

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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CRUSADER LADDER - updated

SPASS MIT PANZERFAUSTEN - a few thoughts on panzerfaust use

AFV LOGIC BASIC PLUS - product review

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COVER: A Landser of IR 16 with Fallschirmjäger of FJR 1 on the outskirts of Rotterdam in 1940.

PREP FIRE

Hello and welcome to the first *VFTT* of 2012. If the coming year is anything like 2011 was for new *ASL* products, it will be another bumper year. The last few years have seen a phenomenal amount of new products released, more than anyone can play in a year, even with the chance to play regular FTF or via *VASL*. I've been playing games using *VASL* for years, always by email, but in the last six months have finally got round to playing live games, using Skype for chatting with my opponent, and have to say that the experience is almost as good as FTF (and you don't even have to look at you're opponent's face if you don't have a webcam :-)). If you've never played using *VASL* and Skype, I recommend giving it a go.

I have three INTENSIVE FIRE 2011 t-shirts left (shown below) if anyone wants to buy one (one each in large, x-large, and 2X-large). They're £12.50 each (£14.00 for Europe, £16.00 non-Europe) including postage if you want one (or £10 if you want to collect it at HEROES in March). Email me at pete@vftt.co.uk if you are interested.

'Til next issue, roll Low and Prosper.

Pete Phillipps



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

Issue 85 should be out at the beginning of May 2012.

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

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

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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>

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UK STOCKISTS OF THIRD PARTY PRODUCTS

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

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

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

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

BATTLEQUEST GAMES, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to www.battlequestgames.com.

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

INCOMING

MMP ON ROAD TO ROME

MMP have ended a bumper year of ASL production with the release of AP8 Roads through Rome, which began shipping to those who had pre-ordered it just before Christmas. Retail copies will begin shipping in the New Year. As the title suggests, the pack focuses on the Allied drive to Rome and up the Italian peninsula (although one of the ten scenarios is set in Tunisia). The majority of the scenarios involve US forces against the Germans, although three scenarios feature the British, Free French and Canadians. As well as the new scenarios, there are the new double-sided 11"x16" maps (boards 4a/b, 5a/b, and 6a/b). The pack is on sale for \$34.00, with a UK price of about £28.95.

MMP plan on hitting 2012 running, with *Festung Budapest*, *Winter Offensive Bonus Pack 2012*, and *Special Ops 2* all due to be released at their Winter Offensive tournament (which is being held over the weekend of 12-15 January 2012).

Festung Budapest, the eighth HASL module features 17 scenarios and three Campaign Games covering the fighting on the Buda side of the Hungarian capital (Buda being the side of Budapest west of the Danube). The module contains four mapsheets and nine counter sheets. In addition to the entire German SS MMC order of battle (from 8-3-8 to 4-4-7 and including assault engineers), counters are provided for several new types of Hungarian infantry (SMG units, assault engineers, the fascist Arrow Cross Militia, and the anti-communist Vannay Battalion), as well as the Buda Volunteer Regiment, Hungarians fighting for the Russians. Counters are also

provided for both Hungarian and Russian air support. *Festung Budapest* is expected to sell for \$130.00, about £105.00.

Winter Offensive Bonus Pack 2012 will feature two new mapboards (64 and 65) which combine to form a double-wide village. Each board has a single edge that mates with its partner, while the other three edges are standard geomorphic edges that combine with any other ASL board. They are the first of a series of double-wide mapboards inspired by actual locations (in this case Marvie, Belgium) MMP have in the works. Two new scenarios cover the American 327th Glider Infantry Regiment's defence of Marvie against Panzer Lehr during The Bulge in December 1944, while a third is a combined-arms East Front battle in January 1942 which uses board 65.

The second issue of *Special Ops*, MMP's wargaming magazine, contains the standalone game *Ukraine '44*, several ASL and ASLSK scenarios, and the usual range of articles on MMP's games. No price has been announced but the first issue sold for \$24.00 (about £19.00).

MARCH BUNKER

Play-testing of the scenarios for *Dispatches from the Bunker 34*, which is due to be published in March, has begun.

'Spare the Pagoda' is a tournament-sized scenario set on board 3a which sees British troops sweeping into the southern section of Mandalay run into Japanese resistance centred on a pagoda.

'Land Sharkey' sees the Ulster Rifles under fire from a church in a village astride the Escarville-Troarn road during Operation

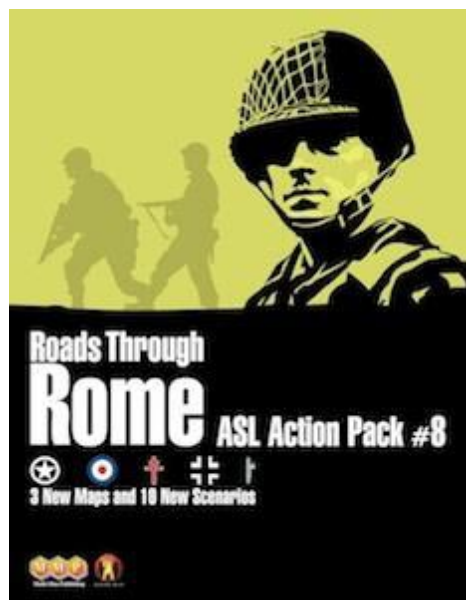
Goodwood, which they must clear.

'Hold the Brickworks' is the final entry in Adan Lunney's Brickworks series, and features the final push by elements of the 10th Panzer Division to wrest control of the Brickworks from the 8th Argyles.

'Sandbanks on the Volga' is set around the fuel tank farm on the southern RB map at the onset of Operation Hubertus.

Four issue subscriptions (starting with the current issue, number 33, which contains four scenarios ('Bedouin Blitz', 'Atrocities Beget Atrocities', 'The Streets of Kharkov', and 'Thunder From Heaven'), as well as an analysis of the VOTG scenario 'Raid on Rodimtsev') are available for \$16.00 (\$20.00 outside the USA). Issues 1 to 20 are now out of print but PDF versions are available for free from www.aslbunker.com (note that the site is currently down after being hacked but should be up soon). Other back issues are \$4.00 (\$4.50 outside the USA) or \$40.00 (\$50.00 outside the USA) for a complete set of issues 21-33. A complete set of issues 21-32 and a subscription for issues 33-36 is available for \$50.00 (\$60.00 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.

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INTENSIVE FIRE 2011

The Ian Daglish Memorial Tournament

The end of October 2011 saw the usual gathering of *ASL* players in Bournemouth for the INTENSIVE FIRE tournament.

As usual, the first arrivals were me and Paul Case, who arrived in the hotel just after 11am on the Tuesday morning! Only to find that the hotel had no record of our booking :-). The hotel had changed ownership at the end of July, and had a new computerised booking system installed. In the process, some of the paperwork regarding the INTENSIVE FIRE booking had been entered, some hadn't. Luckily the staff on reception were very helpful and patience with me and Paul as we went through the bookings to make sure their records matched with my records. The only mistake they made while we were doing this was serving the first Newky Browns of the weekend in pint glasses – a quick slap of the wrists ensured the same mistake was not repeated again :-)

Next to arrive was Indy Lagu and Martin Mayers, who neither was staying at the hotel (Martin was from Thursday, but last minute travel plans meant he was in Bournemouth on the Wednesday). A few more beers were consumed, and as a result, the planned meeting in the pub next door to watch the footie that evening fell through – after Indy and Martin had gone back to their respective hotels, me and Paul had gone to our room for a nap, but didn't wake up until about midnight! Opps....

Wednesday saw the arrival of quite a few of the attendees, and a few games of

ASL being played, and by evening there were about 15 *ASL*ers in attendance.

The evening saw half a dozen of us in the pub next door watching the football. At some point, Indy asked us a rules question and after hearing our answers told us we were all wrong. "We'll have to check the rulebook when we get back to the hotel", someone said. "I've got the rules on my phone, I'll check now" I replied. So I did. And Indy was right – in fact his rules knowledge was such that he became known as Indy La-guru over the weekend!

For the record, his question was can two HS, of different classes (EG 1st Line and 2nd Line), re-combine? Answer at the end of the report.

Thursday saw a steady stream of arrivals and quite a few games being played. By the end of the day there were about 25 *ASL*ers in attendance, probably a record for a Thursday.

The main reason for so many people arriving a day earlier than normal is that on Friday morning, about 15 of us made the journey to Bovington Tank Museum, to 'unveil' a plaque in memory of Ian Daglish. This is part of the 500 Club scheme that the museum run to help raise funds to cover its running costs, and it was felt that it would be a suitable way of remembering Ian. The money to pay for the plaque was raised by members of the *ASL* community world-wide within 24 hours. A brief talk from David Willey, the museum curator, was followed by Shaun Carter unveiling the plaque, and then conducting an hour long tour of the displays, complete with chat

Because of the visit to Bovington, no mini-tournaments were planned for this year, although a last-minute mini was arranged for several players who were not going to Bovington. MMP also provided us with several of Ian's scenarios for final play-testing, and a couple were played, with the reports subsequently being submitted to MMP.

Saturday morning saw the start of the Fire Team tournament. As usual players were divided into teams of 3, spread over 2 divisions, based on their Crusader Ladder rating. Two rounds were played on Saturday and the third on Sunday morning. Despite the high turnout quite a few people were not interested in playing in the Fire Team tournament, so there were only four teams in each division (normally there are enough players to form six teams in each Division). One advantage of this was that it meant that all the teams in each division would play each other, which worked out quite well.

The luck of the draw meant that the Elite Division had one very strong team in the form of Trev Edwards, Dominic McGrath and William Binns, and it came as no surprise to see this team win the division. The First Division was a lot tighter, with two teams in pole position on Sunday morning, and both playing each other. With two of the games over, the team of Mat Haas, Paul Legg, and Brendan Clark looked to be the winning team, after Brendan's win over Shaun Carter gave them an un-assailable points lead. Then Brendan realised he had mis-played a key element of the scenario wrong, and forfeited his win, levelling the score between the teams. The result would be determined by the winner of the last game between the two teams, and Mat Haas managed to pip Graham Smith to victory in 'J140 All Down The Line' to compensate for Brendan's forfeit. For his gentlemanly conduct, Brendan was awarded a £25 voucher from Second Chance Games.

As usual Pete Phillipps would like to thank Dominic McGrath and Derek Tocher for their help with the scenario selection, Shaun Carter for help with the prizes, and Ian Pollard for taking the photos which are used here in *VFTT* and the *ASL* Tournaments web site. I'd also like to thank Joy Daglish for paying for a round of beer for everyone on Saturday night so we could host a toast to Ian Daglish. And also to the staff for all their hard work,

THE TANK MUSEUM — { JOIN THE 500 CLUB

We're looking at the big picture. And we want you to be part of it.

Join the 500 Club and help The Tank Museum continue to raise vital funds to preserve and enhance our historic collections.

As a member of the 500 club, you will be able to publicly demonstrate your or your organisation's support for The Tank Museum and make an important contribution to our future.

A £500 donation will buy you a personalised tile that will be placed along side others in a montage that is now on display in the foyer of our new building.

Call us now for more information on 01929 462529, E-mail fundraising@tankmuseum.org or see our website www.tankmuseum.org.

Supported by **The National Lottery** through the Heritage Lottery Fund

TERMS AND CONDITIONS

The Tank Museum reserves the right to reject any design or words that it deems inappropriate.

Each tile measures 150mm x 150mm and is in landscape format. Tiles are numbered 1 to 500 and future participants will be allocated the next available tile number. The final design of the tile will be at the discretion of The Tank Museum.

The full £500 payment is required at the time of placing the order for a tile. The 500 Club tile will remain on display in this location for a minimum of 10 years.

*We reserve the right to cancel or remove the display at museum convenience.

A World Class Home For A World Class Collection
Registered charity no. 1000661

[HTTP://WWW.TANKMUSEUM.ORG](http://www.tankmuseum.org)



Shaun Carter (left) unveils the memorial plaque to Ian Daglish at Bovington Tank Museum.

especially on Saturday night having to serve 40 people who all turned up at the bar at the same time! But most of all I'd like to thank everyone for turning up and making INTENSIVE FIRE the success it is.

INTENSIVE FIRE 2012 takes places from Thursday 25 – Sunday 28 October.

And if you can't wait 'til then for some tournament action, HEROES 2012 takes place in March in sunny Blackpool over the weekend Thursday 8 – 12 March – check out the ad elsewhere in this issue for the details.

Line and 2nd Line), re-combine? No. As per A1.32, "Any two Good Order HS of the same nationality with an identical Strength Factor may automatically Recombine." The Strength Factor is the FP, Range, and Morale of a MMC, and at least one of those is different between two classes (EG a 1st Line German HS is a 2-4-7 while a 2nd Line HS is a 2-3-7).

Can two HS, of different classes (EG 1st

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FIRE TEAM PLACINGS

ELITE DIVISION

POS	TEAM & PLAYERS	PTS	OPPO
1st	Kampf Gruppe Edwards Trevor Edwards(3635) Dominic McGrath(3285) William Binns(3080)	24	25240
2nd	Shitai Bunce Tim Bunce(3405) Simon Staniforth(3090) Miles Wiehahn(3070)	15	15335
3rd	Gruppo Jones Paul Jones(3400) Tim Macaire(3160) Eric Gerstenberg(3005)	9	9180
4th	Task Force Burton Gerard Burton(3425) Malcolm Hatfield(3130) Tom Jackson(2960)	6	6565

FIRST DIVISION

POS	TEAM & PLAYERS	PTS	OPPO
1st	Shitai Haas Brendan Clark(2920) Mat Haas(2900) Paul Legg(2845)	18	16255
2nd	Udarnaya Gruppa Carter Shaun Carter(2900) Hakan Isaksson(2875) Graham Smith(2700)	15	13795
3rd	Kampf Gruppe Mayers Martin Mayers(2900) Ian Pollard(2890) Nick Ranson(2455)	12	11135
4th	Kampf Gruppe Baumber Wayne Baumber(2920) Chris Walton(2725) Justin Key(2610)	9	8055

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



The Fire-Team winners. Top: William Binns, Trev Edwards, and Dominic McGrath. Bottom: Paul Legg, Mat Haas, Brendan Clark.





Top left, Tournament Champion Martin Mayer. Top right, runner up Hakan Isaksson .
Bottom left; both Simon Staniforth (left) and Nigel Blair won prizes for worse performance of the weekend (though that was 'honour' was actually Pete Phillipps' but as tournament organiser he wasn't eligible for the prizes!)



PLAYER RESULTS

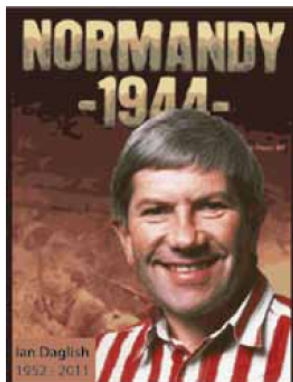
Here are the individual win/loss records.

PLAYER	P	W	L	D
Martin Barker	2	0	2	0
Wayne Baumber	3	2	1	0
William Binns	7	4	3	0
Nigel Blair	6	2	4	0
Tim Bunce	4	3	1	0
Gerard Burton	7	4	3	0
Shaun Carter	3	2	1	0
Paul Case	2	2	0	0
Brendan Clark	3	2	1	0
Roger Cook	1	0	1	0
Derek Cox	2	2	0	0
Simon Croome	4	3	1	0
Richard Dagnall	2	1	1	0
Bob Eburne	1	1	0	0
Trevor Edwards	6	5	1	0
Eric Gerstenberg	5	2	3	0
Mat Haas	3	1	2	0
Malcolm Hatfield	3	0	3	0
Hakan Isaksson	6	5	1	0
Tom Jackson	3	0	3	0
Paul Jones	4	2	2	0
Justin Key	3	0	3	0
Indy Lagu	2	0	2	0
Paul Legg	3	3	0	0
Tim Macaire	4	0	4	0
Martin Mayer	7	7	0	0
Dominic McGrath	3	3	0	0
Pete Phillipps	8	1	7	0
Ian Pollard	5	2	3	0
David Ramsey	1	1	0	0
Nick Ranson	3	0	3	0
William Roberts	1	0	1	0
Andy Smith	3	3	0	0
Graham Smith	3	1	2	0
Simon Staniforth	6	2	4	0
Simon Taylor	3	0	3	0
Chris Walton	3	1	2	0
Miles Wiehahn	3	2	1	0

THE SCENARIOS

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

Scenario	Allied	Axis	Draw
119 Ancient Feud	1	0	0
A103 Mayhem in Manila	1	0	0
AP31 First Cristot	1	0	0
AP41 The Meat Grinder	0	1	0
AP63 The Nutcracker	0	1	0
AP65 Baw Drop	0	1	0
AP69 Uncommon Misery	1	0	0
BFP-89 Relentless Pressure	0	1	0
ESG10 Gut Check	1	0	0
FrF45 Totensonntag	5	4	0
FrF53 Raid Into The Reich	1	0	0
FrF55 Forsthaus Clash	0	1	0
FrF56 Saluting a General	1	0	0
FT KGS9 Lost in a Day	0	1	0
FT162 Assault on District Rovno	1	0	0
FT165 Shopino Struggle	0	2	0
FT167 Wasp Sting	0	2	0
FT168 By Dawn's Early Light	1	0	0
J126 Ugly Faces	0	1	0
J137 No Mercy in Burcy	4	0	0
J140 All Down the Line	3	3	0
J141 Riding with the King	3	2	0
J68 Unlucky Thirteenth	2	2	0
J72 Cahier Carriers	6	0	0
O1 Go Big or Go Home	0	1	0
OA19 The Queen's Prequel	0	1	0
OA20 The Revenge of the Greys	1	0	0
RPT16 Miracle at Sinagoga	0	1	0
RPT52 Death Rattle	1	0	0
SP176 Smiling Albert	1	0	0
SP181 The Elephant of Surprise	1	3	0
SP184 Cornered Beasts	1	2	0
WCW7 Eye of the Tiger	1	1	0
TOTALS	69	38	31



Ian Malcolm Daglish

M.A. MBA

1952-2011

Military Historian, Wargamer,
Gentleman

Brother to Andy, husband to Joy
Father to Hazel and Fiona

The Crusaders UK ASL Society



THE 500 CLUB
no 59

Here is the full Crusaders Ladder as of 25 December 2011

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Tony Pilling	75	68-2-5	4085	95	Jas Bal	5	3-0-2	3090	185	Jakob Norgaard	6	1-1-4	2885
2	Derek Tocher	125	94-2-28	3935	94	Kevin Beard	13	9-1-3	3090	185	Bernard Savage	21	9-1-11	2885
3	Steve Thomas	42	32-1-9	3755	94	Gary Lock	2	2-0-0	3090	185	Bill Sheriker	38	18-2-18	2885
4	Simon Stevens	87	60-1-25	3720	94	Iain Mackay	43	22-20-21	3090	188	Sam Belcher	8	3-0-5	2880
5	Dave Schofield	151	110-0-41	3710	94	Peter Michels	3	2-0-1	3090	189	Patrick Dale	38	15-1-22	2875
6	Trevor Edwards	134	77-1-56	3685	99	Paulo Alessi	6	4-0-2	3085	190	John Johnson	1	0-0-1	2870
7	Mark Blackmore	66	48-0-18	3665	100	Dirk Beijaard	5	3-0-2	3080	190	David Kalman	5	2-0-3	2870
8	Mike Rudd	38	32-1-5	3660	101	Billy Carslaw	11	4-0-7	3075	192	Russell Gough	81	45-4-38	2865
9	Fernin Retamero	13	11-0-2	3650	101	Robin Langston	9	4-2-3	3075	193	Peter Ladwein	21	9-0-12	2860
10	Georges Tournemire	8	7-1-0	3640	101	Chris Milne	5	3-0-2	3075	193	Lutz Pietschker	4	1-0-3	2860
11	Michael Hastrup-Leth	45	31-1-13	3615	104	Jean-Luc Baas	3	2-0-1	3070	193	Neil Piggot	4	1-0-3	2860
12	Aaron Cleavin	6	6-0-0	3565	104	Serge Bettencourt	3	2-0-1	3070	196	Neil Branger	49	18-0-31	2855
13	Peter Bennett	14	12-1-1	3560	104	Robert Schaaf	3	2-0-1	3070	197	Nick Angelopoulos	5	1-0-4	2850
13	Bjarne Marcell	36	26-0-10	3560	107	Tony Gibson	36	19-0-17	3065	198	Keith Bristow	69	39-1-29	2845
15	Steve Linton	17	14-0-3	3545	107	Alexander Rousse-Lacordaire	4	2-1-1	3065	198	John Martin	6	2-0-4	2845
16	Paul Haesler	17	10-2-5	3530	107	Bob Runcies	3	2-0-1	3065	200	Bill Eaton	21	8-3-10	2840
17	Jes Toudval	24	16-0-8	3475	110	Scott Byrne	12	7-0-5	3060	201	Mark Furnell	13	5-1-7	2835
18	Tim Bunce	77	52-0-25	3460	110	Raurigh Dale	38	17-0-21	3060	201	Dave Otway	5	1-0-4	2835
19	Dominic McGrath	162	100-2-61	3440	110	Patrik Manlig	16	9-0-7	3060	203	Mike Daniel	5	2-0-3	2825
20	Lars Klynsen	11	8-0-3	3400	113	Stefan Jacobi	11	5-0-6	3050	204	Mark Chapman	6	2-0-4	2820
20	Martin Mayers	57	21-0-36	3400	113	Bo Siemsen	4	2-0-2	3050	205	Michael Essex	38	18-0-20	2815
22	Sam Prior	74	42-1-31	3390	113	Simon Stanforth	13	6-0-7	3050	205	Mat Haas	16	7-0-9	2815
23	Paul Jones	45	24-0-21	3385	116	Scott Greenman	8	3-1-4	3045	207	Michael Robertson	4	1-0-3	2810
24	Ran Shiloah	11	7-0-4	3370	117	Martin Barker	27	12-1-14	3035	208	Michael Allen	6	3-0-3	2805
24	Peter Struijf	10	8-0-2	3370	117	Steve Pleva	6	3-0-3	3035	208	Ian Morris	5	1-0-4	2805
24	Martin Vicca	38	26-1-11	3370	119	Mark Warren	20	11-0-9	3030	210	Ivor Gardiner	17	8-0-9	2800
27	Andrew Dando	48	27-2-19	3365	120	Daniele Dal Bello	4	1-0-3	3025	210	Clive Haden	5	2-0-3	2800
27	Carl Sizmur	21	13-0-8	3365	120	Peter Hofflad	4	2-0-2	3025	212	Kevin Crookier	16	6-0-10	2790
29	Bernt Ribom	5	5-0-0	3350	122	Ian Daglish	150	70-2-78	3020	212	Alistair Fairbairn	3	0-0-3	2790
30	Craig Benn	62	43-0-19	3345	123	Vincent Kamer	4	2-0-2	3015	212	Tom Jackson	26	11-0-15	2790
31	Phil Draper	78	49-2-27	3330	124	Colin Graham	5	3-0-2	301					

HEROES 2012

ADVANCED SQUAD LEADER TOURNAMENT

8TH - 11TH MARCH (THURSDAY THROUGH SUNDAY) 2012

HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2012 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

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Cracking Fortress Holland

Chris Doary

“Cracking Fortress Holland” is an early-war scenario that recreates an infantry skirmish in the heart of Rotterdam. Despite its small size, the scenario presents players with an interesting tactical situation wherein neither side can simply sit tight. To win, each side must jockey for position. Manoeuvring is compounded by the nature of the terrain. All in all a good puzzle for each player to solve.

The scenario was designed and published by George Kelln of Lone Canuck Publishing, and is one of six scenarios in *To Battle by Air 2*, a scenario pack published in 2008. The common thread in the pack is that the troops of one side initially entered the battle from the air. Four of the scenarios have paratroopers, although none enter play via Air Drop [E9.1]. Gliders are, however, used in one late-war scenario. The Germans in “Cracking Fortress Holland” used neither method. Before I spill the beans, let me set the stage.

VESTING HOLLAND

With Denmark occupied and Norway all but defeated, the Germans turned their attention to France, and the Low Countries. By May 1940, German plans called for the defeat and occupation of neutral Netherlands. The Dutch army was relatively weak, and ill-equipped to withstand a concerted attack by Germany. In fact, the defence of the Netherlands was predicated less on the effectiveness of the Dutch military than on the effectiveness of certain natural defensive measures. There were a

number of defensive lines, of which the Grebbe Line is likely the most familiar to ASL players (see, for example, “J42 Grebbe End” from *ASL Journal 3*). The first lines of defence coincided with natural barriers such as the IJssel and Maas rivers. These lines were manned by border battalions and only expected to delay an attacker. The main defensive lines, constructed in 1939, were the Grebbe Line, and to a lesser extent the Peel-Raam Position farther south. Although reinforced by pillboxes and other defensive works, the Grebbe Line was no where near as formidable as the hardened defensive works found along the Belgian and French borders. However, the Dutch government had pinned much of its hope on what is known in English as the Dutch Waterline (Hollandsche Waterlinie). In the event of an enemy invasion, the Dutch would open the sluices of this centuries old defensive line. Water from nearby lakes and rivers would flood a vast area of land stretching from the IJssel lake in the north to the river Maas in the south. The Line was defended along its length by forts and fortified towns. The area west of the Waterline was referred to as Vesting Holland, or Fortress Holland.

The Dutch government had been confident that its armed forces could hold Fortress Holland for some time, or at least until another power could come to its aid. But the invasions of Denmark and Norway in April had highlighted the vulnerability of the Dutch heartland to a widespread strike by German airborne forces. In response, the Dutch deployed infantry battalions to the major seaports and aerodromes of

the Fortress. The third battalion of 39e Regiment Infanterie (III/39RI) was tasked with providing local security in Rotterdam. Approximately 450 Royal Dutch Marines were also in the city, although almost half were still in basic training during the spring of 1940. Apart from a sprinkling of anti-aircraft units, the remainder of soldiers, sailors and airmen in the port were support troops with no combat function.

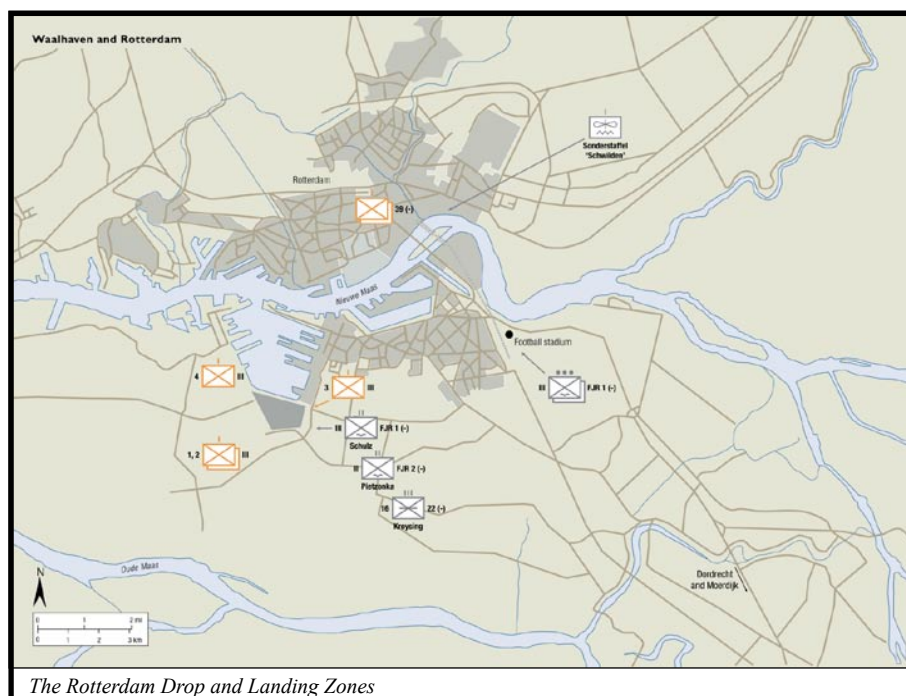
TO BATTLE BY AIR

The Germans were indeed planning to seize a number of key bridges and airfields by an airborne coup de main. But given that the attack on the Netherlands represented only a small part of a more general invasion of France and Belgium, the resources allocated to reducing Fortress Holland were modest. Of approximately 3500 Fallschirmjäger, or paratroops, of the 7. Flieger Division available for operations in the Netherlands, only 700 could be committed to an attack on Rotterdam, the country’s second largest city. Granted the paratroopers were to be reinforced by Infanterie Regiment 16 (IR 16) of 22. Luftlande-Division (Air Landing Division). However, before reinforcements could arrive, the paratroops first would have to secure the military airfield at Waalhaven. The airfield lay some distance south of the city centre, on the island of IJssel. The infantry companies of III/39RI stationed on IJssel were bound to interfere with German plans. Together, the men of Fallschirmjäger Regiment 1 (FJ1) and IR 16 were to secure the bridges at Rotterdam, Dordrecht and Moerdijk. In the event that the Dutch continued to resist, the airborne forces could be relieved by 9. Panzer Division from the south.

Compounding matters was the need to secure a bridgehead over the main channel of the Maas River before the Dutch could react, seal off the gateway into the city centre, and counterattack the airfield. Unfortunately for the Germans, the nearest practical, albeit tiny, drop zone was the Feyenoord soccer stadium, some two kilometres south of the Willemsbrug traffic bridge, and the nearby railway span. If the Germans wanted to exploit the element of surprise they would need to find a way to insert troops closer to the Willemsbrug. The attack was set for 10 May 1940.

MAAS PANIC

During the wee hours of Friday morning, bewildered early-risers of



The Rotterdam Drop and Landing Zones

Rotterdam witnessed a curious spectacle unfold on the Maas River. Some thought it was a military exercise. Others, pointing to the smoke rising over Waalhaven, concluded that the war had begun. Floatplanes, a dozen in all, alighted on the Maas. Soldiers emerged, and cast off for the shore in rubber dinghies.

The strangers in the morning gloom were specially trained volunteers of 22. Pionier Bataillon and 11. Kompanie III/IR 16 (the assault force also included

two heavy machine gun crews, who took up positions on the elevated tracks of the railway bridge.)

They were tasked with seizing the four spans of the Willemsbrug and the railway bridge to the east. The “airborne amphibians” quickly secured the bridges. A detachment of Royal Dutch Marines in the nearby Maas Hotel resisted, but were soon overwhelmed. Finding no explosives on the bridges, the Germans began to press into the heart of the city. It was not long, however,

before elements of III/39RI began to close on the enemy bridgehead from the north.

THE SCENARIO

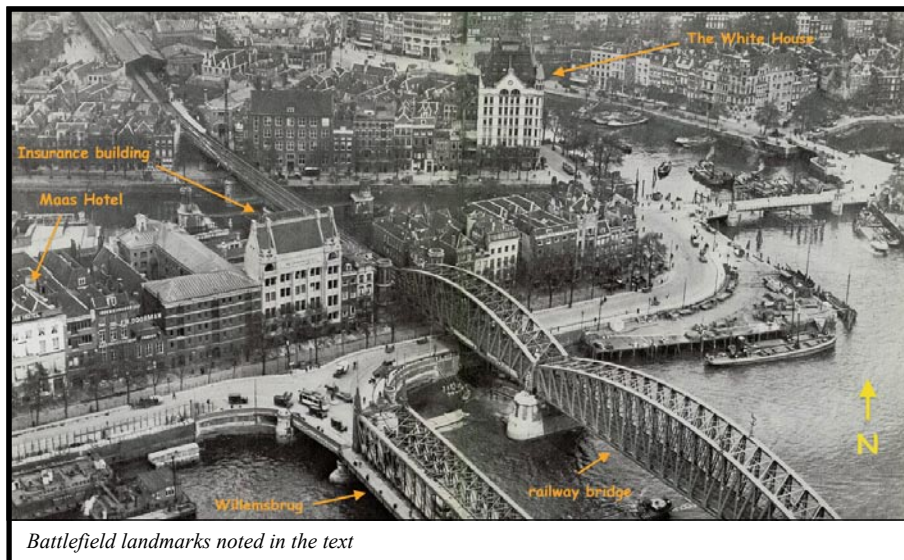
“Cracking Fortress Holland” commences with the Dutch marines hunkered down near the waterfront, the Germans deployed around the northern end of the Willemsbrug, and elements of III/39RI moving south to counterattack (for simplicity, the railway bridge is omitted

from the scenario. Today, neither bridge remains. A fitness centre marks the northern pier of the old Willemsbrug. The new traffic bridge is located a few hundred metres upstream of the old bridge.) In an interesting twist, the Dutch set up and move first. The German player needs to keep this in mind during set up. And both players need to plan for the entry of the German reinforcements on Turn 3. Victory Conditions are straightforward. The Germans win if there are no unbroken Dutch MMC less than or equal to two hexes of, and with LOS to, hex 8I4 at game end. Essentially, this means that the Germans have to keep the area bounded by the red perimeter on the map clear of unbroken Dutch squads and half-squads. Locking Dutchmen down in Melee will not work; they need to be broken. Let’s take a look at what each side brings to the table.

HOME TOWN ADVANTAGE

The Dutch have a number of things going for them in this scenario. To begin with, they outnumber the Germans both in terms of sheer numbers, and FP. Admittedly four Dutch squads are Green, but the Dutch ELR is a respectable three. The prospect of a host of Disrupted “greenies” is therefore diminished. Moreover, the Dutch conceivably can bring 48





FP to bear on the hapless Germans. This does not take into account the possibility of the MMG maintaining ROF.

Speaking of the MMG, the Dutch will be tempted to pair the 8-1 leader with the best support weapon on the battlefield. The Dutch are on the attack, however, and should anticipate a fair number of “brookies.” More often than not Dutch leaders will have their hands full of desperate Dutchmen.

The Dutch Sniper Activation Number, while low, remains a serious threat. Considering the low counter density, an attack on the German 9-1 leader is quite probable over the course of six turns, especially if the German player does not take sensible countermeasures.

More worrisome from the German perspective are the marines. They have superior morale and may set up concealed on the German flank. The four concealment counters provided in the Dutch order of battle are more than adequate to conceal these elite troops. Indeed there is room for the Dutch player to employ enough subterfuge to keep the German player off balance.

But perhaps the greatest advantage enjoyed by the Dutch is time. With six turns at their disposal, the Dutch can methodically tighten the noose around the shallow German bridgehead, and perhaps split the German position in half. The Dutch will undoubtedly take casualties while pressing forward. However, they have plenty of “blind” areas where their leaders can establish effective rally points. Employed prudently, Dutch infantry can be “recycled” time and again during the course of the scenario. Coupled with the fact that the Dutch have the initiative, there is plenty to give the Germans pause for concern.

THE AWAY TEAM

At first blush, the Germans do not appear to have much in their favour. German squads do have a slight edge in range, more so over Inexperienced Dutch squads. But

given the restricted LOS, opportunities to capitalize on this advantage will be limited. That said, if German reinforcements are denied unfettered use of the bridge, they can provide some useful support from the south bank. In another respect, the short ranges involved make the prospect of ELR failure less of an issue for the Germans. The short distances inside the German perimeter also help make the Germans positions on either side of the I-row more mutually supportive.

The tight perimeter is another factor in the Germans’ favour. Anchored as it is on the river, the German perimeter is difficult to outflank, and doubly difficult to encircle. The size perimeter also allows the Germans to shift and concentrate their forces quickly, and where the threat is greatest.

A more important German advantage is that unlike the Dutch, the Germans do not need to risk as much, or move as far, during the game. The Dutch, in contrast, must brave Open Ground in order to reach their objectives. Only the marine squads are capable of placing Smoke. The rest of the Dutch are at the mercy of negative DRM. Their predicament is compounded by the fact that they must pass through one or more choke points during the first couple of turns.

The Germans have a couple of other advantages. Because the majority of the Dutch OB enters from off-board, there are certain to opportunities for the Germans to gain concealment before play commences. But arguably the most important factor in the Axis favour is that the Germans have the last turn. This gives the German player one final chance to break enemy or eliminate MMC within the victory area. The Dutch cannot “skulk” their way out this; they must stand and take it on their chins.

EPILOGUE

The riflemen of 11. Kompanie slowly gave ground until they were holed

up in the National Life Insurance Company building opposite the north end of the Willemsbrug. The Fallschirmjäger platoon (coincidentally, this platoon (dritte Zug) was part of 11. Kompanie, III/FJR1) that had parachuted into the soccer stadium eventually reached the bridge by hopping a tram for the last part of the journey. In spite of these reinforcements, the Germans were unable to expand their bridgehead over the Maas. As the day wore on, more Dutch soldiers closed on the bridge, including marines who retook the Maas Hotel, and signalmen fighting as infantry.

The fighting was fierce. The Dutch hauled machine guns onto the upper floors of The White House (Het Witte Huis) a few hundred metres north of the Maas bridges. Completed in 1898, this ten-storey building was the first “skyscraper” in Europe, and positively dominated its environs. Fire from this vantage point made it exceedingly difficult for reinforcements to reach the forward German line, let alone improve the German positions. The balance of the air-landing battalion of IR 16 and numerous paratroopers were pushed forward into the bridgehead, the German attack stalled. However, the Dutch were likewise unable to make any progress and the situation essentially remained unchanged until the Dutch government surrendered four days latter.

The airborne assault on Rotterdam was one of the more successful operations conducted by 7. Flieger Division and 22. Luftlande-Division in the Netherlands. The operation nevertheless fell short of German expectations. Despite the great determination and bravery exhibited by both sides, neither could break the deadlock at Willemsbrug.

FURTHER READING

One can find a good deal of information about this battle on the Internet, but it does take some digging. For instance, I found the operational map above online. I later noticed the original map in my copy of Bruce Quarrie’s German Airborne Divisions below.

The Dutch work Mei 1940: De Strijd op Nederlands grondgebied (Den Haag: Sdu Uitgevers, 2005) became available in English last year. It is extremely expensive. I would try a university library first.

Amersfoort, Herman, and Kamphuis, Piet, Eds. May 1940: The Battle for the Netherlands (2010).

Quarrie, Bruce. German Airborne Divisions: Blitzkrieg 1940-41, (Oxford: Osprey Publishing, 2004).

The SPW 251 Halftrack

Michael Dvaies

The SPW 251 is an armoured halftrack developed by the Germans to transport a squad in Armoured Infantry units. It was also used as a platform for weapons or by specialised units. In this article I'll outline the history and development of the SPW 251 and suggest some tactics for *ASL* games. I have not looked at the many variants produced, perhaps they will be covered another day.

As with every vehicle the *ASLRB* and vehicle counters contain a lot of useful information. There are specific rules book sections that apply to carriers, and also general rules on AFVs, crews, passengers and transporting personnel that are worth a flick through every so often. Also worth a look is the APC Player Aid produced by HOB (Heat of Battle), and included in a past issue of *Recon by Fire* magazine.

SPW 251 Development

Britain fielded the first fully tracked APC, based on a Mark V tank, late in the First World War. It was marginally effective and very little resource went into developing the idea after WWI. Some light tanks and tankettes as well as machine gun carriers were developed, and tactically some of these were used as APC or as machine gun carriers for a light or medium machine gun crewed by two or three men. Tactically they were useful as they moved a machine gun quickly into action with a good supply of ammunition, and provided some protection against small arms fire.

How to move squads of infantry in support of armour puzzled tank theorists. Whilst tanks moved at four or five miles per hour the Infantry could walk, and transport assets could be horse drawn or motorised. Faster tanks quickly separated infantry from armour. Without infantry support, armour had problems in close terrain such as woods or built up areas, or when encountering a screen of anti tank or field guns. All the tanks could do was wait for the infantry to arrive.

Motorised infantry in modified commercial wheeled vehicles were a good idea, in fact the best solution when driving on decent roads, certain types of desert or step or compacted snow. Motorcycles and horse also worked and found favour in the Soviet Army.

Wheeled vehicle cross country performance was poor, and any enemy fire could quickly destroy un-armoured transport assets. So the theorists kicked around the idea of an "infantry carrying tank", able to move across open terrain, mount some obstacles and with slight protection for the

crew and passengers. In Britain fully tracked armoured carriers found favour. In Germany a half tracked armoured truck was developed as it was cheaper than a fully tracked vehicle, did less damage to roads and had reasonable cross country performance. The idea of multi wheeled vehicles didn't really find much support till the Cold War era.

In 1935 work began on modifying an existing German semi tracked artillery towing vehicle. The SdKfz 11 (*ASLRB* H99) was a 3 ton tractor designed to tow medium sized, ranging from 37mm up to 105mm howitzer. An armoured body was fitted to create the SdKfz 251. Armour ranged from 9mm up to 14.5mm and was comparable with a 1930s vintage light tank.

The initial variant was called the Ausf A and entered service in June 1939, just in time for the invasion of Poland. It was quickly followed by the Ausf B and Ausf C variants, and finally the Ausf D in 1944. Most of the changes made were minor; the Ausf D was designed primarily to make production easier. In practical terms the combat performance of all four variants was very similar. It did make a difference when supplying spares as some items were not compatible with other marks. Production trailed off in 1945 due to strategic bombing and German weapon production priorities.

Virtually every vehicle would carry at least one radio and one or two machine guns, either MG 34 or MG 42, the crew would be a driver and a wireless operator, the latter also serving as a machine gunner. In most units the crew and some of any passengers would be cross trained. A rear mounted tow bar and pintel were factory fitted to pull trailers or guns. Tow hooks at the front of the vehicle were more used for

recovery or bog removal.

From 1941 the SdKfz 251 was redesignated Mittlerer Schutzenpanzerwagen 251 (Medium Armoured Infantry truck), abbreviated to SPW.

Panzergranadier Squads

Germany had experimented with infantry mounted in civilian trucks as early as 1921. Later, Guderian, inspired by the work of General Fuller and Historian Liddell Hart developed his own theories for heavily armed infantry supporting tanks. Guderian's emphasis was on mobility, but importantly he believed firepower was more important than close combat with the bayonet. From 1938 motorised troops were called Schnelltruppe (fast troops); from 1943 Panzergranadier. Panzergranadier was an honorific title inspired by that given to elite units in the Imperial German Army, given to shock infantry who used black powder grenades during sieges.

Squad organisation changed as the war progressed. In 1939 the squad was ten men; a squad leader and his assistant, three men manning one machine gun (MG 34), and five riflemen. From 1941 or possibly earlier the riflemen would carry some MG ammunition as well as spare barrels, maybe even a tripod. Ammunition carried was usually in excess of 800 rounds, perhaps with one or more belts of armour piercing ammunition. Later MG 42 became available, although having a higher rate of fire than the MG 34, this was usually limited either ammunition supply or barrel life. Squad size was reduced to nine from October 1943 (though this is usually called



A SPW 251/1 Ausf A in France in 1940.

the 1944 Organisation), with at least two SMG, and often two MG. A Panzergrenadier squad mounted in a SPW 251 could have three LMG. Usually one LMG was left in the vehicle with the driver and wireless operator, the other two would dismount.

From late 1943 onwards some assault rifles were issued. The Sturmgewehr 44 or StG 44 was an effective and popular design, capable of fully automatic fire or single shot at longer ranges. It traded volume of fire for range.

Some squads carried extra equipment making use of space on the vehicle.

Panzergrenadier platoons at full strength comprised four vehicles, three SPW 251/1, and either a SPW 251/1 sMG or SPW 251/10 (37mm gun) if available for the platoon commander. Given equipment shortages in the German Army other vehicles might be substituted for the standard OB. These could range from other SPW 251 variants, to captured vehicles. It would also be possible for a platoon to field additional vehicles or equipment they had acquired. Sometimes a motorcycle rider was used to communicate between squads and in extremis higher command when radios couldn't connect.

Company organisation fielded four platoons of Panzergrenadiers, plus a weapons platoon composed of two HMG squads, a mortar squad and a towed 75mm Infantry Gun. Later a 2cm gun was added to the weapons platoon. Each weapons squad would have two HMG or mortars.

Ideally most troops would be in SPW 251, and where possible in specialised SPW 251 variants. Sometimes other vehicles,

even trucks were used or equipment was absent. Don't forget there was a war on.

SPW 251/1-I Mittlerer Schutzenpanzerwagen

For most SPW 251 variants the wartime designation would include Ausf A, B, C and/or D, in almost every respect the performance of each was similar but for logistical purposes spares for each model were sometimes different.

The inherent crew was two men, a driver, and a radio operator who could also fire the machine gun. Their personal equipment include a rifle and sub machine gun; it's likely they may also carried a few grenades and possibly pistols.

The radio was a FuG5 set, standard in Panzer III/IV/V and VI tanks and variants, and supporting vehicles fighting with them. It was a short range radio, as a transmitter good to 4 Km, as a receiver 2 Km though this would vary due to atmospheric conditions. Its main role was communication between units within a platoon and their associated support. In combat it gave SPW 251 platoons an edge. They could communicate between squads to a greater extent than a basic infantry platoon until the late war development of walkie talkie sets. The Germans were very big on signals; roughly 10% of the Army was either a dedicated signaller or soldier who operated radio or telephone equipment part of the time.

The troop carrying variant carried at least one MG 34 or 42 with an armoured shield, and had a crane mount at the rear of the vehicle that could be used for a second machine gun which would be fired

by the vehicles passengers. Two machine guns could be stored on racks built into the sides, along with tripods and spare barrels. Ammunition was carried under the ten passenger seats, full load was ten boxes, each box contained 250 rounds, or five fifty round belts, though usually the belts were linked to form one 100 round and another 150 round belt. Additional belts and drums would be carried by passengers as well as several drums or belts available for ready use. Different authors suggest total rounds carried could range from 1425 to 2010, but there's space under the seats for 2500 rounds, frankly I'm puzzled. Sacks were carried to catch spent brass, partly to recycle the metal, partly to stop hot spent cartridge cases bouncing around in an enclosed space. The MG42 didn't fully replace the MG34 and both designs were produced up to the end of the war. Even SPW 251 produced in 1944/45 could be factory fitted with MG34. In practical terms the two machine guns were as effective as each other. The limit on firing was not cyclic rate of fire but ammunition supply and barrel heating.

Passengers and crews rifles and helmets could be stowed in racks built into the vehicle's sides, but in action these would be carried.

Before the machine gun shield was introduced some crews improvised armour using sand bags. Later almost any SPW 251 could be fitted with spare tracks or water filled jerry cans as appliqué armour, although spare tracks and water would in themselves be useful.

Primarily the SPW 251/1 was to provide protected cross country mobility for its passenger squad. The squad could fight



A SPW 251/1 Ausf B during the invasion of Greece in 1941. Note the lack of vision port on the rear hull compared to the Ausf A model. The radio is also now mounted on the rear upper superstructure rather than the foot plate.

from the vehicle firing rifles, and machine guns as they approached. At closer range Infantrymen would exit from the door at the rear of the vehicle or jump over the sides. The inherent crew would man the vehicles machine gun giving fire support as the infantry moved forward.

At times the SPW 251 was used as a tank or light armoured car. In 1940 its armour and weaponry was comparable to contemporary light tanks and most enemy infantry relied on light machine guns for anti tank weapons. As anti tank rifles and later Bazooka and PIAT became more common, and tank armour thickened SPW 251/1 had to be a lot more cautious.

Essentially the SPW 251/1 was a troop carrier, at times the vehicle itself and its machine guns provided support for the attack but the unit was more valuable as a transport asset.

SPW 251/1 sMG Mittlerer Schutzenpanzerwagen

This variant was used by the Panzergrenadier Heavy Machine Gun group. It could be used in conjunction with other SPW 251/1 sMG or a single vehicle might be assigned to support a Panzergrenadier platoon.

It carried two or three MG34 or MG42 and a crew of 11. The coaxial mount was configured for long range fire. Two tripods were carried, a FuG F Radio, and about 2010 rounds of ammunition.

The crew consisted of a driver and wireless operator who tended to stay with the vehicle and nine men who formed the machine gun crews. The optimum size of a heavy machine gun team was six men, comprising a gun commander, firer, tripod carrier/loader and three ammunition carriers lugging around 250 round boxes weighing 25 pounds. In static positions a crew of three could do the job. The crew would have personal weapons, officially pistols and three rifles. A light machine gun team was usually two or three men carrying less ammunition, just three boxes and a belt or drum and no tripod, two pistols and a rifle.

The MG34 was fitted with a bipod, and could use one of two different tripod mountings, a light tripod weighing 14.9 pounds, or a heavier tripod called the MG34 Lafette weighing 52 pounds. The heavier tripod had a telescopic sight and sighting equipment to allow long range and indirect fire.

The MG42 was also fitted with a bipod, and could use the MG42 Lafette tripod that weighed about 45 pounds and could be fitted with a telescopic sight and other sighting equipment.

Without specialist sights but mounted on a tripod both machine guns functioned as medium machine guns, doing the job of a light machine gun with the



A column of SPW 251/1 Ausf C on the Eastern Front during winter 1943. Note the front grill, which is flat compared to the previous models.

capability for more accurate fire at short to medium ranges.

Long range fire is a skilled task, needing a heavier tripod and specialist sights. It requires skills to identify targets, calculate range and to allow for elevation, and atmospheric conditions. Range calculations were done on a slide rule, or using printed range tables, it requires some skill but is easy enough with practice. Extremely long range requires the gun to be elevated and causes round to plunge onto a target. Much used in WWI to harass troops in communications trenches, the tactic was still used in WWII to interdict movement and beat down long range targets. In some respects the tactic is a bit like a mortar barrage, fire off a few belts, and then relocate hoping to have caused some damage but not interested enough to stick around to find out.

Both MG34 and MG42 fired the 7.92 x 57mm "Mauser" round; despite the name the firm Mauser had nothing to do with the round's development. The most commonly fired round was standard ball ammunition, the same round used in German bolt action rifles. It has been cited as the best standard rifle round of WWII.

Specialist rounds included tracer for firing at night and to assist aim. There were two types of armour piercing round, made from steel or tungsten, called the Spitzgeschoss mit Kern (pointed bullet with core), and also known as K ammunition. These were developed from the WWI practice of reversing rounds to give penetration against armoured shields, helmets, sandbags, brickwork or concrete. A tracer version of this was also issued.

Luftwaffe units used incendiary steel cored, and incendiary high explosive rounds for use against aircraft. The odd box

or belt might have been used against ground targets. The Hague convention considered both types illegal for use against ground troops. Some German snipers did use the high explosive round, though mainly to gain additional range, and to spot explosions and adjust fire.

For most rounds there also existed a tropical variant, and a host of similar rounds with slightly different performance, though pretty much as deadly as the standard round.

The SPW 251 sMG crew would either fight mounted, or dismount one or both MG and use them on tripods depending on the tactical situation. Generally the unit would be supporting armoured infantry in SPW 251/1 carriers, but could be helping other armoured units or infantry. Aside from considerable firepower and a ready supply of ammunition being mounted in a halftrack gave good cross country mobility to one or more machine gun teams.

Historical Use

Most of the SPW 251 produced were used for troop transportation in either Panzer or Panzergrenadier units, much of the remainder were retained for training until the closing weeks of the war when they were sent to the front. A very small number were sold to Axis minor countries.

The organisation of Panzer and Panzergrenadier units did change throughout the war, and the designation of some divisions was changed when it was rebuilt or reinforced. As a rule Panzer units would have more tanks and assault guns but less infantry. Further the better tanks and assault guns tended to be found in Panzer



A SPW 251/1 Ausf D moving towards the Normandy front. Changes to speed up production led to the streamlined shape caused by integrating the hull storage boxes with the upper armour. The rear door is also straight compared to the angled shape of earlier models.

units. In both types of division most of the Infantry was carried in trucks, perhaps 10% of Panzergrenadiers were in SPW 250 or SPW 251 halftracks, supported by a small number of specialised weapon carrying half tracks. Even this percentage was not achieved in 1945 when tank riders were used as fuel, halftracks and even trucks were in short supply. Over 15,000 SPW 251 were produced during the war, along with about 6,500 SPW 250, together representing nearly a quarter of Germany's AFV production. The figures are high for any German vehicle but there were never quite enough.

The number of armoured half tracks varied in each division, best equipped units might have a full battalion of half tracks, in others maybe just one or two companies. A full strength battalion would have three infantry companies and a heavy weapons company.

On the attack SPW 251 would be used as weapons and personnel carriers. An attack would be preceded by air or ground reconnaissance, and a short bombardment. Tanks supported by mounted infantry would then break through enemy lines, finding lines of least resistance and leaving pockets to be attacked by the next wave. During the attack air assets would be called in if available and artillery would also be on call. The probing by reconnaissance units would look for enemy troops and the advance continue until enemy resistance stiffened, the objective was achieved or the units outran their supply. If an undefended sector could be identified part of the advance might be a leisurely drive down an undefended road.

Mounted infantry had two main roles. They protected the flanks of advancing infantry by seizing high ground, crossroads or bridges and defending them. They also attacked as infantry, by dismounting then

advancing whilst the SPW 251 MG gunner gave supporting fire. At the limits of the advance troops dug in until the advance resumed or they were relieved.

In defence Panzergrenadiers still made use of their mobility. Platoon sized teams with armoured cars or other reconnaissance units in support would form outposts ahead of the main line of defence. They would fight enemy light forces and fall back if heavily pressed. Radios would be used to inform higher command of enemy action.

SPW 251 performed a host of other missions. Specialised vehicles were involved in communications, artillery spotting and observation and as anti tank units. In the desert and on the steppes platoon sized units could be used as a reserve to support a chain of villages. Similarly they could raid enemy territory picking off weak sectors and creating uncertainty.

A strong platoon sized force might consist of the SPW 251/1 with three squads of Panzergrenadiers, a SPW 251/10 for the platoon commander, and a small selection of other units. These could be a couple of motorcycles, an SPW 251/1 sMG, SPW 251/2 mortar carrier, or a SPW 251/9 75mm gun. A very potent force capable of taking on up to a company of enemy troops.

Blitzkrieg did very well, right up to the Battle of Kursk. There the Russians finally blunted a deliberate German attack by using deep defences and combined arms. To stop the Panzers needed several lines of trenches, mines, dug in anti tank guns, artillery and mortars, air assets and most importantly a mobile reserve of armoured troops and supporting infantry. Similar ideas had been used by British and Commonwealth forces against smaller

armour attacks in the Western Desert, helped by German fuel shortages. Until Kursk there was a general feeling that the Panzer arm might only be limited by logistical restraints.

The key component was probably air assets as these could identify the main axis of advance for other units to concentrate against and launch bombing or strafing attacks. The early success of the Bulge offensive was helped by bad weather weakening Allied Air capability.

The Golden Age of the halftrack may have been the opening months of Barbarossa when Soviet aviation was struggling and the Red Army infantry had few organic anti tank weapons. Once anti tank rifles became available in numbers SPW 251 had to be a bit more wary approaching Soviet troops. Partisans and small bodies of troops were still fair game throughout the war.

As antitank weapons became more common the halftrack was used primarily for transportation, and to provide MG fire support once the passengers had dismounted. Occasionally a SPW 251 would be used as bait to draw enemy fire, advancing with tanks providing over watch support with their guns.

The American made considerable use of half tracks, and supplied thousands to their allies. The M3/M5 designs were comparable to German SPW 250/251 designs, though used slightly differently, not the least as some were assigned to infantry divisions. British and Commonwealth forces made more use of light fully tracked carriers, before using a small number of converted tank chassis late in the war. Soviet Russia mostly used halftracks for reconnaissance units; for armoured infantry support steel rails were fitted to allow infantry to clamber onto tanks and assault guns. Any SPW 251 captured by the Allies were roughly painted and used as transport till they conked out. Russian units also stripped off the armour and used them as tow vehicles.

SPW 251 Tactics in ASL

Scenarios featuring German halftracks will likely have basic SPW 251/1 troop carriers, perhaps with a platoon leaders SPW 251/10 (37mm Gun armed), or an SPW 251 sMG. How you use these will be influenced by the victory conditions or mission objectives.

If a Casualty Victory point (CVP) limit is in place, it's worth appreciating SPW 251 are valuable units, as a vehicle (1 VP), AFV armour (+1) with functioning main armament (+1) and crew (+2) a basic SPW 251/1 is worth 5 CVP. If the SPW is towing a gun or carrying passengers, destruction of the vehicle can be a lot of CVP.

Similarly if your mission is to exit VPs or have them in a specific part of the map the high unit value works for you. A

SPW 251 loaded with a squad and Leader threatening to exit can be a tactical problem for your opponent.

To protect SPW keep them out of LOS, if you can't do that stay in motion, don't stay around to get acquired and hit and if hit try to make your opponent roll high. Pop smoke and suppress the enemy with fire if you can.

One idea is to dismount the crew, and remove the armament. If destroyed the unarmed SPW is worth 2 CVP, the crew another 2 CVP, and the armament VP disappears if it was just an MG or two MGs. Any halftrack with something bigger than an MG is slightly different. You can't remove a 75mm gun or even a 20mm Gun as you leave the vehicle so the halftrack is still worth 3CVP. Sole exception is the mortar armed SPW 251/2. There you gain one CVP; the halftrack is worth 2 CVP and has an inherent driver. The exited crew are worth 2 CVP, and the mortar is worth another 2 CVP. So you gain a VP from somewhere, unless I'm wrong! Although the SPW 251/2 carries an MG it isn't main armament so can be removed or left in the vehicle without changing the CVP value. Sorry to go on but sometimes one CVP makes a difference and sometimes messing about with really small details within the *ASL* rules system is more fun than winning.

To recap, assess if CVP or exit VP are important. Be careful with units if they are otherwise they are to an extent expendable.

If halftracks are expendable then you can be very aggressive with them, drawing fire by moving in the line of sight of known or suspected enemy positions, driving though concealment terrain to flush out hidden or concealed units, finding mines, and doing VBM occasionally. Very high risk strategies can include trying for a wreck to increase enemy movement costs and provide TEM, or trying for a burning wreck for Smoke, and perhaps to create terrain fires.

The scouting role to reconnoitre terrain and draw enemy fire is historically accurate; VBM sort of is, in that armoured units would drive close to the enemy to persuade them to withdraw. Driving around in the hope of being destroyed and burnt might be stretching realism a bit; it's up to scenario designers to limit the tactic by CVP or SSR.

The main function of SPW 251/1 is to transport infantry, carrying units quickly across open ground and delivering them to a point where they can dismount and deliver an attack. How close you move to the enemy is determined by the strength of the defences. If anti tank guns or mines are a threat, the Panzergrenadiers might need to dismount some distance from their objective and proceed on foot. If defences are weak or disorganised it might be possible to drive onto the enemy and destroy or capture them. Mounted fire and trying for Smoke are valid tactics in most cases.

One difficult choice is deciding between grouping half tracks and their passengers together for large fire attacks or instead splitting your forces to attack from different directions and encircle enemy units. This is hard to gauge. In most circumstances moving to encircle enemy troops is the better option. By firing from different directions you can reduce enemy morale and lead to capture or destruction faster. Concentrating your forces into a large multi hex fire group is valid against troops in stone or wooden buildings, as you are more likely to get a combat result. The result is likely to be a broken unit, which likely has a planned escape route and is going to be able to use it if all your units are massed in front of it. How you resolve the choice between direct frontal and flanking attacks really depends on how you like to play the game. Make your own mind up and remember to blame my bad advice if it all goes wrong!

SPW 251/1 can do a lot of little things that help edge you towards victory. The main one is transporting infantry, they can also tow guns, perform overruns against important or vulnerable enemy units, provide cover either as static vehicles, enabling armoured assault, generating vehicular dust or popping smoke. Once an SPW 251/1 has delivered its infantry, consider providing fire support using the MG, can be directly from the vehicle or dismount and use the crew as infantry. The machine gun has range and enough fire power to take on units in the open or light cover, the extra factors can also help other fire attacks. In practice the vehicular crew and its squad worked closely together and the crew would expect to provide fire support from the vehicle, as well as using their radio to communicate with other squads in the platoon.

SPW 251/1 can help your units rout or when broken as passengers provide a respite. In *ASL* controlling your routing units, getting them rallied and back into the fight is phenomenally important. Good players cycle broken units back into combat very quickly. The rest of us lose troops due to failure to rout and spend player turns trying to whip some fight back into self rallying conscripts themselves troubled by Desperation Morale.

The two main weaknesses of SPW 251 are their low armour rating and high CVP value. Be a bit careful exposing them to fire and make sure when you do lose any their loss gives you some compensation either in enemy casualties, a better tactical position or intelligence about enemy strength. Planned or anticipated losses are easier to accept than those from creative hostile action.

Your enemy's will have plans for your SPW destruction. Almost any direct fire weapon can destroy an SPW, even machine guns can do it with a low roll within range. This is tolerable if it draws fire away from other more important units. Enemy ATR are a concern though. Their low firepower makes them of limited value for fire against your other units, and any hit has a reasonable chance of penetrating and destroying an SPW. Most Soviet OBs include one or more ATR, treat them with some respect and be aware of their presence by simply looking at the scenario card! An ATR is almost as dangerous to an SPW as a 76L or 85L Gun is to most Panzer III and IV.

Conclusion

The SPW 251 concept was an improvement on carrying infantry around in soft skinned trucks. It promised protection from light small arms fire and shell splinters, and improved cross country mobility. By



The interior of this SPW 251 Ausf B shows the clutter that accumulated inside a squad's vehicle, including helmets, ammo boxes, water bottles, blankets and even a wicker basket!

fitting weaponry and communications equipment the Germans created effective transport and combat units.

As a personnel carrier the SPW 251/1 was effective, it could provide some fire support to aid the infantry as it advanced, but was not sufficiently protected or armed to get as close as a tank or assault gun.

The various specialist vehicles generally worked well. Some were phased out as their roles could be based in standard trucks at lower cost. Mountings for guns were cost effective and provided mobility for screening units and mobile defence.

The main weaknesses of the design were low production numbers, lack of overhead protection and fuel consumption. The German Army could happily have used three or four times the number of armoured halftracks, both SPW 250 and

SPW 251 designs. Mainly for transporting Panzergrenadiers, and as weapons platforms but also for infantry divisions who mainly used horse drawn wagons for transport in the field. Overhead protection would have protected the crew against airburst and some fragmentation weapons, though this would have added to production costs and reduced numbers. The fuel issue is harsh, but given chronic shortages in the Third Reich a diesel engine would have helped. In 1945 chronic fuel shortages led to losses simply when vehicles ran out of fuel.

On balance the SPW 251 was an effective unit, important in supporting Panzer units on the attack and in forming fast reaction forces defending the Eastern Front. It did have some influence on post war design work, though most designs favoured fully tracked or multi wheeled

designs with heavier armament, slightly thicker armour and overhead protection. The idea of a common platform for support weapons did take hold, and military planners now consider the cross country capabilities of all vehicles in units.

It's doubtful more SPW 251 would have won the war, but in many small skirmishes and battles the mobility, protection and firepower they provided did make a difference.

Ω

FESTUNG BUDAPEST

1
3-4-7 J

4-4-7 Y

A
8-3-8 E

6+1
Heavy anti-tank

2
2-3-7 G

★
CVP

1-4-9
Schneider

★ C FB
8 ML 1944
150 12

Debris
2MF, +1 TEM, Hindrance

Initiative
Attack

Railroad
Turntable

16
20L (12)

6 1 2
5 4 3

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AFV Logic Basic Plus

Ian Willey

This review was posted by Ian Willey on his blog at <http://walladvantage.blogspot.com/> at the end of November 2011, and is reprinted with permission – Pete.

I have had this product for best part of a week but held back rushing into the review as I wanted more time to evaluate it and clear some of the pre-release ideas that I had built up.

First of all the preconceptions. I have struggled with the actual direction of the product from day one. First I thought it was just a cheat sheet, one for each available AFV that had all the turret counter info and a whole lot more and in fact I still think that's not a bad idea. When I found out I was wrong and in fact it was like a deluxe version of the AFV cards that first came with *Streets of Fire* I was less impressed. But again I was jumping the gun; the cards have a whole lot more information, but is that information useful? Well it's not a yes no answer so bear with me. Further confusion as all this is in the basic pack, the Plus package has Plastic markers that are supposed to reduce clutter on the board and allow for the counters to be possibly left off board but even if kept on will allow the owner at a glance to see the state of their vehicles. OK nice idea in principle but also you get a set of Armour Leader cards that depict a Tank Ace from each of the main participants (check out the picture below; they are on the bottom left, in black). As a bonus anyone buying the Plus package gets a tournament bag to carry the cards in. Again my view was "well so what"? Now, having it in my hands I see this was a really smart addition.

At the time of writing the *AFV Logic Basic Plus* was down to just around 50 copies left so I don't think it will hang round and I think it will rise in value over

the next few years as I am sure it will not get a second printing. But at \$58.50 plus shipping the question of value for money raises its head. So to answer this we really need to break it down to its components and far more importantly in my mind its functionality. As a whole package of components I would say they have done a great job in keeping the cost down, so from a pure bag of stuff, it's well priced but that won't cut the mustard if it does not perform.

As a package it arrived in a stout padded envelope with the box of cards and armoured leaders zipped inside the bag. Transit damage is highly unlikely. The bag itself at first glance I was a little put off, this may just have been the fact that Cath was ruthlessly taking the pee out of me for finally owning a man bag. It's a little over A4 (or legal) sized so yes you can add a few maps and scenario cards in the middle. It's solid enough for you not to worry about damaging these items as well. The handles are textile with a PVC grip that is comfortable but possibly over produced, after all it's not going to be over heavy. The stitching is good and the zip is a nice heavy duty one but only has a single row of stitching (as has the whole bag); fortunately this stitching looks very solid and the seam allowance is very generous which points to the bag holding up to travel and heavy use. The plastic sleeves in the interior should be the weak point but again a nice gap between the edge of the plastic and the stitching speaks of a good life expectancy. The bag is double layered as none of the stitching of the pockets show through, speaks volumes by itself. An exterior pocket with a Velcro edge allows for external storage but this pocket is side on (though the Velcro is strong) and I would not trust it to much. Whilst the interior is large enough for charts the pocket would only take maps

and scenarios but I would be loath to use it for anything more than copies of scenarios. Much better, but more expensive would have been a top opening but again I doubt I would use it anyway. I have to say for something marketed as a free bonus item I would say it's a great item and scores high on functionality and quality. On its own it's not worth the extra \$19 you pay for the Plus section of the pack but it goes so far that making the transition from AFV cards to the whole pack far more justifiable. Even if you don't travel it's great for storing the Plastic Markers.

The cards themselves come in a fairly heavy duty card box that will stand up to opening and closing, the lid has slide tabs to hold it shut rather than the cheaper stick it down with tape option and again shows a lot of thought has gone in to the whole package not just the cards. And the cards need somewhere to live as they will not all go in the bag and whilst they are robust need a protective box, so good on Countersmith.

So, onto the ugly sister, the Armour Leaders really seem an addition too far. I actually thought you got a set for each nation spanning 8-1 to 10-2 but in fact each leader name is one stat, so if I have an American 10-2 he will be represented by Michael Wittman, and that would be a shame if not for the fact I would probably never use him anyway. The only bonus is possibly putting the leader card under the tank with just a shade sticking out to remind you which tank he is in. Here lies the problem, the card is the same size as the AFV cards and as such I am not really sure how you are supposed to use them. On the card and it obscures the data, otherwise they just seem fluff. Much better would have been another plastic card with AL-1 etc. Lower price and more functional. But some

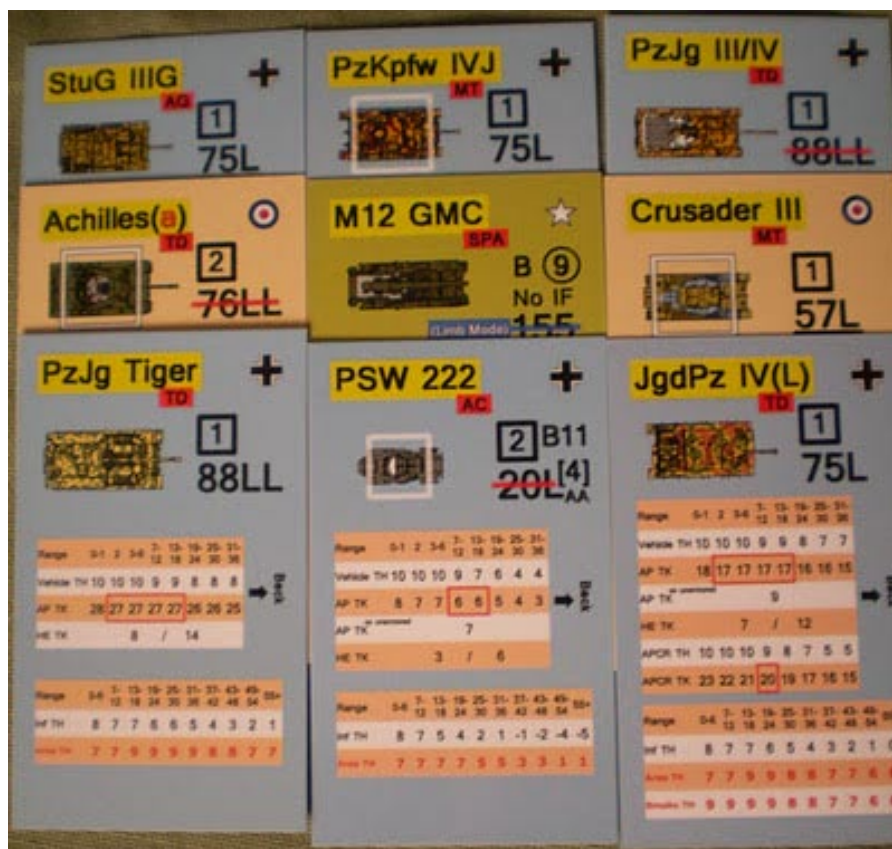


people will like them but for me no thanks, also 5 clear cards came in with them but I know of no function for them.

So, onto the Armour Cards.

The picture shows a selection of the cards which I picked out at almost random. What I wanted to show was the beauty of the art work. If only the Russians and Americans realised this kind of product would come out they may well have been a little more inspired with the paint jobs. A total of 300 cards come in the box representing the 50 most popular AFVs in the game. The colour schemes vary from German tank to tank and you can see the artist work mirrors that of the turrets. Again like the first set of turrets I think some of the writing could have been larger, no real issue but some of the folks who play this game are getting on you know. The big diversion from the original armour cards is the inclusion of the To Hit and To Kill tables very much like you would get in the *ASLSK* tables and I can hear the veterans screaming NOOOOOOOOOOOOOO as I type this. The best players will know the charts off by heart, some of the rest of us think they do whilst I keep picking up the chart every time I fire. Will it speed up your game? Possibly once you get used to it and it will help any new player and some of the more armour shy amongst us. But I think it would be a good addition to many more players who like that bit extra. I can think of a few guys who would want to refuse the use of the cards, just like I think they would want to the Turret Counters. I think they can improve some players game, especially the guys who don't get to play all that often. I really like the idea of them but I would have preferred to see single copies supplied rather than as sets as you get 6 of each tank. You obviously get 6 as each will represent a tank on the board if you have bought the Logic Plus, however if you only have the basic set then you have replica cards really which may annoy. A group of like minded mates though could club together and then split the pack for a bargain, works less well with the Plus package though. To keep costs down all 6 cards are identical so they have supplied two sheets of sticky letters A-F, these are a little large and really I think are rather tacky. Better to have someone with neat handwriting pen them in for you, a job for the significant other perhaps?

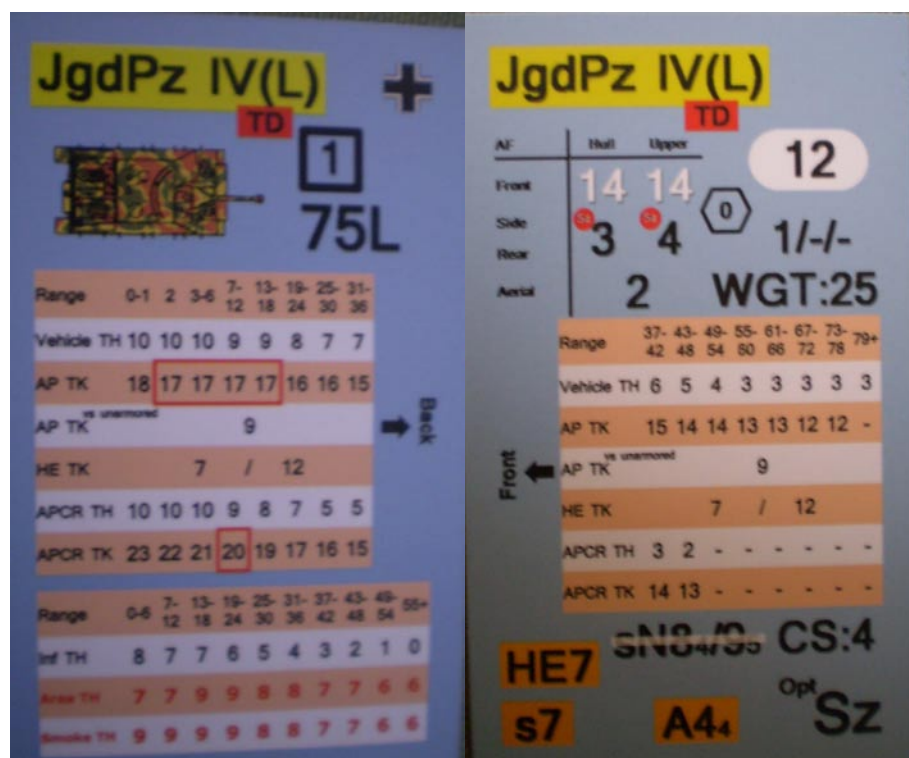
The pictures of the JgdPz IV(L) card, one of the more busy cards, gives an idea of how the cards are laid out. The same template is used on all cards making the use of the *Logic Plus* cards straight forward. The quality of the print and lamination is good and whilst I doubt much wear and tear should be expected, they are picked up a few times potentially in a game and storage rub in the box. Both of these should present no issue to the life expectancy of the cards.

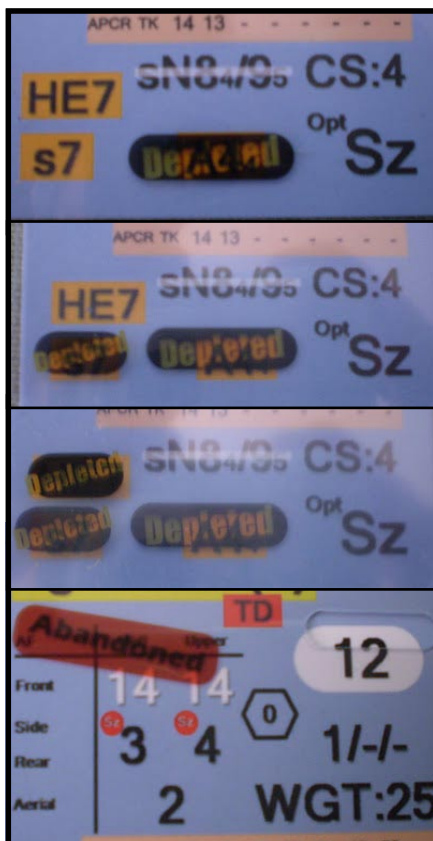


Beer and soda attacks, well they will hold up better than counters or board but not recommended.

Again the function and production are high, but in this case it comes down very much too personal taste. If you would use them they are a great addition to your kit but if you would not then it's beyond needless chrome. I suspect this is a product that would divide players' opinion as much as the IFT/IIFT debate.

Now the bones of the Logic Plus and what I really thought was something else originally. When Transparent Markers was first coined by Countersmith I thought it was Transparent Counters, now that I thought was a great idea if they could make them thick enough to use. Obviously I had the sticky end of the stick. The concept in fact is that these markers go over the AFV Card marking the status of so many different aspects of the AFVs life. 102 markers over 23 different types to be precise, though as will be seen next some of these markers

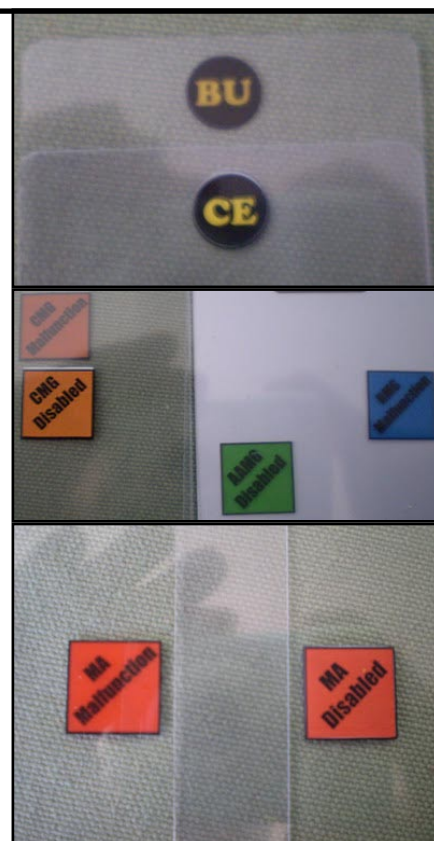




Some pictorial examples on Marker use. As noted in the review, several have a dual duty. The first example of this is the Depleted markers shown on the left. Due to so many Special Ammo and normal Ammo types we need to either put the markers on offset or as Countersmith have done supply Depleted markers for multiple positions allowing all markers to sit directly over the card allowing us to pick them up en mass without worryingly about moving a marker, another extra mile style point.

So this guy is having a bad day, first his APCR and now his Smoke capability has gone, do you think it could get worse? Of course it could as he tries for HE he considers new dice (or swearing off the dice bot) After a bad day in the office he legs it from his vehicle, what can I say?

The other multiple function is on the same Marker, printed on both sides. So on the right we have the CE and BU options, just flip the card to change the status. Same with the CMG but due to the colour of the AAMG and BMG these had to have two Markers as they would not back print. These two are also so dark to allow for the picture they were placed them on a shock marker:



share a duty. The basic idea is sound and I think for those who use them it will be a useful tool. The space required for such cards in a medium sized armour engagement could be an issue but if you get round that then I can see it would help in keeping track of who, what and where much easier and without the risk of tipping the lot over. Also come that Rally Phase where you have lots going off a glance at your cards will remind you just what needs repairing etc. Yes it's useful and with the bag loaded ready it won't slow down play. My only issue would be if you were using all 6 cards and all 6 had events then to use the AFV card for its original intended design means picking it up and turning it over to check your TH etc. up to a range of 36 as all the special info is on the rear (the data the markers relate to). But games like this will be few and far between so yes I am nitpicking.

THE VERDICT

Well it was a tough time to release any new product to be honest. Possibly for the first time ever *ASL* players are saying we have too much new stuff and more to follow. From a playing point of view they have a good point. Already most of us own more scenarios than we will ever be able to play but yes we continue to buy more and more. I have started to drop suppliers this year I have never passed over, though this in truth started last year. Yes I hope to pick them up but they can wait. Add to that the wonders of another bumper MMP product launch in just a couple of months and if that was not enough with all the uncertainty

for many over work and rising prices with little or no wage raise and things look tough for something that does not add to that scenario mountain. Though this is a strength as well. I know I will not be playing all my scenarios and sometimes it's a struggle to play more than a few from a pack and I average over 80 games a year! (Ok over the last three it's been over 90, just don't tell the wife!) This means yet another scenario pack means little to me, hell my buying Friendly Fire's latest pack in itself speaks high praise. Yes of course I will buy all the MMP stuff but beyond that I am getting more picky and have been well before the job loss so it's a trend of overload not finances. *ASL* players want to buy *ASL* products, but more they want them to excite them. We love to punch out counters, love to read *ASL*, if we don't get to play all the scenarios we sure get to look at them. Add a map and watch us drool. The Turret Counters were so new and unusual it got our attention; the function of them (on the plus side) and the storage challenges (on the negative) really seemed secondary to being something different. Well the cards and markers both give us this, though some of it is going over old ground, first AFV cards have been done before and secondly the Turret Counter info is included on the new cards, BUT its not been done with style. I know that anyone using these cards (or the turrets) will get comments made. People like that, they are functional though mileage will vary. I personally think it's a good idea and I fully expect them to sell out, lets face it most of us have the recently released ASLOK items so what else is their for the fat man to

supply on Christmas morning? Yes it will sell out and some guys who passed it up or are slow to grab it will pay through the nose just because it is no longer available, such is the world of *ASL*. I also think it is worth the asking price though I also think the payoff to cost is not such high value for many as whilst it brings a lot to the table, it fails to deliver all things to any one man. This is possibly two products in one. I would without hesitation recommend *AFV Logic Cards* (it's a no brainer if a group buy and split up) but would say the purchase of the Plus package whilst great value with the carry bag remains a considered purchase. Though if I am right and you don't like it, 2 years down the line you can sell for a tidy profit.

The big question, would I have bought it? No, the Turret Counters are excellent, so much so I prefer them and for me I have less use for the *Logic* system. Yes I like it but two major factors. Space is a little limited (oval tables suck!) and 66% of my games are on *VASL*.

Thanks again to Warrick and Countersmith Workshop for the review copy and support of my blog from their inception. The views of the review are me alone, though I would welcome comments and anyone who wants to review a new product or indeed expand on my comments please get in touch.

Spass mit Panzerfausten

Tom Hundsdorfer

This article was taken from Tom's blog at <http://klementivorishilov.blogspot.com/2011/11/spass-mit-panzerfausten.html> and is reprinted with permission – Pete.

As an acknowledged expert on Panzerfausts in *ASL* (and, yes, it's true that Youse continues to stiff me on my free copy of the journal as payment for my contribution), I thought I would work out a little of the mathematics behind the use of Panzerfausts. My question, really, is: Is there a good rule of thumb about when to use desperation rather than the Case C modifier when firing Panzerfausts?

Essentially, I am looking here at the consequences of the use of Panzerfausts compared to the benefit. A number of secondary effects may take place as the result of Panzerfaust use.

- 1) The firer is marked with a defensive fire counter.
- 2) On a "6" PF dr, the unit is pinned, or, if already pinned, broken.
- 3) If using desperation (C13.81), the to hit DR is also a 1FP attack on ALL units in the location.
- 4) If the to hit DR is a "12" (or an "11" in the case of inexperienced infantry), the firer suffers casualty reduction or wound (C13.36).

So, in order to answer the question of "Is it worth eating the blast?" We have to find out what the payoff is. First, we calculate the probability of hitting given the same shot using desperation vs. using the Case C3 DRM. The answer is easy +2, right?

It's actually not so simple. Because the probabilities on two six sided dice are not linear, we know that as we approach the modal result (7) the probability becomes greater--both for $p >$ and < 7 . This shows up in the slight "S" curve you

notice in the graph above.

The +2 hurts you the most as you approach the "7" final to hit using the desperation.

Let's key on the purple bars, which is the difference between the probability of hitting when using Case C3, as opposed to "eating the blast."

While, intuitively, we would think that the lower our to hit number, the more useful it would be to use desperation and avoid case C, the famous US Supreme Court case of *Rock v. Hard Place* shows that in reality, desperation helps us most when the TH approaches 7. If your TH number is 4, you only get a 14% bonus, where for a 7 or an 8 the bonus is twice that.

Therefore, if we ignore consequences, the rule of thumb is that you want to use desperation to get the TH roll up to a 7.

Perhaps the problem is in the name "desperation." In any case, there are levels of consequences and layers of possible outcomes when using the Panzerfaust. First, you've got an almost 17% chance of being pinned just for looking for one. If you are already pinned, you become broken.

Next, using desperation sets up a situation described in the famous Court Case *Damned if You Do v. Damned if You Don't*. Of course, when you fire the 'faust you want to hit, but hitting with a low number is bad when you are using desperation. Because the coloured die is also a 1FP attack, it's got some pretty severe consequences. In fact, it is possible to wipe out your platoon and not even hit the tank if your TH number is less than 7.

There is also a 3% chance that you could casualty reduce the firer in addition to the above. In fact, since the backblast attack goes against all units in the location, it may be better to roll a 12 than a 7 (if the coloured die is "1").

These consequences, of course, are more serious for a 6 morale unit than a 8 morale unit--especially given that conscripts blow up on an 11 or 12.

So, here, too, the desperation misnomer kind of misleads is into believing that the more desperate, the more desperation helps us. In fact, it seems that the true rule of thumb appears to be that the best time to risk desperation is for a high morale unit to boost its to-hit chances from a 5 to a 7 or a 6 to an 8.

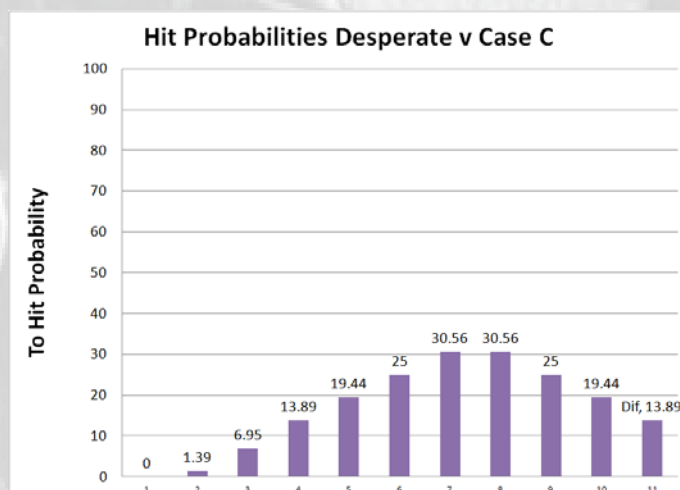
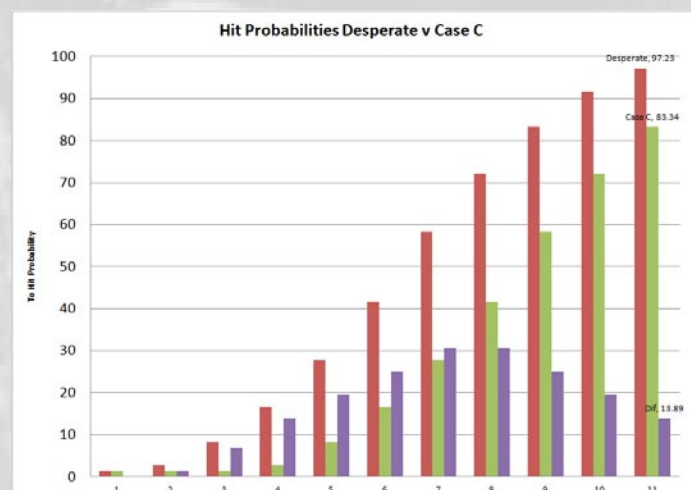
Another point: The order of units you should pick in looking for Panzerfausts:

- 1) 1st and 2nd line squads
- 2) Elite squads
- 3) 1st and 2nd line half squads and crews
- 4) Heroes
- 5) Conscript squads
- 6) Conscript half-squads
- 7) Leaders

Seven morale troops can find and use PF without fear of having them blow up in their faces (not as much.) Elite squads can be saved for a decision about street fighting or CC. Half squads get one chance an forfeit their inherent. Conscripts threaten themselves and everyone in the location. Heroes and leaders should be reserved for directing PF attacks or to help in street fighting.

There are alternatives, of course. If the target is moving between buildings on a road, your unit may be better off street fighting with ATMM. Here, however, you are going to have to get lucky to entice a conscript to taking one for the fatherland. I'll look at the comparison of using street fighting vs. a Panzerfaust another day.

Ω



Consequence for Firer IF Hit											
	1	2	3	4	5	6	7	8	9	10	11
K/	100	100	50	33	25	20	16.7	0	0	0	0
1MC	0	0	50	67	50	40	33	40	25	0	0
NMC	0	0	0	0	25	20	16.7	20	25	33	0
PTC	0	0	0	0	0	20	16.7	20	25	33	0
NE	0	0	0	0	0	0	8.3	10	12.5	16.7	100

"THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

England

Joss Aitridge, Newtown Linford, Leicester, Leicestershire (14/04/2007)
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Billy Carslaw, 52 Spring Lane, Birmingham, B24 9BZ (19/03/2005)
Garry Cramp, 25 Ferndale Road, Hall Green, Birmingham, W. Mids, B92 8HP (31/10/1996)
Gary Lock, 7 Dover Place, Bath, BA1 6DX (25/03/2004)
Jeff Hawarden, 9 Laburnum Road, Helmsboro, Rossendale, Lancs., B84 4LF
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/1997)
Phil Ward, 7 Bursall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/2000)
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (18/10/2011)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (20/09/2011)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/2002)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (25/10/2011)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BA 9NX (05/11/2011)
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs, BL8 1EG (09/03/2006)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Marc Hanna, 42 Sancerro Road, Eastbourne, Sussex, BN20 8HB (10/03/2009)
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (01/08/2008)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/1999)
Neil Piggott, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (26/10/2006)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/1997)
Gaute Strokkenes, Girtton College, Cambridge, CB3 0IG (23/10/1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/2002)
Martin Barker, Tradewinds, Wrating Rd, Haverrhill, Suffolk, CB9 0DA (21/09/2011)
Ken Watson, 18 Arrendene Road, Haverrhill, Suffolk, CB9 9XQ (18/04/2011)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/2005)
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, CH66 1JA
Derek Cox, 44 Pines Road, Chelmsford, Essex, CM1 2DL (10/10/2011)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4YJ (21/11/2011)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (06/09/2009)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO1 1QE
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/2002)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (24/11/2011)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (25/10/2007)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/1999)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/1999)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/1998)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
Hubert Noar, 39 Rugby Road, Cifon, Rugby, Warks., CV23 0DE (06/01/2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09/05/2005)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FE
Ray Jennings, 4 Dame Agnes Grove, Coventry, West Midlands, CV6 7HL (03/09/2008)
Mark Tomlinson, 19 Wincote Close, Kenilworth, CV8 2QE (10/11/2011)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (05/09/2008)
Aaron Sibley, 61 Ridgeway Avenue, Gravesend, Kent, DA12 5BE (29/08/2008)
Kris Pugh, 22 Norfolk Place, Wellimg, Kent, DA16 3HR (25/10/2007)
Carl Sizmur, 81 Millfield, West Ash Green, Longfield, Kent, DA3 8HN (25/10/2007)
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (27/08/2011)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (03/09/2008)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (07/09/2008)
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (13/10/1998)
Roy Quarton, 8 Basseys Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/2000)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/1999)
Larry Davis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/2001)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/2004)
Lee Bray, 1 Oakfield Road, Exeter, Devon, EX4 1BA (04/03/2009)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/2000)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/2000)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31/10/1996)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (14/11/2011)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/1998)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St. Annes, Lancs., FY8 3RF (14/10/2011)
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (09/03/2006)
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (19/12/2011)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/1997)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/1996)
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25/10/2007)
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25/10/2007)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03/09/2008)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21/04/2007)
Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27/11/2004)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06/03/2008)
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (03/09/2008)
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05/09/2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberdsire, HU13 0NA
Ruairigh Dale, 77 Riverview Avenue, North Ferry, HU14 3DT (27/10/2005)
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberdsire, HU16 4NB (01/01/1996)
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (10/09/2008)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/2000)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/2001)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/2000)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (21/09/2011)
Sam Prior, Flat 8, Wren House, 2B High Street, Hampton Wick, Kingston Upon Thames, KT1 4DP (14/11/2010)
Mark Blackmore, 39 Southdale Road, Liverpool, Merseyside, L15 4HX (30/08/2011)
Craig Benn, 122 Larkfield Road, Aigburth, L17 9PU (03/09/2008)
Damien Maher, 4 Woolton Court, Quarry Street, Liverpool, L25 6HF (05/07/2010)
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 Harborough, 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 Penryn Avenue, Middleton, Manchester, M24 1FP (10/03/1998)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21/11/2008)
Bob Eburne, 33 Whitting Way, Newport Pagnell, Bucks., MK16 0PR (28/10/2004)
Jamie Sewell, 115 Crescent 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, Wessington, 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 Blueberry 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 Brdngford, Nottingham, Notts., NG2 7GQ (28/09/1998)
L. Othacache, 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, Chestow, Gwent, NP16 5SS (20/09/2011)
Paul Williams, The Cottage, Robins Lane, Devauden, Chestow, 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 (18/09/2011)
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 (13/11/2011)
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, Welfton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28/05/2005)
Jason Johns, 26 Hamerton Road, Alconbury, Huntingdon, Cambs., PE28 4JD (22/01/2003)
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3ZF (11/12/1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (03/09/2008)
Mark Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12/09/2011)
Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25/10/2007)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (23/09/2011)
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 (05/05/2011)
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 Streford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/1998)
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (06/03/2008)
Chris Netherthorn, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (07/09/2011)
Kevin Croskey, 14 Kimsmead, Cophorne, West Sussex, RH10 3PW (14/08/2010)
Richard Webb, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/1999)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 9HN (08/05/2007)
John Barton, 194 Chancetbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (07/11/2011)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (25/10/2007)
Keith Graham, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL
David Hugginbotham, 18 Westfield Garden, Brampton, Cheshire, WA2 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 Edgcombe, 127 Pepsys Road, London, SE14 5SE (02/09/1999)
Michael Essex, 1B Wrotesley Road, London, SE18 3EW (11/06/2009)
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (13/09/2011)
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
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 Bims, 150 Carshalton Park Road, Carshalton, Surrey, SM5 3SG (25/10/2008)
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Molksham, Wilts., SN12 8QJ
Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/1998)
William Robertts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10/09/2011)
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 Seeneay, 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 Blackley-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/1998)
Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (03/08/2009)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/1999)
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/1999)
David Tye, 35 Redburn Street, London, SW3 4DA
Chris Courtier, 17b Hargravey 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 (24/09/2001)
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02/09/2008)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (29/09/2011)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 8EW (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 Dunmooke Grove, Oakwood, Warrington, Cheshire, WA5 6NW (07/10/1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD23 4AD (19/09/1996)
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL (31/10/1996)
Stuart Brant, Shandy, The Avenue, Radlett, Herts, WD7 7DQ (22/08/2011)
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 Hesterton, 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)
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)
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09/09/2011)
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)
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 Esmondie Gardens, Elgin, Moray, IV30 4LB (21/03/2010)
Kevin Horner, 11 Bailies Road, Forres, Moray, IV36 1JA (12/10/2001)
Oliver Gray, 117 Upper Dalgaun, Cupar, Fife, KY15 4JQ (04/02/2009)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/2001)

ON THE CONVENTION TRAIL

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

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

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

MARCH HEROES 2012

When: 8 – 11 March.

Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates to be confirmed, in 2011 they were £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 Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.asltourneys.co.uk.

MARCH MADNESS 2012

When: 16 – 18 March

Where: Kansas City, MO. Exact venue to be confirmed.

Fee: \$40 Pre-Registration \$30 (Before March 1, 2011). Saturday only Registration is \$20.

Format: Structured format, with scenarios selected from a group of scenarios for each round. A new scenario pack developed by club members will also be available for play. There will be a mini-tournament on Saturday. The game room opens at 0900 on Friday, and the first competitive tournament round will be played at 2PM, with the second round starting at 7PM.

Notes: Tournament t-shirts are available for pre-order at \$20.00 for all sizes. They can be reserved when you register or brought at the door (while supplies last).

Contact: Make checks payable to Dan Best and mail to P.O. Box 3643, Olathe, KS 66063. For more information contact Dan Best at DJBst30@aol.com or Tom Meier at meiertom@hotmail.com.

APRIL BITTER ENDER 2012

When: 12 – 15 April.

Where: Ramada Raleigh Blue Ridge, 1520 Blue Ridge road, Raleigh, NC 27607. Telephone 1-919-832-4100 or visit <http://www.ramada.com/hotels/north-carolina/raleigh/ramada-raleigh-blue-ridge> to book your room. Rooms are \$65.00, which includes a full free breakfast.

Fee: \$40 for pre-registration post marked on or before March 1st, 2012; \$45.00 after that. Pre-Registration cost for entry for a single day will be \$20.00; on the day it will be \$25.00.

Format: The main event (The Grogard) consists of 5 rounds of single elimination (two Friday, 2 Saturday and one Sunday), with players choosing one scenario from a choice of five scenarios each round. There will also be two mini-tournaments starting on Saturday for players that have been eliminated from the main event and still want to compete at a competitive level. This year's mini tournament will consist of two themes, "Springtime for the Axis, & Germany" and "Operation Zitadelle".

Thursday is an open day for free gaming.

Contact: Doug Sheppard, 706 church street, Wilmington, NC. Telephone (910) 386-8884 or email

Neil Stevens, 4 Grants Crescent, Paisley, Renfrewshire, PA2 6BD (01/07/2011)
Pete Philipps, 9 Pier Rd, Kilchoan, Argyll, PH36 4LJ (20/12/2011)
Jonathan Williamson, 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 (07/09/2011)
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)
Nick Rijke, Aneddffia, Cellan, Lampeter, Ceredigion, SA48 8HY (06/09/2010)
C. Jones, Deer Park Lodge, Stepside, Narbeth, 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. You can also correct your details on the *VFTT* web site at www.vftt.co.uk/my-account.asp.

joseph.d.sheppard@gmail.com.

JUNE DOUBLE ONE 2012

When: 22 – 24 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.

20TH ANNUAL TEXAS TEAM TOURNAMENT

When: 21 – 24 June.

Where: Wingate by Wyndam Conference Center, 1209 North I-35, Round Rock, TX 78664. Telephone (512)341-7000 or visit <http://www.wingateroundrock.com/>. Room rates (not including tax) are \$79.00 – attendees must contact the hotel direct to book their room, and should request the *Advanced Squad Leader* discounted rate when doing so.

Fee: 4-Day registration is \$36.00, 3-Day (Fri-Sun) is \$31.00. Saturday only is \$21.00.

Format: Thursday will be an open gaming day and will not count towards the tournament standings but will count towards the coveted Major Johnson award. Games related to the official tournament standings start Friday morning at 9AM.

There will also be a Thursday mini-tournament and an *ASLSK* mini-tourney as well.

Notes: A 20th anniversary scenario pack will be given to all pre-registrants.

Contact: Rick Reinesch, 1405 Hargis Creek Trail, Austin, TX 78717. Email CTASL@aol.com or telephone 512-828-4451. You can also visit the Texas *ASL* Club website at <http://texas-asl.com/> for the latest information.

OCTOBER ASLOK XXVII

When: 30 Sept – 7 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. 2012 room rates are to be confirmed but in 2011 they were \$75.00 plus tax. 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 2012

When: 25 – 28 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £43.00 per night, double rooms £36.00 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 1 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.

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

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LASL

L o n d o n ' s
Advanced Squad
Leaders

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 arrange a game and ensure there are no last minute problems.

Double One 2012



Friday June 22nd to Sunday June 24th

The London ASL tournament "Double One" is set for the weekend of June 22nd to 24th, returning to the same venue and with continued support from our main sponsor, Leisure Games - www.leisuregames.com.

Double One's college venue offers excellent value for money bed and breakfast accommodation, large gaming rooms, open for extended gaming times across the whole weekend, and is located close to Chelmsford, Essex, with easy access to London via a 40 minute main rail link, the M25, and Stansted international airport.

The weekend

The tournament starts on the Thursday evening with a meal off campus. This year's venue will be a local curry house about $\frac{1}{2}$ mile walk from the college, with a good reputation in the area and a large stock of beers (although, we understand, no "Newkie Broon").

The gaming room opens at 8.30am on Friday 22nd June. We will be running a couple of one day minis (4 or 8 entrants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

New to Double One in 2012 will be a 3 day "maxi" monster tournament, where 4 players will play each other in a round Robin format, tackling 1 monster scenario per day from a possible list of 3 each round. No more will you be able to curse that one crucial snake eyes / box cars!

On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating.

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in December 2011.

Saturday evening will also see the return of the now infamous Double One quiz, where your knowledge of ASL rules, general and military history will be stretched to its limits by the ASL world's answer to Nicholas Parsons, Richard Dagnall.

The venue

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

The tournament's venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR - www.writtle.ac.uk. Room opening times are 8.30am - midnight Friday, 8am-midnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm)

The venue is less than 2 miles outside Chelmsford and is easily accessible:

- By car - the college is less than 15 miles from both junction 28 of the M25 and junction 7 of the M11.
- By train - Chelmsford station has a regular direct service on the London Liverpool Street line. Free pick ups and travel between the station and college can be arranged with the organisers
- By plane - London Stansted airport is less than 30 minutes from the venue, and for those flying into Stansted, free pick ups and transportation can again be arranged with the organisers.

Participants intending to stay overnight should book their B&B accommodation directly with the college (£30.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available at certain times. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

Attendance fees

The attendance fee for the weekend is £15.00. Payment can be made by either Paypal or cheque.

For further details, please either visit the tournament's website at www.doubleone-online.net or contact the organisers as follows:

Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex. CM1 2RD. United Kingdom. derek.cox@dsl.pipex.com

Brendan Clark brendan.clark@virgin.net

You can also keep up to date with developments by joining the London ASL Yahoo Group - <http://uk.groups.yahoo.com/group/LASL>

We look forward to welcoming you to Double One in 2012!

