fire. On the positive side, the Covered Arc is also the best spot

In addition to protecting yuor troops Trenches also allow them to shave un-disturbed!

for an attacker to fire through, particularly if a FT is being used (as was often the case in the Pacific). However, if the enemy does not feel up to attacking a bunker, he can simply sit atop it and prevent the occupants from doing anything, since they cannot leave the bunker or fire at the enemy above them.

Despite all these problems, they do offer some uses, particularly for troops with low morale, whose survival chances are greatly improved by being inside a pillbox or bunker.

The important thing is to ensure that pillboxes and bunkers are protected by outside troops, who are ideally in pillboxes or bunkers themselves. By placing three pillboxes in a triangle it is possible to allow each one a clear LOS to the top and rear of its neighbour. Even better is using six pillboxes in a circle.

A pillbox or bunker in a covered position behind friendly lines offers an ideal rally point or a jump off point for a counter-attack force. A pillbox ahead of your own front line and with its Covered Arc facing your lines allows friendly forces to attack the enemy from behind as they move forward. To attack the pillbox through its Covered Arc the enemy must then place themselves between the forces inside the pillbox and your front lines, thus exposing themselves to a deadly cross-fire.

Taking out pillboxes is much the same as taking out a stone building, particularly thru its CA.

If you have to take the PB as a VC then things are a lot tougher. You could SMOKE them and then try to move in to CC with the occupants.

Of course, if the pillbox is not related directly to the victory conditions you might consider bypassing them if possible. Their CA does limit their usefulness and makes them prone to being out flanked. Try and get behind him (particularly if using an AFV against an AT Gun in a pillbox, since guns set up in pillboxes can't leave them). You can even manoeuvre out of infantry LOS. The drawback from the attacker's point of view is the use of trenches to turn the pillboxes into bunkers. The trench location is ADJACENT to the pillbox location (unlike all other adjacent hexes) and so you can advance/assault move from one to the other. A common tactic is to skulk back from the bunker into the pillbox in the movement phase and advance back out,

leaving the defending infantry in good +2 terrain for the attacker's Prep Fire phase and out of LOS for his Defensive Fire (if the pillbox happens not to be facing the attacker's troops, as would be the case if the attacker were doing what he ought to be doing.)

The best way to attack a pillbox if you have tanks is to fire AP at it. Basically, you ignore the pillbox's TEM for TH purposes and attack using HE equivalency against the contents. Generally, this means you attack on the 2 table, but 2 straight is worth 8 + 3, and if you have ROF weapons on your tanks, and possibility of multiple hits (Shermans, for example), you can really do some damage.

Another good possibility is Close Combat. Guys in a pillbox are _lots_ easier to ambush, giving you a -1 to your CC DR. You don't advance into their location to CC either, and so you can keep shooting at a pillbox that's being attacked in CC without risking harm to the CC attackers.

If your victory conditions require control of a hex that a pillbox can be set up in, beware. A broken defender does not have to rout from a pillbox and can keep attackers from occupying it. To control a hex you have to actually enter the pillbox location (B30.91). This means you have to have a movement phase left on the last Game Turn in order to occupy any enemy pillboxes. This is the problem with the Close Combat approach to clearing pillboxes -- the CC attacker doesn't enter the pillbox location, so he doesn't control it, or the victory hex. The scenario isn't as long as you think!

Of course, if you can destroy the pillbox there isn't any location and thus you control the hex by controlling its ground level location per A whatever it is. This is the nice thing about DC or really big OBA/Guns. This is a good tactic in Kangaroo Hop, for example.-.dismount the British AVRE crews and have them Set DC's in the German pillboxes and blow them up on the last turn.

Alternatively, use AP from tanks to shoot through the sides of the Pillbox (assuming a TK# of 10 or greater). Last solution, move the tanks close in the CA and use PBF MG and PB Canon fire using HE to knock them out.

How do you set up a good pillbox defence? Are there any disadvantages to attaching a trench (bunker) for reinforcement purposes? Should one place wire and/or mines in the pillbox hex? Are they worth the expense in Red Barricades?

The general how-to depends on how many PBs you've got and in what terrain, and therefore in how you can best set up

interlocking fields of fire which will keep the enemy from coming at your PBs from the flank to kill the occupants in CC.

Mines in the PB hex make sense since enemy infantry w/o FTs or heavy armour support will need to advance into the hex to CC you. OTOH, if the enemy's got FTs you might want the mines in front of the PB's CA to get 'em when they come in to torch you.

I'm not wild about Wire on top of the PB since the main benefit is a small CC DRM. Better to put the wire somewhere where it'll keep the enemy exposed to your fire for a while as he moves in, unless of course you've got a hell of a lot of wire.

If you've got enough units I'd think it would make sense to put some firepower behind/between the pillboxes to cover them from a flanking manoeuvre. My sense is that a lot of folks put the pillboxes in the back of the line with the long-range weapons, and once the forward line falls the PBs become very vulnerable to flanking.

WIRE

WIRE best functions when used en masse. Therefore try to think in terms of blocks of WIRE along rather poorly defended route, rather than spread out in several different areas. The most effective placement entails alternating rows of WIRE and clear hexes as this ensures maximum MP loss. As WIRE can be cleared by infantry, DC, FFE and fully tracked vehicles, WIREd areas should be covered by defensive fire to make this a dangerous task.

MINES & BOOBY TRAPS

Minefields are mainly used to channel an enemy into a pre-selected killing field. There are a number of general rules to consider when using mines. Firstly, ensure that an area is adequately sown. A density of 2 factors per hex offers a cost effective density against infantry, with a similar number of A-T mines if the assault force also contains armour. The number of hexes sown will depend on the number of mines available, but they should be sown in belts of adjacent hexes, ideally in depth as well as in width. Although friendly fire must be concentrated on un-mined areas, mined areas must also be covered in case the enemy is not worried about casualties and/or tries to clear a way through.

Daisy chains are best used in cities and similar close terrain.

RUBBLE

Rubble is a common feature of a determined assault on a city. The attacker, aiming to make his job easier, calls in artillery and air support to blast the defender out, only to create a mass of rubble. Being easy to defend from, the end result is that the attack is hampered rather than eased by the prior bombardment.

Rubble slows down movement, even for infantry. Only vehicles which are tracked may move through rubble, and even they are subject to possible Bog.

Rubble can be cleared by troops and some specialised vehicles given time, but this is not to be recommended under fire.

ROADBLOCKS

Although rubble can be considered a form of roadblock, more often than not a roadblock is simply a couple of trees brought down across a road, ideally out of sight until the last moment. The primary use of roadblocks is to channel enemy vehicles either into a pre-chosen killing area or away from their objective.

Since roadblocks can be cleared by troops and some specialised vehicles, they should be covered by friendly fire to make the task more hazardous. This is particularly the case if the roadblock blocks a key route.

Roadblocks can also be used to allow Guns and vehicles to assume a hull-down position behind them. Placing AFVs (particularly Soviet AFVs) behind a roadblock on a height can be considered to represent a form of improved position.

Ω

Roadblocks in ASL *scenarios tend to be a bit stronger than the one shown here!*

WE CAME,
WE SAW,
WE ROLLED A LOT OF DICE

An ASLOK 2007 Report

Derek Cox

"Bloody hell, that's Ronnie Corbett!". My American seat neighbours on the 11.30am flight to Newark were aroused from their pre-flight slumber by only the level of excitement that could be generated by those of a certain age who grew up with The Two Ronnies as a staple fixture of their Saturday night viewing. "Who is this Ronnie Corbett? Is he a politician?" The take off disappeared in a blur of reminiscence as The Phantom Raspberry Blower of Old London Town, Sorry and The Worm that Turned were duly trotted out to a by now bemused American couple, who insisted on taking notes so they could tell their friends back home.

For those of you oblivious to the joy that is the ASL Oktoberfest ("ASLOK"), it is a week long tournament that takes place in Cleveland, Ohio around the first or second week in October. It has been going now for over 20 years, and tends to attract between 100 to 150 ASL players from around the world. A lot of Third Party Producers use it to launch their new products on to the ASL world, so if you plan to go, make sure you leave space in your luggage for all those goodies that you will just have to buy.

The worst thing about the event being held in Cleveland in October is that there is currently no direct flight from the UK. Two weeks earlier, in September, no problem, but October means a connecting flight. I've found the easiest journey is Gatwick to Newark, with a 3 hour "wait" before the flight in to Cleveland. This year, both flights were fine (although we sat on the runway at Newark for 45 minutes before taking off for Cleveland, but this is usual as they build in a one hour "delay" for the amount of air traffic at that time of the day). The trip through immigration was painful (90 minutes) but I still managed to grab a sandwich before boarding the internal flight.

Arriving at the hotel, I was perturbed by the amount of scaffolding that seemed to be holding the building up. There was some debate after ASLOK 2006 as to whether the venue would be changed, due to the state of the hotel,

but the organisers had been assured that a complete refit was underway and this would be completed before ASLOK 2007 – it was comforting to note that it's not only in the UK where big building projects can get delayed.

After checking in, I was shown to my room and delighted that the rooms, at least, had been re-fitted. Gone was the moving floor in my bath from 2006, instead a very plush and spacious room with CD player, big TV and a power shower that actually lived up to its name.

The tournament itself takes place in the giant ballroom on the lower ground level of the hotel. I wandered down, said hello to a number of familiar faces from last year, including one of the organisers, Bret Hildebran, picked up the annual t-shirt and then retired to crash out.

ASLOK takes place over a full week, with the first few days devoted to friendly play and a "USA v Rest of the world" competition. Our cousins from over the pond have suffered over the last few years, with the world giving them a good beating. This year, the US were celebrating having kept the loss – win ration below

2:1, with the Rest of the world eventually winning 45-23. The tourney proper kicks off on the Wednesday, with the first of the Mark Nixon minis. This involves 8 players in each mini, which is themed around a particular theme. Each round has a choice of 3 scenarios on that theme, with the winners going on to a semi and then a final. So there is the chance of a three games in a day, with each mini kicking off at 8am sharp. A new rule this year meant that the first and second round had a definite time finish (of 1pm and 6pm respectively), and if you didn't finish your game by then, BOTH sides lost! Certainly concentrates the mind......

WEDNESDAY

For the Wednesday mini, I had chosen "Gurkhas" (oh I wonder what that would involve). I'm not going to go into detail on each game, but as in previous years, I was initially drawn against a fellow European (it's a dirty Yankee trick to try!) in scenario from one of the journals. We completed set up by 9am and by 10.30am it was all over, courtesy of

Chelsea vs Fulham at ASLOK as Chelsea fan Derek Cox (left) takes on Fulham fan James Taylor.

some lovely MMG ROFs and a couple of ambushes. A good start! With such a quick victory, I was able to get over the jet lag with an extra kip and then pay a visit to one of the traditional haunts of ASLOK – Damon's Sports Bar. This place does the best ribs I've ever tasted, and it's very easy, as just $10 for a half rack, to live on that one meal, so be warned.

The afternoon saw another match up versus a European in "SP95 Burn Gurkha Gurkha". My initial flanking attack was blunted but just as it looked like my main assault was going to flounder, one of m squads broke into his back line, causing absolute havoc and forcing him to retreat to the last hilltop a turn early. The death star was moved into place (2 MMGs, 2 x Squad + LMGs, 9-1 ldr) and the hilltop blasted to allow the Emperor's finest to storm to victory.

Before the final, I was able to pop up to the traditional Wednesday evening Critical Hit party. Free pizza, free drink and an opportunity to purchase their latest goodies. I already had the Total Axis Pack on order, so picked that up (individual maps for each scenario rather than relying on the geomorphic boards, very nice, especially the map that's about 4 hexes wide – no board edge creep there then!) and had a look at the new Korea module that should be out in 2008. Excellent map and some innovative counters in the style of their Spanish Civil War module.

So the Wednesday final saw me up against my first American of the tourney, Will Fleming. We went for SP80, Die Gurkha Die, and after six hours hard slog, we finished at 2am Thursday morning with me losing on the penultimate CC die roll of the game (a 4 would have seen me take away the mini!)

THURSDAY

Thursday sees the main event kick off in earnest, the GROFAZ. Initially, the format is the same, with 8 players in a mini. However, the two players who get through to the final of each mini are then eligible to enter the GROFAZ, seen as the individual world championship (no American hyperbole there then). My Thursday choice was "Paper Tigers", with the initial scenario, G15 Bone of contention, being a weird little beast. Partisans have captured two immobilised Panthers and have to defend them against a German relief force of Conscripts led by a 9-2 leader. The additional funny in this one

Action in the main room at ASLOK. Derek Cox is just visible centre front in his red England shirt!

is that the optional Panzerfaust rule is in effect (i.e. they are represented by counters rather than using die rolls to determine usage). My opponent was fairly new to ASL and made a couple of errors (most notably CXing conscripts next to one of my concealed Partisan squads) which gave a fairly straightforward win.

After another trip to Damons (I declined the "freedom fries" in favour of a jacket potato!), it was down to another game versus a European, this time the journal classic, Brothers in Arms. I've said it on the LASL forum, and I'll say it again here, YOU HAVE GOT TO PLAY THIS SCENARIO. Both sides get to attack and defend, there are multiple options as to how to address the tactical position, it's well balanced and the game should always go to the wire. After 3 hours my brave Nationalists saw off the Republicans, the turning point being the elimination of the Republican left wing led by The Commissar (how apt!). A hero and squad surrounded said Commissar and 3 squads, and showed no mercy! So another final, but as the other semi was going the distance, had a quick game from the new Scwerpunkt pack, which had just arrived.

The arrival of the Tampa crew normally provokes a bit of a stampede as everyone "Human Waves" to get their hands on the latest offerings. This year was no exception, with 2 new products being available. In the couple of hours spare time that was available, I played Jim Baker (a Fulham supporting American no less) at SP155 Casualties, Cooks and Corpsmen. Jim launched every Banzai charge in the traditional manner (i.e. standing up and screaming "Banzai" at the top of his

voice!) and while he managed to overrun the initial US force, the reinforcements of 3 x 7-6-8s, a 9-2 leader, MMG and Flamethrower eventually did for him.

So Mini final time, this time the ASL Journal classic "By Ourselves". The title proved quite apt, as by 1am, my opponent and I were indeed by ourselves in the ballroom, with just a few other players for company. Once again, I was undone by CC rolls, with my opponent switching his forces across flanks on the last turn to take back enough buildings to secure him victory. Still two finals in two days was not a bad return and it meant I had the option for the GROFAZ on Friday. In for a penny……

FRIDAY

Friday morning and the GROFAZ it is. I went for the curiously named "Best of the best" section, and found myself up against another Fulham supporting American, James Taylor (see accompanying photo). The GROFAZ has no time limit, so after James' opening question of "Do you like soccer?", it was over to Dennys for a two hour breakfast debating the finer points of proper football, why Chelsea are the best team in the country and why no-one in Manchester supports ManUre *(the United supporting editor is ignoring this slur :-) - Pete)*.

After sorting that out, it was down to business with A75 Strangers in a Strange Land, with me drawing the Germans. There is something very disconcerting about sitting there with all troops HIP, but that had the same effect on James as

he declined the charge down the board centre and opted to go left. Fortunately, this took such a long time that when he eventually made contact, time had almost run out. The game swung on one of my HIP squads managing a street fighting ambush versus one of his tanks, which was left immobilised, and the same squad then taking out two enemy squads in CC with no loses.

The late afternoon saw me kick off against Mattias Romblom, who is quite simply one of the best player I have ever faced off against. We went for SP123 (The Badger's Breath), Mattias steamed down one flank, I tried to adjust, defended too far forward and was stuffed, well and truly. Not my best game but Mattias was almost clinical in the way I was picked apart. Retreating to Damons for another rack of ribs, I suddenly twigged that I had managed 9 games in 3 days, gulp.

SATURDAY

Saturday morning was back in the minis with "Street Fighting". I had been drawn against Dave Goldman, a fantastic chap who took me under his wing during ASLOK 2006 and introduced to me anyone and everyone. I was really looking forward to this game and, unsurprisingly, it did not disappoint. We decided on Rostov Redemption, one of the scenarios from the Friendly Fire packs published in Sweden by Mattias and his friends. The Russians have to defend a building with (normally) a fall back defence but

Dave already had an inkling as to how he wanted to play this. All his Russians went into the building, and on his first turn, he set fire to the two ground floor stairwells. By the time I got within LOS, the whole place was covered in smoke. OK, how do I get this lot out when you're looking at a minimum of a +5 modifier to any attacks. I then checked the Victory Conditions – "No Good Order, UnEncircled Russian MMC in the building at game end". All of Dave's troops, except one crew, were on the upper levels and with both stairwells, were subject to upper level encirclement. To Dave's bemusement (he hadn't twigged the specific Victory Conditions) I went after his 45L manned by a 1-2-7 crew. Having eliminated them, I then ran around a bit, shooting as necessary, until game end. By a spooky coincidence, halfway through the game, the hotel's smoke detectors went off, which led to Dave and I laughing hysterically at whether it was his fault or not.

Saturday afternoon brought me up against Pierce Mason, in J111, Prussia in Flames. Now here are two classic examples of why you MUST go to ASLOK:-

1. Normally, I would never touch combined arm scenarios with a stick, but loved this particular scenario so much that I wll definitely play it again

2. Pierce is such a amiable bloke that you don't mind losing to him, as the game will be a veritable riot from start to finish

In the end, it came down to (yes

you've guessed it) the last turns CC rolls, where I had everything sewn up until a double 6 allowed a German squad to escape and claim a hard fought victory for Pierce.

SUNDAY

Sunday morning, and I trundled over to Dennys for breakfast, where I bumped into Pete Shelling and a couple of the others. After some discussing about check in times, I decided I had time for one last game against Pete and we went for US Marines in Korea on deluxe boards. The game probably should have played totally different, as we cocked up the terrain (all buildings were single story, but hey, we didn't spot that one!), but we were rushing around upper levels! Still, another blast of a scenario, and I played right up until the minibus to the airport arrived.

Somehow, the journey back seems so much quicker. Security at US airports is more intrusive (shoes off, FFS!) but more efficient (through in 15 minutes – they Americans do not like queuing). The flight touched down at Newark an hour early, so I could stock up on Pizza rather than risk the flight meals.

As we boarded at Newark, there was some kerfuffle amongst some women of a certain age as Donny Osmond was on board the place – I mean, how shallow can you get?

ASLOK 2008

The details for ASLOK 2008 have now been announced. Full details at http://www.aslok.org. So should you go? I would say a resounding yes!

Cost wise, flights are currently about £475 return, the hotel is fixed at $75 per night plus taxes (takes it to maximum $85) and this includes breakfast. Other food and drink, depending on beer intake, will be a maximum of $40 per day (and I manage on half of that, as I only eat breakfast and one other meal, due to the portion size!), which leaves spending money for all those must have goodies. Assuming the exchange rate doesn't drop below $1.90, excluding ASL pocket money, if you arrive on the Tuesday and depart on the Sunday, you're looking at a budget of circa £850. Not cheap, but a bargain for all the games you'll play, the contacts and friends you'll make and the memories you'll bring back.

Robert Maglica (left) vs Derek Cox in A72 Italian Brothers.

Ω

"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. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

England

Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (01/01/2004)

Stuart Brant, 16 Kings Court, 25 Cox Street, Birmingham, B3 1RD (01/10/2007)

Gerard Burton, c/o Outsource Consultancy 530 Fulham Rd, Heckfield Place, London (15/05/2007)

Billy Carslaw, 52 Spring Lane, Birmingham (19/03/2005)

Ruarigh Dale, 77 Riverview Avenue, North Ferriby, HU14 3DT (07/08/2005)

Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27/11/2004)

Brian Hooper, 38 Risdale Street, Darlington, DL1 4EG (27/10/2005)

Gary Lock, 7 Dover Place, Bath, BA1 6DX (16/03/2004)

Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (20/02/2005)

John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/2002)

Aarpn Patrick, 9 Arundel Gardens, London, W11 2LN (31/12/2004)

Gaute Strokkenes, Girton College, Cambridge, CB3 0JG (23/10/1998)

Simon Taylor, 81 Valley Road, London, SW16 2XL (19/11/2007)

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

Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (31/03/2004)

Andrew Whinnett, 50 Swifts Green Close, Luton, LU2 8BS (22/10/2007)

Tom Jackson, 40 Keyes Rd, , London, , NW2 3XA (17/02/2007)

Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/1997)

Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN ()

Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (01/03/2001)

Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (28/10/2000)

Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26/03/2000)

Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/1998)

Pete Bennett, 84 Littlebrook Avenue, Burnham, Bucks. (16/09/2002)

Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (27/10/2000)

Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05/09/2001)

Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (27/10/2005)

Jason Johns, 26 Hamerton Road, Alconbury Weston, Huntingdon, Cambs., PE28 4JD (22/01/2003)

Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/2002)

Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (31/10/2004)

Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/1996)

Andrew Daglish, 7 The Spinney, Cheadle, Cheshire ()

Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP (30/10/1999)

Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17/09/2002)

John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire (23/10/1998)

David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, S40 3SN (03/07/2000)

Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (01/06/2004)

M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ ()

Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11/12/1998)

Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/2002)

Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (13/04/2000)

Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/2000)

James Crosfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (06/02/2007)

William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/1998)

Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/1998)

Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/2001)

Nick Carter, 13 Oak Tree Court, , Uckfield, East Sussex, (22/05/2007)

Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (29/10/2004)

Derek Cox, 25 Cramphorn Walk, , Chelmsford, Essex, (18/02/2007)

Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE ()

Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (12/08/2007)

Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/2001)

Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/2001)

Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL ()

Ray Jennings, 57 Wheatfield Way, Chelmsford, Essex, CM1 2QZ (09/10/2004)

Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA ()

Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/2002)

Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/2000)

Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (20/08/2007)

Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20/03/2003)

Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (27/10/2007)

Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (31/10/1999)

Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (23/10/1998)

Chris Netherton, 36 Eungar Road, Whitchurch, Hants, RG28 7EY (31/10/2004)

Tim Bunce, 33 Ryder Court, Newport Road, Aldershot, Hants., GU46 6NZ (19/03/2005)

Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (31/10/2004)

Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (06/02/2007)

Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA ()

Mike Brewer, 169 Sandridge Road, St Albans, Herts, AL1 4AH (01/10/2007)

David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (23/10/1998)

Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL (31/10/1996)

Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2 (19/09/1996)

Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (23/01/2004)

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

Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA ()

Sam Prior, 125 Global Apts, Patriotic Place, St Heliers, Jersey (27/10/2005)

Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/1999)

Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/1999)

Ian Pollard, 19 Doria Drive, , Gravesend, Kent, (15/02/2007)

Kris Pugh, 22 Norfolk Place, Welling, Kent, DA16 3HR (26/10/2007)

Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent (31/03/2004)

Carl Sizmur, 81 Millfield, New Ash Green, Longfield, Kent, DA3 8HN (02/10/2007)

Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20/08/2007)

Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/1999)

Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/1998)

Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12/12/2006)

Ulric Schwela, 1 Melling Mews, Archery Gardens, Garstang, Lancashire, (06/02/2007)

Shaun Carter, 3 Arnside Grove, Breightmet, Bolton, Lancs. (03/02/2007)

Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19/03/2005)

Adrian Maddocks, 52 Beech Road, Halton, Lancaster, Lancs, (06/05/2007)

Craig Benn, 76 Kenmare Rd, Wavertree, Liverpool, Lancs., L15 3HQ (20/10/2007)

Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN (31/10/1996)

Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., (15/02/2007)

Trevor Edwards, 11 Thirlmere Road, , Preston, Lancs., PR1 5TR (18/09/2007)

Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/1998)

Jeff Hawarden, 9 Laburnum Road, Helmshore, Rossendale, Lancs., BB4 4LF ()

Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/2002)

Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (16/09/2002)

Andrew Saunders, 3 Torbay Court, 221Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/2000)

Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (24/03/2004)

Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/1998)

Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/1996)

Patrick Dale, 28 Bancroft Road, Cottingham, Market Harbourgh, Leics., LE16 8XA (10/11/2000)

Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28/05/2005)

Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/1998)

Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, SW19 6SL (31/10/1999)

Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/2004)

Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (23/10/1998)

Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/1998)

Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/2001)

Martin Edwards, 127 Pepys Road, London, SE14 5SE (02/09/1999)

Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/2003)

David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/1999)

Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT ()

Simon Horspool, 188 Leahurst Road, Hither Green, , London, (03/08/2007)

Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH ()

Steve Joyce, 23 South End Close, London, NW3 2RB (31/01/2001)

Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE ()

Jonathan Pickles, 115 Wavertree Road, Streathem Hill, London, SW2 3SN (26/03/1999)

Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/2002)

Jamie Sewell, 115 Cresent Road, Alexandra Palace, London, N22 4RU ()

Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/2001)

Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/1998)

Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (01/10/2007)

Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ ()

Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA ()

Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/1998)

Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 bEW (29/09/2007)

Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (23/01/2004)

Neil Stevens, 8 Trenchard Avenue, , Ruislip, Middlesex, (14/02/2007)

Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()

Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()

Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD ()

Chris Walton, N B Burgan Pod, Cosgrove Marina, The Lock House, Lock Lane, Cosgrove, Milton Keynes, (15/02/2007)

Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/1996)

Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12/02/2002)

Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09/05/2005)

A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/1998)

Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT ()

Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/2002)

Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/1998)

Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD ()

Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/1998)

George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ ()

L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA ()

Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/2002)

Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/1997)

Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (19/03/2002)

John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/1998)

Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR ()

Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/2004)

David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (20/07/2007)

Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/2000)

Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (19/03/2005)

John Sparks, 2 Standfast Place, , Taunton, Somerset, TA2 8QG (01/10/2007)

John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/1998)

Robert Seeney, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/2005)

David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/2000)

Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (16/08/2007)

Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (30/07/2007)

Ken Watson, 18 Arrendene Road, Haverhill, Suffolk, CB9 9JQ (03/10/2007)

Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (06/02/2007)

Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/1999)

Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (13/07/1997)

Giuilo Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/1996)

Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/1999)

Perry Tatman, 6, Foxley Close, Blackwater, Surrey, GU170JZ (02/08/2007)

Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/1998)

Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (28/01/2006)

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!

FEBRUARY

SCANDANAVIAN ASL OPEN

When: .22 – 24 February.

Where: Tøjhusmuseet (Danish National Arms Museum), Frederiksholms Kanal 29, 1220 Copenhagen K., Copenhagen, Denmark. You can sleep on the floor at the tournament site (there is a bath) and eat there. Accommodation is available at the Hotel Jørgensen, which is just 15 minute walk from the tournament venue, from 140 Danish Kroner per night for a dormitory for 6-14 people up to a single room with a shower for 575 Danish Kroner per night. Contact the Hotel Jørgensen, Rømersgade 11, 1362 Copenhagen K., Denmark. Telephone +45 33 13 81 86, email hoteljoergensen@mail.dk or visit their website at http://www.hoteljoergensen.dk.

Fee: 200 Danish Kroner (about £18.00).

Format: The tournament will be a five round Swiss style affair.

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

MARCH

HEROES 2008

When: 6 – 9 March.

Where: Hotel Skye, 571-573 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 343220. Room rates are £25.00 for a shared room or £30.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

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 February.

Format: Five round tournament beginning Friday morning (arrangements will be made for those unable to arrive until Friday afternoon), with three scenarios to choose from in each round. Players will be expected to have 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@vftt.co.uk. For up to date information check out the UK ASL tournament web site at www.asltourneys.co.uk.

JUNE

DOUBLE ONE 2008

When: 21 – 22 June.

Where: The Lecture Centre, Brunel University, London, UB8 3PH. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates include breakfast and for 2008 will be £30 for a standard bedroom and £38 for an en-suite bedroom.

Fee: The registration fee has yet to be confirmed.

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of three scenarios. Friendly games will also be available.

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.

OCTOBER

ASLOK XXIII

When: 5 – 12 October.

Where: Holiday Inn Airport, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit www.holidayinn.com/cle-airport. Rooms are $75.00 plus tax if reservations are made by 20 Sep - request "ASL Oktoberfest" to receive this discounted rate. Check the ASLOK web page for the hotel discount code to book on-line.

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 2008

When: 23 – 26 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. 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@vftt.co.uk. For up to date information check out the UK ASL tournament web site at www.asltourneys.co.uk.

Ω

Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (28/01/2006)

Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04/04/2005)

Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids., B92 8HP (31/10/1996)

Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS ()

F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG ()

Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU (18/11/1998)

Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN ()

Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG ()

John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/2007)

Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (02/09/2007)

Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/1999)

Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG ()

John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/1998)

Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/1997)

Phil Ward, 7 Burnsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/2000)

Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09/05/2005)

Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06/01/2004)

Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30/03/1999)

Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21/04/2007)

Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (31/10/2003)

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

Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/1998)

Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/2005)

Scotland

Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01/12/2005)

Steve Cook, 197 Lee Crescent, Aberdeen (28/01/2006)

Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/1998)

Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (13/02/2004)

Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12/09/2002)

Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/1996)

Ian Percy, Clinterty Home Farm Cottage, Kingswell, Aberdeen, AB15 8RN (22/03/2006)

Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/1999)

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17/06/1999)

Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen (19/03/2005)

Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (18/01/2005)

Pete Phillipps, 9 Pier Road, Kilchoan, , Argyll, PH36 4LJ (01/01/2007)

Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (17/08/2000)

Hamish Hughson, 7 Moncreiff Way, Newburgh, Fife, KY14 6EF (07/12/2004)

Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/2001)

Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/1998)

Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16/06/2001)

Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (27/10/2006)

Wales

Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF 14 6JX (22/11/2002)

Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/2002)

C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL

Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/1999)

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/aslers.asp - contact me if you need your user name and password to do so.

Ω

DOUBLE ONE

LONDON 2008

Saturday 21 and Sunday 22 June

ASL players of all standards are invited to attend Double One, London's ASL tournament. Players are matched with others of similar ratings for three rounds of competitive play. There will be two rounds on Saturday and one on Sunday. In each round, players pick one scenario from a choice of three carefully selected scenarios. Each round is expected to have one scenario from the Western Front, one from the Eastern Front and one from the Pacific Theatre, so tournament entrants will need to be familiar with chapters A to D and chapter G of the ASL rule book. For those not interested in competitive play, or not able to make it for the whole weekend, there'll be scope for friendly play.

Double One 2008 will be held in the Lecture Centre, Brunel University, London, UB8 3PH. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates include breakfast and for 2008 will be £30 for a standard bedroom and £38 for an en-suite bedroom. The registration fee has yet to be confirmed.

To book your attendance and room, or if you just want more information, contact:
brendan@doubleone-online.net
0770 8844 640

LASL
London ASL (LASL) meets monthly on the second Saturday of each month. Our players range from ASL veterans to ASL Starter Kit (ASLSK) players. We welcome ASL/ASLSK players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating. We usually meet from 11 am and play till the games are finished!

LASL's venue is located near Chancery Lane tube station (central line) in central London. It's quiet and has ample space for 16 players. If you want to come along to a LASL meeting, send your name and contact details to brendan@doubleone-online.net at least 48 hours beforehand. Precise venue details will be sent to you.

If you want to know more about Double One 2008 or LASL: www.doubleone-online.net