

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 74

Sept - Dec 2008

UK £2.00

US \$5.00



IN THIS ISSUE

DOUBLE 1 2008 - report and results from the London *ASL* tournament

ZERO HEX PHYSICS - The physics of *ASL*

SCENARIO DESIGNER'S HANDBOOK - reviewed

MINEFIELDS - usage hints and tips

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
DOUBLE ONE 2008	4
THE CRUSADERS OPEN	
<i>ASL</i> TOURNAMENT LADDER	7
MINEFIELDS	9
INFILTRATION IN PLAIN ENGLISH	12
ZERO HEX PHYSICS	13
SCENARIO DESIGNER'S HANDBOOK	16
OPERATIONS SPECIAL SUMMER EDITION	17
"THIS IS THE CALL TO ARMS!"	18
ON THE CONVENTION TRAIL	19

PREP FIRE

Hello and welcome to the latest issue of *VFTT*, a couple of weeks later than planned but DOUBLE 1 organiser Brendan Clark decided that playing *ASL* was better than writing the tournament report :-). But as they say, good things come to those who wait.

Talking of waiting, there's not long to go until INTENSIVE FIRE 2008 takes place, so if you haven't registered yet, now is the time to do so.

Finally, don't forget that I'm always on the look out for articles and scenarios so let those creative juices run wild.

See a few of you at INTENSIVE FIRE next month. 'Til then, roll Low and Prosper.

Pete Phillipps

COVER: Churchills and infantry from 9 Royal Tank Regiment preparing for battle in the Reichswald.

THE *ASL* MAILING LIST

The *ASL* Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>.

EMOTICONS

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

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

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

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

Issue 75 should be out at the beginning of January 2009.

VFTT costs £2.00 per issue (overseas £4.00), with a year's subscription costing £5.00 (overseas £10.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends. You can also download *VFTT* free from the *VFTT* web site.

Back issue are now out of print but can be downloaded for free from:
<http://www.vftt.co.uk/vfttpdf.htm>

VIEW FROM THE TRENCHES
9 Pier Road
Kilchoan
Acharacle
Argyll
PH36 4LJ

Telephone:
(01972) 510 350

E-mail:
pete@vftt.co.uk

World Wide Web Home Page:
<http://www.vftt.co.uk>

COPYRIGHT AND TRADEMARK NOTICE

Most products are trademarks of the companies publishing them. Use of a product name without mention of the trademark status should not be construed as a challenge to such status.

Copyright for all material printed within *VFTT* remains with its author, who can be contacted via *VFTT* if you would like to reprint his/her material.



INCOMING

MMP CONDUCT SPECIAL OPERATIONS

Operations Special Issue 1 will be of interest to *ASL* players as it contains a mini-*CG HASL* based on the action at Singling. There is also a version of the scenario 'Fire On The Volga' converted for use on the *VOTG* map and two new *ASLSK* scenarios. It is out now for \$40.00.

Although they have hit their pre-order numbers there is still no indication as to when the *Doomed Battalions* reprint, the *Blood Reef Tarawa Gamers Guide*, the *ASL Map Bundle (Starter Kit style)* or the limited print run of the hard to find *ASL Journal 2*, containing the Kakazu Ridge historical map, countersheets and Chapter Z rules pages (but not the Chapter K pages which is in the 2nd edition *ASLRB*) will be produced.

DIEN BIEN PHU UPDATED

A new edition of *Dien Bien Phu* is now available, though only direct from the Critical Hit website at www.criticalhit.com. For \$69.95, you get a re-painted 24" x 36" map sheet on heavy card stock covering the Elaine 1, 2, and 4 strong points, 984 counters (using the new style first seen in *Berlin – Fall of the Third Reich*) representing the infantry, tanks, vehicles and ordnance that fought in the French Indochina War, 18 scenarios (9 of them new), three 8 x 22 cardstock map-sized overlays plus large new PTO-style village and airfield overlays and a rules booklet with designer's notes. A zip-loc edition, which does not include the overlays and has only 12 scenarios, is also available for \$32.95, while an upgrade kit for owners of the first edition, which contains just the 18 scenarios, the revised counters and the new map is available

for \$29.95.

Hürtgen Surprise/Brécourt Manor is a \$24.95 module that sees the 101st Airborne in action in Normandy and the Hurtgenwald. It contains two historical maps (one of Brécourt Manor, the other the Hurtgen Forest), 208 counters (using the *Berlin – Fall of the Third Reich* style) and six scenarios.

BUNKER IN STALINGRAD

Shipping at the start of October is issue 27 of *Dispatches From The Bunker* which contains four new scenarios. 'WN63' is a tournament-sized scenario featuring the American Big Red 1 attacking a German position behind Omaha Beach, while 'Let's Dance', by Michael Klautky, is another Normandy action, this time in the British sector during the Goodwood assault on Caen at the village of Bourguebus. 'Exit Pole' is a Night *DASL* action that sees 20 Polish squads trying to break through the encirclements around Warsaw, opposed by a dozen German rifle squads backed up by two 75* Inf Guns. Finally, *VOTG* designer Tom Morin is working on a series of scenarios featuring the NKVD in action, and the first in the series, 'Bandits at Strubowiska', sees them trying to clear a Ukrainian village of UPA troops.

In addition, Jim Torkelson looks at one of the larger *VotG* scenarios, 'The Darkest Day', and Carl Nogueira continues his look at urban combat in Stalingrad.

Four issue subscriptions are available for \$15.00 (\$18.00 outside the USA). Issues 1 to 10 are now out of print but PDF versions are available for free from www.aslbunker.com. Other back issues are \$4.00 (\$4.50 outside the USA) or \$35.00 (\$45.00 outside the USA) for a complete set of issues 11-



UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

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

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

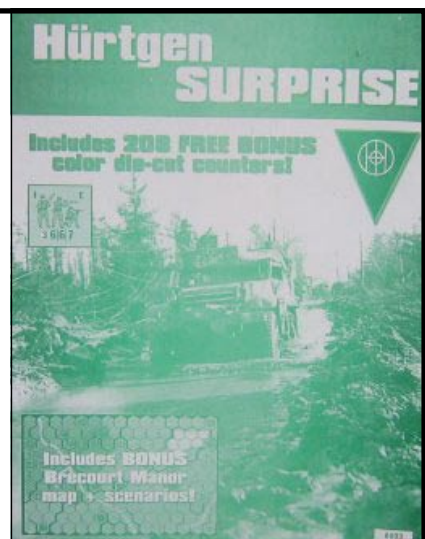
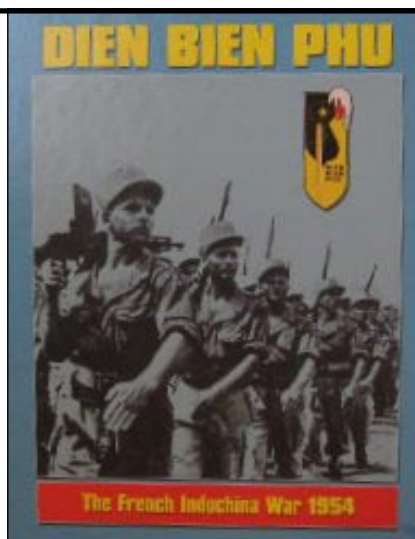
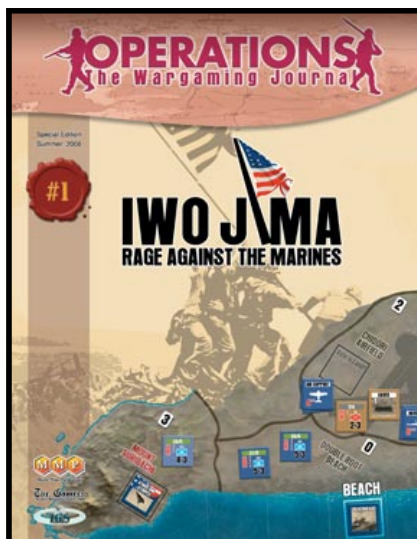
SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at sales@secondchancegames.com, or go to www.secondchancegames.com.

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at plan9@ifb.co.uk.

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

26. A complete set of issues 11-25 and a subscription for issues 26-29 is available for \$45.00 (\$55.00 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.

Ω



Double One 2008



Brendan Clark

2008 brought two changes for Double One, stepping up from a one day event to a two day tournament and a change of venue. Building on the rising numbers of the previous two years, 28 *ASL* players attended with 24 taking part in competitive games. With the tournament located in London's Brunel University, modern bed and breakfast accommodation was provided on-site for players staying over, costing £38-00 a night, a bargain in London.

While many participants were based in London and the south east, a good number travelled long distances to the event, coming for example from Devon, Lancashire and *VFTT's* intrepid editor from the wilderness of north-west Scotland. They were joined by some *ASL* players returning to tournament play after a break of a few years.

A strong feature of the tournament this year was its social side and friendly game play on Friday and Saturday evenings, with games being played in campus rooms and kitchen/dining areas. Many also visited Uxbridge's nearby restaurants and pubs, a 10 minute walk

away.

The tournament offered 9 scenarios, had three rounds, each with a Western Front scenario, an Eastern Front scenario and a PTO scenario. One of the first round scenarios was Frankforce, with the British trying to breakthrough encircling German forces in May 1940. The British have to exit 26 VP off two boards in seven turns. They have 11 squads, four very slow Matilda I's, two slightly faster Matilda II's with an A15 light tank. The Germans have 7 squads, a 37L A-T gun, an ATR and two 88's. So the schedule is tight for the British.

During his end game with Gerard

Burton, Craig Benn had rushed most of his British units forward as the turns ran down. Both 88's were pointed in the direction of his tanks and his infantry was too far away to suppress them. While his Matilda I's were about to get off the board, he decided that one Matilda II had to be sacrificed to help its brethren escape. He later wrote:

"It trundles towards the 88 with its tracks slipping in the brush, crew bracing for impact. Base to hit is seven (+2 motion +1 brush), dice roll is...eight. A burning wreck adjacent would be even better...so they trundle on...base to hit is also

The gaming opens on Saturday morning.



VIEW FROM

seven (+2 motion +2 Intensive fire -1 acquisition). Dice roll is...eight again.

“I move the Matilda II into the same hex as the gun as I just have enough MP to declare an overrun. The 88 fires again and rolls a nine, breaking the crew. The overrun double breaks them and reduces a squad. I can only describe the moment as sweet. It’s not over yet. I platoon move two Matilda I’s towards the exit area, and the second 88 takes a long shot at them. With various hindrances the DR needed is four or less. Gerard rolls five. The second Matilda goes into the acquisition hex, and he intensive fires, rolling a twelve... game over.”

The Saturday afternoon round featured the July 1943 Eastern Front scenario Setting the Stage. Trevor Edwards took the German forces up against Nigel Blair’s Russians. A twist of fortune turned this game around for Nigel:

“A Russian crew manning a 45mm anti- tank gun lay in wait, hiding in a grain field. Suddenly they are discovered by a half track with a full squad of SS panzer grenadiers on board. A brief fire fight ensues, ending with the halftrack knocked out by the AT gun. Only the vehicle’s crew manages to escape. Moments later they are cut down by a Russian squad holding a nearby building. In rapid succession, two more halftracks



Despite being down on his luck during the tournament, irrepressible Trevor Edwards manages a brave smile for the camera.

– loaded with a squad each of SS panzer grenadiers – roars by the gun crew, their weapons blazing in an attempt to break them. But to no effect. As the halftracks continue on to their objective, the gun crew hold their fire, awaiting the arrival of nearby German tanks.

“Now an SS squad approaches on foot, with some Russian prisoners captured earlier in the day. The Germans open up at close range with assault fire but the crew refuse to withdraw. Confident of success, the SS squad advances into close combat, only to fall victim to the crew who

also release the Germans’ prisoners. Re-armed and in full view of some German tanks, the former prisoners attack towards a key building recently captured by the enemy. They force some broken German infantry to flee the building and recapture it [victory point location].”

Players taking part in the tournament were placed into three bands – Red, Blue or Green – according to their UK *ASL* ladder points ratings. When the tournament ended on the Sunday afternoon, the final results were:

Winner of the Red group: **Dominic**

PARTICIPANTS AND RESULTS FROM COMPETITIVE GAMES

NAME	PATCH	RANK	LADDER RATING	SATURDAY AM GAME	SATURDAY PM GAME	SUNDAY PM GAME	RESULTS
Dave Tye	●	18	3380	Loss v Simon Croome	Win v Kris Pugh	Win v Anthony O'Boyle	Loss/Win/Loss
Dominic McGrath	●	23	3335	Win v Kris Pugh	Win v Gerard Burton	Win v Craig Benn	Win/Win/Win
Craig Benn	●	24	3330	Win v Gerard Burton	Win v Sam Prior	Loss v Dominic McGrath	Win/Win/Loss
Gerard Burton	●	26	3310	Loss v Craig Benn	Loss v Dominic McGrath	Loss v Sam Prior	Loss/Loss/Loss
Kris Pugh	●	42=	3215	Loss v Dominic McGrath	Loss v Dave Tye	Win v Trevor Edwards	Loss/Loss/Win
Sam Prior	●	42=	3215	Win v Trevor Edwards	Loss v Craig Benn	Win v Gerard Burton	Win/Loss/Win
Andrew Whinnett	●	67=	3120	Win v Anthony O'Boyle	Loss v Tom Jackson	Win v Ray Jennings	Win/Loss/Win
Simon Croome	●	98=	3060	Win v Dave Tye	Win v Mick Essex	Loss v Bill Sherliker	Win/Win/Loss
Simon Taylor	●	102=	3055	Loss v Tom Jackson	Loss v Anthony O'Boyle	Loss v Stuart Brant	Loss/Loss/Loss
Trevor Edwards	●	102=	3055	Loss v Sam Prior	Loss v Nigel Blair	Loss v Kris Pugh	Loss/Loss/Loss
Anthony O'Boyle	●	n/a	3000	Loss v Andrew Whinnett	Win v Simon Taylor	Win v Dave Tye	Loss/Win/Win
Bill Sherliker	●	n/a	3000	Win v Ray Jennings	Win v Ivor Gardiner	Win v Simon Croome	Win/Win/Win
Mark Blackmore	●	140=	2945	Win v Ivor Gardiner	Win v Ray Jennings	Win v Pete Phillipps	Win/Win/Win
Stuart Brant	●	146=	2940	Win v Nick Ranson	Loss v Wayne Baumber	Win v Simon Taylor	Win/Loss/Win
Mick Essex	●	161=	2915	Win v Paul Case	Loss v Simon Croome	Loss v Ivor Gardiner	Win/Loss/Loss
Pete Phillipps	●	170=	2900	Win v Nigel Blair	Win v Paul Case	Loss v Mark Blackmore	Win/Win/Loss
Ray Jennings	●	170=	2900	Loss v Bill Sherliker	Loss v Mark Blackmore	Loss v Andrew Whinnett	Loss/Loss/Loss
Nigel Blair	●	176=	2880	Loss v Pete Phillipps	Win v Trevor Edwards	Loss v Tom Jackson	Loss/Win/Loss
Ivor Gardiner	●	188	2845	Loss v Mark Blackmore	Loss v Bill Sherliker	Win v Mick Essex	Loss/Loss/Loss
Tom Jackson	●	189=	2840	Win v Simon Taylor	Win v Andrew Whinnett	Win v Nigel Blair	Win/Win/Win
Wayne Baumber	●	219=	2725	Loss v Ian Pollard	Win v Stuart Brant	Win v Nick Ranson	Loss/Win/Win
Ian Pollard	●	240=	2545	Win v Wayne Baumber	Win v Nick Ranson	Loss v Paul Case	Win/Win/Loss
Paul Case	●	246	2380	Loss v Mick Essex	Loss v Pete Phillipps	Win v Ian Pollard	Loss/Loss/Win
Nick Ranson	●	248	2360	Loss v Stuart Brant	Loss v Ian Pollard	Loss v Wayne Baumber	Loss/Loss/Loss

The winner in each group is highlighted.

McGrath, having won all his three games.

A tie in the Blue group, with the following players winning all three of their games:

- **Tom Jackson**
- **Mark Blackmore**
- **Bill Sherliker**

The outcome was decided on a points difference and so Tom came top of this group as he picked up more points from the opponents he played.

A tie in the Green group, with the following players winning two of their games:

- **Ian Pollard**
- **Wayne Baumber**

The outcome was decided on a points difference and so Ian came top of this group as he picked up more points from the opponents he played.

Well done fellas! If you can make it, come along to DOUBLE ONE in 2009, which is being held at Brunel University on 13th and 14th June. Look out for details at www.asltourneys.co.uk/ and in *VFTT*.

Ω



Right: Determination on his face, Bill Sherliker moves a defending German unit while playing against Simon Croome in 'SP96 Husum Hotfoot'.

Below: Mark Furnell (left) watches Mark Blackmore (right) dicing VFTT editor Pete Phillipps on Sunday morning.



The Crusaders Open ASL Tournament Ladder

DOUBLE 1 2008 Update

250 Participants

Derek Tocher

DOUBLE 1 2008 was the 28th British ASL tournament and there are now over 2500 results recorded on the ladder and we now have over 250 players who have participated at least once. 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 history of UK ASL tournaments has been racked up by Brian Hooper, 137, with Dominic McGrath (136 games) and David Schofield (135 games) close behind. In all there are nine players with over 100 games recorded, and another eighteen who have played 50+.

Without more ado here is the Crusader Ladder as of 17 July 2008.

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	87=	Jas Bal	5	3-0-2	3090	172	Josh Kalman	10	5-0-5	2900	
2	Steve Thomas	42	32-1-9	3755	87=	Kevin Beard	13	9-1-3	3090	173	Martin Kristensen	6	2-0-4	2895	
3	Derek Tocher	119	88-2-28	3730	87=	Gary Lock	2	2-0-0	3090	174=	Jakob Norgaard	6	1-1-4	2885	
4	Simon Strevens	87	60-1-25	3720	87=	Iain Mackay	43	22-0-21	3090	174=	Bernard Savage	21	9-1-11	2885	
5	Tim Bunce	50	34-0-16	3690	87=	Peter Michels	3	2-0-1	3090	176	Sam Belcher	8	3-0-5	2880	
6	Mike Rudd	38	32-1-5	3660	92	Paul Alessi	6	4-0-2	3085	177	Patrick Dale	38	15-1-22	2875	
7=	Fermin Retamero	13	11-0-2	3650	93	Dirk Beijaard	5	3-0-2	3080	178=	John Johnson	1	0-0-1	2870	
7=	Dave Schofield	135	97-0-38	3650	94=	Billy Carlaw	11	4-0-7	3075	178=	David Kalman	5	2-0-3	2870	
9	Michael Hastrup-Leth	45	31-1-13	3615	94=	Robin Langston	9	4-2-3	3075	180=	Eric Gerstenberg	3	1-0-2	2865	
10	Aaron Cleavin	6	6-0-0	3565	94=	Chris Milne	5	3-0-2	3075	180=	Russell Gough	81	45-4-38	2865	
11=	Peter Bennett	14	12-1-1	3560	97=	Jean-Luc Baas	3	2-0-1	3070	182=	Peter Ladwein	21	9-0-12	2860	
11=	Bjarne Marell	36	26-0-10	3560	97=	Serge Bettencourt	3	2-0-1	3070	182=	Lutz Pietschker	4	1-0-3	2860	
13	Steve Linton	17	14-0-3	3545	97=	Robert Schaaf	3	2-0-1	3070	182=	Neil Piggot	4	1-0-3	2860	
14	Dominic McGrath	136	781-2--53	3535	100=	Alexander Rousse-Lacordaire	4	2-1-1	3065	182=	Neil Stevens	60	24-2-34	2860	
15	Phil Draper	56	36-1-19	3525	100=	Bob Runnicles	3	2-0-1	3065	186	Nick Angelopoulos	5	1-0-4	2850	
16	Jes Touvdal	24	16-0-8	3475	102=	Scott Byrne	12	7-0-5	3060	187	Bill Eaton	21	8-3-10	2840	
17	Martin Vicca	27	19-0-8	3415	102=	Raurigh Dale	38	17-0-21	3060	188=	Martin Baker	7	2-0-5	2835	
18	Lars Klynsner	11	8-0-3	3400	102=	Patrik Manlig	16	9-0-7	3060	188=	Mark Furnell	13	5-1-7	2835	
19	Craig Benn	30	21-0-9	3390	105	Bill Sheriker	5	3-0-2	3055	188=	Dave Otway	5	1-0-4	2835	
20=	Mark Blackmore	25	16-0-9	3370	106=	Stefan Jacobi	11	5-0-6	3050	191	Mike Daniel	5	2-0-3	2825	
20=	Ran Shiloah	11	7-0-4	3370	106=	Bo Siemsen	4	2-0-2	3050	192	Mark Chapman	6	2-0-4	2820	
20=	Peter Struijf	10	8-0-2	3370	108	Scott Greenman	8	3-1-4	3045	193	Pete Phillips	118	52-0-67	2815	
23	Carl Sizmur	21	13-0-8	3365	109	Mat Hass	3	2-0-1	3040	194=	Michael Robertson	4	1-0-3	2810	
24	Bernt Ribom	5	5-0-0	3350	110	Steve Pleva	6	3-0-3	3035	194=	Miles Wiehahn	7	2-0-5	2810	
25	Paul Haesler	14	7-2-5	3325	111=	Michael Davies	66	35-1-30	3030	196=	Michael Essex	30	14-0-16	2800	
26	Joe Arthur	21	13-0-8	3305	111=	Mark Warren	20	11-0-9	3030	196=	Ivor Gardiner	17	8-0-9	2800	
27	Frank Tinschert	15	10-0-5	3295	113=	Daniele Dal Bello	4	1-0-3	3025	198=	Clive Roberts	5	2-0-3	2800	
28=	Philippe Leonard	9	7-1-1	3285	113=	Peter Hofland	4	2-0-2	3025	198=	William Haden	11	3-1-7	2800	
28=	Sam Prior	40	22-0-18	3285	115=	Tom Gibson	25	13-0-12	3015	200=	Kevin Croskery	16	6-0-10	2790	
30=	Will Fleming	3	3-0-0	3280	115=	Vincent Kamer	4	2-0-2	3015	200=	Alistair Fairbairn	3	0-0-3	2790	
30=	Ralf Krusat	6	5-0-1	3280	117=	Colin Graham	5	3-0-2	3010	200=	Nick Sionskyj	8	3-0-5	2790	
30=	Alan Smece	4	4-0-0	3280	117=	Andrew Saunders	33	15-1-17	3010	203	Nigel Blair	95	36-1-58	2785	
33=	Dave Booth	7	5-0-2	3270	119=	Nick Brown	3	1-1-1	3000	204	Chris Littlejohn	14	3-2-9	2780	
34=	Keith Bristow	59	36-1-22	3245	119=	Thomas Buettner	3	2-0-1	3000	205	Graham Worfold	3	0-0-3	2775	
34=	Derek Cox	16	8-0-8	3245	119=	Stephen Burleigh	37	15-2-20	3000	206=	Lee Bray	14	3-0-11	2770	
34=	Daniel Kalman	11	8-0-3	3245	119=	Steve Grainger	8	4-0-4	3000	206=	Richard Kirby	7	2-0-5	2770	
37=	Daniel Batey	4	4-0-0	3235	119=	Martin Hubley	4	3-0-1	3000	208=	Wayne Baumber	58	26-0-34	2765	
37=	Paul Saunders	19	10-0-9	3235	119=	Ian Kenney	4	2-0-2	3000	208=	Bill Hensby	31	10-0-21	2765	
39	David Tye	42	19-0-23	3230	119=	Phil Nobo	11	6-0-5	3000	210=	Andrew Hershey	10	4-0-6	2760	
40=	Aaron Sibley	52	31-0-21	3225	119=	Duncan Spencer	4	2-0-2	3000	210=	Flemming Scott-Christensen	6	1-0-5	2760	
40=	Ray Woloszyn	31	18-1-12	3225	127	Gilles Hakim	5	2-0-3	2995	210=	Graham Smith	37	14-0-23	2760	
42	Christain Koppmeyer	15	8-0-7	3220	128	Brian Hooper	137	48-2-87	2990	213=	Oliver Gray	9	3-0-6	2755	
43=	Ian Percy	12	8-1-3	3215	129=	Eric Baker	2	1-0-1	2985	213=	Jonathan Townsend	4	1-0-3	2755	
43=	Tom Slizewski	5	4-0-1	3215	129=	Matt Blackman	2	1-0-1	2985	215	Peter Neale	3	0-0-3	2750	
45=	Klaus Malmstrom	4	3-1-0	3210	131=	David Farr	4	2-0-2	2980	216	Burnham Fox	23	10-0-13	2740	
45=	Nils-Gunner Nilsson	5	4-0-1	3210	131=	Malcolm Rutledge	3	1-0-2	2980	217=	Rupert Featherby	3	0-0-3	2730	
45=	Yves Tielemans	3	3-0-0	3210	133=	Ian Daglish	120	55-2-63	2975	217=	Nick Quinn	14	5-0-9	2735	
48=	Francois Boudrenghien	3	3-0-0	3205	133=	Sergio Puzziello	5	1-0-4	2975	219=	Neil Brunger	43	15-0-28	2730	
49	Jean Devaux	3	3-0-0	3190	135=	John O'rielly	5	2-1-2	2970	219=	Gareth Evans	4	0-0-4	2730	
50	Armin Deppe	13	7-1-5	3185	135=	Ulric Schwela	41	17-1-23	2970	219=	Simon Taylor	5	1-0-4	2730	
51	Bill Durrant	5	4-0-1	3180	137	Tim Macaire	51	24-0-25	2965	222	Hamish Hughson	4	0-0-4	2725	
52=	Steve Crowley	47	21-1-25	3175	138=	Elliot Cox	2	0-1-1	2960	223=	Steve Cocks	4	0-0-4	2720	
52=	Jonathan Pickles	8	5-0-3	3175	138=	Ben Jones	49	23-0-26	2960	223=	Marc Horton	6	1-0-5	2720	
54=	Grant Pettit	7	4-1-2	3170	138=	Paul Kettlewell	80	37-0-43	2960	225	Ray Jennings	11	3-0-8	2715	
54=	Bruno Tielemans	3	3-0-0	3170	141	Michael Maus	7	3-0-4	2955	226=	Paul Legg	110	44-2-64	2705	
56=	Rodney Callen	6	4-0-2	3160	142=	Stuart Brant	5	3-0-2	2945	226=	Ian Pollard	108	42-1-65	2705	
56=	Mel Falk	9	5-0-4	3160	142=	Shaun Carter	64	28-1-35	2945	228	Justin Key	49	19-1-28	2700	
56=	Stewart Thain	21	11-0-10	3160	142=	Laurent Forest	3	0-0-3	2945	229	Simon Hoare	4	0-0-4	2690	
59	Kris Pugh	10	6-0-4	3155	142=	Alex Ganna	2	0-1-1	2945	230	Jeff Howardson	7	2-0-5	2685	
60	Jeremy Copley	9	6-0-3	3150	142=	David Murry	5	2-1-2	2945	231=	Andy Mcmaster	29	10-0-19	2680	
61=	Simon Croome	49	26-0-23	3145	142=	Pedro Ramis	6	3-0-3	2945	231=	Christain Speis	5	1-0-4	2680	
61=	Nick Edelman	22	14-1-7	3145	148=	Paulo Ferreira	9	4-0-5	2940	233	James Crossfield	15	6-0-9	2670	
63	Malcolm Hatfield	52	23-0-29	3140	148=	Wayne Kelly	11	4-1-6	2940	234	Pedro Barradas	7	1-0-6	2655	
64=	Paul O'donald	72	44-1-27	3135	148=	Bob Nugent	3	2-0-1	2940	235	Nigel Ashcroft	52	19-1-32	2635	
64=	Frenk Van Der Mey	4	3-0-1	3135	148=	Jon Williams	14	6-0-8	2940	236	Adrian Catchpole	11	2-0-9	2625	
64=	Andrew Whinnett	16	9-0-7	3135	152=	Derek Briscoe	1	0-0-1	2935	237	Adrian Maddocks	12	3-0-9	2620	
67	Chris Courtier	13	7-2-4	3130	152=	Martin Bryan	19	8-0-11	2935	238	Arthur Garlick	21	2-5-14	2615	
68	Paul Sanderson	41	21-0-20	3125	152=	Martin Mayers	15	5-0-10	2935	239	Bryan Brinkman	9	1-0-8	2610	
69=	Lee Brimicombe-Wood	12	8-0-4	3120	152=	David Ramsey	22	8-0-14	2935	240	Roger Cook	29	9-2-18	2590	
69=	William Hanson	19	11-0-7	3120	156=	Andrea Marchino	1	0-0-1	2930	241	John Fletcher	6	0-0-6	2585	
69=	Philip Jones	5	3-0-2	3120	156=	Andy Price	3	1-0-2	2930	242	Chris Netherton	30	10-2-18	2560	
69=	Anthony O'boyle	3	2-0-1	3120	158=	Paul Boyle	5	2-0-3	2925	243	Mike Stanbridge	47	13-1-33	2555	
69=	Paul Ryde-Weller	10	5-1-4	3120	158=	Trevor Edwards	96	48-1-47	2925	244	Michael Rhodes	43	10-0-33	2545	
74=	Georges Tournemire	3	2-1-0	3115	158=	John Sharp	8	3-0-5	2925	245	Robert Sheedy	5	0-0-5	2510	
74=	Mark Walley	4	3-0-1	3115	161=	Steve Allen	6	1-1-4	2920	246	Nick Carter	11	2-0-9	2475	
76=	Luis Calcada	43	21-1-21	3110	161=	Tim Collier	17	7-0-10	2920	247	John Kennedy	24	5-0-19	2415	
76=	Luc Schonkerren	5	3-0-2	3110	163=	Iain Ainsworth	1	0-0-1	2915	248=	Chris Ager	26	7-0-19	2400	
78=	Andrew Dando	44	23-2-19	3105	163=	Edo Giaroni	3	1-0-2	2915	248=	Paul Case	120	31-3-86	2400	
78=	Bob Eburne	53	30-0-23	3105	165=	Joe Berridge	3	1-0-2	2910	250	Chris Walton	30	7-0-23	2370	
78=	Simon Morris	11	6-0-5	3105	165=	Brennan Clark	13	4-1-8	2910	251	Jackie Eves	36	10-0-26	2305	
81=	Steve Cook	18	12-0-6	3100	165=	Brian Martuzas	5	2-0-3	2910	252	Nick Ranson	23	3-1-19	2255	
81=	Russ Curry	6	4-0-2	3100	165=	Andy Smith	4	0-0-4	2910	253	Ray Porter	20	1-0-19	2165	
83=	Nigel Brown	26	11-0-15	3095	169=	Mark Caddy	1	0-0-1	2905						
83=	Gerard Burton	14	8-0-6	3095	169=	James Neary	5	2-0-3	2905						
83=	Tom Jackson	10	6-0-4	3095	169=	Phil Ward	5	2-0-3	2905						
83=	Mikael Siemsen	6	3-0-3	3095											



INTENSIVE FIRE 2008

23 – 26 OCTOBER 2008



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2008 sees us well into our second decade and players of all standards are invited to attend.

FORMAT

The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.

For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE

The Kiwi Hotel, centrally located in Bournemouth, offers both excellent gaming facilities and reduced accommodation rates (£38 per night for a single room or £31 for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at www.kiwihotel.co.uk.

For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

COST

Weekend registration for the tournament costs just £15, or just £10 if you register before 1st October. The tournament program listing the weekend's scenarios and events is available from late September to anyone registering in advance.

FURTHER DETAILS / REGISTRATION

Contact Pete Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Telephone (01972) 510 350 (+44 1972 510 350 from outside the UK) or email if@vftt.co.uk.

MINEFIELDS

Michael Davies

Mines are an important defensive weapon. Although designed to kill, or maim personnel and to destroy or immobilise vehicles they also serve to create caution uncertainty and hesitation which serves to slow offensive action. Understanding how to position mines will improve your prospects in any scenario in which they appear.

MINES

The best guide for any facet of the *ASL* system is of course the rule book, section B28 covers about two pages of A4, though not all apply even when mines are present. For example a scenario may feature anti personnel mines but not include any anti tank mines, booby traps or sappers, daisy chains, flail tanks, mine rollers, or Kettenkrads (SdKfz 2). So you can usually skim though some sections of the rules.

That said I'll go through the minefield rules and expand on some important points below. As the defender in any minefield scenario you are obliged to keep some records of field strength and location, prior to start of play. If you don't enjoy detailed record keeping play the attacker or another scenario. The rules list terrain where you can't place mines, as you might expect Water obstacles and Marsh are not suitable terrain, nor are crag, rubble, interior building hexes, bridge, paved road, and runway. Anti tank mines

can be placed on paved roads, runways and bridges, on this more later. Hidden mines are not revealed until a unit enters the hex or searches successfully, non hidden or known fields are revealed as soon as you have line of sight. The strength of a field is revealed after a combat result.

Some seasoned players will use dummy stacks to look for mines. It's a valid tactic and hard to counter if your defences are out of line of sight of your other positions. Keep in view an attacker will need OB concealment counters to generate a dummy stack.

Being buried in the ground or at most sitting on top of a road, runway or bridge minefields do not restrict or hinder line of sight.

Terrain Effect Modifiers (TEM) do not apply to minefield attacks, with the exception of a +1 DRM that applies during Deep Snow when A-P minefields are resolved with half firepower. Ignoring TEM encourages using mines in woods, behind walls, and in areas you can't directly observe, to drive the enemy into open terrain where you can shoot at them with the benefit of FFMO/FFNAM. Mines can be placed in non interior building hexes, an attack units entering the building from outside or exiting the building. Keep in view you can start units inside the building without risk of attack.

Attacks are declared as units try to enter or leave a location. Anti personnel minefields can be 6, 8 or 12 factors

attacking on the corresponding IFT column. As no TEM applies to the attack (except in Deep Snow), there isn't much to choose between the different strengths. All three cause a 1KIA result on a snakes, and a K/result on a 3DR. All other combat results are some order of morale check or no effect. In most circumstances you are better served by several six factor fields instead of a smaller number of eight or twelve factor ones. There are notable exceptions. Stronger fields are more effective against soft skin and armoured vehicles, and very occasionally it makes sense to have the strongest possible field in a single location. You might want to create a strong concentration in a single hex at a critical location or a choke point, perhaps adjacent to a bridge or in a gap between extensive wooded areas, similarly any location the enemy must occupy is a decent place to consider lots of mines. Generally though two six factor fields will do more damage than a single twelve factor one.

Mine attacks ignore concealment for combat resolution, but only strip concealment if they cause a break, casualty reduction or kill results.

Sensibly broken units do not have to rout through a known A-P minefield hex unless they want to.

Anti personnel mines generally contained enough explosive to destroy a rubber tyre, or potentially damage a tank track. Vehicles entering an A-P Minefield or mixed A-P/A-T one are attacked by the A-P field first. Against unarmoured vehicles the Vehicle line of the IFT table is used. Attacks are resolved as units enter, or attempt to leave a hex. Higher strength fields are much more likely to do damage. Any armoured vehicle with an unarmoured side or rear or a 0 hull armour factor is treated as unarmoured. Worth looking at the chapter H notes for all vehicles to check for unarmoured facings or low armour rating before play starts. Occasionally an A-P mine will blow the track off a better protected AFV, a KIA result is needed, and no modifiers apply. Pretty much you need snakes, the number of factors in the hex doesn't make a difference so it's all down to luck. With this in mind you might want to drive a tank through one of your own A-P minefields, it's an option, perhaps useful to attack a broken enemy unit, to surprise an enemy or solve a particular tactical



Soviet infantry place mines while under fire in August 1941.

problem.

Passengers are immune to minefield attack unless their transport is eliminated or immobilised. A burning wreck is instant death, otherwise you are subject to a collateral attack or survival roll, survivors being placed in the minefield.

Mines can be integrated with trench defences. Troops can safely move in trenches without being attacked by mines, you can even combine trenches, wire and mines in some circumstances to create a tactical puzzle for your attacker. This combination can be extremely useful in urban combat to connect buildings, and to restrict enemy vehicular movement.

So far we've talked about hidden mines, and very briefly known anti tank mines on roads, bridges and run ways. In some theatres of war vast known minefields were used, being well marked to reduce unwanted friendly and civilian casualties. North Africa saw extensive deployment of such fields, I've seen pictures of North African German minefields marked with both German and English warnings, though curiously no similar advice in Italian, Arabic or French! *ASL* provides counters to create known fields that are set up onboard, between markers. These fields can be of four types, A-P, A-T, mixed containing both, or Dummy fields (also known as Phoney) containing no mines.

Mostly known fields appear in Western Desert scenarios, but they are also found in third party products such as the *Dien Bien Phu*, and *Onslaught to Orsha* packs. Known minefields are dangerous, some reconnaissance is needed to determine the strength of the field, (OK, Dummy fields aren't that bad, but they do look like the real thing until searched, entered or you deduce they are phoney).

The first anti-tank mines were developed by the Germans in the closing stages of the First World War. Some were little more than artillery shells buried and fused. Between the wars much more sophisticated weapons were developed. In general A-T mines contain much more explosives and require a greater weight to trigger detonation than A-P mines.

In *ASL* A-T mines are either given at the start of a scenario or you may be allowed to exchange 3 A-P Factors for one A-T mine factor. A-T mines are effective against all vehicles, and wagons, but not much use against motorcycles, Cavalry or Infantry.

A-T mines are placed in fields of one to five factors strength. The attacker rolls a single die whenever an enemy unit enters or leaves a mined hex, and must roll less than or equal to the strength of the field. In *Deep Snow* the strength of a field is reduced by one factor, and a +1 DRM applies to any detonation.

Deciding how many factors to put into a field is a tough judgement call for A-T minefields. If in doubt use a lot of one factor fields close together, and only use more mines in one hex when the location is a choke point like a road or bridge, or close to an important objective. As always ignore my advice if you have a definite idea of your own!

Once a mine attack is triggered, it is resolved on the 36+ IFT table, for an AFV a KIA results in elimination, with immobilisation for any other result. A DRM modifier applies for heavily armoured tanks. The attack represents the detonation of a large amount of explosives sufficient to blow a track off any tank in WW2. Unarmoured vehicles, and those AFV with a hull AF of 0, are automatically eliminated, with a burning wreck from a

final DR of six or less.

You can place A-T mines on paved roads, bridges or runways, or on unbroken ice. The fields are not hidden, and can be cleared by enemy infantry fairly easily, so it is important to cover the hex with some fire support.

Another defensive option is the "Daisy Chain", a number of mines linked by chains or bars, and dragged across a road as a barrier to vehicles or to ambush them. Daisy chain can be up to five factors of mines, but are eliminated as soon as an attack is triggered. In practice all mines would be detonated simultaneously. Portage costs are one PP per factor. Has to be accepted daisy chains are a one shot weapon, against this is the tremendous advantage of being able to move the mines where they are most likely to be needed, and not having a permanent field that might obstruct your own armours movement. Assess how many tanks the enemy has before you use the option, and keep in view using a daisy chain can be tremendous fun.

CLEARANCE and COUNTER MEASURES

Once you have discovered a mine field your options are to go round it, go through or attempt to clear it. The clearance rules are set out in *ASLRB* B24.74, basically a Task Check is required to clear a trail break across the mine field, with three such Trail Breaks needed to clear the field completely. This is dangerous work, particularly under fire. In most circumstances just a single trail break will be enough to allow other troops through.

As soon as a fully tracked AFV



An American T1E3 'Aunt Jemima' mine-roller prepares to clean a stretch of road near Beggendorf in December 1944.

moves into a mined hex it creates a partial Trail Break as long as it isn't using VBM. Other units can walk or drive along the track marks without being subject to mine attack, at extra movement costs and with greater vulnerability to incoming fire. This is a good way to get through anti personnel fields, at worst you'll lose a track or some very light armour. The tactic works well for defences not covered by enemy fire.

Off board artillery fire and aircraft bombs will eliminate mines with a KIA result, and reduce the strength of a field on a K result. These are useful tactics against large concentrations of mines, especially if the area targeted also contains enemy troops, wire, or other fortifications.

Another measure to use against mines is the flail tank. This is a modified tank equipped with weighted chains to detonate mines. B28.7 covers their use. Both British and American tanks were fitted with them. The Russians and Americans developed mine roller tanks which are similar in effect, using massive metal rollers to "safely" detonate mines. If you are lucky enough to get one of these specialised vehicles read chapter H notes and B28.7. Russian mine roller tank counters and rules are in the *Onslaught to Orsha* pack produced by Heat of Battle. The pack is full of challenging scenarios featuring lots of mines and fortifications, plus Stuka and Stormovik counters, as well as some tournament scenarios. The pack includes a superb river crossing with lend lease amphibious jeeps ('OB12 Bridgehead on the Berezina'); the jeep counters are included in the pack.

Some other vehicles are useful against mines. The Churchill ARVE can use a flying dustbin against minefields, the German Kettenkrad SdKfz 2 is immune to anti tank attacks and anti personnel mines attack as area fire. Useful if you have one.

Perhaps worth mentioning carriers are fully tracked, although vulnerable to mines they will create Trail Breaks, and have plenty of movement points to drive through hexes looking for trouble.

Squads designated as sappers gain a +2 DRM for clearance attempts, makes sense to employ them for the job. Keep in view Leadership and heroic modifiers apply to clearance attempts, and inexperienced infantry are more likely to be harmed in the attempt.

DEFENDING WITH MINES

If playing a scenario with mines you need to be familiar with the game rules, and spend some time looking at the game boards you are playing on. Look

THE TRENCHES



for obvious choke points that the enemy are likely to move through. For example a bridge, gaps between woods or buildings, dirt roads, or a covered approach the enemy may plan to use. Plan your defence around these locations. On the turn they are discovered mines are a surprise weapon. Sometimes this is enough, if you are intending to inflict minor casualties or a delay on the enemy. In more determined defensive situations you'll need to cover the mines with other weapons. Immobilised tanks are more vulnerable to anti tank weapons, whilst infantry will dread machine guns. Bore sighting helps! Mines used in conjunction with wire work well. Mines work well with trenches, as you can set up or move through safely.

Ideally you'll cover minefields with fire. A sniper counter on or near a minefield can be effective, and serves as a memory aide if you need it.

Mixed fields can be both anti personnel and anti tank mines in the same hex, or adjacent hexes with a single type in each hex. Both set ups can be effective.

Spend some time planning your set up. Keep in view the number of mines you have will be limited. Also accept luck will play a part as it does in many aspects of the game system. Bad dice will protect the enemy's troops, good dice will give you an easier victory. Generally though you will be aiming to slow down and demoralise the enemy force. You will want either a slow deliberate approach from your opponent that minimises casualties and runs out of time, or the other extreme of a hasty series of charges that reveal all your mines and remove plenty of enemy units.

Regardless of skill level you should benefit from careful planning before play starts.

ATTACKING AGAINST MINES

Although mines do inflict casualties their main use is to slow or discourage

movement.

Against known fields, you need to plan and execute a breaching operation with whatever assets you have. This might mean OBA, Sappers, specialised AFVs or just hordes or eager Infantry. Casualties are to be expected and sufficient forces allocated to each attack to ensure enough force remains to achieve the objective. Don't attack on a broad front, and don't attack on a single point unless you absolutely have to.

More often you'll have to find mines by moving onto them. For AP mines tanks or half squads are preferable to stacks of Infantry or loaded soft skin transport. For AT mines, use your more expendable armour, or empty transports.

Once found mines can be cleared, avoided or charged through depending on the time available to complete the scenario.

Keep records of the mine factors discovered. Make intelligent guesses about the likely location of enemy mine fields based the map board, enemy movement and any experience of play against your opponent you may already have.

If you can move aggressively without excessive casualties expect to win. Mines work by slowing movement to a crawl.

CONCLUSION

Mines are an interesting part of the *ASL* system. Generally the defender in a scenario featuring mines will need to carefully plan set up, anticipating the attackers likely movement and actions once mines are discovered. The attacker will usually benefit from a larger or stronger attacking force, but needs to be careful how he exploits it.

The *Onslaught to Orsha* and *Dien Bien Phu* packs feature scenarios with extensive minefields, there are plenty of others in the *ASL* system. One of the quickest to play is 'J78 Fast Heinz' from *ASL Journal Issue 5*, complete with analysis by Jim Stahler. It is an old scenario, very suitable for boot camp, plays very well and is good fun. The new *Valor of the Guards* pack has some substantial scenarios including mines, plus plenty of other troops and fortifications. *Cactus Patch* is also worth a look, I'd heartily recommend it even after losing as the defender!

Ω



INFILTRATION IN PLAIN ENGLISH

J R Van Mechelen

(The following situation cropped up in a game I played at DOUBLE 1 back in June, and led to a brief check of the rulebook as neither of us were quite sure how to resolve it. So here is a reprint of a summary printed way back in the mists of time, in VFTT10 (from November 96 to be exact!), along with a couple of examples I have added – Pete)

The Krauts are having a noisy drinks party at the single story house down the road from a British squad trying to get some sleep next door. After a few polite requests to turn down the music, the Brits are sick of it and so wade in for some close combat. Neither side gains Ambush, so normal (simultaneous) CC ensues. Being pretty pissed off, the good old Brits eliminate the German squad (ATTACKER resolves his attacks first - A11.12) - but then disaster! The Krauts roll a double one to KIA the Brits. Careful reading of rule A11.22 (Infiltration) then begins, followed by a healthy fistfight as to what happens next. The rule states “The simultaneous nature of CC is momentarily suspended following an Original DR of 2/12. Provided it has not already been eliminated/captured/pinned, any Infantry/ Cavalry unit which rolls an Original 2 CC DR may withdraw from CC/Melee immediately thereafter in the same CCPh without being attacked, even if it did not eliminate the defenders.” Question: Are both squads eliminated, or do the Germans survive with the option to withdraw?

The above is a common question about the nature of CC and Infiltration. The key to understanding Infiltration is to understand the CC procedure. Although CC attacks are termed “simultaneous”, the procedure for conducting them is not, and it is the conduct of the **procedure** that determines how Infiltration is resolved. The following are the steps and their order for “simultaneous” CC [A11.12]:

1) ATTACKER designates his attacks, which implies that at this point DEFENDER has to say how his SMC will stack.

2) DEFENDER designates his attacks. The ATTACKER’s stacking of SMC will be mostly implicit in his designation of CC attacks. The ATTACKER’s SMC that aren’t attacking must now designate how they will stack, implicitly.

3) ATTACKER now rolls all his designated attacks, in any order. If he rolls a 2, units participating in that attack may immediately (before any other DRs are made) take advantage of Infiltration (as well as probably eliminating the unit they attacked - Pete). Because the ATTACKER always rolls before the DEFENDER, none of the attacking units could have been eliminated, so they always can use Infiltration if they desire. (If you are wondering why the ATTACKER would want to withdraw, he might be able to enter a Location that cuts a rout path or moves hi m closer to a victory Location – Pete)

If the ATTACKER rolls a 12 on an attack (AND that DR does not eliminate it – Pete), the DEFENDER’s units may immediately take advantage of Infiltration. Because a unit can only be attacked once, all of the DEFENDER’s units can use Infiltration when the ATTACKER rolls a 12.

4) DEFENDER now rolls all his designated attacks, in any order, unless the units designated to attack withdrew because of a DR of 12 in step 3 or the units designated to be attacked withdrew due to a DR of 2 in step 3. If the DEFENDER rolls a 2, he may Infiltrate the attacking units (as well as probably eliminating the unit they attacked - Pete) unless those units were eliminated in step 3. If the DEFENDER rolls a 12 (AND that DR does not eliminate it – Pete), the ATTACKER may Infiltrate his units.

The only time this changes is if a leader is created (A18.12). In this case, re-calculate the odds, and if this changes the enemy’s attack and DR to something less severe, the survivors may withdraw. Otherwise, they and the newly-created leader (an important consideration if the scenario VC include CVP criteria!) will still die pyrrhically. And you can’t refuse the leader creation either (A18.2).

It is very important to resolve “Simultaneous” CC in order so that Infiltration will be handled correctly.

To apply this to the above situation, the ATTACKER eliminated the DEFENDER, then the DEFENDER rolled a 2. Since the DEFENDER had already been eliminated (because while the CC is

simultaneous, the procedure is not), the DEFENDER can’t withdraw or escape elimination.



Example 1 – A German 4-6-7 squad advances into CC against a British 4-5-8 squad and promptly rolls a 12, so the British player decides to withdraw, forfeiting his own attack as a result.

Example 2 – Three German 8-3-8 squads advances into CC against a British 2-4-8 half-squad and promptly rolls a 12. This is enough to eliminate the HS (just!), so the British player may not withdraw. He still gets to make his designated attack back.

Example 3 – A German 4-6-7 squad advances into CC with a British 4-5-7 squad and rolls a 4, eliminating it. However the British player rolls a 2 for his attack, and generates a 7-0 leader as a result of Leader Creation. This means that the initial German attack was now at 1:2, and a 4 is only enough to Casualty Reduce one of the British units, with Random Selection resulting in the HS being eliminated. The British attack eliminates the German squad and the surviving leader can either stay in the Location or withdraw.

Ω

INFILTRATION SUMMARY

ATTACKER Designates attacks

DEFENDER Designates attacks

ATTACKER rolls attacks

DR = 2	ATTACKER can Infiltrate
DR = 3-11	No Infiltration
DR = 12	DEFENDER can Infiltrate unless DR eliminates it

DEFENDER rolls attacks

(not made if one side has already Infiltrated)

DR = 2	DEFENDER can Infiltrate unless ATTACKER’s DR eliminated it
DR = 3-11	No Infiltration
DR = 12	ATTACKER can Infiltrate unless DR eliminates it



ZERO HEX PHYSICS

Craig Benn

Astrophysicists lie. They lie right to your face. Sure quantum mechanics and special relativity are okay for normal things like calculating velocities for lunar orbit, or defensive first firing at a squad in normal range. But what happens when you enter a singularity, or drive a vehicle into a hex containing enemy units... Powww. The normal laws of physics and *ASL* break down... and strange things happen. Infantry are simple and uncomplicated, like the best type of woman... fire in the Prep or Advancing Fire Phase, move in the Movement Phase, advance in the Advance Phase... but vehicles are the Devil's own type of exotic matter. Not only do they warp the fabric of the play sequence, by firing in the Movement Phase or entering enemy hexes but not - shock horror - in the Advance Phase, they corrupt the soldier boys they are carrying, giving them special abilities too. The normal rules that you know and love can't cope with this level of weirdness, and we need a new grand unified theory of quantum gravity. That cat in the box is depending on us, man.

The *ASL* rulebook is probably harder to read than 'A Brief History of Time'... certainly harder than my junior pop-up version, and the sections covering same hex weirdness are scattered about chapters A-D... but this is shit you need to know so pay attention...

Beyond the Event HorizonFairly Strange

Normal Physics states unequivocally in **A4.14** "Infantry may not move into the same hex as an unconcealed enemy unit during the MPh. (EXC: Berserk, human wave, disrupted, unarmed, Infantry Overrun)." This is like your basic action and reaction law man.

We can skate over prisoners, and those disrupted conscripts who are about to become prisoners. But berserk troops, human waves (and their equivalents like *banzai*) are the first dudes to mess with our heads. They generally have 8MF in the Movement Phase and nothing in the Advance Phase. When they move into an enemy occupied Location, the defender *must* fire (**A8.312**), which will usually be Triple Point Blank Fire (**A7.211**), halved

for Final or Final Protective Fire normally –and if the defender has already Final Fired, they *must* Final Protective Fire. The berserker/human waver can fire in the Advancing Fire Phase, but the ripples in the space/time continuum haven't quite subsided by the time you get to the Close Combat Phase. No Ambushes (**A11.4**) – ambushes only occur when you *advance* into a close combat. Your berserkers may be lax, but it won't make a difference, unless you advance someone else in during that turn.

Okay- Infantry Overrun – yes infantry can overrun, but like sex with a doll, it's a pale shadow of the real thing... your boys can only overrun a SMC, and have to take a Task Check to enter the hex (**A4.15**) with the TEM added to the dice roll. If you fail, the downside is you can't move or take any other action in the Movement Phase- if you succeed the downside is the hex costs double to enter, and the SMC has the option to run away automatically to an adjacent hex (which you pick – but you can't pick open ground, artillery, mines or wire if there are more sensible alternatives). Hmmm that's two downsides – well Infantry Overruns seem a pretty crap tactic. It only seems worthwhile if your sleazy opponent is using a SMC to block you from going somewhere you really need to go, like a victory building or exit area, in which case it's better than just losing. Bear in mind that if the SMC has cojones and doesn't run, it can fire as you enter the hex, as TPBF if able. Overrun a hero in open ground and you might take a 2FP-3 attack, and then you fight a close combat. This might be embarrassing if you moved in a 2 FP half-squad and get it killed by a leader who normally can't fire at you... but if you do kill the SMC you can move on. And if you don't kill them first time, you get to try again in the normal Close Combat Phase (**A4.152**). Note you are held in Melee after the close combat in the Movement Phase, so can't advance out until you kill the pesky little bugger.

When should you Infantry Overrun? – if you have high FP squads, if you need to, if you have a high morale leader to take the Task Check for you (note if he fails, all the MMC who he was taking it for lose their MPh), against a SMC in the open

who can't fire back. When not to do it – when you don't need to, against high TEM hexes, when you have low FP or morale.

Okay that's fairly strange – what's next?

Dark Matter

Is defined as *matter that emits little or no detectable radiation of its own, postulated to account for gravitational forces observed on astronomical objects and to be part of the missing mass.*

Basically the galaxy is spinning round at twice its proper speed because of concealed 4-6-7's and HIP Japanese half squads. But they just won't listen to me...

Move into a hex with a concealment counter on top... if it's a dummy - then smiles all round, if its not how bad can it be? *Muy bad* – you violated the laws of physics so now you have to pay the price as stated in A12.51...

The defender must immediately reveal one unit, and then the boys who were trying to move in, get bumped back into the hex they came from... eating any residual, artillery or other badness. The defender loses concealment from one unit (using Random Selection), and can fire at the interlopers in the hex they move back into. Did they move from a building to a building? Mendicants probably think they can rely on that +3 TEM, but if the hexside crossed is open ground, the defender can Snapshot at them for fire as God intended (IE no modifiers - halved for Snapshot and doubled for point blank, 0 TEM, but no minuses for FFMO or FFNAM).

If you bump into a concealed unit while routing it's basically surrender or death. The routers ignore concealed units when determining where they rout, (A10.553) and when they enter the concealed units hex, get bumped back, then *stop* their routing, so will end the Rout Phase adjacent to a Known Enemy Unit.

If a vehicle enters a hex containing a concealed unit (other than a woods road or bypass), all defending units take a combined PAATC. This uses the lowest morale dudes in the hex (but with best leader bonus as normal). If the check fails, everyone is pinned and revealed, if not

everyone can stay concealed. (or shoot including Reaction Fire). Units exempt from PAATC don't have to take them, but if any units have to take a ITC this also applies.

Does Dark Matter Stay Dark In Bypass?... Sometimes...

If a concealed/HIP unit is in a hex that is bypassed by infantry, it does not lose concealment automatically (A12.151). If the infantry stops in bypass for any reason, such as being pinned from defensive fire, or it tries to enter another location and can't, all concealment is lost and the defender can use Triple Point Blank Fire, usually with the -2 FFMO and FFNAM modifiers (not if the defender is pinned or the bypass hexside isn't open ground).

If a vehicle enters a concealed unit's hex in bypass, nothing much happens - the defender doesn't lose concealed status unless he wants to, and HIP units are not revealed. If the vehicle ends the Movement Phase in bypass then reality catches up and concealment/HIP is lost (A12.42).

HIP units are treated the same as concealed units except where otherwise specified (A12.3). In PTO, a HIP unit that is also stealthy, in Kunai, Jungle or bamboo does not have to be revealed if an attacker moves into the same hex in the Movement Phase. It does have the option of firing one or more units as TPBF in the

same hex (G.4).

VBM Sleaze

God may be on the side of the big battalions, but the devil rewards careful use of VBM sleaze, as you've probably found out. If someone is in your hex or bypassing it, you can't fire out. Well...not exactly. The rule in question is A7.212 "A unit does not have the freedom to attack units in other Locations while its own Location is occupied by a known enemy unit (even if Disrupted) unless the only known enemy unit in its location is an unarmed/unarmored vehicle. Whenever a unit is eligible for TPBF vs Known Enemy Units, it can attack only those units."

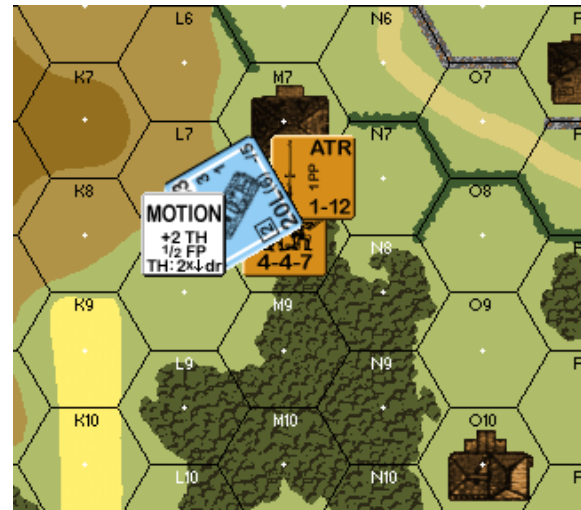
Note the use of the word Location instead of hex - if you are in the upper level of a building, then you are *not* in the same Location. And if you can't TPBF at the vehicle, if for example it is a buttoned up, closed top AFV, then you *can* fire at other targets outside the hex. Sadly you can TPBF halftracks and open topped vehicles even if they are buttoned up (A7.211 they get the +2CE DRM). Also sadly, as the halftrack and its passengers will be at ground level, an attack against the upper building level won't be entitled to TPBF, so they *can* fire at other targets outside the hex.

Zombies

Going into the same hex as the

enemy can give your vehicle superpowers to fight on after death. No, really. I'm talking about overruns here. D7.11 "...The OVR FP is halved if vehicle becomes immobile or destroyed before overrun resolved..." As long as you declare the overrun before you move into the hex, you can then cackle out "from hells heart I stab at thee..." to your hearts content. Overruns have been described in detail in other issues of VFTT, so I'm not going to go into the mechanics *too* much. But if the question you are asking yourself is: Should I overrun? The answer is probably yes...

Consider: A stationary buttoned up PzIV is 3 hexes from a British squad in an open ground hex with a wreck. If



IN MOTION	GERMAN PLAYER TURN	RUSSIAN PLAYER TURN
Rally	No melee so normal activities allowed- Russian 4-4-7 can attempt to fix its ATR.	Normal activities allowed
Prep	NA - Vehicles in Motion can't Prep.	Prep allowed but only against the PSW232 in the same hex.
Movement	The PSW232 expends a Stop MP, and takes a Bounding First Fire shot, changing its TCA 90 degrees clockwise. It also opts to use its 20mm main armament as IFE. The attack is resolved on the IFT as a 16+1 attack (6 IFE + 5 CMG = 11 x 3(TPBF) = 33 x 0.5 bounding first fire = 16.5 rounded down to 16). TEM is +1, and case A doesn't apply. Alternatively it can forego the attack and drive into the hex ahead.	As there is no Melee, the Russian infantry may freely leave the hex and move elsewhere.
Def. First / Final Fire	If the ATR was fixed in the Rally Phase the 4-4-7 can shoot at the PSW232. Even though the PSW is now Stopped, the 4-4-7 is only held in Melee at the conclusion of the Close Combat Phase. Base chance to hit is 8 (10 - 2 case J for Motion). The PSW232 then expends a Start MP. The 4-4-7 attempts a PAATC for Reaction Fire, passes and attacks with a base 3 chance (5 Close Combat Value of a squad, but +2 for Motion).	The PSW232 can fire, but any attack on the IFT will be halved for Motion fire, or subject to Bounding Fire penalties. Case A may also apply.
Adv. fire	The PSW232 can fire now if it hasn't already taken a Bounding Fire shot.	The 4-4-7 may advance fire normally after it's moved out.
Rout	As there is no Melee, if the 4-4-7 was Broken by the PSW232's Bounding Fire shot, it can now rout away.	As German Player Turn.
CC	Neither side is marked with a Melee counter at end of phase.	As German Player Turn.

it prep fires, it will get a 8FP +1 from its machineguns. Using the rule of thumb that +1/-1 is a column shift either way, we'll call that 6 flat. And barring other modifiers the main gun will hit on a 6 or less (5 in 12 chance). The 75mm will cause a 12FP attack if it hits so we'll average that out as a 5FP attack. Total 11 Death points.

The overrun will attack at 16 FP-1 (4 base + (8 x 1.5 machine guns =12)). There's a -1 DRM because wrecks don't provide +1TEM to fire in the same location (D9.3) and if you overrun in open ground, you are entitled to a -1 DRM cumulative with entrenchment, emplacement, shellhole, vehicle/wreck/bridge/wall/hedge TEM (D7.15). Using the

same rule of thumb as before the 16-1 will become a 20 flat.

So, 20 Deathpoints vs 11. Hmmm, you don't have to be Stephen Hawkins or Dr Doom to work out which is more efficient. Of course this doesn't take into account the possibility of extra ROF shots, or intensive fire, but on the other hand if the defenders are lined up nicely you might get multiple overruns. *And* if you wanted to carry on moving somewhere after the overrun, you can – so you get to fire and move, which violates the law of conservation of energy and mass at least – As well as violating the law that halves you for motion fire (last sentence of D7.11).

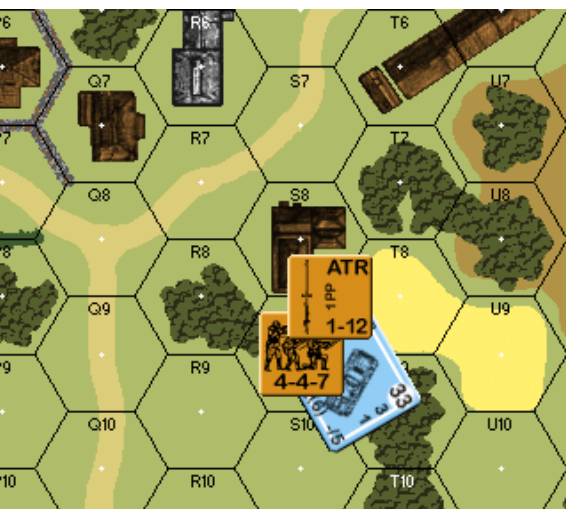
Of course it may not be a good idea because you might get nailed from defensive fires, but hey – zombie powers!... (at least if you do make it into the target hex), *And* you get to attack the guys you are overrunning before *they* get to fire back (D7.2). *And* they have to take a PAATC before doing anything.

universe, we want particles to stay locked together...either with the strong nuclear force or melee counters.

So is it a melee or not...well infantry will be held in melee by enemy infantry, cyclists, cavalry, and *stopped* vehicles (A11.15) Vehicles are never held in Melee, and if mobile may move out of a CC location during their Movement Phase (A11.71). Riders and Passengers are *not* Infantry (**index**) – but are only held in Melee when their vehicle is Immobile. If it is Mobile they may dismount to remain in Melee or move out of the Location with their vehicle.

To sign off...*Don't* be Heisenbergally uncertain about the rules for same hex weirdness, but as Niels Bohrs said "If you don't find the *ASLRB* deeply disturbing, then you haven't understood it..."

Ω



Dark Energy

Is a mysterious energy or force that is causing the universe to expand at an ever increasing rate. Sort of like gravity's evil older brother. We don't want the ultimate heat death of the

STOPPED	GERMAN PLAYER TURN	RUSSIAN PLAYER TURN
Rally	The PSW232 may attempt to fix any malfunctioned Guns. The 4-4-7 will be unable to take any action as it will be held in Melee from a previous turn's Close Combat Phase.	As German Player Turn.
Prep	The PSW232 can Prep at 30 FP+4, if using its 20mm as IFE. 6 IFE + 5CMG = 11x 3 (TPBF) =33 rounded down to 30. Case A = +3 (+2 for ST changing one arc, and +1 for D2.321 changing arc in bypass) and +4 TEM.	No Prep allowed as the 4-4-7 is held in Melee.
Movement	The PSW 232 may move freely provided it has not Prep Fired, and may take Bounding Fire shots if desired. If it does move the Melee counter is removed.	No movement is allowed as the 4-4-7 is held in Melee.
Def. First / Final Fire	Any MP expenditure is subject to Reaction Fire from the 4-4-7, and the +2 for Motion will not apply on the start MP. Reaction Fire must be conducted during the Movement Phase. CC Reaction Fire requires a PAATC.	The PSW232 can Defensive Fire at 30 FP+4, if using its 20mm as IFE. 6 IFE + 5CMG = 11x 3 (TPBF) =33 rounded down to 30. Case A = +3 (+2 for ST changing one arc, and +1 for D2.321 changing arc in bypass) and +1 TEM = +4.
Adv. Fire	The PSW232 can fire now if it hasn't already taken a prep or bounding fire shot.	No Advancing Fire is allowed as the 4-4-7 is held in Melee.
Rout	If the Russian 4-4-7 is broken it cannot rout now, but must attempt to Withdraw from Melee.	As German Player Turn.
CC	If the Russian 4-4-7 is Broken and attempts to Withdraw from Melee, the PSW 232 can attack at 1:1 odds -4 (-2 broken, -2 withdrawing). If unbroken the 4-4-7 will attack first requiring a 5 to affect the PSW232 If the PSW232 moved into the hex this turn, or started and stopped in this hex, a Melee counter is placed at the end of the phase.	As German Player Turn. A Melee counter will already have been placed.

SCENARIO DESIGNER'S HANDBOOK

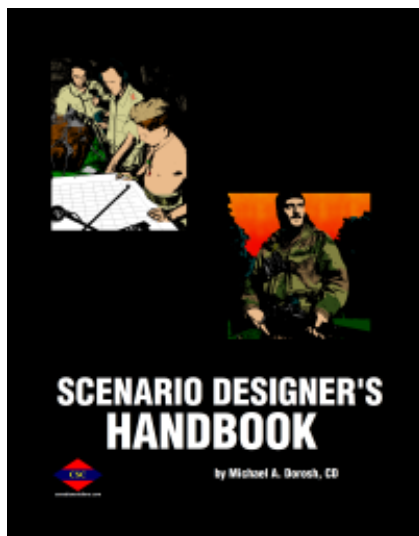
Ian Darglish

My principal problem with this book is its misleading title. First, there is no mention of its subject, which is *Advanced Squad Leader*. (Except in the small print on the back cover.) Second, though it purports to be a handbook for scenario designers, in actual fact it is much, much more. Perhaps the author was afraid of promising too much. Personally, I should instead describe this book as a 'handbook for all *ASL* players'.

Going further, I recommend to anyone already possessing much or all of the *ASL* stuff available and wondering what next to invest in: look no further. Though the same advice could be offered to anyone new to *ASL*. Indeed, a goodly number of non-*ASL* wargamers picking this book up may be drawn in to sampling our hobby.

What do you get? A lot of history of the game itself: from its predecessors to its development. This reviewer has been playing throughout the three decades since *Squad Leader* came on the scene, yet I learned some interesting things from this book about the game itself. Plus there is a lot about sources (of which more later); about force composition: TOEs of all the nationalities, etc.; and of course, analysis of every aspect of the scenario card.

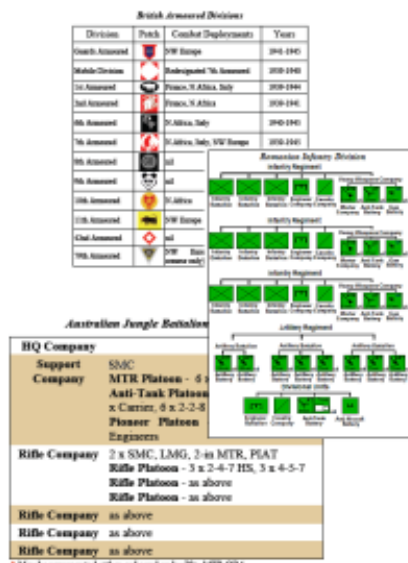
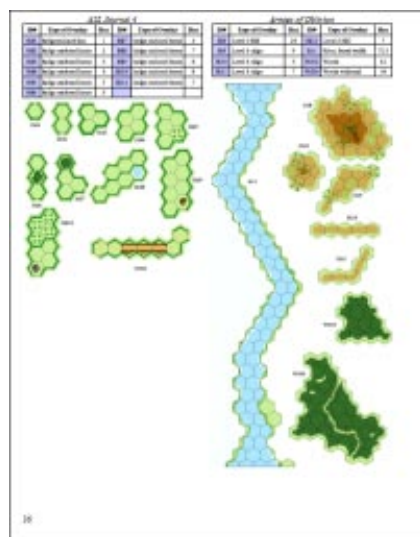
The book offers all sorts of valuable material, including such gems as formation badges and badges of rank, a full depiction of every available *ASL* board (right up to 'my own' boards 54 and 55 from *AP4!*) and every overlay, and even moon phases from 1939 to 1945. Yes, all this can be found on the Internet, but it is good to have



a single, hard-copy reference bringing all these things together.

SCENARIO DESIGN & STYLE

Having delivered judgement on the book, your reviewer will now consider a few details, along with personal views. Much as I respect the extensive work by Steven Swann and others in converting real-world Tables of Organization and Equipment (work fully acknowledged by Dorosh), I have always felt these a little too prescriptive. Likewise the tables of SW, ELR, SAN, and SMC allocation in to be found in *ASL* Chapter H. These are useful guidelines, but guidelines only. Not



tablets of stone. 'Design for effect' beats 'design to a formula'. If good-quality infantry are surprised during a chow break, perhaps depicting them as 2nd Line might be appropriate – possibly with a high ELR if some of them are to recover their equanimity.

Dorosh agrees with this reviewer that scenario design is not an exact science but rather an art form. He cites the *ASL* and *DASL* scenarios which offer different perspectives of the same action at Singling. I would point out two very different *ASL* interpretations of the same event: Evan Sherry's 'SP90 Skirting The Mace', and my own 'AP40 The Head Of The Mace'. Same date, same place, scenarios developed at very much the same time, but resulting in two very different though (I hope!) equally valid *ASL* treatments.

And of course, there is the contrast between the full depiction of the *Red Barricades* factory on two large *HASL* mapsheets, and the attempt to simulate the Tractor Works (*ASL* scenario B) on a mere half-board. Dorosh rightly calls the latter 'scaling down'; another popular example would be that all-time favourite *ASL* 'E Hill 621' (although this might fall into Dorosh's category of 'cropped' scenarios – small, though arguably representative of actual segments of a much larger battle).

SOURCES

Dorosh lists the 'official' histories available for most of the nationalities depicted in *ASL*. These can sometimes be useful starting points for research. Though, truth be told, I find the US Army 'Green





Books' frequently contain significant shortcomings at the tactical, *ASL* level. And the British history of the NW Europe campaign (Ellis' 'Victory in the West') was notoriously denied access to some important sources.

Dorosh cautions against the subjectivity of many small-unit histories. Certainly, many authors were not entirely honest, especially where criticism of leadership (whether still living or perhaps KIA) would have been unacceptable to a readership mainly composed of a unit's survivors. However, it should be added that 'reading between the lines' is often possible; and many of these written in the aftermath of the war are more reliable than old soldiers' memories long after the event. (One English professor of history recently looked forward to gaining new insights from interviewing a panel of veterans, only to be dismayed at the outset when told that they 'had all been reading-up on the Normandy campaign in preparation for the interview'!)

SCENARIO DESIGN

For all this review's opening remarks, Dorosh does of course have many, many pages of practical suggestions for would-be scenario designers. Including cautions against that most common mistake of rookie designers: believing that more tanks on more boards necessarily means more fun. (Shaun Carter may pull that off, but then he has had many years of practice.)

Again, we should think in terms of guidelines rather than rigid rules. For example: Dorosh usefully cautions that if one player spends a turn or two moving on board before there is any opportunity for Defensive Fire, then maybe the designer might consider trimming a turn or more of inaction out of the scenario. And maybe a SSR that playtesters repeatedly forget (or decline!) to implement should be quietly dropped. After all, it is a good rule-of-thumb that better scenarios tend to have fewer rather than more SSRs. Especially those that transform terrain: manageable with VASL but most annoying on 'actual' boards.

THE TRENCHES



LASTLY

Dorosh rightly praises the aspects of scenario design that make the *ASL* uniquely varied and enjoyable. By contrast, a well known *ASL* player recently reported on a miniatures armour wargame he had watched. The players lined up their model tanks and terrain, rolled a lot of dice, and with minimal manoeuvre placed cotton wool smoke on wrecks until a win was declared, but with little apparent jollity or fun being had on either side. Hardly *ASL*...

And a small point perhaps, but as a final word on Dorosh's book: it is pleasing to read a work on *ASL* revealing such a high standard of English grammar – worthy of the *ASLRB* itself which, for all its idiosyncrasies and notoriously abundant abbreviations, remains one of the best-written sets of wargame rules ever.

PURCHASING INFO

Author: Michael A. Dorosh

Publisher: canadiansoldiers.com

Publisher's website: www.canadiansoldiers.com

ISBN 978-0-9782646-8-0

softback, 208 pages, 11 x 8½ inches, 208 colour pages

Orders: <http://www.lulu.com/content/1170795>

Price: \$49.99 USD + shipping, ships from

either USA or Europe



canadiansoldiers.com

OPERATIONS SPECIAL SUMMER EDITION

Derek Cox

As some of you may be aware, MMP have just published the latest edition of their *Operations* magazine. This is an in-house collaboration with The Gamers and covers most MMP / Gamers products.

The big draw with this issue, labelled a Special Summer Edition, is an *ASL* mini campaign based around Singling in December 1944.

For your dosh, which works out at about £30 with current exchange rates and postage, you get a Historical map of the area, 4 pages of special rules, 2 scenarios (SG1 and SG2), and a 3 game mini campaign game. I think the big draw is the mini campaign game as it is an excellent intro to the world of *ASL* campaigning. The first game needs very little thought, unit selection wise, as it is simply playing SG1. Once this scenario finishes, the programmed instruction takes you through the "clean up phase", next select / roll your reinforcements and then launch into the next scenario.

I reckon the campaign game can be played over one very long day (start at 8am, finish at midnight).

There is also a conversion of the scenario Fire On The Volga to use the *VolG* map, two Starter Kit scenarios (Ripples On The Pond, and Going To New York), and a couple of *ASL* related articles.



So is it worth £30? If you're purely looking at *ASL* only, not an *ASL* completist and *ASL* funds are limited, probably not. It's a lot of cash to spend on 5 scenarios, a historical map and one mini campaign game. However, with the magazine, you also get another very interesting game based around Iwo Jima as well as several other gaming articles, so if you're gaming interests look beyond *ASL*, then it's more likely to gravitate towards the must buy list!

"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

Name, Address, Address2, City, County, Country, PostCode, DateCon
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., England, B11 3PG ()
Billy Carslaw, 16 Kings Court, 25 Cox Street, Birmingham, England, B24 9BZ (19/03/2005)
Stuart Brant, 16 Kings Court, 25 Cox Street, Birmingham, England, B3 1RD (25/10/2007)
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., England, B44 0UU (18/11/1998)
Garry Cramp, 25 Ferndale Road, Hall Green, Birmingham, W. Mids, England, B92 8HP (31/10/1996)
Gary Lock, 7 Dover Place, Bath, England, BA1 6DX (25/03/2004)
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., England, BB4 4LF ()
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., England, BD13 1PS (28/02/1997)
Phil Ward, 7 Burnsall Mews, Silsden, Keighley, W. Yorks., England, BD20 9NY (06/03/2000)
Mat Haas, 8A Farcroft Road, Poole, Dorset, England, BH12 3BQ (03/09/2008)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, England, BH22 8TY (03/09/2008)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., England, BL0 0QP (08/03/2002)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, England, BL2 6PL (06/03/2008)
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., England, BL8 1EG (09/03/2006)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, England, BN1 6WG ()
Graham Smith, 56 Durham Road, Bromley, Kent, England, BR2 0SW (01/08/2008)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, England, BR2 7QQ (11/11/1999)
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, England, BR3 1QG (19/06/2001)
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, England, BS14 9DN ()
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, England, BS36 1NR (26/10/2006)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, England, BS7 8HF (29/10/1997)
Gauts Strokkenes, Girton College, Cambridge, England, CB3 0JG (23/10/1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., England, CB3 9LW (07/08/2002)
Martin Barker, Tradewinds, Wrating Rd, Haverhill, Suffolk, England, CB9 0DA (06/03/2008)
Ken Watson, 18 Arrendene Road, Haverhill, Suffolk, England, CB9 9JQ (03/10/2007)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, England, CH61 5UF (08/07/2005)
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, England, CH66 1JA ()
Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, England, CM1 2RD (02/09/2008)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, England, CM1 4JY (25/10/2007)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, England, CO11 1QE ()
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, England, CO12 3TA ()
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, England, CO12 5ED (19/08/2002)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, England, CO3 5JT (31/07/2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, England, CO9 2QH (24/08/2008)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, England, CR4 3SD (25/10/2007)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, England, CR7 7RX (18/01/1999)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, England, CT10 3BU (31/10/1999)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, England, CT6 6SN (26/07/1998)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., England, CV1 4BS ()
Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., England, CV23 0DE (06/01/2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., England, CV32 7EN (09/05/2005)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., England, CV4 9FG ()
Ray Jennings, 4 Dame Agnes Grove, Coventry, West Midlands, England, CV6 7HL (03/09/2008)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, England, DA12 4HS (05/09/2008)
Aaron Sibley, 61 Ridgeway Avenue, Gravesend, Kent, England, DA12 5BE (29/08/2008)
Kris Pugh, 22 Norfolk Place, Welling, Kent, England, DA16 3HR (25/10/2007)
Carl Sizzur, 81 Millfield, New Ash Green, Longfield, Kent, England, DA3 8HN (25/10/2007)
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, England, DE6 1LH (07/08/2002)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, England, DH2 1SG (03/09/2008)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, England, DH9 9DQ ()
Brian Hooper, 38 Risdale Street, Darlington, England, DL1 4EG (06/03/2008)
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., England, DN22 7PY (17/10/1998)
Roy Quarton, 8 Basseys Road, Branton, Doncaster, S. Yorks., England, DN3 3NS (01/11/2000)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, England, E10 5QE (25/04/1999)
Larry Davis, 104 The Mission, 747 Commercial Road, London, England, E14 7LE (21/07/2001)
Michael Essex, 3 Manchester Court, Garvay Road, London, England, E16 3GZ (23/10/2003)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, England, EC1V 7DH (04/05/2004)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, England, EX4 4NY (01/06/2000)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., England, FY2 0TJ (29/12/2000)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., England, FY3 7NN (31/10/1996)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., England, FY8 1TA (04/05/1998)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., England, FY8 3RF (06/03/2008)
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, England, GL52 3NX (09/03/2006)
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants, England, GU12 4LL (03/09/2008)
Perry Tatman, 6 Foxley Close, Blackwater, Surrey, England, GU17 0JZ (02/09/2008)
Jeff Cansell, 24 Upper Queen Street, Godalming, Surrey, England, GU7 1DQ (17/03/1997)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, England, GU7 3EU (30/04/1996)
Simon Cramoie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., England, HA0 1AJ (25/10/2007)
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., England, HA0 1AJ (25/10/2007)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, England, HA2 9DB (03/09/2008)
Neil Stevens, 8 Trenchard Avenue, Ruislip, Middlesex, England, HA4 6NP (14/02/2007)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., England, HA5 1RD ()
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, England, HD2 2BA (21/04/2007)
Fish Flowers, Church Farm, Westerns Lane, Markington, England, HG3 3PB (27/11/2004)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., England, HP20 2UG (06/03/2008)
Nick Edelstein, 139 Hivings Hill, Chesham, Bucks., England, HP5 2PN (05/09/2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberstone, England, HU13 0NA ()
Ruairigh Dale, 77 Riverview Avenue, North Ferry, England, HU14 3DT (27/10/2005)
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberstone, England, HU16 4NB (01/01/1996)
Mark Funnell, 123 Roycraft Avenue, Thames View, Barking, Essex, England, IG1 0NS (25/10/2007)
Tony Maryou, 41 Benton Road, Ilford, Essex, England, IG1 4AU (15/08/2000)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, England, IG10 2DD (17/02/2001)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, England, IP14 2PD (04/01/2000)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, England, IP16 4BW (06/03/2008)
Andy Smith, 31 Egerton Road, New Malden, Surrey, England, KT3 4AP (23/06/1999)
Craig Benn, 122 Larkfield Road, Aigburth, England, L17 9PU (03/09/2008)
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, England, L45 5DZ ()
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, England, LA1 3HB (19/03/2005)
Adrian Bland, 15 Blankney Road, Cottessmore, Oakham, Rutland, England, LE15 7AG (10/12/2004)
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., England, LE16 8XA (25/10/2007)
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., England, LE3 2SA (15/11/1996)
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, England, LS8 4EE (21/11/1998)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, England, M18 8QH (18/09/2002)
Bernard Savage, 73 Penrhy Avenue, Middleton, Manchester, England, M24 1FP (10/03/1998)
Simon Savers, 21 Barlea Avenue, New Moston, Manchester, England, M40 3WL (01/10/2007)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., England, MK16 0PR (28/10/2004)
Chris Walton, nb Burgan Pod, Cosgrove Marina, The Lock House, Lock Lane, Cosgrove, Milton Keynes, England, MK19 7JR (03/09/2008)
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, England, N22 4RU ()
Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, England, NE29 0EA (09/03/2006)

Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, England, NE32 4RB (09/03/2006)
Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, England, NE38 8AA (04/04/2005)
Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, England, NE6 5AN (06/03/2008)
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, England, NE65 7YY (12/03/2002)
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., England, NG15 9FD ()
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., England, NG17 2QG (26/03/2002)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., England, NG2 6FQ ()
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., England, NG2 7GQ (28/09/1998)
L. Othacche, 17 Russel Drive, Wollaston, Notts., England, NG8 2BA ()
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, England, NN15 5HT ()
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, England, NN4 9UE (13/12/1998)
Nigel Ashcroft, 5 Grassmere Way, Thornwell, Chestow, Wwent, England, NP16 5SS (28/10/2004)
Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, England, NR10 5DU (09/05/2005)
Tom Jackson, 40 Keys Rd, London, England, NW2 3XA (02/09/2008)
Steve Joyce, 23 South End Close, London, England, NW3 2RB (31/01/2001)
Peter Fraser, 66 Salcombe Gardens, Millhill, London, England, NW7 2NT ()
Nick Hughes, 15 Layfield Road, Hendon, London, England, NW9 3UH ()
Martin Mayers, 41 Frank Fold, Heywood, Lancs., England, OL10 4FF (28/10/2004)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, England, OL14 7SP (12/12/2006)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, England, OX11 7RJ (09/03/2006)
John Sharp, 3 Union Street, Oxford, Oxon, England, OX4 1JP (23/10/1998)
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, England, PE23 5TA (28/05/2005)
Hamish Hughson, 65 Gloucester Road, Wyton, Huntingdon, Cambridgeshire, England, PE28 2HF (11/03/2008)
Jason Johns, 26 Hamerton Road, Alconbury Weston, Huntingdon, Cambs., England, NP16 5SD (22/01/2003)
Alan Anderson, Penmarver, Maddever Crescent, Liskeard, Cornwall, England, PL14 3PT (11/12/1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, England, PL9 8PG (03/09/2008)
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., England, PO14 3RA ()
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, England, RG14 2LL (05/06/2007)
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, England, PO4 8DB (25/10/2007)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., England, PO6 2PP (03/09/2008)
Simon Hunt, 26 Inhurst Avenue, Waterloo, Portsmouth, England, PO7 7QR ()
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., England, PR1 4YL (23/10/1998)
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs., England, PR1 5TR (02/09/2008)
Ulric Schwela, 1 Melling Mews, Archery Gardens, Garstang, Lancashire, England, PR3 1LU (09/03/2007)
Bill Sherkler, 16 The Heathers, Bamber Bridge, Preston, England, PR5 8LJ (10/09/08)
Phil Draper, 8 Chesterman Street, Reading, Berks., England, RG1 2PR (25/10/2007)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., England, RG1 7XD (26/03/2006)
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, England, RG13 6XG (06/03/1998)
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, England, RG21 7RN (06/06/2008)
Chris Netherton, 36 Eungar Road, Whitechurch, Hants, England, RG28 7EY (26/10/2003)
Kevin Croskey, 4 Beechey Way, Cophthorpe, W. Sussex, England, RH10 3LT (10/08/2008)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, England, RH15 0NF (18/06/1999)
John Barton, 194 Chantorbury Road, Burgess Hill, W. Sussex, England, RH15 9HN (08/05/2007)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, England, RH17 6DZ (25/10/2007)
Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, England, RM15 5JL ()
David Higginbotham, 18 Westfield Garden, Brampton, Cheshire, England, S40 3SN (03/07/2000)
Andy Osborne, 42 Atlantis Close, Lee, London, England, SE12 8RE ()
Simon Horspool, 188 Leahurst Road, Hither Green, London, England, SE13 5NL (03/08/2007)
Martin Edwards, 127 Pepsy Road, London, England, SE14 5SE (02/09/1999)
David Ramsey, 25 Grenville Way, Stevenage, Herts, England, SG2 8XZ (03/09/2008)
Chris Milne, 19 Redoubt Close, Hitchin, Herts., England, SG4 0FP (25/03/2004)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, England, SK6 5BG (17/09/2002)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, England, SK8 1JA ()
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, England, SK9 7DP (03/09/2008)
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., England, SL2 2NN (16/09/2002)
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., England, SL6 7RX (23/10/2003)
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., England, SN12 8QJ ()
Jon Williams, 17 Larch Road, Coleme, Chippingham, Wilts., England, SN14 8QG (06/12/1998)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., England, SN5 5AL (03/09/2008)
Bill Gunning, 14 Eagles, Faringdon, Oxon, England, SN7 7DT (14/09/1997)
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, England, SN8 4DS (26/10/2006)
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., England, SO45 1ZW (06/02/2007)
James Crossfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, England, SP8 5HS (06/02/2007)
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, England, ST4 5LE (23/10/1998)
Robert Seoney, 43 Priory Road, Newcastle Under Lyme, Staffs., England, ST5 2EN (19/03/2005)
Ronnie Tan, 250 Hydehorpe Road, Balham, London, England, SW12 0JH (21/07/2001)
Simon Taylor, 81 Valley Road, London, England, SW16 2XL (05/09/2008)
Julian Blakeney-Edwards, 1 Elmbourne Road, London, England, SW2 3SN (21/10/1998)
Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, England, SW19 6SL (31/10/1999)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, England, SW1W 8DL (25/02/1999)
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, England, SW2 3SN (26/03/1999)
David Tye, 35 Redburn Street, London, England, SW3 4DA ()
Gerard Burton, c/o Outsource Consultancy 530 Fulham Rd, Heckfield Place, London, England, SW6 5NR (02/09/2008)
Chris Courtier, 17b Hargwyne Street, London, England, SW9 9RQ (23/10/1998)
John Sparks, 2 Standfast Place, Taunton, Somerset, England, TA2 8QC (01/10/2007)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, England, TA21 9BZ (06/03/2008)
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, England, TN22 1TT (03/09/2008)
Mike Batley, 2 The Gables, Argos Hill, East Sussex, England, TN6 3QJ (29/04/2001)
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, England, TQ9 5BA (02/09/2008)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, England, UB10 6EW (03/09/2008)
Aaron Patrick, 9 Arundel Gardens, London, England, W11 2LN (31/12/2004)
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, England, W5 3NY (04/03/2002)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, England, WA15 9RG (23/10/2003)
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, England, WA3 6NW (07/10/1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., England, WD2 3SY ()
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., England, WD23 4SD (19/09/1996)
Sandy Goh, 12 Morningside Road, Radlett, Herts., England, WD7 7BL (31/10/1996)
Matt Blackman, 10 Alfred St, Wigan, Lancs., England, WN1 2HL (14/03/2008)
Michael Murray, 34 Bell Road, Walsall, West Mids., England, WS5 3JW (30/03/1999)
Ian Price, 19 Upper Green, Yethenall, Wolverhampton, W. Mids., England, WV6 8QN ()
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, England, YO11 8RN (12/02/2002)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, England, YO25 4JS (02/09/2008)

Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, Scotland, AB12 3EY (17/06/1999)
Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, Scotland, AB15 8BN (06/03/2008)
Steve Cook, 197 Lee Crescent, Aberdeen, Scotland, AB22 8FH (06/03/2008)
Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen, Scotland, AB24 2UB (02/09/2008)
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, Scotland, DD1 4AQ (03/09/2008)
Michael Green, 27 Rotchell Park, Dumfries, Scotland, DG2 7RH (12/09/2002)



ON THE CONVENTION TRAIL

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

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

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

OCTOBER

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.kiwhotel.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 Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email pf@vftt.co.uk. For up to date information check out the UK ASL tournament web site at www.aslturneys.co.uk.

NOVEMBER

Grenadier 08 (10th Anniversary)

When: 6 – 9 November.

Where: "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zulpich and around 40 Km to Cologne. There is a railway station in Heimbach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Heimbach you need to take a taxi to Hergarten which is about 6 Kilometers. The location offers sleeping rooms nearly 60 persons, a huge kitchen (where our Marketenderin Andrea will continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower (you will need to bring a sleeping bag or blanket and pillows). Bed and breakfast is €35 per night – single rooms are €6.50 extra.

Fee: €5 per day.

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

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

2009

MARCH

HEROES 2009

When: 12 – 14 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 Philipps, 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.aslturneys.co.uk.

JUNE

DOUBLE ONE 2009

When: 13 – 14 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 to be announced (for 2008 they were £30 for a standard bedroom and £38 for an en-suite bedroom, including breakfast).

Fee: £15.00.

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.

Ω

Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, Scotland, EH11 1TX (0112/2005)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, Scotland, EH12 9AW (0712/1998)
Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, Scotland, EH54 9LF (25/10/2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, Scotland, FK2 0PF (16/06/2001)
Sam Prior, Flat 4, 264 St Vincent Street, Glasgow, Scotland, G2 5RL (03/09/2008)
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, Scotland, G21 4QA (01/01/1996)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, Scotland, G46 7LW (20/04/1999)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, Scotland, KY15 4JQ (03/09/2008)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, Scotland, KY2 5TY (21/05/2001)
Pete Philipps, 9 Pier Road, Kilchoan, Argyll, Scotland, PH36 4LJ (02/09/2008)
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, Scotland, ZE2 9LE (01/05/1998)

Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, Wales, CF11 9PA (03/09/2008)
Paul Jones, 9 Cwm Nofydd, Rhivbina, Cardiff, Wales, CF14 6JX (22/11/2002)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, Wales, CH5 3DY (03/09/2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, Wales, LL11 6SP (25/02/1999)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, Wales, SA67 8JL ()
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, Wales, SY23 4LR (27/08/2002)

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

Ω

LASL

L o n d o n ' s
A d v a n c e d S q u a d
L e a d e r s

London's Advanced Squad Leaders (LASL) 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 on the second Saturday of each month from 11am 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 send your name and contact details to brendan@doubleone-online.net at least 48 hours beforehand. Precise venue details will be sent to you.

HEROES 2009

ADVANCED SQUAD LEADER TOURNAMENT

12TH - 15TH MARCH (THURSDAY THROUGH SUNDAY) 2009
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2009 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

The Hotel Skye is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Room rates have yet to be confirmed, but for 2008 bed and breakfast was 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 2009.

HEROES 2009 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							