IN THIS ISSUE

HEROES 2010 - all the *ASL* action and results from Blackpool

THE FIRST BID - pre-game notes details on the monster scenario played at HEROES 2010

MOLOTOV COCKTAILS - history and *ASL* use

CRUSADER LADDER - updated

DOUBLE 1 - tournament report

SU-76M - a look at Russian SPG

IN THIS ISSUE

COVER: Krasnoi Armii Slava (Red Slavic Army). A painting by Comrade Mikhail Stanivrich (AKA Mike Standbridge) to accompany the play of *The First Bid* from *Valor of the Guards* at HEROES 2010.

THE *ASL* MAILING LIST

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

EMOTICONS

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

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

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

PREP FIRE

Hello and welcome to the latest issue of *VFTT*, a couple of months later than planned but until recently I had no material other than tournament reports and the Crusader Ladder updates :-(The lack of material is becoming a real problem, and without material *VFTT* will simply consist of tournament reports and updates, interesting no doubt to those who attended but perhaps not as interesting to the rest of the world! *ASL* has loads of rules sections, 1000s of scenarios, dozens of Campaign Games, so there are plenty of things to write about. So give it a go, the future of *VFTT* depends on you!

'Til next issue, roll Low and Prosper.

Pete Phillipps

INCOMING

MMP

Out now for $16.00 is the *Blood Reef: Tarawa Gamers Guide*, a 68 page magazine devoted to the *BRT* module. A series of articles look at the various rules from Chapters E, F, and G that are needed, how they interact with the *BRT*-specific rules of Chapter T, and provide a programmed instruction approach to learn them by playing individual scenarios in order with only part of the rules required in each case. There are also detailed looks at some rules sections, such as breaching seawalls and bombardments, and several illustrated examples of play. Strategy sections are provided for both sides, and there is a playing of CG III from the Marine point of view. There is also a brief summary and chronology of the historical battle.

Also out now is *Operations - Special Issue #3*. Among the non-*ASL* material of the $42.00 magazine are two new *ASLSK* scenarios and an article, plus the 'Hell's Corner' *HASL*, which covers the actions on the Matanikau River area on Guadalcanal. Five new scenarios cover the action and are set on a full-sized map painted by Charlie Kibler.

BUNKER BASH

Dispatches From The Bunker 31 is out now, and includes four new scenarios.

'Roadside Assistance' is a small tournament-sized with a stranded German SMG SPW 251 and squad waiting to be rescued by recon elements before approaching Greek Partisans eliminate them and prevent exit. 'Block to Bataan' is another tournament-sized scenario featuring elements of the Philippine 26th Cavalry Regiment (along with an AT Gun and Stuart Tank) trying to block the Japanese southward advance toward Bataan. '138 of the 138th' is a medium-large Red Barricades scenario set a couple of days prior to the Soviet counter-offensive which would surround the city, and 'Pot of Stew' sees reinforced infantry companies with armour support engaged in battle at Obayan during the Kursk operation.

Also inside is Jim Torkelson's article on setting up your scenario, Carl Nogueira's beginning look at the Japanese in *ASL* and a look at the local *ASL* scene including news on the Bunker Bash, Albany and Nor'Easter tournaments.

Four issue subscriptions (starting with the current issue, number 31) 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 $50.00 ($60.00 outside the USA) for a complete set of issues 11-31. A complete set of issues 11-30 and a subscription for issues 31-34 is available for $60.00 ($70.00 outside the USA). Cheques should be made payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 2024, Hinsdale MA 01235, or you can pay by PayPal to PinkFloydFan1954@aol.com. You can email them at aslbunker@aol.com.

HIGHER GROUND

High Ground 2 is a new module from Bounding Fire Productions that reprints and expands much of the original *High Ground* pack from Heat of Battle. Four ASLSK-style mapboards are included, two from the original pack and two new mapboards that depict mountains with village terrain, along with a specialized half-board castle overlay. Of the 16 scenarios, seven are from the original module, while nine are new (some of these require counters and rules from the Bounding Fire module *BFP3: Blood and Jungle*.) A rules page update for *Into the Rubble* is also included.

HG2 will cost $55.00 in the U.S./Canada, and $65.00 elsewhere – these prices include the cost of shipping and handling.

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The maps and overlay from the Bounding Fire module *High Ground 2*.

HEROES 2010

Andy McMaster

THURSDAY

Left for Blackpool Thursday lunchtime, and my first proper *ASL* for nearly two years. I had a lift from Olli Gray who on his way down from Cupar had picked up Dave Blackwood from Fife and John Martin from Edinburgh. More importantly he had hired a Ford Galaxy which had ample leg room in the back and huge storage space for the mass of *ASL* gear the four of us were taking! I now want one of these as it will hopefully stop my daughter continually kicking the back of my seat when I'm driving!

An entertaining but uneventful journey saw us arrive at 4.30pm. It was not in the usual Hotel Skye this year as that was closed due to issues with Fire Regulations so we were next door in the Colwyn Hotel. Same owner and staff, better hotel but still not as good as the one in Bournemouth.

There were already a good few people there, with games already underway and the start of what was in some ways the centerpiece of the weekend – Neil Brunger, Mike Standbridge, Shaun Carter and Ulric Schwela playing 'The First Bid' from *Valor of the Guards*. A massive scenario which shows *ASL* at it's most epic!

After settling in Dave, who I had travelled down with, suggested having a game so we set up 'Le Herrison', an action from 1940 with the Germans pushing the French back through a built up area with the aim of capturing 13 of the 15 multi-location buildings on board 23. As my first game in a long time I was a little rusty with the rules but managed to push forward quite aggressively and after what looked like a stalled attack a few good rolls saw the Germans pushing forward. As it was a friendly game the last move was a bit of a team effort between me and Dave that established a German victory! It's a good scenario but quite hard on the Germans. As it was also one of the tournament scenarios for the next day I'd be interested in seeing the results from those playing.

So that was the end of day one. A win for me but the Russians ponder how to stop the German onslaught!

FRIDAY

After a child free and therefore relatively good nights sleep, Friday dawned and I made the decision to NOT play in the actual tournament. I still didn't feel confident with the rules and although I'm sure any games would still be fun I couldn't really expect an opponent to give me the latitude and allowance for errors that would allow me a good game. Maybe I was being a little cautious but I knew there were a few people around NOT playing the tournament so finding a few friendly games wouldn't be an issue.

So, first game Friday was against Ian Willey (custardpie on Gamesquad). We (he) picked 'FrF11 Rostov Redemption' from *Friendly Fire Pack 2*. Again, I took the Germans. This saw a mainly infantry force plus a PzIIIH trying to dislodge a group of Russians from a large building - with the ever present threat of a 45LL to keep the German AFV a little cautious.

There were two blaze counters in

Andy McMaster (top right) in action against Ian Willey.

Above: the end game against Ian Willey - The building falls as the flames close in!
Below: pandemonium with Dave Ramsey.
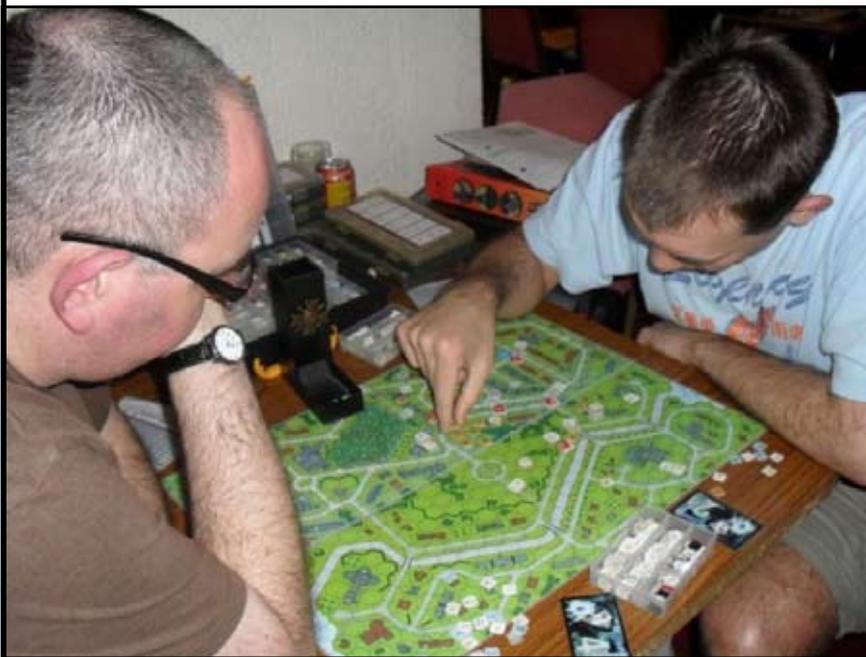
place with mild wind providing Dispersed SMOKE. But gusts and some good rolling meant the fire spread like...well...wildfire!

As the Russians slowly fell back I kept the pressure up with a central thrust and then a large force to push round the Russian left flank. As I pushed forward on my right the Russian fell back before the fires cut them off. A lucky shot from the PzIII broke one retreating group and then an Intensive Fire shot took out a second. If the Germans could get in place before the fire blocked them off there was a chance of a win here.

As the SMOKE provided cover and the Russian HMG on the first floor was put out of action I was able to rush the AT gun on the ground floor forcing crew to fire, and then drove the PzIII in to the building to secure that corner and one of the stairwells. The VCs specified no unbroken or un-encircled Russians in the building so I only had to secure the other stairwell for victory.

The smoke provided the required cover and I managed to break the ground floor squads with my flamethrower. Victory was mine!

It was a great game and played in great humour. I'd happily play Ian again...

Which I did!

He was waiting for Martin Baker to arrive so we played a small playtest scenario of his own design. Apparently I'm not allowed to reveal anything about it as it has been submitted for 'judging' but it was short, quick and fun! And came down to the last Close Combat dice roll! As I rushed the last building with all my available troops it was surrounded by a mass of red PIN markers as most failed to get in for the close combat. But those that did managed to Ambush the Russians...and failed their roll only to die and hence lose the game.

Good fun anyway and plenty of replay potential. But credit where credit's due.. Ian was lucky! :)

As this was a short game and most people had finished their two tournament games I then launched in to a third game against Dave Ramsey – 'FrF44 Anhalt Pandemonium' from *Friendly Fire Pack 5*. I have the first two of these packs but due to my lack of playing hadn't picked up the last three. This scenario shows that they haven't lost their touch!

This time I took the Germans but on the defence. The Russians advancing through a built up area with a 3 SU-122s with my having a couple of Panthers and a couple of 'schrecks HIP to delay them along with a 10-2 and decent SS squads

to hold the line. I'd picked what I thought were good HIP locations and tempted one of 122s along the road to my right. After Immobilising one, my Panther died and the other 122 rolled up adjacent.The HIP squad 2 hexes away managed to roll boxcars with the 'schreck. Next turn they got another chance and with a Panzerfaust torched the Russian tank.

As the Russians needed to get to hex row R I gradually fell back hoping to draw the other SU-122 on to my other HIP squad as my other Panther broke it's gun and retired to the main line. Things were looking Ok with a good line of strong squads and the 10-2 awaiting the Russian arrival.

Then, as ever in *ASL*, Fate took a hand and it all went wrong in the space of one move! The remaining 122 rolled forward to support the attack even without it's MA. As it rolled round my left flank up popped my last HIP HS with the Psk, missed at two hexes, ate the backblast and rolled a 12 on the subsequent MC! The SU-122 rolled on trying to draw fire. As it went adjacent to my two 8ML SS squads and the 10-2 I went for the PFs! The leader didn't have one! The first squad rolled a 6 and pinned and the second squad got one, torched the SU-122 but the subsequent MC saw the 10-2 roll a 12 and die! Luckily both squads just ended up pinned but it crippled the defence on that side and stopped me rallying the couple of extra squads I needed.

Next turn the Russians skulked and advanced and that was that as what little fire I had was ineffectual. A good fun game and a pleasure to play Dave again.

It was a long day and quite tiring playing three scenarios in a row but very good fun, helped by having great opponents.

SATURDAY

After three games on Friday I was a little frazzled so on Saturday I thought I'd just take it easy. Michael Davies had suggested having a game on the Saturday so I thought I'd just wait until he arrived.

Anyone glancing through any photos of previous *ASL* tournaments is likely to find one of me sat clipping counters. For those not into boardgames, this is the epic task of clipping the corners off EVERY counter to tidy them up. And in *ASL* that is a LOT of counters...

Anyway, I still had a few of my main module counters to clip and also I had bought with me the last two *From the Cellar* packs from Le Franc Tireur and the

In action against Michael Davis on Saturday morning.

Swedish Volunteer pack so I decided to punch and clip those. That kept me busy until just after lunch. Andy from Second Chance Games had arrived with his stash of *ASL* stuff so I was restrained and just bought *Beyond the Beaches* from MMP and *Purple Heart Draw* from Lone Canuck Publishing. I'd like to have bought the latest *Schwerpunkt* stuff but as I'm just returning to the game I thought it might be a little excessive so they can wait until next year!

When Michael turned up we chose 'SP180 Encircle This' from the latest *Schwerpunkt*. I took the Germans yet again and with some trepidation as I had 2 Panthers (I think) and three halftracks and I knew I would be rusty in their use. The German target was two factories and then to exit 12VP off the far board edge. Again all seemed to be going badly. I misjudged the arrival of his reinforcements and so unloaded my halftracks a turn early. My first Panther rolled up to hammer one of the factories, malf it's gun on the first shot and then rolled a 6 on the repair to put it under recall. The other Panther rolled forward round the right flank and stopped only to find the HIP Russian 45mm AT gun in the building adjacent. He got APCR and I got a torched Panther!

Then in a surge of enthusiasm I launched my faltering Assault Engineers at the factory with a cry of 'Are you Assault Engineers or are you...' and the only thing that came in to my head was '..cats!' The next five minutes were devoted to hysterical laughter, tears down face etc. before we calmed enough to play. You had to be there...

Some luckily won close combats and I finally had the factories and my

troops made a rush for the board edge. The halftracks (250/1s) had both been killed by T-34s but I'd managed to PF one of them. The remaining one had broken it's CMG but moved to intercept my exiting squads and in the Advance Fire Phase fired it's 85mm and malf'd that to! In the final turn he failed to repair it so only had his 2FP BMG to stop me. I had 4 groups to run off and the only one he could get a good shot at was a half-squad with a HS prisoner that had to run right across his front. As they moved adjacent he rolled a 3 for a 1KIA. Random selection roll? Two 5's! Both died...

I had totalled up what I had and it came to 11VP. My only other chance was the 250/10 halftrack which had to run the gauntlet of an MG and an ATR. Inevitably the ATR hit and killed it so I lost it by one point. Excellent game and great fun...

By then it was late and after sampling some of Olli's 25yr old Macallan malt, and Neil's vodka I retired for the night...

SUNDAY

So the final day dawned. Battle still raged over the streets of Stalingrad and the tournament was to be decided in a game between Sam Prior and Phil Draper.

My final game was 'Slava' from *From The Cellar 3* against Martin Baker. This was our first game even though we've been to the same tournaments a few times. I took the Germans again with a mixed force of SS and Wehrmacht and a captured T-34. My task was to push down the board and across the shallow stream to exit top

The end of Slava.

right past a large building. With only two bridges across and a lot of hedges and walls blocking lines of sight it would not be easy. And, as in Friday's game, fire was to play its part. The T-34 fell early to the AT gun but I managed to push forward and drive the Russians back. The two small blazes placed at the start spread rapidly as first we had gusts and then a mild breeze to fan the flames and soon the large buildings and wooden rubble at the end of the board were blazing away. I even had a berserk SS squad who punched a hole in the defence but throughout the game I had 8 boxcars and 8 snake-eyes so it was a very hit and miss affair! Despite making it to the end I left myself too little time and Martin had pulled back enough to cover the exits, crucially including his HMG which covered the main bridge. As time was running out and my lift home was waiting, I conceded.

So that was it. Played 6, won 2, lost 4 and all were good fun! It was good to be playing again and I hope I can find the time to resurrect my playing, especially against my regular opponent Neil Brunger who I haven't played in some time!

Good to see people again though. And thanks to Pete for organising it. We may be back in the Hotel Skye again next year, which may or may not be a good thing! The new owners are very accommodating, friendly and keen to refurbish and there has been a great improvement in food so hopefully it will be good.

Ω

THE DUAL DUEL
(A GAME OF TWO HALVES)
Ian Daglish

Shock horror. With the results of INTENSIVE FIRE 2009 published we found an intolerable situation. Shaun Carter and Ian Daglish tying on the *ASL* Ladder in… (well, let's just say the same) place. No laughing matter. A serious business, the *ASL* Ladder. As Derek Tocher once pointed out to Ian, with a humiliating hint of Hibernian hilarity, '*Do you realise you've spent the last ten years getting back to where you started?*'

So, the challenge was posed, and accepted. The scenario: one of the best tournament-size of recent years. So no surprise it was from *Schwerpunkt*: 'SP163 First to Fastov'. If you haven't looked seriously at it, do so. But meanwhile a brief description. Two boards; four Panzer IV and eight squads facing four T34/76 and a brace of SU85s with ten squads. November 1943, so the German infantry has (potentially) some new-fangled PF; the Russian infantry's advantage is 8 Morale.

The Russian has to advance to occupy 15 (of 20) Level 1 Locations (total slightly reduced if heavy CVP inflicted on the German). The nice twist is that the German defender (who moves first) sets up well behind his ideal defensive line, and has to rush forward before Ivan takes his turn. Almost a meeting-engagement. (How appropriate!)

To battle. Shaun drew the Russians and made steady gains, German armour falling to clever tactics. Then, in mid-game one of those sudden reverses of fortune and as we approached game end, it became clear that Shaun could not reach enough victory hexes and so resigned. An exciting contest.

HOWEVER, though formally announced before the event, the Marshal of the Lists (that Laughing Ladder Lawyer from the Lowlands) ruled that the game had not been played at a recognised tournament, so was null and void. Some time and gnashing of teeth passed (in the Daglish entourage, though did we discern pop of cork and chink of glass from the Carter clan's pavilion?). Then, the seconds met, gauntlets again flung, and a re-match at

HEROES 2010 agreed.

Sides reversed. Ian was now playing the Russians and had a hunch that they might enjoy a slight advantage. (As I write, ROAR tends to agree, giving them 16:11.) Ian decided to risk a high-stakes manoeuvre. Recognising that the German can get units ONTO the crucial Hi9 overlay hill hexes on his first turn, he realised also that Russian tank-rider squads mounted on the four T34s could *just* reach the foot of that hill in the MPh, and dump their squads (by a cheeky little turret wiggle) with their APh still in hand. So long as the tank riders were willing to risk Bail Out. A worthwhile risk with 8-morale men?

The result followed the odds. Three 6-2-8 squads survived the manoeuvre; one squad and a 8-0 leader broke. No complaints from the Russian side: a good tactical outcome; the vital hill already contested by Turn 1 with tanks in reverse-slope positions securing the advance. If briefly subdued, German morale was immediately restored by taking out an SU85 with a long-range pot shot (snakes). And later, the German infantry were to demonstrate the effectiveness of their new PF. But while both sides lost most of their armour, the German infantry were steadily depleted. Towards game end, the Russian racked up a convincing CVP total as well as securing all the Level 1 hexes.

Ian,

thanks your description covers things nicely. I enjoyed our two games tremendously.

In spite of losing my ladder rating is now higher than Ian's thanks to results of other games.

Cheers

Shaun

Tournament chaampion Phil Draper (left), and runner-up Sam prior wit their prizes.

TOURNAMENT RESULTS

Here are the individual win/loss records for the tournament

POS.	PLAYER	P	W	L	RND	CRUS
1	Phil Draper	5	5	0	0	3013.00
2	Sam Prior	5	4	1	0	3160.00
3	Mark Blackmore	5	4	1	0	3143.75
4	Trevor Edwards	5	4	1	0	3052.50
5	David Ramsey	5	4	1	0	2753.75
6	Paul Jones	5	3	2	0	3013.33
7	Paul Legg	5	3	2	0	2996.67
8	Chris Walton	5	3	2	0	2845.00
9	Craig Benn	5	3	2	0	2835.00
10	Miles Wiehahn	5	3	2	0	2788.33
11	William Binns	5	3	2	0	2783.33
12	Bill Sherliker	5	2	3	0	3130.00
13	Nigel Blair	5	2	3	0	2797.50
14	Tim Bunce	5	2	3	0	2792.50
15	John Martin	5	2	3	0	2690.00
16	Ian Daglish	5	2	3	0	2675.00
17	Martin Mayers	5	2	3	0	2547.50
18	Ray Porter	5	1	4	0	2965.00
19	Brian Hooper	5	1	4	0	2900.00
20	David Blackwood	5	1	4	0	2595.00
21	Damien Maher	5	1	4	0	2340.00
22	Oliver Gray	5	0	5	0	

RND is the round in which the player first lost – if players have the same W-L result, the one losing in the later round places higher.
The CRUS column is the average Crusader Ladder rating of the opponents beaten.

PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Martin Barker	2	2	0
Craig Benn	8	5	3
William Binns	7	4	3
Mark Blackmore		9	1
David Blackwood	7	1	6
Nigel Blair	9	2	7
Tim Bunce	5	2	3
Shaun Carter	1	0	1
Ian Daglish	7	3	4
Michael Davies	4	2	2
Phil Draper	5	5	0
Trevor Edwards	6	5	1
Oliver Gray	7	1	6
Brian Hooper	7	3	4
Paul Jones	7	3	4
Paul Legg	5	3	2
Damien Maher	5	1	4
John Martin	6	2	4
Martin Mayers	6	3	3
Andy McMaster	5	2	3
Pete Phillipps	2	0	2
Ray Porter	6	1	5
Sam Prior	5	4	1
David Ramsey	7	6	1
Bill Sherliker	6	3	3
Neil Stevens	3	2	1
Chris Walton	5	3	2
Miles Wiehahn	5	3	2
Ian Willey	2	0	2

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
0? SCENARIO NOT KNOWN	3	2
105 Going To Church	0	1
113 Liberating Bessarabia	0	1
119 Ancient Feud	1	0
77 Le Herisson	5	3
A104 In Front of the Storm	3	1
AP49 Retrained And Rearmed	0	1
CH97 Final Crisis at Blackpool	2	2
FrF11 Rostov Redemption	0	1
FrF31 Pursuing Frank	1	0
FrF38 Wunderwagen	1	0
FrF44 Anhalt Pandemonium	1	0
FT103 Slava!	1	0
FT118 Exit Plan	0	1
FT141 Easy Day At Volupai	0	1
J103 Lenin's Sons	0	1
J32 Panzer Graveyard	3	2
J43 3rd RTR in the Rain	5	3
J68 Unlucky Thirteenth	2	1
OB7 Where's the Beef?	0	1
SP10 Bring Up the Boys	0	1
SP155 Casualties Cooks And Corpsmen	1	3
SP163 First To Fastov	1	0
SP174 Krupki Station	1	5
SP176 Smiling Albert	1	0
SP177 Tic Tac Toe	2	2
SP178 Chiang's Finest	1	2
SP180 Encircle This!	5	1
SP22 Tod's Last Stand	1	0
VotG12 Siberian Shockwave	1	0
WO1 French Toast And Bacon	0	1
WPII5 The Last Assault	1	0
TOTALS	**80**	**43**	**37**

VotG1 "The First Bid"
Analysis and German Plan
[Re-appraised with the benefit of hindsight!]

Introduction by Shaun Carter

This game came about as a result of various conversations about doing something different at Blackpool. 'The 'First Bid' came up as a possibility and it just grew from there.

The objective for the Germans is to take 13 piers, which is a lot of ground in the time available. There are lots of toys for the Germans so the challenge was there.

I had a great time playing this game as part of a team, it was fun. It was played with much humour and good sprit. We were regularly visited by other players so the social side was there. The look of some of the other hotel guests at our presence was priceless! I certainly wasn't expecting to be on Facebook!

Ulric acted as commander setting out the strategy whilst I was in the subordinate role commanding the southern flank. I found that the pace of advance varied tremendously. In order to succeed you do need to maintain the momentum of the attack. This is easy to lose sight of when you start attacking fanatic strong points full of NKVD. I had a real sense of being there in Stalingrad. The Stukas were important in taking out Soviet AFVs.

The end game would have been interesting. However lack of time prevented a final conclusion. So a draw was a fair result.

Thanks to Ulric in writing this piece up and to Neil for his Soviet tank helmet now in my collection. For once Mike managed to roll some decent dice! If the opportunity arose again I would probably play it as the Soviet.

[What follows is the original analysis and plan prepared by Ulric Schwela for his German team-up with Shaun Carter in the playing of VotG1 against the Soviet team of Mike Standbridge and Neil Brunger. The original is left unedited, being instead annotated with italicised text in square parentheses. In lieu of an introduction it is assumed that the reader has a copy of and has read the VotG1 scenario card and the

The scenario with the Russians set up and the German forces amassed ready for deployment.

Chapter V rules.]

[The two teams met up and played the VotG1 scenario from 15:30 on Thursday 11th March 2010 to 15:30 on Sunday the 14th, seemingly a full three days although when time was allowed for set-up, socialising, browsing the wares of Second Chance games on the Saturday, lunch breaks and sundry other distractions, the actual playing time was perhaps generously ten hours each on Friday and Saturday and five hours on Sunday, a total of 25 hours per person or 50 man-hours per side. Contrary to rumour we did not stop for tea in the afternoon! In the event, play reached the 13th Soviet turn before time had to be called, just long enough to witness the mechanics of the waterborne reinforcements.]

This analysis is written from the German player's point of view, therefore all positive opinions are for the German's benefit and Soviet detriment, and *vice versa* for negative opinions.

The calculations performed are neither perfected nor reviewed and can in some cases therefore be of an approximate nature; some subjective adjustments have been included where a systematic comparison has not been found. The analysis based on these figures is therefore to be taken as guide only.

Table 1 shows a balance of units, however overall the Germans have 50% more raw firepower (adjusted for ROF and breakdown), which rises to 90% more firepower when adjusted for range. Thus we get our first rule of engagement:

I. Operate at maximum range in order to minimise Soviet firepower.

To Kill factors are fairly evenly balanced, indicating that German armour is capable of being challenged. Balancing this are Soviet Red TH#. This gives us a second rule of engagement:

II. Operate armour with caution and at > 6 hexes to negate Deliberate Immobilisation, avoid flanking shots and take advantage of Black vs. Red TH#.

Smoke capability is greater, providing greater tactical flexibility to assist breakthroughs. The at-start mild breeze from SW must be borne in mind.

III. Pay attention to situate Smoke capable units where they can provide cover.

TABLE 1: Summary of Opposing Forces

	German	Ratio	Soviet	
Units (all types)	161	0.96	168	Units (all types)
Firepower (inherent, SW & HE)	1900	1.5	1234	Firepower (inherent, SW & HE)
Firepower (range adjusted)	4812	1.9	2518	Firepower (range adjusted)
To Kill factors (ordnance)	322	1.1	300	To Kill factors (ordnance)
Smoke capability (ordnance, OBA)	18	1.4	13	Smoke capability (ordnance, OBA)

[One important aspect overlooked in the above comparison is that all the units do not face up to each other at the same time. Given that German reinforcements all enter before turn 13 and that a significant part of the Soviet reinforcements enter beginning on turn 13, in addition to many Soviet units being tied down in the NKVD Fanatic Strongpoints until turn 10, it is clear that the German is able to apply local superiorities and destroy Soviet units piecemeal. This consideration would require a modified analysis; in any case the above table can be considered to be a conservative assessment.]

TABLE 2: Detailed Analysis of Opposing Forces

Listed below is the breakdown of opposing forces and comments to each section.

Item	German	Ratio	Soviet	Item
Engineer	9		16	NKVD
Engineer FP	72		96	NKVD FP
Engineer FP * range	216		192	NKVD FP * range
Engineer Smoke	7		9	SMG-E
Sturm	12		54	SMG-E FP
Sturm FP	60		108	SMG-E FP * range
Sturm FP * range	240		6	Engineer
Sturm Smoke	4		36	Engineer FP
Landser1	51		72	Engineer FP * range
Landser1 FP	204		2	Engineer Smoke
Landser1 FP * range	1224		9	Rifle-E
Landser1 Smoke	9		36	Rifle-E FP
Landser2	9		180	Rifle-E FP * range
Landser2 FP	36		11	SMG-1
Landser2 FP * range	144		55	SMG-1 FP
			110	SMG-1 FP * range
			12	Rifle-1
			48	Rifle-1 FP
			192	Rifle-1 FP * range
			37	Conscript
			148	Conscript FP
			296	Conscript FP * range
Squads	**81**	**0.81**	**100**	**Squads**
Squad FP	**372**	**0.79**	**473**	**Squad FP**
Squad FP * range	**1824**	**1.6**	**1150**	**Squad FP * range**
Squad Smoke	**20**	**10**	**2**	**Squad Smoke**

Table 2 shows the breakdown of opposing forces and comments to each section, and supports rule of engagement **I.**: German squads are fewer and provide less raw firepower. When adjusting for range the reverse appears to be true, however there are essentially three types of squads which require three types of operation. This leads to another set of rules of engagement:

IV. Close Combat vs. Infantry is to be avoided, operate instead up to PBF.

V. 1st line squads (467) will operate HMG, MMG, ATR and LtMTR. They will provide covering fire, using Opportunity Fire if the enemy is concealed.

VI. 2nd line squads (447) are to deploy fully and function as scouts. They will move first and conduct searches to reveal hidden enemy.

VII. Elite squads (838 and 548) are to co-operate in the use of FT, DC and LMG. They will require skilful use of Assault Movement and Smoke grenades to move up close while avoiding unnecessary casualties. Never use Prep Fire unless the enemy is already ADJACENT, use Assault Fire. Don't rush them.

The above rule **VII.** supports rule **III.**, even though squad Smoke is not included in the overall summary. Using Smoke grenades can be frustrating, but minimising casualties is essential – it is the Soviet that is meant to be eradicated.

TABLE 3: Leaders

Item	German	Ratio	Soviet	Item
Leaders	26		27	Leaders
Total leader morale	202		234	Total leader morale
Total leader modifier	-22		-17	Total leader modifier
Average leader morale	**7.8**	**0.90**	**8.7**	**Average leader morale**
Average leader modifier	**-0.85**	**1.4**	**-0.61**	**Average leader modifier**
Leader:Squad ratio	**0.32**	**1.19**	**0.27**	**Leader:Squad ratio**

TABLE 4: Support Weapons

Item	German	Ratio	Soviet	Item
HMG	5		2	HMG
HMG FP	35		12	HMG FP
HMG FP * ROF	53		18	HMG FP * ROF
HMG FP * range	840		216	HMG FP * range
MMG	5		6	MMG
MMG FP	25		24	MMG FP
MMG FP * ROF	33		29	MMG FP * ROF
MMG FP * range	400		293	MMG FP * range
LMG	14		14	LMG
LMG FP	42		28	LMG FP
LMG FP * ROF	49		30	LMG FP * ROF
LMG FP * range	392		180	LMG FP * range
ATR	4		8	ATR
ATR FP	4		8	ATR FP
ATR FP * ROF	4		8	ATR FP * ROF
ATR FP * range	48		96	ATR FP * range
Lt MTR	3		2	Lt MTR
Lt MTR FP	6		4	Lt MTR FP
Lt MTR FP * ROF	9		6	Lt MTR FP * ROF
Lt MTR FP * range	108		108	Lt MTR FP * range
Total SW	**31**	**0.97**	**32**	**Total SW**
Total SW FP	**112**	**1.5**	**76**	**Total SW FP**
Total SW FP * ROF	**148**	**1.6**	**91**	**Total SW FP * ROF**
Total SW FP * range	**1788**	**2.0**	**893**	**Total SW FP * range**

TABLE 5: DC and FT

Item	German	Ratio	Soviet	Item
DC	9		6	DC
DC FP	270		180	DC FP
DC FP * ROF	135		90	DC FP * ROF
DC FP * range	135		90	DC FP * range
FT	4		2	FT
FT FP	96		48	FT FP
FT FP * ROF	80		40	FT FP * ROF
FT FP * range	80		40	FT FP * range
Total DC+FT	**13**	**1.6**	**8**	**Total DC+FT**
Total DC+FT FP	**366**	**1.6**	**228**	**Total DC+FT FP**
Total DC+FT FP * ROF	**215**	**1.7**	**130**	**Total DC+FT FP * ROF**
Total DC+FT FP * range	**215**	**1.7**	**130**	**Total DC+FT FP * range**

Table 3 takes a look at the leadership for each side. The difference is surprisingly small, although there is a 40% and 20% advantage in leadership and leaders:squads respectively. (An allowance is made in the calculations for the Soviet Commissar morale boost.) No special conclusions can be drawn, leaving the normal rule:

VIII. Protect 9-2 and better German leaders from Snipers by surrounding them with HS in lower TEM where possible.

In Table 4 we look at the SW available to each side. Although there is near-parity in numbers of SW, the German's have higher FP, ROF and range. The SW should be employed as per rules **V.**, **VI.** and **VII.** One new rule is worth noting:

IX. High ROF and range SW (HMG, MMG and LtMTR) are primary weapons for interdicting the Volga piers and the river itself. By turn 13 these weapons should

ideally be in place to interdict Soviet reinforcements. By game end they must absolutely be in place to help achieve the VC.

Table 5 shows the DC and FT available to each side. The characteristics of the German and Soviet DC and FT are identical, the German simply has about 65% more available. Note the DC FP is adjusted for it being a single use weapon. See rule **VII.** for their application.

Table 6 shows the OBA situation. The Soviet gets more OBA modules, however the raw FP is only marginally more and when access and reliability is factored in the German OBA is noticeably superior, even compared to the Offboard-observed Soviet OBA which is free of radio reliability issues. The weakness of Soviet OBA may tempt its user to use Smoke often, bearing the initial SW wind direction in mind provides another rule:

X. Supporting fire bases should be widely separated and aim to be located SW from their primary targets to minimise the effect of any drifting Smoke.

Table 7 details the situation with regard to Guns. Here the German is weak and could have benefited from some Infantry Guns. Nearly half the Soviet To Kill capability is from the above Guns, which will all be HIP; the PTP39 is particularly dangerous as it can even knock out the StuG IIIG frontally. Most of the Guns can place Smoke to obscure German fire bases. The ZP39 can harass the Air Support.

XI. The two PTP39 Guns are priority targets, they can cause a lot of damage.

[In the event the BM obr 37 proved lethal against the German StuGs due to IFT effects rolls of 1,1 and 1,2, something which can not be factored against and has to be accepted as a risk!]

Table 8 looks at the AFV available to each side. The German has 60% more AFV; even discounting the SdKfz 10/5 there is still an advantage. This is the main source of German ordnance Smoke. The Soviet AFV are mainly a threat to the infantry assault, however they can also eliminate StuG IIIG like the PTP39 and are therefore an all-round threat. At least

two T-34s will be dug-in making them immobile but harder to hit. All are well armoured and are not easily eliminated.

    XII. SdKfz 10/5 are highly vulnerable and must obey rules I. and II. to the full. Their high ROF is valuable from turn 13 onwards along the Volga river.

    XIII. StuG IIIB must avoid armour combat. Their role is to provide Smoke cover and target enemy strongholds with HE.

    XIV. StuG IIIG can eliminate the Soviet AFV, particularly using APCR. Rule II. must be followed, coordination with Elite squads should be sought.

Finally Table 9 looks at the situation regarding Air Support. This is an important source of German firepower and is unchallenged with the exception of the ZP39 Light AA Guns which can fire at attacking aircraft up to ten hexes away using IFE; barring Smoke, a ZP39 would eliminate a Stuka with 2-4, damage with 5 and disrupt with 6. If aircraft are received, they are only around for one turn so the bombs should always be dropped with a Point Attack. Stuka automatically Pin the target, this can be useful against a large stack. To avoid failed Sighting TCs, targets should be > 4 hexes from friendly units, not in a building/rubble/orchard, unconcealed, have moved a hex and preferably vehicular.

Other considerations
German pace of advance

This is of prime importance to achieve the VC! From the hexrow B start line to the hexrow LL target there are 36 hexrows; to be there by turn 13 means the German must progress 3 hexrows per turn. This is easier said than done! If only 2 hexrows per turn are achieved then 18 turns will elapse, barely in time for game end and with no room for delay, therefore 3 hexrows must be the target. If possible, strongpoints should be bypassed in order not to delay progress.

Volga interdiction

There are some ideal locations from where the German can help interdict the Volga piers and river itself:

    i. AFV and LtMTR: Level 1 crest line hexes (although LOS is often blocked by 1 or 1½ level buildings at level 0) or river edge hexes; shellholes/debris. For actual pier locations, aim for Z5, AA7, CC8, FF15, GG24, (GG26/27?), FF18.

    ii. MMG and HMG: Level 2 building locations on Level 1 (so 3 levels above river), to minimise effect of blind hexes, *e.g.* CC16, CC17, BB19, CC20, CC21, DD25, DD26, DD27, DD30, DD31, DD32.

Note these are not sufficient to achieve the VC; German units must get to the river's edge and contest control of the piers.

German assets

The Germans have assets to apply:

    iii. Aerial Bombardment.
        Choose Pre-Registered hex after Soviet setup.

    iv. ATMM.
        Elite squads may try for this when CCing AFV, especially 548.

    v. AA halftracks, FG participation and Debris movement.
        Stack AA halftracks with fire bases.

Soviet assets

The Soviet is granted a number of assets:

    vi. Roadblocks.
        Infantry may clear with -2 DRM, later on StuG may try with +2 Bog DRM.

    vii. 23 HIP squads.
        This is negated by applying rules VI. and VII.

    viii. AFV.
        Negated by StuG IIIG, FT/DC and CC by 838, Stukas.

    ix. NKVD Strongpoints – Fortified.
        Negated by bypassing entirely,

TABLE 6: Off Board Artillery

Item	German	Ratio	Soviet	Item
OBA 100+	1		1	OBA(Ra) 70+
OBA 100+ FP	140		84	OBA(Ra) 70+ FP
OBA 100+ FP *(B/R)2*RMA	75		15	OBA(Ra) 70+ FP *(B/R)2*RMA
OBA 100+ Smoke *BR2RMA	4		2	OBA(Ra) 70+ Smoke *BR2RMA
			1	OBA(Ob) 70+
			84	OBA(Ob) 70+ FP
			35	OBA(Ob) 70+ FP *(B/R)2*RMA
			3	OBA(Ob) 70+ Smoke *BR2RMA
Total OBA	**1**	**0.50**	**2**	**Total OBA**
Total OBA FP	**140**	**0.83**	**168**	**Total OBA FP**
Total OBA FP *BR2RMA	**75**	**1.3**	**50**	**Total OBA FP *BR2RMA**
Total OBA Smoke	**4**	**0.80**	**5**	**Total OBA Smoke**

TABLE 7: On Board Artillery

Item	German	Ratio	Soviet	Item
GrW 34	2		3	MOL-P
GrW 34 ROF	1.500		0.917	MOL-P ROF
GrW 34 TK	0.5		17	MOL-P TK
GrW 34 HE	24		11	MOL-P HE
GrW 34 Smoke	2.2		2.8	MOL-P Smoke
			3	ZP obr 39
			1.500	ZP obr 39 ROF
			41	ZP obr 39 TK
			18	ZP obr 39 HE
			3	PP obr 27
			1.333	PP obr 27 ROF
			36	PP obr 27 TK
			48	PP obr 27 HE
			2.2	PP obr 27 Smoke
			2	PTP obr 39
			1.333	PTP obr 39 ROF
			35	PTP obr 39 TK
			32	PTP obr 39 HE
			1.4	PTP obr 39 Smoke
			2	BM obr 37
			1.500	BM obr 37 ROF
			0.5	BM obr 37 TK
			24	BM obr 37 HE
			2.2	BM obr 37 Smoke
Total Guns	**2**	**0.15**	**13**	**Total Guns**
Total Guns TK	**1**	**0.0039**	**129**	**Total Guns TK**
Total Guns HE	**24**	**0.18**	**133**	**Total Guns HE**
Total Guns Smoke	**2**	**0.25**	**9**	**Total Guns Smoke**

TABLE 8: Vehicles

Item	German	Ratio	Soviet	Item
StuG IIIG	8		9	T-34 M41
StuG IIIG MG	16		54	T-34 M41 MG
StuG IIIG ROF	1.167		1.000	T-34 M41 ROF
StuG IIIG TK	170		119	T-34 M41 TK
StuG IIIG HE	112		108	T-34 M41 HE
StuG IIIG Smoke	6.7		1.000	T-34 M41 Size
StuG IIIG Size	0.917		70	T-34 M41 Armour
StuG IIIG Armour	48		4	KV-1
StuG IIIB	7		32	KV-1 MG
StuG IIIB MG	0		1.000	KV-1 ROF
StuG IIIB ROF	1.167		53	KV-1 TK
StuG IIIB TK	92		48	KV-1 HE
StuG IIIB HE	98		1.083	KV-1 Size
StuG IIIB Smoke	5.8		43	KV-1 Armour
StuG IIIB Size	0.917			
StuG IIIB Armour	34			
SdKfz 10/5	6			
SdKfz 10/5 MG	0			
SdKfz 10/5 ROF	1.500			
SdKfz 10/5 TK	59			
SdKfz 10/5 IFE	48			
SdKfz 10/5 Size	0.917			
SdKfz 10/5 Armour	1.6			
AFV	**21**	**1.6**	**13**	**AFV**
AFV MG	**16**	**0.19**	**86**	**AFV MG**
AFV TK	**322**	**1.9**	**171**	**AFV TK**
AFV HE + IFE	**258**	**1.7**	**156**	**AFV HE**
AFV Smoke	**13**			
AFV Armour	**84**	**0.74**	**113**	**AFV Armour**

TABLE 9: Air Support

	German	Ratio	Soviet
Air Support	12		
AS Factor	1.5		
AS MG (Point Attack)	**144**		
AS HE (ITT 0-6)	**468**		

using Smoke or overwhelming FP.
x. OBA.
   Negated by spreading out if not in stone locations.
xi. MOL capability.
   AFV observe rule II. and infantry weigh up the risk of PBF.
xii. Fortified Locations (in addition to NKVD Strongpoints).
   Bypass, use FT or breach with DC.
xiii. High SAN.
   AFV remain BU. 9-2 and better leaders surrounded by HS.
xiv. Sewer movement.
   Where necessary locate units ADJACENT to manhole Location.
xv. Booby Traps.
   Avoid TCs…?
xvi. Stealth for Elite and 1st line.
   Avoid CC against Infantry (rule IV.), particularly Elite and 1st line.

through 12). Place reinforcements.
   Rally leaders, then self-rally two MMC.

Final Remarks

The AAR will be provided in a later article, until such time I echo Shaun's introduction in that overall the game was conducted in good spirit with much backtracking being allowed by both sides in complete disregard of A.2. It was a very jovial affair with much teasing and taunting by both sides, while I had fun translating all the Cyrillic Soviet slogans that Mike and Neil brandished. I guess the educational level of the Soviet side did not stretch to reading! Their duty was simply to display the propaganda material that STAVKA sent them.

Reminder for each Player Turn

RPh: Roll for Air Support (turns 1

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Above; the German commanders, Shun Carter (left) and Ulric Schwela.
Below; a puzzled-lookng Neil Brunger (left) and Mike Standbridge consult the scenaio card.
Bottom: a German propaganda poster from mid-1942.
Overleaf: an assortment of photos from the weekend's play.

13

Battle Analysis

The following is taken from a PRAVDA interview with Poltruk Baldric while in Lubiyanka Prison.

Pre Battle Planning

We were provided with much propaganda material from the Party, and Vodka.

Poltruk Baldric attempted to contact Comrade Commissar Mike Stanbridge for a detailed plan of action. However, communication difficulties were rife and he was informed that the Comrade commissar was away in his foreign Dacha. Belief in "Da Rodina!" led to the thought that a greater secret action plan would be ready for the defence of No 1 railway station and the city districts to thwart the Fritz's assault. Of course it was important that the people's valiant militia would be ready for the call to arms. Therefore some prior defence planning was undertaken at a purely (purile?) local level to familiarise with the Stalingrad terrain and prepare for the greater plan of action, although Poltruk Baldric had no previous experience at multi player large scenarios. It came as a significant surprise to be informed that the prior defence planning was indeed now the "main plan!" Should the plan be successful then the party would be grateful. IF NOT............ Siberia is a nice place to visit where you can learn technical skills in mine clearance in Gulag Tech.

Distribution of Forces

It was decided by the Commissar that he would have the responsibility and the glory of defending the Station No 1 and the left side of the battle space. Poltruk Baldric would hold the Northern Front.

The local worker's NKVD militia consisted of 4-2-6 squads seasoned with 6-2-8 squad and commissars support to watch our backs (Why were they pointing those guns at us?). There would be gun support in the form of 82mm Mtr's; 37L AAG's; 76 Inf.; and 76L Art. We would also to have T-34s. OK some were not finished, so we dug them in. OBA too, we are lucky comrades. I called Chuikov on the phone and asked for more comrades. He just said "Yeel be all reet wen the boeat comes in, like mann! Stay frosty!" Apparently all the tactically proficient experts are at Gulag Tech learning Rumanian and Italian languages for some future plan. Like that's ganna de us any good now? They divn't tell us nout here.

Not one step back! No problem there with mostly just three MP and streets full of rubble. It was slow to disengage and relocate.

Alas the detailed plans of the location of the defences were lost with the war diaries of the fallen! It's been a long time and memories fade with PTSD and prolonged enhanced vodka use

Shape the Battle Space

Well the initial Soviet set up surprised Fritz. Ulric and Shaun appeared with detailed plans and preparation. Opportunity fire, air bombardment
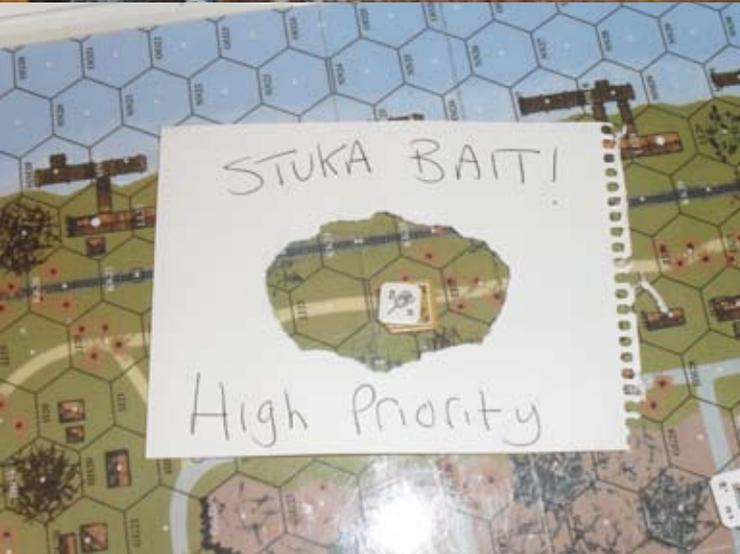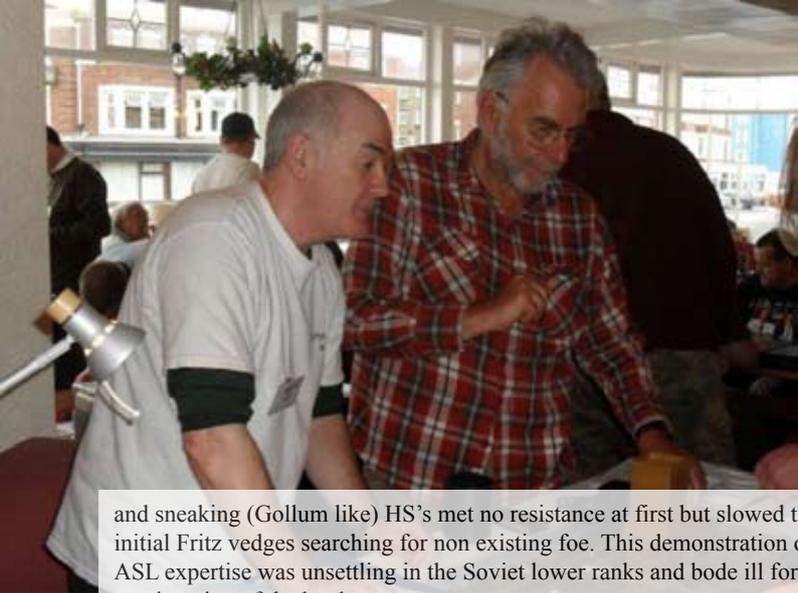
and sneaking (Gollum like) HS's met no resistance at first but slowed the initial Fritz vedges searching for non existing foe. This demonstration of ASL expertise was unsettling in the Soviet lower ranks and bode ill for the continuation of the battle.

The Soviet front line at the row of wagons for the city railroad soon is taken despite fierce, but short lived resistance.

Develop an Ambush Mentality

Well we tried. Multiple gun lines and HIP NKVD strong points did slow Fritz a bit. (Some HIP units spent time burning NKVD files I think for smoke cover?) Some guns ran out of ammunition. Where are the supply boats?

Sniper activity appeared low. We requested Zaitsev but got Jude Law….

The Southern front held longer with better quality troops and Comrade Commissar with his Nagan pistol. Comrade Commissar even requisitioned some of the force allocated to the Northern Front. All for a good party cause.

Air support superiority did us HARM. Unpainted T-34s shine in the sunlight attracting Stuka interest paid in full. Any attempt to reinforce the front met with interdiction. One SS pilot (Socialist Stuka) did raise some hope by bombing a high priority German target.

Tempting Ulric with vodka was to no avail as he was driving the staff car to his residence every evening. Better luck with Shaun?? Fritz did make it to the Volga very historical (or hysterical). Elements of the "194th Regiment boldly infiltrated behind the Soviet forward positions, cutting off communications and reinforcements and, for a brief time, even reaching the Volga." (Glantz, 'Armageddon in Stalingrad' 2009.)

All too soon the dusk started to fall and the promised boats did come in with reinforcements and OBA. 13th Guards to the rescue! Although the gun boat appeared ancient!! Time had beaten us all to a decisive result.

No land for us beyond the Volga. However plenty of us Militia were buried in front of the Volga.

Overall it was very interesting and exciting playing a big game with multi player responsibility (irresponsibility depending on your position during the battle). We enjoyed plenty of fun and generated a modicum of interest during the weekend. There was a relaxed atmosphere and comradeship. I am impressed with Ulric's recording of events.

Certainly I would do it all again. I learned a lot of *ASL* in good company. Thanks to Mike, Shaun, and Ulric for the grand experience.

Poltruk Baldric (AKA Neil Brunger (Too Germanic sounding for the Soviet Lubiyanka Prison social club, (Ouch! that stings!))

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The Red Fleet is coming!
In this case the Black Sea Fleet: Cernomorskii Flot
Is that ship from the correct century??
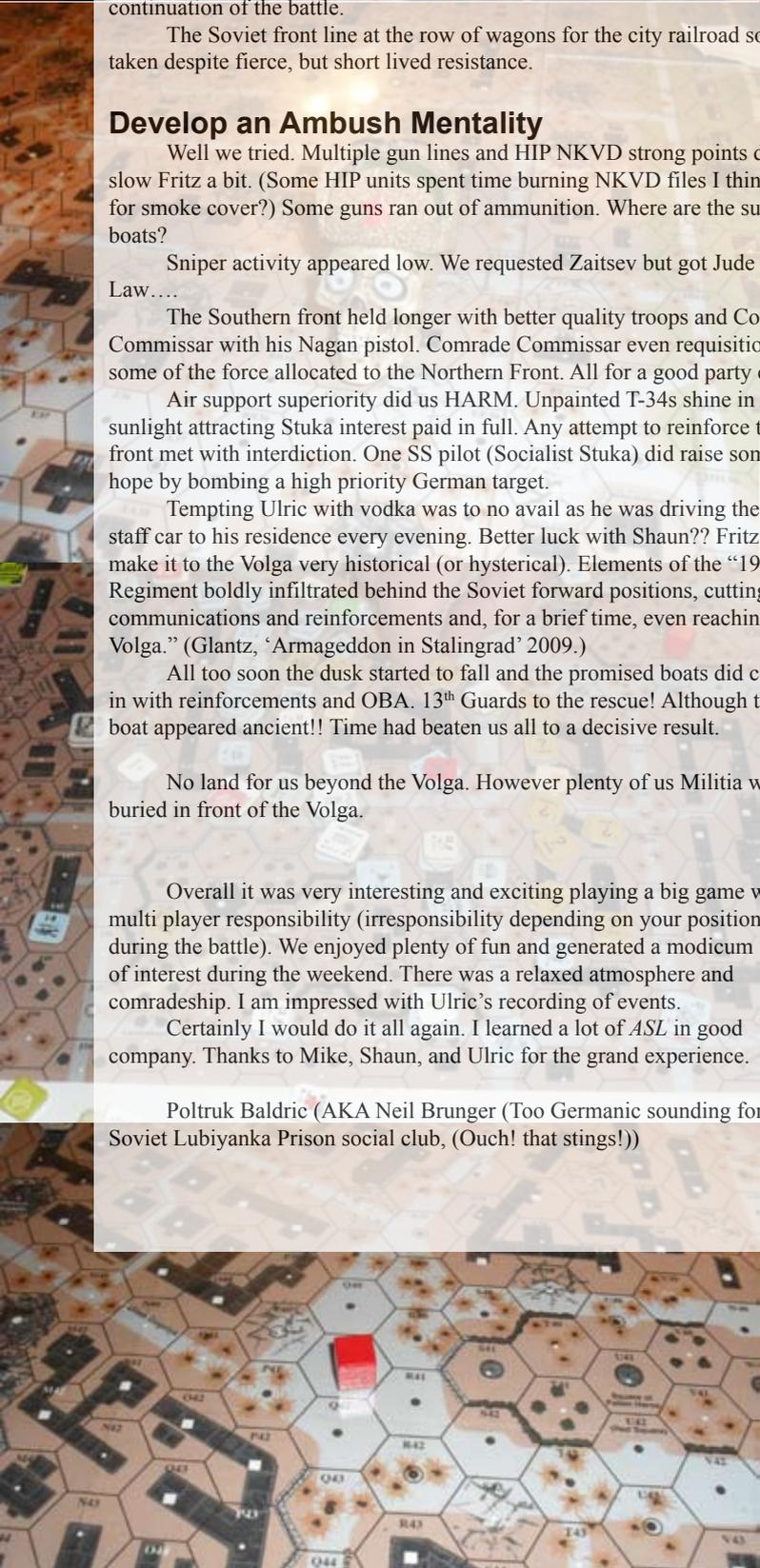
Intensive Fire 2010
28 – 31 October 2010

INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2010 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.
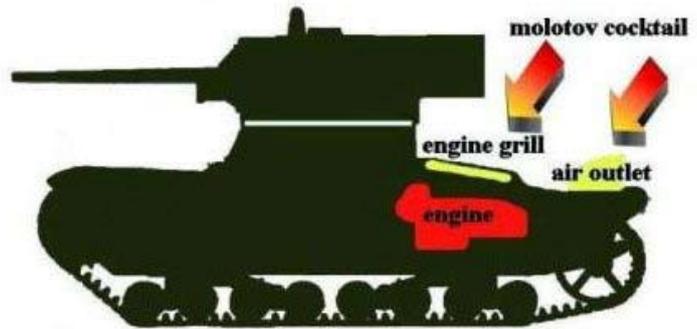
MOLOTOV COCKTAILS

Michael Davies

Molotov cocktails have three main uses in *ASL*, as an anti personnel weapon against unarmored targets, as an anti tank weapon against armoured targets and against terrain. In this article I will provide a short history of the development and use of Molotov cocktails up to and including WW2, and make some comments on their use in *ASL*. As always the *ASLRB* is the best guide for players, also worth a look is a handy little chart on the C1 Off-Board Artillery Player Aid, which summarises the rules guidance very effectively.

The crudest form of Molotov cocktail is a half pint glass bottle filled with petrol, with a rag soaked in either petrol, alcohol or even paraffin as a fuse. The rag is lit then the weapon thrown at the target. Usually the force of impact is sufficient to break the bottle creating small droplets of petrol and petrol vapour which ignites either as a pool of burning liquid or more often in an impressive fireball accompanied by smoke and a flash. Malfunctions range from the fuse or wick detaching, to the bottle not breaking, through to dropping the bottle or missing the target. Petrol burns at 200 to 300 degrees C, sufficient to ignite flammable objects it contacts.

Against human targets the exploding bottle can easily ignite most clothing, cotton and manmade fabric burn at an alarming rate, wool is flame resistant. Flames will subsequently burn human flesh, human fat once ignited will melt like candle wax. Shards of glass are also a hazard, trivial in comparison to the flame or minor blast damage. Used to strike buildings or vegetation a single bottle can easily start a blaze. Hard targets like tanks and other armoured vehicles are damaged by fire spreading to the targets engines, ammunition, or crew, or by injuring or disrupting the crew. Burning liquid can enter the target through open hatches, vision slots, gaps in the armour caused by earlier battle damage or poor design, or through ventilation or exhaust ports. Fuel fires are more likely for petrol engines, as diesel burns at a lower temperature and is much less likely to explode dramatically. Engine design is a factor; inbuilt fire extinguishers in modern armour reduce damage, whilst slots for drainage below the engine can allow burning petrol to pass out of the tank causing minimal damage. Even if the engine does not catch fire burning liquid can damage wiring, fuel and water leads, causing mechanical immobilisation or damage. Igniting ammunition is another hazard. Against stowed gun ammunition a petrol fire will cause an explosion after ten to fifteen minutes, very large shells have separate propellant bags which would burn and cause an explosion much sooner. As soon as stowed ammunition explodes the crew are likely to be killed, and the tank to be burnt out. A fire that doesn't penetrate the tank can still damage external fittings like lights, stowage, crew kit, externally mounted machine guns, radios and sights. The crew of any vehicle is likely to be protected by padded woollen clothing which is fire resistant, but enough exposed flesh can be burnt, and smoke inhalation represents a serious threat to life. There is a big difference between fire resistant and fire proof though, a crew member on fire or in contact with burning material needs to take action to prevent injury or death.

The basic petrol bomb design was improved on very quickly by a number of design teams, much attention focused on the fuel mixture used, some thought also went into fuse design, and means of delivery.

I'll give an outline of the early history of petrol bombs followed by a bit more details on specific conflicts of interest to *ASL* players and designers.

Early History

In the 18th Century petrol was used for lighting and heat, also sold in bottles as a treatment for skin diseases and lice. From the 1860s on petroleum jelly became more popular for medical use, whilst bottles of petroleum increasingly became associated with accidental or deliberate house fires.

In 1871 Paris was in turmoil and rumours spread of women saboteurs called Petroleuses using bottles of paraffin or petrol to start fires. Chances are most of the fires were caused by careless storage of petrol or paraffin, but the idea of some mad woman starting a fire rather than it being down to the householders negligence caught on, and there were several convictions of the offence.

Bottles of petrol were soon used by miners, arsonists and others as a reliable source of flame to burn off gas or destroy property.

When tanks appeared at the Battle of the Somme 1916, the initial German reaction was to use existing weapons systems and defences against the new weapons. Trench systems, wire, and

badly churned muddy ground proved the greatest problem for armour. Direct fire from light guns of 77mm or above acting in an anti tank role could be very effective, firing either high explosive or later solid shot originally developed for naval warfare. Guns weren't the ideal solution. There simply were not enough to cover the thousands of miles of front. Short term concentrated rifle fire, machine guns and grenades were used along with poison gas. By the end of the war anti tank ammunition for rifles and machines was in use, as were specialised anti tank rifles and grenades either in bundles or lugged around in sacks. Tanks were protected by screens made of a wooded frame and chicken wire as early spaced armour and to create sloped surfaces for grenades to slide or roll off. There's a slim chance the odd bottle of petrol was thrown at a tank during WW1 but it's not been widely reported or documented.

After the War To End All Wars a series or small wars and civil wars continued, many involving small numbers of tanks. I've not been able to find any written records suggesting petrol bottles were used against armour in any of them.

Aside from major ,conflicts colonial wars and policing actions involved small number of light tanks or armoured car in North Africa, India and the Middle East. Very unusual anti tanks tactics evolved, improvised mines and pit traps, roadblocks, and swarming attacks to disable tracks, gain entry by breaking into hatches or the destruction of periscopes or vision slits. Abyssinian assaults on light tanks are the best documented examples of this level of determination. Fire was also used again colonial armour. Petrol was sometimes poured over a tank and lit to drive the crew out, and most abandoned tanks would be set alight either by igniting fuel or lighting fires under the unmanned tank.

Although many of the tactics employed used considerable bravery and resourcefulness, few ideas took hold in Europe. The antidote to tanks was seen as anti tank guns, artillery, obstacles or friendly armour.

Spanish Civil War

The Spanish Civil War started in July 1936 as an escalating conflict principally between the Nationalists and Republicans, with other groups involved, notably the Basques, Catalans and Anarchists. Volunteers from other countries rallied to the cause though in limited numbers. In July 1936 Germany decided to lend support to the Nationalists, with Italy joining the war in September providing more ground troops than the Third Reich. Soviet Russia sided with the Republican cause sending arms shipments from October 1936, and encouraging communists around the world to mobilise in support of the Republic.

Spain started the war with a small number of surplus French tanks of WW1 vintage, and some home produced armoured cars. All had armour that was resistant to rifle fire, but vulnerable to machine gun fire at short range. Unopposed armour could dominate small parts of the battlefield but small numbers limited this effect.

As German, Italian and Soviet vehicles arrived infantry anti tank tactics developed. Dynamite and mining explosives were used with some success, in part because of the number of skilled and determined miners familiar with the use of explosives. Petrol bombs had also been used in mining and by arsonists since the 19th century. General Franco (nicknamed Miss Canary Isles 1936 by a small number of his Nationalist Colleagues) is credited for authorising the petrol bombs first organised military use.

Soviet tanks began to arrive in October 1936, with fifty T-26 tanks, thinly armoured but mounting very effective 45mm guns. Initially the tanks were intended to have Spanish crews trained by Russian advisors. As the Nationalist army moved closer to Madrid a unit of Soviet crewed tanks was hastily organised and moved to the front at Sesena (close to Toledo and Madrid). In response Franco issued petrol bombs packed with straw in crates delivered by trucks to front line troops with an accompanying cartoon describing how to use the weapons. The bottles contained petrol and were supplied with a rag wrapped round the neck to be used as a fuse. Franco's ground forces were helped by four Italian CV-33 tanks and perhaps a dozen 75mm guns.

The action at Sesena was hailed as a victory by both sides; both sides lost three tanks, though the Nationalists also had greater infantry casualties, lost some guns, and several trucks. The T-26 proved to be a much better tank than the CV-33 and would later be seen as better than German Panzer I tanks. Sesena did see the first record of effective use of petrol bombs against armour.

Petrol bombs were soon used by both sides, proving most effective in built up areas, where a tank's visibility was restricted and greater concealment terrain available for infantry. Tactics also developed from a simple direct frontal attack with the bomb thrown over arm at the front of a tank, to a lazy under arm lob to place the bottle on the back of the tank to allow petrol to burn onto the engine and air intakes. Anti tank teams were formed, using grenades and explosive charges in close assaults, throwing petrol bombs as a direct attack on tanks and to create smoke to ease the approach of other weapons.

Tankers response was to button up, try to keep a short distance away from infantry or suspected positions and to make greater use of machine gun fire to search for enemy infantry. Soviet designers were already developing diesel engines, principally for fuel economy, but the advantage of reducing vulnerability to petrol bomb attack provided further impetus to this. Later Soviet designs were always tested for vulnerability to flame attack.

Although petrol bombs were effective, it was generally felt a light anti tank gun of 37mm or 45mm calibre was more decisive, it could destroy armour at a distance with less risk to the attacker. The petrol bomb had arrived and would remain useful particularly in built up areas.

Khalkin Gol

The next conflict with well documented use of Molotov cocktails took place in Manchuria on the border of the Mongolian People's Republic, allied with Soviet Russia and Manchukuo, a Japanese puppet state in China. The Japanese fought one battle in the area in 1938, the Japanese attacked to stop the Soviets occupying high ground next to the border. After initial Japanese success the Red Army and Mongolians slowly pushed the Japanese back to the border, and a peace was negotiated. The action was reasonably
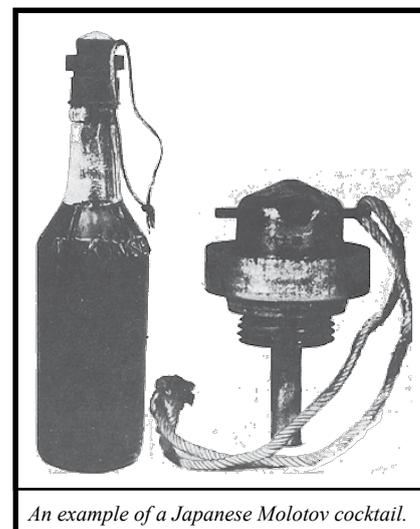
An example of a Japanese Molotov cocktail.

small scale perhaps 7,000 troops involved on each side.

The Japanese felt they did hold an advantage in troop quality, and tactics, and disliked the interpretation of an original treaty between China and Russia so tried again in a series of battles around Khalkin Gol. Considerable forces were involved, in excess of 57,000 Soviet troops with over 500 tanks, Japanese forces were closer to 40,000 troops and 135 tanks.

After initial Japanese success the Soviet counter attack planned by Zhukov managed to surround and annihilate large pockets of Japanese troops making coordinated use of arm, air, artillery and infantry assets. Japanese infantry did struggle with Soviet armour, mostly T-26, and BT5/7/7A, plus miscellaneous armoured cars. To attack Soviet armour Japanese troops used grenades, and pole mounted anti tank mines, additionally some petrol bombs were available and used to attack tanks or to burn out damaged ones.

The highest claimed figure for tanks destroyed by Japanese petrol bombs was about 400, which is much higher than the total losses admitted by the Red Army of over 360 tanks and armoured cars, some of which were recovered and repaired after the action. About 196 Soviet AFV were burnt out, undoubtedly due to petrol fires, some caused by bombs but others caused by ammunition explosions, fuel tank explosion or armour piercing rounds. Maybe 5-10% of losses were due to petrol bombs, say 10-20 tanks. Far greater casualties were caused by artillery, aircraft or most frequently anti tank guns.

Japanese tank casualties were much lighter. In the main this was due to the Japanese withdrawal before committing their armour to a lost cause. Infantry casualties were high, highest guesstimate was 60,000 dead and 3,000 Japanese prisoners!

Suffice to say the Soviets won. The Japanese decided attacking the Red Army again was a bad idea, and looked critically at infantry anti tank weapons, their own armour and anti tank weapons. The Soviets were pleased with the overall results, accepted the loss of armour viewed as expendable, but looked again at standards of armour protection and vulnerability to petrol bombs and grenades. Stalin took an interest in the campaign itself and carefully watched for indication of Japanese intentions.

Soviet designers worked on anti tank grenades, the standard anti tank weapon remained the 45mm gun, either as a towed gun or mounted in tanks.

Much of the fighting took place in open terrain, reducing the opportunity for Molotov attack.

Winter War

Finland declared it's independence from Russia in 1917, fighting a war ended by the Treaty of Tartu in October 1920. Work on the Mannerheim defences started the same year, although non aggression pacts in 1932 and 1934 suggested Soviet Russia might respect the agreed Finnish border.

In 1939 Stalin approached Finland to adjust the Soviet Border and lease the port of Hango, mainly to help control the Gulf of Finland and sea access to the Baltic, to secure rail communications north to Archangel and Murmansk, and to protect the approaches to Leningrad. In exchange some minor territorial concessions were offered. Meanwhile the Red Army occupied parts of Poland and the whole of Estonia, Lithuania and Latvia.

As negotiations stalled shells were fired on the border landing near Mainila in Soviet territory on 29th of November 1939. The Finns vigorously denied firing, and called for independent investigation of the attack. The Soviets renounced the non aggression treaties, and invaded on 30th November. In 1994 Boris Yeltsin accepted the invasion was a war of aggression, and most historical evidence points to the shells being fired by the Soviet Union. On the plus side at least the Red Army didn't hit the village.

Before the war the Finnish army was giving thought to anti tank tactics. As early as 1932 a petrol bomb was tested by Sergeant Major Johan Valli of Bicycle Battalion No 2. A design team led by Captain Eoro Kuittinen developed the idea further in spring 1937. The first weapon had a glass bottle filled with petrol using a cotton waste wad as a fuse. It worked but the team were disappointed with the tendency of the liquid to run off the target and the high visibility of the burning cotton waste which caught the eye, particularly at night or in low light conditions. Adding a small amount of tar made the liquid thicker and likely to stick to the target, additionally thick black smoke from the fire reduced visibility making subsequent attacks easier. Burning temperature also increased towards 300 degrees Centigrade.

The big leap forward was the improved design of the fuse. Storm matches, also known as Bengal matches, are used in survival situations, and are basically giant matches, covered in

A Finnish soldier with a Molotov cocktail.

material such as wax to make them damp resistant. Two storm matches were taped to the side of the bottle to be lit and then ignite the bottles contents shortly after impact. Chemical fuses were developed later, a glass sealed tube placed inside the bottle to break and releases sulphuric acid or white phosphorous on impact. This was slightly more dangerous to carry, but more reliable in adverse weather and less visible. Most of the winter war fuses were storm matches, the chemical fuses being more common in the closing months and later in WW2.

The Finns experimented with different bottle sizes, before settling on a standard half litre bottle in use by the State Alcohol Monopoly Alko. Their bottling plants started industrial production in December 1940 producing 40,000 that month, over half a million more during the Winter War.

At first Molotov's were hurled at the front of tanks, pretty soon targeting the engine at the rear proved more effective. Attacks from forested areas in low light conditions were favoured. Soviet tankers countered by waiting for infantry support and working in tandem with other tank platoon members. Additional armour was tried; chicken wire mesh frames were rigged on tanks, as well as snow covered fir branches. Both helped a little either by bouncing off some bottles or by keeping the burning liquid off the tank. Some Finns countered by wrapping barbed wire around

bottles to make then catch on mesh or branches, or tying stones to the bottle to keep it in place. As long as burning liquid could enter the engine or air intakes the petrol bomb was a threat.

The name Molotov cocktail certainly dates to the Winter War, either coined by an unknown Finnish soldier or journalist as "a drink to go with the food", itself a reference to "Molotov's Bread Baskets" a name given to Soviet incendiary bombs after Soviet People's Commissar Vyacheslav Molotov claimed reports of Russian bombing were instead operations to drop food to starving Finns. The Soviets disliked the term, the press and public loved it, and so it stuck, and is still in use today. The Finns initially called the weapon Polttopullo, Finnish for "Burning Bottle", a name appearing in military manuals. Molotov cocktail excited the imagination and the name has been popular since the Winter War.

Almost all the Soviet armour employed comprised T-26 and various marks of BT tank, plus older light tank designs and some T-28 medium tanks. Additionally experimental KV, T-100 and SMK tanks were used in field tests. The KV-2 mounting a massive 152mm gun was used to attack fortifications with some success. Tank losses were high, over 3,500 destroyed or mechanical losses. Most were destroyed by infantry assault using grenades, explosive charges and Molotov cocktails, a smaller number due to artillery or anti tank artillery.

In the Continuation War the Soviet Union fielded T-34 and KV tanks with diesel engines and better designed protection. Generally diesel engines are less prone to fire, although flammable engine fittings like wiring and tubing are just as vulnerable. The bigger gun and steadily improving tactics of Soviet armour were also a factor. Molotov's were still used, but more often as part of a coordinated attack plan including demolition charges, Panzerfausts, or grenades. Noticing the smoke generated by petrol bombs reduced tank crews vision led to Sokaisupullo M44, literally "Blinding Bottle". The fuse was chemical, probably sulphuric acid, on impact the contents would burn but were configured to generate more smoke than heat or flames, in effect a smoke bomb.

Usually five or six cocktail would be enough to disable or discourage a tank. Some Molotov's were used to start fires to deny shelter to Russian troops and cause combat losses through frostbite or exposure. Additionally the weapon could be used for battlefield illumination at night, and to start fires just to keep the troops warm. Aside from material damage the Molotov cocktail provided a valuable boost to Finnish troop's confidence against enemy armour, helping to develop confidence and an extremely aggressive spirit.

British Home Guard

Volunteers from Britain and other European countries took part in the Spanish Civil War, and returned with some experience of anti tank combat and fighting in built up areas. After the fall of France there was a strong concern that the Germans would cross the Channel and bring modern armoured blitzkrieg to southern England. As anti tank weapon and even soldiers were in short supply locally organised troops were raised from volunteers too old, too young or otherwise excused from frontline military service. Weapons were in short supply but considerable effort was put into training the newly formed units of what became the Home Guard.

Some Home Guard units received the best training available in what was called Tank hunting and Destruction. Small sections of volunteers were to set traps for tanks and to assault their terrified crews using hand grenades, smoke candles and bombs, explosives, mines, and petrol bombs. Auxiliary weapons such as crowbars for breaking tracks, saws, axes and shotguns were also recommended. As well as conventional petrol bombs, the manual recommended a mixture of equal parts kerosene, tar, and petrol in quart (two pint) beer bottles. The fuse was a rag to be soaked and let before throwing. The manual warns against adding sulphur as it would be against the Geneva gas protocol and the spirit of the Hague convention. Which gives an insight into the sense of fair play that prevailed? Bottles could be carried in crates used for beer. Tactics stressed creativity and controlled aggression. Aside from conventional bottle delivery, one idea current was to throw a blanket onto the front of a tank, then a bucket of petrol followed by a petrol bomb. Against an alert crew this just couldn't work. Another tactic considered used a short length of railway track thrust into the tanks suspension to break or stop the tracks. Crowbars, axes and saws were intended to open hatches or destroy vision slits, the shotgun was considered useful against exposed crews and against vision slits. I've no doubt the Home Guard would have tried to destroy tanks using very basic equipment, Hitler's decision to invade Soviet Russia made the point moot.

A deluxe petrol bomb was developed in 1940 by a chemical company Albright & Wilson. The basic idea was a small glass bottle filled with a self igniting mixture that was to be dropped by the RAF on German factories. Tests at ground level showed the bottles were self igniting on impact and burned with a fierce flame. The RAF really didn't like the look of them though. Landing and takeoff with a cargo of glass bottles filled with highly dangerous liquid didn't appeal, and other bombs containing oil and petrol with iron casing were already being considered. The basic idea did appeal to the developers who spent more time on refining it.

By the end of 1940 the Number 76 grenade consisting of a glass bottle containing benzene, water, phosphorous in suspension, a short strip of rubber and a water barrier to keep the benzene and phosphorous apart. Roughly a half a pint of liquid looked harmless, but really were phenomenally dangerous. Thousands were issued and buried to be found during construction work. Bomb disposal teams are needed to handle them, mainly due to
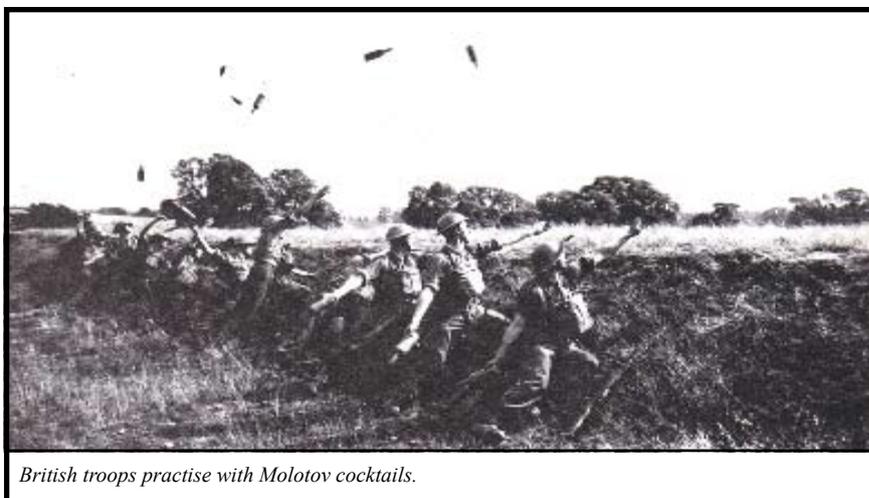
British troops practise with Molotov cocktails.

Members of the Home Guard manning a Northover Projector.

the chemical fusing.

Throwing one was going to be dangerous. A Home Guard officer Major Northover developed a bomb projector for Home Guard use. It was designed to project grenades, and anti tank grenades and also petrol bombs. The No 76 Grenade was tested and seen to fit the barrel and could be fired successfully most of the time. Occasionally the ammunition burst in the barrel though, so a redesigned grenade with thicker glass was issued, marked with a green cap; the standard grenade had a red cap.

The Northover Projector was used for training and likely boosted the morale of Home Guard troops and most people who saw it. Range was limited to 100 yards, maybe 150 in optimal conditions. Even a Boys anti tank rifle would have been more effective most of the time.

About six million No 76 grenade were issued to front line British and Commonwealth troops, until declared obsolete in February 1944 being replaced by the PIAT, hand thrown anti tank grenades and mines. It's doubtful the No 76 or any form of petrol bomb was much used, although Army units did use explosives and petrol to destroy immobilised tanks on occasions.

As recently as 2005 a cache of No 76 Grenades was found on a Bronze Age archaeological site in Wales, found by

metal detector enthusiast. Others are still out there.

I found one mention on a Finnish web site of early British Molotov's using a strip of film wrapped around the neck as a fuse. Celluloid burns very quickly so there would be no time to dawdle when preparing to throw, though it would have the additional advantage of igniting when wet.

Eastern Front

When the Germans launched Operation Barbarossa the Soviets planned to use anti tank guns, tanks and artillery asset to oppose German armour. For close defence infantry units relied on ordinary hand grenades and a limited issue of anti tank grenades, plus support from Engineers using demolition charges or flamethrowers.

The Red Army really took to flamethrowers, and even after the war employed them as anti tank weapons. Anti tank grenades also did a good job but there were never really enough to go round. The Soviets, perhaps drawing on their experiences in Finland and Mongolia/Manchukuo, started producing petrol bombs.

Initially these were traditional bottles of petrol locally produced. Pretty soon improved designs were available.

Soldiers were discouraged from using the term "Molotov" as it was felt to be insulting, instead *"Butylkas goryuchej smes'yo"* or bottle with flammable liquid was the official designation. In practice petrol bomb and KS bomb was a common term and Molotov was used when no one else was listening who might take offence.

KS bottles were developed in 1940 by a team led by B. Ya. Kachugin and P Solodovnikov tasked with providing a better fuse to ignite petrol on impact. Their weapon put a mixture of petrol, sulphur and phosphorous in a bottle, and had glass tubes containing sulphuric acid taped to the outside, or fixed with rubber bands or wire. On impact the bottle broke and ignition was by chemical reaction. The use of sulphur may have contravened some treaties but assisted combustion, thickened smoke and smelt pretty bad as well. It also stopped anyone drinking the contents of the bottle. Millions were produced, many issued as the only weapon to a proportion of workers militia.

Tactics stressed the use of concealment to get as close to the target as possible, and also close coordination with other weapons such as ATR, guns and sub machine gunners.

In December 1941 Zhukov issued an order to create Molotov cocktail minefields. The fields in front of 5th Army contained something like 70,000 bottles, covered by anti tank weapons including 45mm guns, and newly arriving anti tank rifles. The defensive network was credited with repelling an armoured attack destroying 20 enemy tanks. The order was marked "Secret" and I've only seen a translation on a Russian website, but it suggests the practice of burying Molotov's and relying on either command detonation or the bottles breaking to attack enemy armour. Shallow trenches filled with waste oil, diesel and petrol to be ignited by KS bottles or mortar fire also featured in the defensive set up. The effect would be similar to anti tank mines, with a higher risk of a burnt out vehicle.

I can't find much about Molotov cocktail projectors, other than references to board or computer games, but I have seen about ten seconds of footage showing one being used in Stalingrad; a dull thud then a short whistle and a sound of glass breaking. Pretty much a low velocity mortar using a small charge to throw a glass bottle filled with KS mixture 50-100 yards.

The Red Army used Molotovs/KS up to the end of the war, in part because so many were produced; also some of the troops liked them.

Worth mentioning the Germans also used petrol bombs in winter 1941 through to Spring 42, maybe a bit later until more anti tank guns and later Panzerfausts became available. The German called Molotov's BrandFlasche or "Fire Bottles". Two main types were mass produced; one had a mix of flame thrower fuel and petrol, the other benzene and gasoline. Flame thrower fuel would make the mix more adhesive, benzene would give a higher burning temperature. Fusing was probably chemical. German pioneers did make use of jerry cans full of petrol for demolitions and assaults. A couple of jerry cans would be thrown into a building or the contents emptied onto it then ignited by grenades, a satchel charge or flare from a Very pistol. Aside from purely military operations similar techniques were used against civilians and on occasion Allied Prisoners of War.

Warsaw Rising

Amongst the many problems faced by partisans during WW2 was the chronic shortage of anti tank weapons. On occasions the tide of battle could be turned by the appearance of a 30 year old armoured car or near obsolete tank that could dominate the battlefield. If the armour could not be avoided one possible counter was to use petrol bombs, until better weapons became available.

Petrol bombs are low technology weapons but in most areas petrol was reserved for the occupying forces and in parts of Russia even the supply of bottles was limited. This didn't stop partisans manufacturing petrol bombs, just limited the numbers. The best example is the

Improvised munitions, including a Molotov cocktail, from the Warsaw Uprising.

Polish AK (Home Army) that stockpiled 12,000 petrol bombs prior to launching the Warsaw Rising. Petrol had been hoarded, taken from old cars and trucks, siphoned from Axis vehicles and some no doubt some obtained by trading with the German soldiers garrisoning Warsaw. Even during the action additional petrol was obtained by stealth, trading with the Axis forces, and by disabling Goliath demolition robots and extracting the fuel and explosives. Most petrol bombs used had a chemical fuse. Sulphuric acid was mixed with petrol in the bottle, a wad of cotton soaked in a solution of sugar and potassium chlorate was wrapped round the bottle. When the bottle was broken the components mixed and exploded, burning fiercely.

With limited anti tank assets the Poles managed to destroy over 300 German AFV and something like 300 trucks and cars. A proportion of these losses were caused by Molotov attack, as well as others from a small number of PIATs, captured Panzerfausts, and the odd anti tank rifle. Fighting in built up areas, Poles would favour dropping Molotov's from the top floor as this improved accuracy and ensured the bottle would break, as armour would be close to the building it could not engage with it's main armament and would be forced to retreat or wait whilst infantry drove off the Molotov bombers.

The Germans were so frustrated with the determined Polish resistance, and the open act of defiance that they responded by burning and shelling Warsaw when simply encircling partisan pockets even though negotiating a surrender would have been less destructive.

In purely military terms the Warsaw Rising was a defeat. It again showed the Poles could die hard, and further that in determined hands Molotov cocktails could destroy armour.

Loose ends.

The US Marine Corps developed Molotov's using a tube of nitric acid and a lump of sodium.

It's possible petrol bombs could have been used in almost any theatre of war post 1936, either by Civil War veterans or part time arsonists.

Most modern Molotov's have reverted to the classic design of bottle and rag, which works well enough. Most months there's a story in the news involving use, either in conventional riots, vandalism or on at least one occasion as a protest at a football teams poor performance. Recently in Thailand Red

Shirts have used petrol dowsed tyres as a smoke bomb, with a limited throwing range, burning tyres were also used in Somalia to warn of approaching American helicopter and provide some smoke cover.

Molotov cocktails in *ASL*

The best guide to any weapon system in *ASL* is of course the *ASLRB*. Molotov's are mostly dealt with in A22.6, with additional sections C7.344 and C7.22 covering use against AFV; C11.51 has rules against Gguns. Section H1.25 applies for DYO scenarios. E1.84 covers Gun Flashes at Night. G12.611 looks at Landing Craft.

There is a small chart on the C1 Off-Board Artillery Player Aid, which gives a very useful overview of Molotov use which gives at least 90% of all you need to know.

Keep in view MOL (Molotov cocktails) are only available by SSR or DYO Purchase. For design your own H1.25 cites cost is 1 point per MMC. Few make design our own scenarios but it is helpful to know roughly what MOL capability is worth if you are designing a scenario, play testing it or analysing it. Broadly speaking the more squads the more valuable the capability is.

To use MOL an unpinned Good Order or Berserk Personnel unit makes a Molotov Check which is not subject to Leadership. The check is successful on a dr or three or less modified by +1 for a Half Squad or Crew, +2 for a SMC, +1 for Counter Exhaustion (CX), and finally +1 against a non AFV target. If the modifiers are three or more the check will automatically fail but the attempt still counts. Attempted use of MOL counts as use of a SW.

Only one availability roll can be made for each Fire Group. If successful +4 FP is added to the unit's own inherent FP. As MOL count as use of a SW Half Squads and Crews lose their own firepower.

Range is limited to the same or an adjacent hex. Make a DR on the IFT, and note the coloured die. A natural six breaks the throwing unit or reduces it if it cannot be broken, Japanese squads step reduce. If the unit is in burnable terrain a Flame is placed, unless the terrain is a fortified building or subject to adverse weather, in which case the white die is consulted; as long as it is greater than or equal to one after modification a Flame is placed. Sounds complex but it isn't and rarely applies.

If the original coloured die is 1 then a Flame is placed in the target Location

if it is burnable terrain, again subject to white die scrutiny if the target is a fortified building or adverse weather applies (A22.611).

Placing a Flame can be very useful. The threat is that the Flame becomes a Blaze which will destroy any units remaining in the hex, can spread to other Locations and will generate Smoke. Even if kindling is not allowed by SSR fires arising from Molotov attacks can be legitimately exploited. If target and attacking unit are both in burnable terrain there is a 1 in 3 chance of a Flame, pretty good odds.

One restriction on MOL is they can't be thrown through an Orchard or Woods hex side, that's where the artwork connects two adjacent hexes. There is an exception against units using a road that passes through the hex side.

MOL attacks are resolved in three different ways against un-armoured targets, armoured targets or terrain.

Un-armoured Target

The mechanics of using MOL against un-armoured targets are fairly simple, an availability roll followed by an attack. The modifiers to the availability roll are +1 vs. non AFV and any modifiers for unit size. A SMC can't make the availability roll, a Crew or Half Squad needs a 1, even a Squad needs a 2 or less. If the availability check is passed the MOL adds +4 FP to the attack and is factored in when calculating any Residual FP.

There's a lot to consider though before making an attack. Most obvious consideration is will the additional firepower be useful, and similarly would a Flame in the target or throwers hex be useful.

Tactics will come into it. The firepower probably won't be crucial, creating a Flame just might be. Flames can become Blazes which prohibit movement and destroy units than can't or won't leave their hexes. If lots of Flames and Blazes are tactically useful MOL attacks against un-armoured units are a way to try for them.

At times the extra firepower can be useful, maybe critical if you are trying to place Residual FP in a bottleneck like a bridge or on a road.

Attacks against un-armoured vehicles using MOL are resolved on the IFT. Aside from additional firepower, including MOL in the attack increases the probability of a burning wreck and converts an immobilisation result to a kill. Very useful, as burning vehicles crew and

any Passengers are eliminated. Burning vehicles create Smoke which may or may not be useful.

Rule E1.84 cites MOL attacks create Gun Flashes in the target Location, allowing other units to fire at it with less restriction.

Part of the excitement and interest of *ASL* is deciding when to attempt special attacks like MOL, and when to forego the opportunity. If in doubt about the value of a MOL attack I'd recommend not bothering, if the tactic feels valid though roll low.

Armoured Target

Although MOL can be used against un-armoured target, it gets a bit more exciting when used against enemy armour. Again an availability roll is needed, if passed make a To Kill roll, MOL don't need to roll To Hit. The Basic To Kill is 6, subject to modification. The only negative modifier is -2 for a moving target, everything else improves your chances of a kill. Open topped vehicles are +2, Crew Exposed +1, further rear target facing can apply for another +1, and MOL can get an elevation advantage or +1 vs. Crew exposed Closed topped AFV, or +2 vs. Open topped vehicles.

Optimally you will be attacking an open topped static target from the rear with height advantage, with a modified To Kill of 6+2+1+1=10. Not bad for a glass bottle full of petrol. More often the modified To Kill will be lower, maybe 4 against a moving target.

Keep in view during a MOL attack a coloured die roll of six breaks the throwing unit without resolving the attack so the most optimistic modified To Kill roll can be missed one roll in six.

When to attack is a judgement call, depends on the potential loss offset against the potential gain. A lot depends on the Victory Conditions, if the VPs for a tank or simply the tank's destruction are important it will help you to decide. If you have limited infantry assets are enemy units are nearby a broken unit might e too risky.

Generally you can think when to attack before the game starts, but if a situation crops up in the game pause and think about. When you are happy, play on. If your opponent gets a bit impatient, I've found asking what they would do useful. Some of the better players will talk you through the options and might even suggest a better tactic!

If in doubt, make the attack and roll low. If it's the wrong thing to do you'll talk yourself out of it!

MOL does attack other units in the target hex, and can place Residual FP.

Not all attacks result in a burning wreck, if you roll the modified To Kill roll the AFV is eliminated with a Crew Survival roll. Further you can gack the To Kill roll and still have a combat result against an exposed crew, especially when factoring in a fire group's firepower.

Terrain

The third use for MOL is against terrain. After a successful MOL check +2 is added to a kindling attempt. Modifiers limit attempts to Squad, Half Squads and Crews. There's no risk of breaking, so it's a useful option if you need to set fires and have MOL. +2 really is worth having.

Conclusions

Molotov cocktails were produced in significant numbers by the Finns during the Winter War and early phases of the Continuation war (WW2) and by the Soviet Union during the Great Patriotic War (another name for WW2). Partisans and others also produced and used the weapon.

Molotov's are marginally effective against armour. A lot depends on getting close to the target without being detected and attacking from a favourable position. Although Molotov's could destroy any WW2 tank their short range, limited striking power and risk to the thrower made them a less effective weapon than most other anti tank systems. In WW2 the best counters to AFV were mines, anti tank guns and light anti tank weapons such as Bazookas, Panzerfausts, Panzerschrek or even PIAT. Molotov's were more effective against terrain, starting fires and destroying cover.

Molotov are still used in modern warfare, generally by combatants who don't have access to better weapons, or civilians intent on mischief.

In *ASL* Molotov's are valuable for kindling fires, and can be useful against personnel and armour. The mechanics are simple, a check for availability then an attack roll. A certain amount of luck is needed, with a one in six chance of the thrower being broken or reduced, when to attack depends a lot on the value of the target either in relation to a specific tactical situation or the games Victory Conditions. If in doubt roll low.

Ω

Double One 2010

Derek Cox

As many of you are already aware, Double One 2009 was cancelled due to an inability to reach agreement with the previous venue (in summary, the venue was asking for £2,000 up front, non refundable, to cover accommodation etc, something that nether Brendan nor I could or would commit to). After much head scratching, it was suggested that we try the local agricultural college. One phone call and a 3 mile journey later, the venue was booked.

The college is situated just outside Chelmsford, so we knew we had good transport links. Being an agricultural college, the governors take great pride in the grounds and environment. The main gaming hall can accommodate up to 20 players in relative comfort, each with their own large table (note to self – the table wheels have brakes, make sure they are applied!). The hall has patio doors which provided a breath of fresh air (literally) and we were also given overflow space into the next hall, where a variety of non tournament games took place.

First to arrive on the Thursday night was our esteemed editor, Mr Phillipps. Brendan and I had already visited during the day to set the tables up, and had been delighted to find that we were being supplied with free tea, coffee and biscuits all weekend. Things were looking up!

The hall opened at mid-day on the Friday, and the attendees started appearing from about 3pm. Chelmsford has good rail links into London, and we were able to run a free pick up (and drop off) service for all those letting the train take the strain. I have learnt for next year that it is not a good idea to try and play an 8 turner versus Mr Pilling while also running the shuttle service!

With most people arrived by 6pm, and several games already in progress, the draw for the main tournament was made. Given that we were right in the middle of the World Cup, and I had an excess of wallcharts, we themed the draw on the countries taking part, with each entrant randomly selecting a country. This had the advantage of not only determining who would play who, but also in which order. As it turned out, this kept several groups open until the last throw of the dice……

The first round on Saturday morning consisted of scenarios selected from the French publications *Tactiques* and *Le Franc Tireur*. All 5 of the possible scenarios were played, with 'TAC 72 Combat For A Tower' and 'TAC 47 Roses for Vandervoort' being most popular.

Saturday afternoon, and the big guns came out to play. I had always wanted to see some of the bigger *ASL* scenarios played, and so five of the larger scenarios from the core modules were selected. By far the most popular was 11, Defiance on Hill 30, which saw several forces wiped out to a man.

At the end of Saturday, several groups had some very intriguing positions.

Group A was potentially a straight fight between Nigel and Wayne, but if Paul beat Neil and Nigel beat Wayne, the 3 players would finish on 2/1, with no outright winner. Similarly, Group C had ended round 2 such that any 4 of the entrants could ultimately win the group, depending on the outcome of round 3. Sunday morning dawned and with it not only Round 3 but also the England v Germany game. In honour of England's greatest ever manager (well according to Stuart Brant), we had chosen some scenarios from the Swedish *Friendly Fire* packs, with 'FRF30 Bidermann's Escape' being the most popular, played in 5 out of the 10 matches.

And so the results:-
Groups and win/loss records:-

Group A	South Africa	Wayne Baumber	3/0
	Mexico	Paul Jones	2/1
	Uruguay	Neil Stevens	0/3
	France	Nigel Blair	1/2
Group B	South Korea	Ian Gaughan	1/2
	Greece	Stuart Brant	0/3
	Argentina	Martin Barker	3/0
	Nigeria	Mick Essex	2/1
Group C	England	Michael Allen	1/2
	USA	Pete Phillipps	1/2
	Algeria	Ian Pollard	2/1
	Slovenia	Simon Taylor	2/1
Group D	Serbia	Paul Haseler	3/0
	Ghana	Paul Legg	1/2
	Germany	Miles Wiehahn	0/3
	Australia	Dominic McGrath	2/1
Group G ("The Group of Dave")	Brazil	Gerard Burton	2/1
	Portugal	Dave Ramsey	2/1
	Ivory Coast	David Tye	1/2
	North Korea	Sam Prior	1/2

Winners:-

Group A	Wayne Baumber
Group B	Martin Barker
Group C	Ian Pollard
Group D	Paul Haseler
Group G	Dave Ramsey
Snakes	Mick Essex
Box Cars	David Tye
Successful Snipers	Paul Legg
Unsuccessful Snipers	Neil Stevens
Heroes	Sam Prior
Prisoners	Stuart Brant

Many thanks to everyone who attended and made it such a great weekend, Double One 2011 is already booked for the weekend of June 24th to 26th, extended to 3 days and including several minis on the Friday. Full booking details available on the website or directly from Brendan or me. We look forward to seeing you there!

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Above: gaming action from the weekend.
Below left: Derek Cox (left) takes on Toby Pilling, while on the right, Ivor Gardiner consults the rules while playing Brendan Clark in the Primisole Bridge CG.

Most of the winners receiving their prizes from Derek Cox, from left to right; top Wayne Baumber, Martin Barker, Ian Pollard, Paul Haseler, and Dave Ramsey. Bottom Mike Essex, Dave Tye, Paul Legg, Neil Stevens, and Stuart Brant. Missing is Sam Prior, who had had to depart before the prize giving ceremony.

The Crusaders Open *ASL* Tournament Ladder
HEROES 2010 Update
Champion – Phil Draper
Derek Tocher

HEROES 2010 was the 32nd British ASL tournament and there are now over 2900 results recorded on the ladder and we now have 263 players who have participated at least once. At any one time there are about 80-90 *ASL*ers 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, 165, and there are nine players with over 100 games recorded, and another eighteen who have played 50+. The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last ten years and the distribution of results is essentially Gaussian about 3000.

Phil Draper was undefeated in the tournament and is the new champion and now appears in 4th on the full ladder, second on the active players ladder. Over the weekend there were quite a number of players who significantly improved their ratings. The biggest points gain was made by Sam Prior (+325 pts) who played in the final against Phil moving him from 118th to 26th (11th on the active players ladder) followed by Paul Legg (+290 pts) moving him from the bottom 10% of players to mid table obscurity. Other significant improvements were recorded by David Ramsey (+275 pts) and a new position of 38th on the full ladder and Mark Blackmore building on his Intensive Fire success who played ten games (with a 9-1 record) and gained 215 pts moving him to 5th on the all time ladder. A particular mention has to go to Chris Walton who went 3-2

for the weekend and picked up 220 points in the process moving him from 237th to 198th..

Of course we also had a number of significant losers over the weekend as well. Most prominent was Tim Bunce who normally has a very strong record but on this occasion went 2-3 and lost 360 pts to drop from 4th to 20th. Only David Blackwood lost more points (-390) dropping him from mid table to 248th. No other players lost more than 200 points.

DOUBLE 1 took place in late June in Chelmsford, and the ladder takes its results into account.

Without more ado here is the Crusader Ladder as of July 2010.

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Rank	Player	Played	W—D—L	Points
1	Toby Pilling	75	68-2-5	4085
2	Derek Tocher	122	91-3-28	3855
3	Steve Thomas	42	32-1-9	3755
4	Phil Draper	70	46-2-22	3740
5=	Mark Blackmore	60	43-0-17	3720
5=	Simon Strevens	87	60-1-25	3720
7	Mike Rudd	38	32-1-5	3660
8	Fermin Retamero	13	11-0-2	3650
9	Michael Hastrup-Leth	45	31-1-13	3615
10	Aaron Cleavin	6	6-0-0	3565
11=	Peter Bennett	14	12-1-1	3560
11=	Bjarne Marell	36	26-0-10	3560
13	Steve Linton	17	14-0-3	3545
14	Paul Haesler	17	10-2-5	3530
15	Trevor Edwards	122	67-1-54	3525
16=	Dominic Mcgrath	153	94-2-58	3475
16=	Dave Schofield	145	104-0-41	3475
16=	Jes Touvdal	24	16-0-8	3475
19	Martin Vicca	33	23-1-9	3420
20	Lars Klysner	11	8-0-3	3400
21	Tim Bunce	64	43-0-21	3375
22=	Ran Shiloah	11	7-0-4	3370
22=	Peter Struijf	10	8-0-2	3370
24=	Andrew Dando	48	27-2-19	3365
24=	Carl Sizmur	21	13-0-8	3365
26	Bernt Ribom	5	5-0-0	3350
27	Craig Benn	54	38-0-16	3330
28	David Ramsey	45	23-0-22	3325
29	Joe Arthur	21	13-0-8	3305
30=	Aaron Sibley	58	35-0-23	3295
30=	Frank Tinschert	15	10-0-5	3295
32	Philippe Leonard	9	7-1-1	3285
33=	Will Fleming	3	3-0-0	3280
33=	Ralf Krusat	6	5-0-1	3280
33=	Alan Smee	4	4-0-0	3280
36=	Dave Booth	7	5-0-2	3270
36=	Gerard Burton	32	17-0-15	3270
38	Malcolm Hatfield	56	26-0-30	3265
39=	Derek Cox	16	8-0-8	3245
39=	Daniel Kalman	11	8-0-3	3245
41	Jackson Keddell	5	5-0-0	3240
42=	Daniel Batey	4	4-0-0	3235
42=	Sam Prior	59	32-0-27	3235
42=	Paul Saunders	19	10-0-9	3235
45=	Ulric Schwela	44	20-1-23	3225
45=	Ray Woloszyn	31	18-1-12	3225
47	Christain Koppmeyer	15	8-0-7	3220
48=	Ian Percy	12	8-1-3	3215
48=	Tom Slizewski	5	4-0-1	3215
50=	Klaus Malmstrom	4	3-1-0	3210
50=	Nils-Gunner Nilsson	5	4-0-1	3210
50=	Yves Tielemans	3	3-0-0	3210
53=	Francois Boudrenghien	3	3-0-0	3205
53=	Bob Eburne	56	32-0-24	3205
55	Jean Devaux	3	3-0-0	3190
56	Armin Deppe	13	7-1-5	3185
57	Bill Durrant	5	4-0-1	3180
58=	Steve Crowley	47	21-1-25	3175
58=	Jonathan Pickles	8	5-0-3	3175
60=	Grant Pettit	7	4-1-2	3170
60=	Bruno Tielemans	3	3-0-0	3170
60=	David Tye	45	20-0-25	3170
63	Tony Gibson	31	17-0-14	3165
64=	Rodney Callen	6	4-0-2	3160
64=	Mel Falk	9	5-0-4	3160
66	Jeremy Copley	9	6-0-3	3150
67=	Simon Croome	56	30-0-26	3145
67=	Michael Davies	75	40-1-34	3145
67=	Nick Edelsten	22	14-1-7	3145
70	Bill Sherliker	33	17-2-14	3140
71=	Paul O'donald	72	44-1-27	3135
71=	Frenk Van Der Mey	4	3-0-1	3135
71=	Andrew Whinnett	16	9-0-7	3135
74	Chris Courtier	13	7-2-4	3130
75	Paul Sanderson	41	21-0-20	3125
76=	Lee Brimmicombe-Wood	12	8-0-4	3120
76=	William Hanson	19	11-0-7	3120
76=	Philip Jones	5	3-0-2	3120
76=	Anthony O'boyle	3	2-0-1	3120
76=	Paul Ryde-Weller	10	5-1-4	3120
81=	Tom Jackson	17	9-0-8	3115
81=	Georges Tournemire	3	2-1-0	3115
81=	Mark Walley	4	3-0-1	3115
84=	Martin Barker	14	7-0-7	3110
84=	Luis Calcada	43	21-1-21	3110
84=	Steve Cook	23	14-0-9	3110
84=	Luc Schonkerren	5	3-0-2	3110
84=	Stewart Thain	24	12-0-12	3110
89	Simon Morris	11	6-0-5	3105
90	Russ Curry	6	4-0-2	3100
91=	Nigel Brown	26	11-0-15	3095
91=	Marc Hanna	6	4-0-2	3095
91=	Mikael Siemsen	6	3-0-3	3095
94=	Jas Bal	5	3-0-2	3090
94=	Kevin Beard	13	9-1-3	3090
94=	Gary Lock	2	2-0-0	3090
94=	Iain Mackay	43	22-0-21	3090
94=	Peter Michels	3	2-0-1	3090
99	Paulo Alessi	6	4-0-2	3085
100	Dirk Beijaard	5	3-0-2	3080
101=	Billy Carslaw	11	4-0-7	3075
101=	Robin Langston	9	4-2-3	3075
101=	Chris Milne	5	3-0-2	3075
104=	Jean-Luc Baas	3	2-0-1	3070
104=	Serge Bettencourt	3	2-0-1	3070
104=	Robert Schaaf	3	2-0-1	3070
107=	Alexander Rousse-Lacordaire	4	2-1-1	3065
107=	Bob Runnicles	3	2-0-1	3065
109=	Scott Byrne	12	7-0-5	3060
109=	Raurigh Dale	38	17-0-21	3060
109=	Patrik Manlig	16	9-0-7	3060
112=	Stefan Jacobi	11	5-0-6	3050
112=	Bo Siemsen	4	2-0-2	3050
114	Scott Greenman	8	3-1-4	3045
115	Tim Macaire	61	32-0-29	3040
116	Steve Pleva	6	3-0-3	3035
117	Mark Warren	20	11-0-9	3030
118=	Daniele Dal Bello	4	1-0-3	3025
118=	Peter Hofland	4	2-0-2	3025
120	Vincent Kamer	4	2-0-2	3015
121=	William Binns	23	11-0-12	3010
121=	Colin Graham	5	3-0-2	3010
121=	Andrew Saunders	33	15-1-17	3010
124	Allard Koene	7	4-0-3	3005
125=	Nick Brown	3	1-1-1	3000
125=	Thomas Buettner	3	2-0-1	3000
125=	Stephen Burleigh	37	15-2-20	3000
125=	Steve Grainger	8	4-0-4	3000
125=	Martin Hubley	4	3-0-1	3000
125=	Ian Kenney	4	2-0-2	3000
125=	Phil Nobo	11	6-0-5	3000
125=	Duncan Spencer	4	2-0-2	3000
133=	Gilles Hakim	5	2-0-3	2995
133=	Kris Pugh	14	6-0-8	2995
135=	Eric Baker	2	1-0-1	2985
135=	Matt Blackman	2	1-0-1	2985
137=	David Farr	4	2-0-2	2980
137=	Malcolm Rutledge	3	1-0-2	2980
139	Sergio Puzziello	5	1-0-4	2975
140=	Paul Legg	131	54-2-75	2970
140=	John O'rielly	5	2-1-2	2970
142=	Elliot Cox	2	0-1-1	2960
142=	Ben Jones	49	23-0-26	2960
144=	Eric Gerstenberg	9	5-0-4	2955
144=	Michael Maus	7	3-0-4	2955
146	Neil Brunger	48	18-0-30	2950
147=	Laurent Forest	3	0-0-3	2945
147=	Alex Ganna	2	0-1-1	2945
147=	David Murry	5	2-1-2	2945
147=	Pedro Ramis	6	3-0-3	2945
151=	Paulo Ferreira	9	4-0-5	2940
151=	Wayne Kelly	11	4-1-6	2940
151=	Bob Nugent	3	2-0-1	2940
151=	Jon Williams	14	6-0-8	2940
155=	Derek Briscoe	1	0-0-1	2935
155=	Martin Bryan	19	8-0-11	2935
157=	Paul Jones	24	10-0-14	2930
157=	Andrea Marchino	1	0-0-1	2930
157=	Andy Price	3	1-0-2	2930
160=	Paul Boyle	5	2-0-3	2925
160=	John Sharp	8	3-0-5	2925
162=	Steve Allen	6	1-1-4	2920
162=	Tim Collier	17	7-0-10	2920
164=	Iain Ainsworth	1	0-0-1	2915
164=	Edo Giaroni	3	1-0-2	2915
166=	Joel Berridge	3	1-0-2	2910
166=	Brian Martuzas	5	2-0-3	2910
166=	Andy Smith	4	0-0-4	2910
169=	Mark Caddy	1	0-0-1	2905
169=	Michael Essex	33	16-0-17	2905
169=	Ian Gaueman	3	1-0-2	2905
169=	James Neary	5	2-0-3	2905
169=	Phil Ward	5	2-0-3	2905
174	Josh Kalman	10	5-0-5	2900
175	Martin Kristensen	6	2-0-4	2895
176=	Jakob Norgaard	6	1-1-4	2885

ASL: OPERATION SEA LION

Ian Daglish

1940: the invasion of England. Was Hitler serious? Is Ian Daglish serious? Debate continues over Hitler's real intentions. As for Ian, people have been asking the question for some time. It was thirty years ago that Ian started designing SEA LION scenarios for *Squad Leader*. *SL/ASL* scenarios have appeared (as work-in-progress) in various journals: AHIKS, ASL News, even – yes! – *VFTT*.

One reason for the delay (Ian can be relied upon for excellent excuses!) was the fact that Avalon Hill was not interested. Back in 1989, their response was '*no real interest in "hypothetical" scenarios*'. However, MMP has proved more understanding. After all, I argued, does not A25.41 explicitly refer to: '*hypothetical scenarios depicting the British Home Guard.*' (Although for our timescale these will be Local Defence Volunteers.)

The *ASL* SEA LION project now has full approval and is tentatively slated for 2011. Probably as an *Action Pack* or a Historical Study, accompanied of course by Chapter H notes for the wonderful new counters and overlay(s), a 'history' with timeline of events, etc.

So, let's go!

THE SCENARIOS

Twelve scenarios are currently in development: some virtually complete, others at earlier stages. Some resemble examples that have previously been seen and tested (albeit with some changes, not least due to the availability of new boards). The number to be included in the IF2010 event has not yet been agreed, but will include a good mix of small, medium, and more lengthy examples.
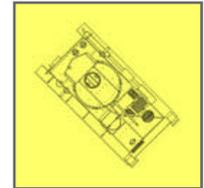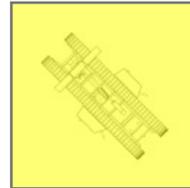
IF 2010 MINI 'TOURNAMENT'

In fact, this is going to be a combination tourney and playtest. Prizes (if any there be) will be based not so much on winning as on participation: numbers played, quality of feedback. etc.

There will be no set structure: participants may choose to play any or all the scenarios on offer.

Anyone interested can contact Ian for a set of scenario cards and counter/overlay designs. (Some ready-made new counters may be available before or during IF2010, but if any require to be made by participants before the event you will receive due apologies along with counter designs to cut and paste.)

The tourney pack will be available to registered participants by email well before IF 2010 in order to give time for deciding which scenarios you'd like to try. By all means sort out your preferred opponents; I shall publish a list of entrants before the event (though it will still be open to entrants at Bournemouth!). I shall ask you please not to pass the material on to anyone. If an opponent wants a set, I shall gladly send. Contact me at www.iandaglish.co.uk.

СУ-76М

Michael Davie

The SU-76M is a light self propelled gun based on the T-70 light tank and the Zis-3 76.2mm gun, developed by the Soviet Union during WW2. I'll try to provide a short history of the design and development of the SU-76M, and provide some ideas for using the weapon in *ASL*. As is the case with any Vehicle some of the most valuable information is contained in the *ASLRB* section H (Russian Vehicle Note 30), and also on the front and back of the system counter.

Early History of SU (Samokhodnaya Ustanovka)

All armoured vehicles are a balance between armour protection, mobility and offensive armament. Tanks generally favour armour and armament above mobility, whilst most assault guns and tank destroyers concentrate on offensive armament. Some assault guns are heavily armoured, some have good mobility, but the primary purpose is to provide a platform for a gun.

The Soviet Union started experimenting with self propelled weapons in the 1930s'. Most designs removed the turret from a tank, and mounted a larger gun. Both anti tank guns and artillery were trialled, with mixed results. Mostly the faults encountered were caused by the guns being too heavy for the tanks drive and suspension, though recoil, ammunition stowage and in some cases availability of gun tubes was also an issue.

As a short term solution some weapons were mounted on trucks. These ranged from quad Maxim machine gun mountings, all the way up to a 152mm infantry gun. These basic designs did provide some mobility, but crew protection was minimal and off-road mobility limited.

The Russians did develop the idea of the artillery tank, mounting large guns on even light tanks. The BT-7A was produced in small numbers, and low velocity 76mm guns were mounted in both the T-28 medium and T32/35 heavy tanks. An artillery version of the T-26 wasn't very successful and probably didn't see much service. The KVII with a 122mm or 152mm gun was used against the Finns and later the Germans. It was too big, too heavy, too slow, and subject to mechanical reliability, but the guns were tactically very useful and the potential of SU artillery having big guns performing direct fire at enemy bunkers and field fortifications was appreciated.

After the German invasion in June 1941 Soviet resources were pushed toward producing the maximum number of T-34, KV1 and various light tank designs mostly T-60 and T-70. Design work focused on minor improvements to the T-34 and KV as well as a new light tank the T-80. For a year at least the idea of producing an assault gun would have to wait.

In November 1942 with tank number increasing to adequate levels the idea of using "spare" tanks to develop self propelled mountings was considered. Designers thought about three categories of self propelled guns based on weight. The light category of about 20 tonnes would be based on a Soviet light tank, medium category of less than 40 tonnes would be based on T-34 chassis and heavy for vehicles of over 40 tonnes weight on KV, and later IS/JS tanks.

T-70 Light Tank

The most promising Soviet light tank was the T-70. At about 9 tonnes weight the T-70 was armed with a 45mm gun and a light machine gun. It was very light, very fast and just about adequate for supporting infantry attacks against lightly defended positions. It had two main weaknesses; the commander was very busy; he fired and loaded the 45mm gun and the machine gun, in addition to commanding the tank. Further the armour although thicker than contemporary German or Czech tanks really wasn't enough against light German anti tank guns. Unopposed by enemy armour the T-70 could prove effective and was used for reconnaissance and in motorcycle units whilst stocks lasted, certainly up to the end of WW2, it also served as a C2 Command vehicle in Light SU units. Somewhere around 7,000-8,000 T-70 were produced, as well as 75-120 T-80 tanks which were slightly improved vehicles with thicker armour and a three man crew.

Soviet planners thought existing stocks of T-70, plus Lend Lease tanks could be used for most light tank roles, and T-34 used for others, particularly the infantry support function. Closing down the light tank factories was to be avoided by using the T-70 as a mount for a light field gun. T-70 were produced at a number of sites, Factories 37 and 38, Kirov, GAZ, and Gorkiy, pre war these had been light engineering or automotive plants that lacked the equipment to produce heavier tracked vehicles. Medium and heavy tanks were produced at factories with heavier machinery formerly tractor works, ship builders, or heavy engineering plants.

The ZiS 3

The ZiS 3 was a 76.2 mm gun designed by a team led by V G Grabin at Artillery Factory 92 based at the time in Stalingrad. A gun barrel from the F-22USV Divisional gun was mounted on a lighter carriage from the 57 mm light anti tank gun. This reduced the overall weight

A SU-76M somewhere on the Eastern Front.

of the weapon. A further improvement was a muzzle brake which reduced recoil. Several improvements to manufacture were planned and these led to the ZiS 3 being much cheaper (two thirds of the overall price) and easier to produce (requiring one third the effort) than the F-22USV.

Political complexities within the Soviet Union meant the gun had to be developed in secret; eventually Grabin was able to demonstrate his gun and to convince his superiors to test and subsequently approve it for production after a five day trial in 1942.

The gun used the same 76.2 mm ammunition as earlier weapons and didn't really offer much in the way of performance improvements beyond shorter recoil and a theoretical rate of fire of twenty five rounds per minute, against fifteen for the F-22USV. The big gain was in ease of production and reduced cost, both worth having. The gun was also lighter and easier to transport or install. In practical terms a ZiS 3 would be as combat effective as the F-22USV.

Production was phenomenal, one source suggests over 100,000 were produced during WW2. They were used as divisional artillery pieces for indirect fire, and as anti tank guns. Additionally they were mounted on the SU-76/76M.

Ammunition included several types of high explosive, shrapnel and canister rounds for anti personnel work, Smoke, APHE (armour piercing high explosive), and Incendiary shells. Sub calibre "Arrowhead" ammunition and a HEAT round were issued in 1943. The gun could also fire antique ammunition developed for old Tsarist guns, including solid shot used for naval combat.

The muzzle brake did reduce recoil; this was an aid to gun laying, improving rate of fire. The downside to muzzle brakes is they are noisy, and can generate a bigger gun flash.

Most Soviet long barrelled 76.2 mm guns fired rounds at supersonic speed; this isn't anything to get excited about, as many field guns do. As the shell would explode on impact before the sound of discharge the Germans nicknamed it the Crash Boom, in the same way as German guns were sometimes called Whizz Bangs in WW1.

T-70 + ZiS 3=SU-76M

Design work started in December 1942; the first major change was to add an extra road wheel to cater for the length of the ZiS 3 gun. The driver remained at the

A view of the interior of the turret of a SU-76M.

front of the AFV, and was joined by the fuel tanks and the engine. The rear of the vehicle became the fighting compartment for the gun crew. This kept the silhouette down, and similarly reduced the overall weight of the armour. The power plant started as separate GAZ 202 engines each had its own battery, lubrication and fuel supply. There were early problems with vibration, transmission and crew control. So the propulsion system was reviewed and revised the main change was to link both engines crankshafts. This made driving a lot easier. Up to this point the SU76 had a roof; this was removed to improve gun laying, allowing smoke to dissipate at the expense of crew comfort and protection.

The armoured box that formed the crew compartment did vary. Sometimes roll bars are fitted, and the rear armour in particular can look markedly different in photographs. Very occasionally a rear mounted DT light machine gun is fitted on top of the armour fitted with anti aircraft sights. For close in defence the crew of four were issued two pistols, most likely Tokarevs, two sub machine guns and some grenades. Pistol ports were fitted to allow firing from the gun positions, grenades would be lobbed over the vehicle sides. A

particularly aggressive crew might acquire other equipment from friendly sources or from the battlefield. Generally crew protection from enemy Infantry relied on close cooperation with supporting troops.

The open fighting compartment had some advantages. Crews believed it gave a better chance of exiting the AFV after a Panzerfaust or gun hit, or before a fuel or ammunition fire destroyed the vehicle. Shouting orders between the gun and accompanying soldiers also worked well.

The main problems with the exposed crew were increased vulnerability to small arms, shell fragments and close combat. Being open to the elements was more of a niggle than a problem; generally the crew accepted the inconvenience.

The driver sat just below the muzzle brake of the gun. In combat the noise must have been phenomenal, and it would make sense to close the driver's hatches before firing.

Based on a light tank with very little armour kept the SU76 weight low, and gave it a reasonable power to weight ratio. In Russia this allowed the SU-76M to operate in wooded and marshy areas, or in snow and bogs, further it could cross thinner Ice ind go over weaker bridges

than heavier vehicles. Light tanks have the advantage of being easier to transport, and generally easier to maintain than heavier ones. Virtually any other AFV could tow a SU-76M if it got into difficulties.

Ammunition was around sixty shells, most would be High Explosive, with about five APCR or Arrowhead rounds. Crews were cautioned not to fire off the last twenty rounds without the Regimental commander's permission but this rule was usually ignored in an emergency. As most Soviet 76.2mm ammunition was interchangeable Smoke, HEAT and even Canister or shrapnel rounds could have been carried. Generally they weren't.

The four man crew was led by a commander, usually a Sergeant or a Lieutenant, while the gunner was second in command and responsible for the ZiS 3, ammunition, optics and shooting the gun in action. The driver was also responsible for refuelling and maintaining the vehicles tracks, transmission, batteries/ accumulators, and to an extent the route taken by the AFV through difficult terrain. Lowest ranker was the loader who was treated as an extra pair of hands by the rest of the crew as his primary role was less skilled than the others. Training for gun loaders was mainly repetitive drills shoving a dummy shell into the breach then extracting it.

Outside of combat and rations the main hardships encountered by the crew were bad weather. Extreme cold made petrol engines sluggish and reduced the charge in accumulators. The crew would attempt to retain heat by insulation or by digging hull down positions for protection from enemy fire and to retain heat. Semi frozen petrol could be thawed by lighting a fire very gingerly under the SU-76M. A dud battery required a jump start or tow from another SU-76M.

As a self propelled gun SU-76M tactics would mirror those of the ZiS 3 and other Soviet light guns, firing artillery missions at planned targets. If enemy armour appeared all guns were expected to engage them with direct fire.

On occasions SU-76M were used primarily against armour. At Kursk they would be driven to areas in front of the developing German attacks, dug in or concealed and engage enemy armour as it advance. In static defence the SU-76M had no great advantage over a 76mm field gun other than it could be moved into the area quicker. Crews were advised to coordinate their attacks against tough targets like the Panther and Tiger or late war assault guns. Targets were engaged at the shortest range

SU-76M of the 8th SP Gun Brigade, Byelorussian Front on the move in February 1944.

practical by multiple guns until destroyed. Against isolated or small groups of armour SU-76M might use one vehicle as bait, firing a couple of rounds then encouraging enemy armour to pursue into flanking fire. Against the frontal armour of a Tiger or Panther the SU-76M had little chance of a kill, fire would be directed at the tracks, side armour and at short range the gun as a hit might disable the weapon or cause a catastrophic explosion in the breach.

The standard mission for a SU-76M would be in a planned assault on a German prepared position. After reconnaissance and an infantry probe the main Infantry attack would be supported by massed armour. Ideally IS2/2m tanks, more often KV, T-34 or Lend Lease armour. The second attacking wave would be supported by SU artillery. The second wave would attack bypassed and emerging enemy positions then provide flank security for successful penetrations. Heavy assault guns like the IS122 and IS152 could be in either or both waves of the attack.

Outside of pitched battles SU-76M were used for reconnaissance, sometimes with infantry in M3 halftracks, White scout cars or mounted on horses or motorcycles. The primary mission would be gathering intelligence, but the units might need to fight to probe the enemy or in response to an attack.

Undoubtedly SU-76M were forced to perform missions they were not suited to at times. They could be used in the first wave of an attack and would suffer due to low armour, and lack of machine gun armament. Using them as tanks was a last resort, and was similar to the use of British Carriers or American open topped tank destroyers as tanks when little else was available.

Something like 12,000 SU-76M were produced, around two thousand in 1943, over seven thousand in 1944 and the rest in 1945. After the war stocks were used for driver training and some passed to Soviet Allies.

Assault Gun (SU) Unit TOE

In December 1942 orders to activate thirty assault gun regiments were issued whilst the vehicles themselves were being designed and built. The units were a mix of SU-76M and SU122 organised in four vehicle batteries, with five batteries in a regiment plus one command vehicle, usually a SU-76M. Most units had four light batteries of SU-76M, a few had two light batteries, and remaining units were SU122. Heavy Assault Gun Regiments contained just SU152 with a KV1 as a command unit.

Very quickly issues arose with the mixture of AFVs in the regiments. Ammunition supply was one complexity, also fuel, the SU-76M was a petrol engine, the SU122 diesel, and then virtually everything about the two was different, engines, tracks, and transmission. None of these problems was insurmountable, but the solution was simple; split SU-76M into separate light assault gun units. In March 1943 Light SU units had four batteries of five SU-76M and another as a command unit.

In October 1943 a minor change reduced the size of batteries to four SU-76M, but with the number of batteries being increased to five, so the Regiment still had 21 AFV.

Support units included about 40 trucks, a BA-64 armoured car and a couple of tractors. Most Russian units

SU-76M on the move in Hungary in 1945.

picked up odd bits of booty or loot. Soviet armoured units used captured enemy armour sans turrets or guns as tow vehicles and for transportation until they suffered irreparable mechanical failure.

In February 1944 a T-70 was substituted as the regiment command vehicle, two T-70 and three carriers (probably American Lend Lease M3A1 half tracks) were included at brigade level. There was a very minor potential supply problem acquiring ammunition for the commanders 45mm guns, vehicle maintenance would have been similar.

SU-76M were included in some later war Medium (or Middle) SU Brigades, three SU-76M as a Reconnaissance Platoon. Some heavy units of ISU122/152 also included a SU-76M recon platoon.

In 1944 a self propelled gun battalion was added to the rifle division organisation, either thirteen or later sixteen SU-76M in three batteries of four or five AFV plus a command unit, which was probably a SU-76M but might have been a T-70. Not all divisions received the battalion.

The SU-76M had at least three distinctly different roles, as self propelled artillery, as a reconnaissance AFV and as an assault gun. The inclusion of very small numbers of SU-76M in SU85, SU100, and ISU brigades is interesting, well a bit.

Nearly forgot, I did find a picture of SU-76M carrying small groups of truly miserable looking infantry, some of them very young.

Nicknames

SU-76M were sometimes called the "Suka" or "Suchka" literally "Bitch" or "Little Bitch" in Russian. It's possible this nickname comes from reading the numbers 76 as Cyrillic letters "ka". It is probable there was at least some affection in the name, most crews enjoyed the ease of maintenance and reliability of the vehicle and Infantry generally appreciated its close support work.

The Jagdpanzer Elephant (Elefant) based on the Porsche Tiger soon became known as the Ferdinand. The name stuck with Russian troops and was soon applied to most other self propelled guns of similar appearance. Pretty soon the SU-76M was being called "Golozhopiy Ferdinand" or "Bare Arsed Ferdinand". Canvas Backed Ferdinand was another honorific.

The last nickname may have been limited to a small number of crews "Columbina", a name from Italian renaissance comedies. Could be a tenuous link to the little bitch theme.

SU-76M Tactics in *ASL*

Mostly SU-76M will be used against German or Axis Minor troops from 1943 and against the Japanese in 1945. How you exploit your SU-76M depends on the scenario's Victory Conditions, enemy OB, your own troops, map boards in play and game length.

ASL Victory Conditions vary a lot; the main types are Control and Victory Points. Control usually refers to buildings, but can also be specific terrain features like bridges or crossroads, sometimes specific locations or an area within a set radius. As a vehicle SU-76M can gain Vehicular Control (A26.12) of a Location by remaining in a hex. That rules out most building Control unless you start in the building as an open topped AFV can't enter a building, unless it's a Factory with a Vehicular sized entrance. With sixteen movement points a SU-76M is dandy for driving into a hex late game to gain Control, can be a long way away if you can use a road net. Accepted potential enemy countermeasures are legion but the idea can be part of your overall winning strategy or end game. The tactic becomes more exciting when you need to pull off ESB or conduct an overrun to pull it off. Keep in view Control of a Location is not necessarily Control of a hex, and vehicles can't gain Control of pillboxes or bridges. Worth remembering unless an SSR prohibits it you can dismount from an AFV and gain control as Infantry. A bit Sleazy? Depends on the scenario, the dismounted four man crew of an SU-76M could put up as decent a fight as a Half Squad so seems realistic to me.

Victory Points feature in a lot of scenarios. These can be for exit, casualties, or quantities of points in an area. Objectives can be specific even referring to particular vehicles. A basic SU-76M counts for five CVP/Exit VP, based on armour, main armament, being a vehicle and crew, if you've a Leader that increases the points. For a single unit that's not a bad tally if you are aiming for exit VP, but not so good if you are subject to a CVP cap. How you exploit this depends on the scenario. Generally you should avoid fighting using your fragile, points expensive units, and try to exit points valuable units of limited fighting value. For planning purposes knowing a SU-76M is worth five points is a good start.

If you are aiming for Casualty VPs the SU-76M ZiS 3 gun (76L) is important. Least useful is likely to be overrunning enemy units. Being Open Topped makes you vulnerable to PBF and TPBF and probably Panzerfaust or similar weapons. Risky and to be avoided unless potential gain or tactical situation argues for it. Against Infantry direct fire from the Gun is useful. A hit will attack on the 70mm column for a 12 IFT attack, generally a Morale Check, with the occasionally NE on an 11 or 12. Roll low if you can, and try for critical. Target Acquisition really does help both in terms of probability of a hit and dramatically increasing the number of potential rolls that cause a critical. With a critical the IFT attack is resolved on the 24 column and reversed TEM, (doesn't apply to pillboxes). With a very low effects roll you might be able to rubble a building hex and do an awful lot of damage. Doesn't

happen very often, nice when it does. As your gun has ROF 2 enemy Infantry will respect the damage you can inflict, especially so as you gain acquisition.

Keep in view the enemy will want to shoot back. You are vulnerable to small arms fire, machine guns, mortars, and light anti tank weapons, maybe even ATR. If you can stay out of range of these threats and still perform an effective combat role do it, otherwise you are relying on a certain amount of luck and the protection from your light armour. At very short range MG can fire armour piercing ammunition, side and rear armour is so thin almost any hit becomes a realistic threat. The most serious threat from Infantry is close combat, you are open topped (-2 DRM), have no machine gun (-1 DRM), a squad with an ATMM (-3 DRM) needs an 11 or less to destroy you, and will immobilise on a 12, although crew small arms will cause casualty reduction. Not good.

SU-76M can use Area fire, sacrifices Rate of Fire for a single To Hit roll. Works best at intermediate ranges 13-24 hexes, when the basic To Hit number is 8 +1 for a long Gun, for a modified 9. With acquisition a hit becomes near certain. Area Fire is resolved on the 6 IFT table modified by TEM, wall TEM is reduced to +1, Hedge to zero. Area Fire has its uses, and you can switch back to Infantry or Vehicle Target Type if you want to. Critical hits are rarer; need a snakes, when you resolve on the 24 IFT table and reversed TEM.

Against Pillboxes you can use AP/APCR ammunition to increase the chance of a hit, and still attack on the 2 IFT. The Covered Arc or Non Covered Arc is doubled and your basic To Kill has to be greater to allow an attack, this makes all target facing vulnerable on a wooden Pillbox and the front of a stone one. Firing at an Infantry Target Type you still get Rate of Fire and can benefit from acquisition.

Against enemy armour a lot depends on what you are facing. Your 76L gun has a basic To Kill of 13, powerful enough against most Japanese or most Axis Minor tanks. Plenty of German tanks have relatively low Armour Factors; say six or eight for an Panzer IV which can be penetrated. Tigers. Panthers and heavy assault or Jagdpanzer frontal armour is stronger, vulnerable only to a critical hit or phenomenally lucky adjacent shot. APCR helps a little, with a basic To Kill of 14, and a modification of between 1-3 at sub six hexes range. On a good day you might kill a Tiger I with a frontal shot. Tiger II and Panther Kills are theoretically possible

but unlikely. Certainly you've a good chance against light German armour such as armoured cars and half tracks, you can threaten Panzer III/IV and StuG III, and against the big boys you need a side or rear shot.

Even a Tiger II has vulnerable side armour. Try to position your units to get some shots at the sides of enemy vehicles. As soon as you open fire, enemy units will employ countermeasures, Smoke, evasive movement, even changing the vehicle facing, but very briefly you will have an advantage. Deliberate Immobilisation is an option at six or less hexes range. Needs a hull hit, and there's a basic +5 To Hit DRM for openers. It can work against the really big tanks where target size dramatically increases the odds of a hit. One hit can stop a 56+ ton monster. Once immobilised you can then tactically withdraw, or try to persuade the crew to bail out by repeated hits, against a side or rear target facing you might even get a kill.

Keep in view some fairly obvious points. Turrets can move, as soon as you fire the turret will likely face the most dangerous or immediate threat. Occasionally turret facing might work to your advantage. You can complicate your opponents choices by attacking with several units, can be two SU-76M, or an SU-76M and an anti tank gun or other threat.

If your opponents' Crew Exposed, HE can work, well worth considering if there are riders or other Infantry also in the hex. Area Fire is another option, a Critical Hit could be useful but even a 6 IFT +2 attack can be tactically useful.

Always consider Intensive Fire. If

you are in your last game turn and no CVP or other relevant Victory Condition applies to you take the extra shot.

Underbelly hits make almost everything vulnerable. Catch a Tiger going over a wall or coming out of a gully and you may just burn it. It's a class way to kill tanks, and relies on some help from your opponent. Position yourself in spots where you might gain from this.

VBM is a useful option, tactically useful the SU-76M is almost certain to be destroyed and only worthwhile if the unit itself is expendable or you gain something else to compensate. Not sure VBM is sleaze, there are plenty of accounts of tanks driving up to building to drive the occupants out and it makes use of the terrifying aspect of armour at close quarters.

Like most AFV, SU-76M crews can try for Vehicular Smoke Grenades D13.35). Smoke is placed in your own hex at the cost of one MP. You can be very creative with this, using it during VBM or bypass can provide cover for other supporting troops or just further degrade defensive fire/residual fire. The Soviets are generally short of Smoke so it's always welcome. Burning SU-76M create smoke. Teasing enemy units with strong anti armour capability can be a way to generate a burning wreck. Again you need some help from your opponent. If you pose no significant threat your SU-76M might be ignored but usually an opponent will not resist the urge to shoot and you might get a burning wreck, or at least a wreck where it is useful.

One historical use of SU-76M was as a mines detector. Generally when

A SU-76M passes a destroyed German 88.

in the infantry support role, they would drive into known fields and create a trail break. Infantry would follow the track marks. This could work reasonably well in lightly covered fields, again hinges on how expendable the SU-76M is. You can look for hidden mines by driving around in areas you wish to move other more valuable units.

There is a way to try and get a SU-76M crew out of the vehicle when SSR prohibit voluntary abandonment. Step one is to immobilise the vehicle using ESB, or Bog then immobilise. Then shoot the gun recklessly until it breaks or malfunctions then gack the repair roll. Needs a bit of luck to pull off but can be fun to try. An immobilised vehicle with a disabled gun can, well must, be abandoned.

SU-76M do count as armour if you are playing the Battlefield Integrity Rules (A16). Probably won't crop up a lot, but the theme can be brought into discussions for balance or to claim a moral victory if something goes wrong.

Don't forget riders and armoured assault, they are good ways to cross open ground quickly. Further a SU-76M teamed up with a squad and maybe a support weapon can be a useful mobile force, perhaps working round the flanks of an enemy position or placed to cut rout paths.

SU-76M are best placed just a little back from the front line. A couple of hexes behind an infantry screen or some stronger armoured units it can plug away whilst the enemy is dealing with closer more dangerous troops.

Probably the SU-76M' greatest asset is mobility. It is mechanically reliable, and has low ground pressure, it has a decent movement point allocation (16) and can cover a lot of ground, particularly if able to use road movement. The safest way to exploit a high movement allowance is to dance around enemy units to exit or gain a flanking position. It's just about possible to drive behind some large German monster like a Tiger I/II, Panther or big heavy assault gun and shoot at the side or rear armour. Very Large Target size (+2) and point blank range (+1 or +2), can negate or at least reduce penalties for Bounding Fire (usually +5). A hit can be devastating, use APCR if you can, at short range the basic To Kill for a 76L is 17, almost enough to get cocky and try shooting at the front. Defensive countermeasures are legion. Obviously the Germans will think about shooting back, either with the main gun or machine gun armament, may try for Motion, could declare a Gun Duel, might pop Smoke or may rely on supporting enemy troops

to attack. *ASL* is a complex game and sometimes the tactic just won't work. Often though it's enough to just threaten to drive round a Tiger to cramp its style. Don't forget, even the side armour of a heavy German tank can be just enough to stop a 76.2 mm round.

Related to mobility is the SU-76M comparatively light weight, a boon when crossing weak wooden bridges or ice, and a factor when trying to remove bog.

Conclusion

The SU-76M was introduced to provide mobility for the ZiS 3 76mm dual purpose gun using available T-70 chassis. The design did provide a reasonable platform and made transporting the guns much easier than manhandling or towing. The main weaknesses of the design were the very thin armour, open fighting compartment and to an extent the 76.2 mm gun specifically its ammunition.

The armour was vulnerable to just about anything the Germans had, and the SU-76M was also exposed to small arms fire and nearby high explosive blasts. Accepted a T-34 was only slightly better protected against the bigger German guns, but something that should be nervous of 20mm fire is too thinly armoured. The open cockpit did help gun laying giving the crew better visibility and better ventilation for cordite fumes to escape during firing. The Soviet designers saw more value in using the ZiS 3 high rate of fire than protecting the crew.

The ZiS 3 was a pretty good gun.

Cheap and simple to produce it was almost disposable. It had a phenomenally high rate of fire, theoretically 20-25 rounds a minute limited by the loaders skill and the supply of ready ammunition. What let the gun down was the poorly designed ammunition. With ballistics technology used by the Germans, Americans and British the ZiS 3 could have been much more effective against armour. The APCR ammunition was particularly feeble, only marginally more effective than APHE.

As an anti tank weapons the SU-76M lacked the power to easily destroy heavy armour, it was about as deadly as a Marder, and rather less effective than a StuG. For infantry support and as self propelled artillery it was adequate and that was good enough for its day.

Two final advantages of the design are important. They were extremely cheap to produce, and could be turned out in their thousands.

Besides the crews generally liked them, even a thinly armoured SU-76M was a better way to fight the war than the generally miserable life of an infantry man or the back breaking work of a gunner. Most crews felt lucky to be in a Suka or Columbina.

So many were produced SU-76M are present in most big tank collections. There's an absolute beauty at Bovington, next to a T-34/76 and a T26 captured by the Finns. Worth a detour if you are down at INTENSIVE FIRE.

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The SU-76M on display at Bovington Tank Museum.

"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.

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Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ ()
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19/03/2005)
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/2004)
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harbourgh, Leics., LE16 8XA (25/10/2007)
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/1996)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/2002)
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/1998)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21/11/2008)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (28/10/2004)
Jamie Sewell, 115 Cresent Road, Alexandra Palace, London, N22 4RU ()

Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09/03/2006)
Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (09/03/2006)
Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04/04/2005)
Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17/09/2008)
Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (06/03/2008)
Andrew Cochrane, 19 Churchburn Drive, Morpeth, Northumberland, NE61 2BZ (04/08/2009)
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/2002)
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD ()
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/2002)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ ()
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/1998)
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA ()
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT ()
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/1998)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (28/10/2004)
Paul Williams, The Cottage, Robins Lane, Devauden, Chepstow, Monmouthshire, NP16 6PB (14/08/2010)
Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09/05/2005)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (02/09/2008)
Steve Joyce, 23 South End Close, London, NW3 2RB (31/01/2001)
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT ()
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH ()
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (28/10/2004)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12/12/2006)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (09/03/2006)
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/1998)
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28/05/2005)
Jason Johns, 26 Hamerton Road, Alconbury Weston, Huntingdon, Cambs., PE28 4JD (22/01/2003)
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11/12/1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (03/09/2008)
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA ()
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (25/10/2007)
Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25/10/2007)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (03/09/2008)
Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR ()
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/1998)
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs., PR1 5TR (02/09/2008)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (09/09/2008)
Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (25/10/2007)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26/03/2000)
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/1998)
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (06/03/2008)
Chris Netherton, 36 Eungar Road, Whitchurch, Hants, RG28 7EY (26/10/2006)
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (10/08/2008)
Richard Webb, 14 Kitsmead, Copthorne, West Sussex, RH10 3PW (14/08/2010)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/1999)
John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, London, RH17 7LH (08/08/2009)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (25/10/2007)
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL ()
David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, S40 3SN (03/07/2000)
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE ()
Simon Horspool, 188 Leahurst Road, Hither Green, London, SE13 5NL (03/08/2007)
Martin Edwards, 127 Pepys Road, London, SE14 5SE (02/09/1999)
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (11/06/2009)
David Ramsay, 25 Grenville Way, Stevenage, Herts., SG2 8XZ (03/09/2008)
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (25/03/2004)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17/09/2002)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA ()
Paul Jones, 11 Irwin Drive, Handforth, Wilmslow, SK9 3JS (04/03/2009)
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP (03/09/2008)
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16/09/2002)
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23/10/2003)
William Binns, 150 Carshalton Park Road, Carshalton, Surrey, SM5 3SG (25/10/2007)
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ ()
Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/1998)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (03/09/2008)
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/1997)
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (26/10/2006)
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (15/02/2009)
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/1998)
Robert Seeney, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/2005)
Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/2001)
Simon Taylor, 81 Valley Road, London, SW16 2XL (05/09/2008)
Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/1998)
Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, SW19 6SL (03/08/2010)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/1999)
Jonathan Pickles, 115 Wavertree Road, Streathem Hill, London, SW2 3SN (26/03/1999)
David Tye, 35 Redburn Street, London, SW3 4DA ()
Chris Courtier, 17b Hargrway Street, London, SW9 9RQ (23/10/1998)
John Sparks, 2 Standfast Place, Taunton, Somerset, TA2 8QG (01/10/2007)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (06/03/2008)
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, TN22 1TT (03/09/2008)
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/2001)
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02/09/2008)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 bEW (03/09/2008)
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31/12/2004)
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/2002)
Alan Lynott, Woodlands Parkway, Cheshire, WA15 7QU (10/12/2009)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (23/10/2003)
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY ()
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD23 4SD (19/09/1996)
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL (31/10/1996)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (14/03/2008)
Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TG (23/09/2008)
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30/03/1999)
Andy Evans, 232 Bushbury Road, Wolverhampton, West Midlands, WV10 0NT (27/04/2010)
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN ()
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks., YO17 8RN (12/02/2002)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks., YO25 4JS (02/09/2008)

Scotland

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

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 XXIV
When: 3 – 10 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 21 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 2010
When: 28 – 31 October

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £37.00 per night, double rooms £30.00 per night per person if booked prior to 1 October – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at www.kiwihotel.co.uk.

Fee: £10.00 if registering with the organisers before 18 October, £15.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in September.

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

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

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

NOVEMBER
Grenadier 2010
When: 4 – 7 November.

Where: "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zülpich 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 €40 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 Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany. You can email him at Christian.Koppmeyer@freenet.de. Check out the Grenadier web site at www.asl-grenadier.de at for up to date information.

2011
MARCH
HEROES 2011
When: 10 – 13 March.

Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. 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 1 March, £15.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in February.

Format: Five round tournament beginning Friday morning (arrangements will be made for those unable to arrive until Friday afternoon), with three scenarios to choose from in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

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

JUNE
DOUBLE ONE 2011
When: 24 – 26 June.

Where: Writtle College, Chelmsford, Essex, CM1 3RR. 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 start at £30.00 for a single room and breakfast.

Fee: £15.00 if paid before 30 April, £20.00 thereafter.

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments are also planned for Friday, and friendly games will also be available.

Contact: For a booking form contact Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, CM1 2RD or by email at derek.cox@dsl.pipex.com, or Brendan Clark by email at brendan.clark@virgin.net. Check out the web site at http://www.doubleone-online.net/1.html for the latest details.

Ω

Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (06/03/2008)
Steve Cook, 159 Lee Crescent, Aberdeen, AB22 8FH (13/03/2009)
Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen, AB24 2UB (02/09/2008)
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (03/09/2008)
Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12/09/2002)
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01/12/2005)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/1998)
Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (25/10/2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16/06/2001)
Sam Prior, Flat 4, 264 St Vincent Street, Glasgow, G2 5RL (03/09/2008)
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/1996)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/1999)
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21/03/2010)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04/02/2009)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/2001)
Pete Phillips, 9 Pier Rd, Kilchoan, Argyll, PH36 4LJ (02/09/2008)
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/1998)

Wales
Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03/09/2008)
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22/11/2002)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03/09/2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/1999)
C. Jones, Deer Park Lodge, Stepaside, Narberth, Pembrokeshire, SA67 8JL ()
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, 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/aslers.asp - contact me if you need your user name and password to do so.

Ω

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 10.30am until 5.30pm.
LASL's venue is located in the lower ground floor of Starbucks, 32 Fleet Street, London, EC4Y 1AA. It's quiet and has space for up to 20 games.
If you want to come along send your name and contact details to brendan@doubleone-online.net to arrrange a game and ensure there are no last minute problems.

HEROES 2011

ADVANCED SQUAD LEADER TOURNAMENT
10TH - 13TH MARCH (THURSDAY THROUGH SUNDAY) 2011
COLWYN HOTEL, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2011 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), 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 Colwyn Hotel is familar to those who attended in 2010 (for those who have attended in previous years it is next door to the old venue the Hotel Skye; both are owned by the same person) 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 are yet to be confirmed but in 2010 they were just £25.00 per person for a shared room or £30.00 for a single room for bed and breakfast.

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 2011.

HEROES 2011 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 COLWYN HOTEL) to Hotel Skye, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

NAME		NIGHTS ROOM REQUIRED	
ADDRESS		THURS	
		FRI	
		SAT	
		SUN	
SHARING WITH		SINGLE / DOUBLE	