

VIEW FROM THE TRENCHES

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INTENSIVE FIRE 2013 - *ASL* action from Bournemouth

RED ARMY DAY - a Kampfgruppe Scherer CG analysis

CRUSADER LADDER - updated

A GUIDE FOR THE PERPLEXED - an overview of the *ASL Annuals*

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COVER: Soldiers in the Khom Pocket, 21 March 1942
(Bundesarchiv, Bild 183-B21250).

PREP FIRE

Hello and welcome to the first issue of *VFTT* in 2014.

Thanks to Craig Benn's look at one of the *KGS* campaigns, this issue was relatively easy to complete, but I'm still in need of a few good articles. They don't all have to be as long and detailed as Craig's, even things as short and basic as the Colonel Klutz article have a use as both a rules reminder and a page filler.

It would also be nice to start publishing scenarios in *VFTT* again, so if anyone has any designs ready for publication feel free to send them in, though I'd prefer it if you send any un-tested ones to other publishers please :-)

'Til next issue, roll Low and Prosper.

Pete Philipps

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

Issue 91 should be out at the beginning of May 2014.

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Back issue are now out of print but can be downloaded for free from:
<http://www.vfft.co.uk/vfftpdfs.asp>

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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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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 HEAD TO BRIDGE

Both *Action Pack 9: To the Bridge!* and *Decision at Elst* went to the printers just before Christmas, and pre-orders are likely to begin shipping soon after Winter Offensive 2014 (16-19 January 2014), with retail order to follow (probably in mid-March for UK stockists, based on past performances).

AP9 is the first of three packs that will cover the fighting in Burma from the initial Japanese invasion in 1941 to the final Allied liberation in 1945. This first pack features ten scenarios from the Japanese invasion of Thailand in December 1941 to the battle for the Sittang Bridge in February 1942 during the Allied retreat to India. Three new double-sided 11" x 16" mapboards are also included. It will retail for \$34.00 (about £28.00).

Decision at Elst (DaE) is the first *Advanced Squad Leader Starter Kit* historical module and covers the battle at Elst, Holland, during Operation Mart-Garden. It comes with a 22" x 32" mapsheet of the battlefield, three countersheets containing all the British and German infantry, tanks, and guns, and game markers necessary to play, two player aid cards, four historical scenarios and one Campaign Game, a 28-page *ASL Starter Kit* basic rules booklet, and a 20-page *DaE* Campaign Game rules booklet, with all of the rules needed to play the scenarios and the Campaign Game, including new rules for the steeple, offboard artillery, polder terrain, and German SS units. It is a self-contained product and requires nothing else to play it. It will be available for \$64.00 (£50.00).

Playtesting is almost complete for *Action Pack 10*, which is expected to be available for pre-order soon after Winter Offensive. It will include two standard 8" x 22" maps that can be used individually or as a "double-wide" pair, and eight scenarios, with a mix of East Front, ETO, and PTO action.

ASL Journal 11 is likely in mid-2014, with

Hakkaa Päälle, the Korean War *ASL* module, and a reprint of *Yanks* further down the line.

THE BFP PIPELINE

Bounding Fire Productions expect to release *Poland in Flames* at some point in 2014. It is currently expected to contain about 40 scenarios covering the battle for Poland in 1939, two double-wide and four standard boards, at least one countersheet of 1/2" representing new early war infantry and SW and one of 5/8" counters, complete with accompanying Chapter H notes for the new vehicles and guns included. As with *Crucible of Steel*, there will also be a set of rules pages and an accompanying booklet containing a number of articles. No price has been announced but due to the quality of components it is likely to be similar in price to *CoS*.

BFP also hope to get *Objective: Schmidt* out in 2014. Set in the Hurtgen Forest in the autumn of 1944, this will be the first CG released by BFP, and the primary delay has been in getting the CG rules ready so that they can be easily applied to other CG projects in the pipeline, such as *Corregidor* and *Peleeu*.

Work continues on the Allied Minors scenario pack that *PiF* was originally due to be part of. As the size of the pack has continued to increase, there is a possibility that the French material may be spun off into a separate project.

An East Front pack, which will include a reprint of the long out of print and hard to find HOB module *Onslaught to Orsha*, is also being worked on.

MARCH FOR BUNKER 38

Following the distribution of *DftB37*, their first PDF-only issue, the *Dispatches from the Bunker* team are now working on issue 38, which is due out at Nor'Easter in March. As usual, four scenarios are planned to be included. 'Flanking

Hatten' is a tournament style offering that sees a German Kampfgruppe of six PzIVJ tanks and an infantry platoon mounted in halftracks attacking a small American combined arms force in 1945.

'And So it Begins' sees the Chinese trying to evacuate civilians from the city of Tsinan in 1928 as the Japanese approach.

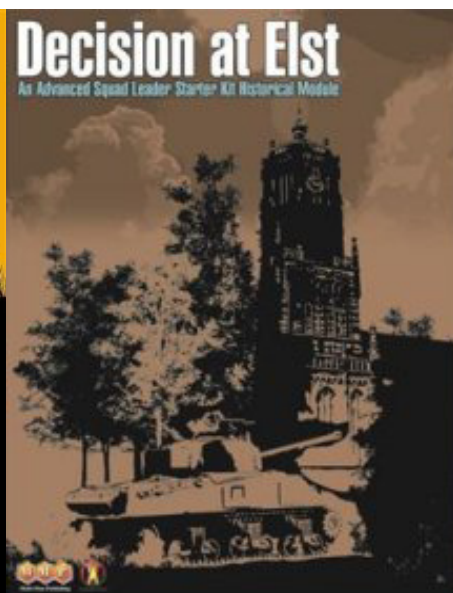
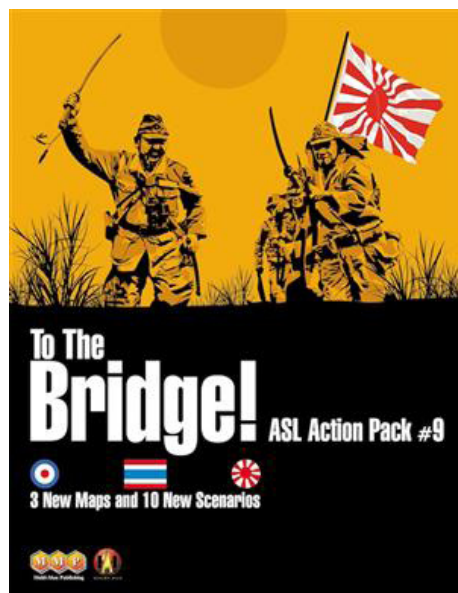
'Fontenay by Day' is the first of two scenarios set in Fontenay-le-Pisnel in Normandy. It sees a reinforced British elite rifle company supported by a Churchill and 2 Sherman Tanks, attacking a company of SS, with a Panther and Air Support arriving to assist.

'The Streets of Rostov' is a large city fight with the SS trying to punch through a mix of NKVD, line and conscript troops to dominate a railway represented by overlays on boards 1, 8 and 22.

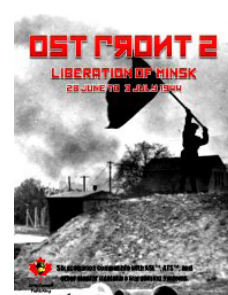
There will also be an article on Ammo and Fuel Shortages and the usual tactical tips.

A four issue subscription starting with issue 37 is \$15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription starting with issue 36) is \$60.00. Individual PDF back issues are available for \$3.00 each, except for issues 2-8, 10, 13, and 16-19 which have had their material which was reprinted in *Out of the Bunker* replaced and are only £2.00 each. Issue 1 is available for free upon request, by emailing them at aslunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com or by cheques made payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 2024, Hinsdale MA 01235.

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Lone Canuck Publishing are play-testing two tactical missions (IE CGs), *Crossing the Moro*, and *The Drive for St. Lo*, and a new scenario pack, *Ost Front 2* (covering the liberation of Minsk in July 1944).



INTENSIVE FIRE 2013

All Change at the Travel Rest

For those of us who have been attending INTENSIVE FIRE for the past 15 years, entering the hotel in 2013 might have resulted in some confusion, as the hotel is undergoing a major refurbishment, and the bar in reception, the scene of many a pint throughout the weekend, is no more! The hotel had also changed from being the Kiwi Hotel to the Travel Rest (although there were still a handful of Kiwi Hotel notices to be found). This, along with the refurbishments, is part of the changes resulting from the hotel being sold in the summer of 2011 to the new owners.

The manager had made me aware of these changes while we were arranging IF2013, and provided me with some photos of the dining room changes, complete with new bar, during the summer. Of course, with the old bar area no longer available to use as HQ for IF, a new area would need to be selected...

Paul Case and myself arrived mid-morning on the Wednesday to recce the venue with this in mind, and it wasn't long before we had started testing the bar :-). The new HQ was situated in the corner of the dining room by the doors – plenty of space, power sockets, and opposite the bar :-)

With these key decisions sorted out,

it was time to prepare for my first game of the weekend. I'd arranged to play Nigel Blair at 'OA31 With Friends Like These' in September, and even though he'd sent me details of his set-up, I still hadn't really looked at the scenario and come up with a plan of attack. Not that it really mattered in the end. Nigel will no doubt say his superior tactics were the reason for his win, but I suspect the large number of 12s I rolled (breaking several Sherman MA and MGs) may well have contributed to my downfall! Despite that, a fun game, and one I'd definitely play again.

The evening was rounded off with food, football, and beer in the pub next door.

THURSDAY

As well as the game against Nigel, I'd also arranged to play three games on Thursday, and a couple on Friday, including my first seaborne assault :-)

Hands up how many of you realised the Italians fought against the Japanese in China in 1943? Me neither, so when I saw 'TAP21 Last Message Home' earlier in the year I was intrigued. Not only is it an obscure action, it's also a Deluxe scenario, and I really enjoy *DASL*.

While most nations had withdrawn their military presences from China following the Japanese invasion in 1937, the Italians had maintained one in the city of Tientsin. When the Italians signed an armistice with the Allies, the Japanese decided to seize control of the Italian outpost.

My plan as the Italians was pretty simple – defend the front, trying to step-reduce any Japanese units as they crossed the roads, then gradually fall back upstairs into the fortified building locations. Simon Staniforth had the Japanese, and made a cautious approach on the first couple of turns, and things were looking good for me until his tank got a CH with a 37L gun against a squad guarding one of the ground floor stairways, forcing him to rout out a turn earlier than I was planning on moving out. This allowed Simon to get a foothold in the building, and from there he was able to gradually reduce the Italian defenders. Things looked up when an Italian HS went berserk! Unfortunately the Japanese squad in the ADJACNT Location was in a Fortified Building, so all he could do was stand waving the Italian flag at him, oblivious to the wild shooting at him:-) In the final turn Simon advanced three Japanese squads and a 9-1 leader in for CC to kill the HS and win the game.

Coming in 2014...
from Bounding Fire Productions

Poland
in
Flames



The afternoon saw me attacking Ian Morris's Germans in 'FrF51 The Bite of the Bassotto'. I never got the chance to play this when it was used at DOUBLE 1 a couple of years ago, but have been keen on doing so since then. Things started well, as my Brits made steady progress getting into the village, and I was on course to win, until several units failed morale checks from low FP shots, and all of a sudden I was on the back foot. His sniper then broke one of my squads who was ready to kill one his HS for failure to rout, and I was left with no forces to hold my gains, let alone grab the remaining buildings I needed to win :-)

The evening ended with a quick game of 'DB99 The Gin Drinkers Line' against DOUBLE 1 organiser Derek Cox. No gin was consumed in play tho several Newcastle Browns were :-)

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
110 North Bank	1	0
132 Hill 253.5	1	0
9 To the Square	1	0
AP70 Sons of Slava	0	1
AP79 Rude Mood	1	0
BoF4 About His Shadowy Sides	1	0
DB099 The Gin Drinkers Line	3	2
DW2 Full of Fire	1	0
DW5 Under the Field Marshall's Eyes	1	1
ESG91 It's Not Over	5	4
FrF21 Cavalry Brigade Model	1	0
FrF51 Bite of the Bassotto	1	5
FrF62 Dryga Larpengar	0	1
FT 98 And Then They Landed	1	0
LSSAH35 Supreme Effort	0	1
OA31 With Friends Like These	0	1
RPT71 The Monotake Mambo	1	0
RPT80 Hot Boxing	1	0
SP127 Bleed Gurkha Bleed	0	1
SP194 Requiem for a Dreadnaught	4	2
SP205 Mius Mischief	0	2
SP218 Varosliget Park	0	1
SP223 Road Warriors	0	1
SP32 Over Open Sights	2	0
SSB1 Badanov's Bad Boys	1	1
SSB2 Assaulted at Arras	0	1
TAP #21 Last Message Home	0	1
U15 Battle For The Warta Line	1	0
WO3 Counterattack at Carentan	1	1
TOTALS	56	29

FRIDAY

I've been playing a *RB* campaign against Richard Dagnall on *VASL* for the past year, and despite suffering a hammering as the Germans (mainly due to bad weather for most of the 10 dates played so far, limiting my use of Stukas. And my ability to roll 12 for MCs, especially with 10-2 and 10-3 leaders :-). Only matched by Richard's ability to roll high in HTH CC and kill loads of Russians with his 10-0 Commissar Dagnall :-). We've been having a blast! With the release of *Rising Sun*, we've been talking about playing the Gavutu-Tanambogo CG at HEROES or IF next year, so we decided to play a small seaborne assault scenario first to get some familiarity with the rules. 'FT98 And Then They Landed' is ideal for this, as it has only four Japanese LC with troops opposed on the beach by three French squads with just a LMG and a 37mm Gun to aid them. Things went wrong from the start, when the first LC I moved ran aground before it reached the beach! The rest of them made it, only for Richard to roll a snakes Defensive Fire shot against the squad and leader as they moved on to the beach! The loss of the leader was crucial, as the Japanese have very little time to exit, and without the extra MF he would have given a couple of the squads were unable to make it in time. Despite this, we really enjoyed the scenario and would recommend it to anyone wanting to dip their toes into the water.

I'd arranged to play Mike Davies at 'SP194 Requiem for a Dreadnaught' beforehand, but in the end ended up playing Nigel Blair again. Although it was my only victory of the weekend, I didn't really feel that I'd won, it was more a case of Nigel losing due to a combination of cautious play and some crazy dice on the last turn or two.

I hadn't arranged any games for Saturday, as I did not know if I would need to put myself into the Fire Team tournament or not. As it was, we just had enough players to form six teams, so I was free for the day,



In the end I never got around to playing, a combination of laziness and being more interested in watching the football on Sky :-)

THE FIRE TEAM TOURNAMENT

Because of the low turnout this year, there were only enough players available to form six teams in one division, rather than the usual two divisions of four or six teams each.

Despite a choice of three scenarios, everyone went for 'ESG91 It's Not Over Yet' on Saturday morning. 'SP194 Requiem for a Dreadnaught' was the most popular of the Saturday afternoon selection, with a couple of people opting for 'SP205 Mius Mischief', and one game of 'AP70 Sons of Slav' being played.

The gaming wound down as Saturday evening progressed, and by midnight the few people still around were all at the bar :-). By 2am everyone had gone to bed, leaving me to pair up the teams for the final round on Sunday, ably assisted by a kebab eaten





The winning Fire Team (left to right): Ian Morris, team captain William Binns, and Simon Taylor.

in memory of the ‘inventor’ of the kebab, who’d died earlier that evening – and very tasty it was :-)

With four teams still in contention on Sunday morning, the results of every game involving them would have a bearing on the final result. With no single team being able to make a clean sweep of wins, Battle Group Binns was able to sneak a victory over Shitai Burton by just one point.

THE SQUAD BLEEDER MINI

ASL Journal 10 contained a series of semi-Fog OF War scenarios, which feature randomly determined boards and both sides secretly purchasing their forces from several groups from several groups allocated to them. To save some time, I’d determined the board configurations in advance, and prepared copies of the scenario cards for each player. The first round saw Dave Ramsey beat Nigel Blair

at ‘SSB1 Badanov’s Bad Boys’, while Eric Gerstenberg beat fellow American Rich Domovic. The final saw Dave beat Eric at ‘SSB2 Assaulted at Arras’.

THE DELUXE PACK MINI

Dave Ramsey is producing a *DASL* scenario pack featuring new boards and scenarios (see the preview in the last issue of *VFTT*), and several players had a chance to get a sneak preview of some of the boards and a couple of the scenarios as Dave ran a mini-tournament on Friday using some of the scenarios from it. ‘DW5 Under the Field Marshall’s Eyes’ is a PTO action featuring Gurkhas against Japanese defenders on three of the new boards, and saw Paul Legg beat William Binns, while Dominic McGrath beat Ian Morris. Dominic then beat Paul in a game of ‘DW2 Full of Fire’ a scenario based on Easy Company’s attack on the German guns at Ste. Marie-du-Mont. As well as a



Dave Ramsey (left) receives the Squad Bleeder mini-tournament trophy.

FIRE TEAM PLACINGS

ELITE DIVISION

POS	TEAM & PLAYERS	PTS	OPPO
1st	Battle Group Binns William Binns (3165) Ian Morris (2980) Simon Taylor (2410)	17	16425
2nd	Shitai Burton Gerard Burton (3180) Simon Staniforth (2925) Stuart Brant (2340)	16	15040
3rd	Gruppo Ramsey David Ramsey (3540) Paul Legg (2915) Wayne Baumber (2820)	15	13900
4th	Task Force Davies Michael Davies (3185) Hakan Isaksson (3155) Nigel Blair (2810)	12	11010
5th	Task Force Gerstenberg Eric Gerstenberg (3405) Richard Domovic (3000) Nick Ranson (2180)	11	9265
6th	Udarnaya Gruppa Smith Andy Smith (3320) Miles Wiehahn (3095) John Kennedy (2415)	7	5320

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

trophy, Dominic will also receive a copy of the pack when it is released.

INTENSIVE FIRE 2014 takes places from Thursday 6 - Sunday 9 November 2014, a couple of weeks later than in previous years but it avoids the Bank Holiday weekend. Up next though is HEROES 2014, which takes place over the period Thursday 6 - Sunday 9 March in Blackpool – further details can be found in the advert elsewhere in this issue.

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PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Wayne Baumber	3	1	2
William Binns	5	3	2
Nigel Blair	9	4	5
Stuart Brant	4	2	2
Gerard Burton	5	4	1
Nick Carter	2	0	2
Paul Case	2	1	1
Derek Cox	2	1	1
Richard Dagnall	2	1	1
Michael Davies	4	2	2
Richard Domovic	7	5	2
Eric Gerstenberg	6	3	3
Frazer Greenshields	2	1	1
Hakan Isaksson	6	2	4
John Kennedy	4	1	3
Paul Legg	5	3	2
Tim Macaire	3	1	2
Dominic McGrath	3	3	0
Ian Morris	5	2	3
Pete Phillipps	6	1	5
Ian Pollard	3	2	1
David Ramsey	5	4	1
Nick Ranson	4	0	4
Andy Smith	3	1	2
Simon Staniforth	6	4	2
Simon Taylor	3	2	1
Miles Wiehahn	3	0	3

The Crusaders

Open ASL Tournament Ladder

INTENSIVE FIRE Update

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	75	68-2-5	4085	94=	Nigel Brown	26	11-0-15	3095	192=	Martin Kristensen	6	2-0-4	2895
2	Derek Tocher	124	94-2-28	3935	94=	Marc Hanna	6	4-0-2	3095	192=	Mark Tomlinson	1	0-0-1	2895
3=	Craig Benn	87	66-0-21	3755	94=	Mikael Siemsen	6	3-0-3	3095	194=	Bernard Savage	21	9-1-11	2885
3=	Steve Thomas	42	32-1-9	3755	97=	Simon Staniforth	48	26-0-22	3090	194=	Jakob Norgaard	6	1-1-4	2885
5	Simon Strevens	86	60-1-25	3720	97=	Iain McKay	43	22-0-21	3090	196=	Miles Wiechahn	54	27-0-27	2880
6	Mike Rudd	38	32-1-5	3660	97=	Kevin Beard	13	9-1-3	3090	196=	Mat Haas	19	9-0-10	2880
7	Fermin Retamero	13	11-0-2	3650	97=	Jas Bal	5	3-0-2	3090	196=	Sam Belchow	8	3-0-5	2880
8	Sam Prior	89	54-1-34	3645	97=	Peter Michels	3	2-0-1	3090	199	Patrick Dale	38	15-1-22	2875
9	Georges Tournemire	8	7-1-0	3640	97=	Gary Lock	2	2-0-0	3090	200=	Michael Allen	15	8-0-7	2870
10	Michael Hastrup-Leth	45	31-1-13	3615	103=	Bill Sherliker	47	22-2-23	3085	200=	David Kalman	5	2-0-3	2870
11	Dave Schofield	153	111-0-42	3580	103=	Ian Morris	16	7-1-8	3085	200=	John Johnson	1	0-0-1	2870
12	Aaron Cleavin	6	6-0-0	3565	103=	Paulo Alessi	6	4-0-2	3085	203	Tim Macaire	71	36-0-35	2865
13=	Bjarne Marell	36	26-0-10	3560	106	Dirk Beijard	5	3-0-2	3080	204=	Russell Gough	89	46-4-39	2860
13=	Pete Bennett	14	12-1-1	3560	107=	Billy Carslaw	11	4-0-7	3075	204=	Peter Ladwein	21	9-0-12	2860
15	Steve Linton	17	14-0-3	3545	107=	Robin Langston	9	4-2-3	3075	204=	Lutz Pietschker	4	1-0-3	2860
16	Haved Ramsey	83	48-0-35	3540	107=	Chris Milne	5	3-0-2	3075	204=	Neil Piggot	4	1-0-3	2860
17	Paul Haseler	17	10-2-5	3530	110=	Jean-Luc Baas	3	2-0-1	3070	204=	Darren Orwin	2	0-0-2	2860
18	Gerard Burton	74	45-1-28	3525	110=	Robert Schaaf	3	2-0-1	3070	209	Nick Angelopoulos	5	1-0-4	2850
19	Mark Blackmore	85	62-0-23	3485	110=	Serge Bettencourt	3	2-0-1	3070	210=	Keith Belchou	69	39-1-29	2845
20	Jes Touvdal	24	16-0-8	3475	113=	Hakan Isaksson	49	23-0-26	3065	210=	John Martin	6	2-0-4	2845
21	Martin Mayers	79	37-0-42	3470	113=	Tony Gibson	36	19-0-17	3065	212	Bill Eaton	21	8-3-10	2840
22	Dominic McGrath	177	109-3-65	3450	113=	Alexander Rousse-Lacordaire	4	2-1-1	3065	213=	Mark Furnell	13	5-1-7	2835
23	Tim Bunce	82	55-0-27	3440	113=	Bob Runicciles	3	2-0-1	3065	213=	David Otway	5	1-0-4	2835
24	Alan Smees	9	8-0-1	3435	117=	Ruarigh Dale	38	17-0-21	3060	215	Daniel King	3	1-0-2	2830
25	Lars Klynsner	11	8-0-3	3400	117=	Patrik Manlig	16	9-0-7	3060	216=	Wayne Baumber	89	40-0-49	2825
26	Paul Jones	52	28-0-24	3385	117=	Scott Byrne	12	7-0-5	3060	216=	Mike Daniel	5	2-0-3	2825
27=	Ran Shiloah	11	7-0-4	3370	120=	Stefan Jacobi	11	5-0-6	3050	218	Mark Chapman	6	2-0-4	2820
27=	Peter Struijff	10	8-0-2	3370	120=	Bo Siemsen	4	2-0-2	3050	219=	Nigel Blair	191	71-1-119	2810
29=	Andrew Dando	48	27-2-19	3365	122	Scott Greenman	8	3-1-4	3045	219=	Michael Robertson	4	1-0-3	2810
29=	Carl Sizmur	21	13-0-8	3365	123	Steve Hunt	5	3-0-2	3040	221=	Ivor Gardiner	17	8-0-9	2800
31	Bernt Ribom	5	5-0-0	3350	124	Steve Pleva	6	3-0-3	3035	221=	Clive Haden	5	2-0-3	2800
32	Trevor Edwards	150	87-1-62	3340	125	Mark Warren	20	11-0-9	3030	223=	Kevin Croskey	16	6-0-10	2790
33	Phil Draper	78	49-2-27	3330	126=	Peter Hofland	4	2-0-2	3025	223=	Nick Sionskyj	8	3-0-5	2790
34	Tom Jackson	39	21-0-18	3315	126=	Daniele Dal Bello	4	1-0-3	3025	223=	Alistair Fairbairn	3	0-0-3	2790
35	Joe Arthur	21	13-0-8	3305	128	Ian Daglish	150	70-2-78	3020	226	Chris Littlejohn	14	3-2-9	2780
36	Eric Gerstenberg	30	18-1-11	3300	129	Vincent Kamer	4	2-0-2	3015	227	Graham Worsfold	3	0-0-3	2775
37=	Martin Vicca	43	29-1-13	3295	130=	Andrew Saunders	33	15-1-17	3010	228	Richard Kirby	7	2-0-5	2770
37=	Frank Tinschert	15	10-0-5	3295	130=	Colin Graham	5	3-0-2	3010	229	Bill Henshy	31	10-0-21	2765
39	Philippe Leonard	9	7-1-1	3285	132=	Shaun Carter	83	38-1-44	3005	230=	William Roberts	12	3-1-8	2760
40=	Ralf Krusat	6	5-0-1	3280	132=	Ian Willey	11	5-0-6	3005	230=	Andrew Hershey	10	4-0-6	2760
40=	Will Fleming	3	3-0-0	3280	132=	Allard Koene	7	4-0-3	3005	230=	Flemming Scott-Christensen	6	1-0-5	2760
42=	Andy Smith	29	20-2-7	3270	135=	Stephen Burleigh	37	15-2-20	3000	233	Jonathan Townsend	4	1-0-3	2755
42=	Dave Booth	7	5-0-2	3270	135=	Phil Nubo	11	6-0-5	3000	234	Peter Neale	3	0-0-3	2750
44	Daniel Kalman	11	8-0-3	3245	135=	Steve Grainger	8	4-0-4	3000	235	Andy McMaster	34	12-0-22	2745
45	Jackson Keddell	5	5-0-0	3240	135=	Ian Kenney	4	2-0-2	3000	236=	Burnham Fox	23	10-0-13	2740
46=	Paul Saunders	19	10-0-9	3235	135=	Duncan Spencer	4	2-0-2	3000	236=	Indy Lagu	19	6-0-13	2740
46=	Daniel Batey	4	4-0-0	3235	135=	Martin Hubley	4	3-0-1	3000	238=	Nick Quinn	14	5-0-9	2735
48=	Bob Eburne	57	33-0-24	3225	135=	Thomas Buettner	3	2-0-1	3000	238=	Rupert Featherby	3	0-0-3	2735
48=	Ray Woloszyn	31	18-1-12	3225	135=	Nick Brown	3	1-1-1	3000	240	Hamish Hughson	4	0-0-4	2725
50	Christian Koppmeyer	15	8-0-7	3220	143=	Malcolm Hatfield	67	29-0-38	2995	241=	Chris Walton	69	23-1-45	2720
51=	Ian Percy	12	8-1-3	3215	143=	Kris Pugh	14	6-0-8	2995	241=	Marc Horton	6	1-0-5	2720
51=	Gordon Jupp	11	8-0-3	3215	143=	Gilles Hakim	5	2-0-3	2995	244	Steve Cocks	4	0-0-4	2720
51=	Tom Slizewski	5	4-0-1	3215	146=	Paul Legg	176	75-2-99	2990	244	Ray Jennings	11	3-0-8	2715
54=	Richard Domovic	7	5-0-2	3210	146=	Lee Bray	18	7-0-11	2990	245	Paul Treslove	3	0-0-3	2710
54=	Nils-Gunnar Nilsson	5	4-0-1	3210	148=	Matt Blackman	2	1-0-1	2985	246=	Richard Dagnall	11	2-0-9	2705
54=	Klaus Malmstrom	4	3-1-0	3210	148=	Erik Baker	2	1-0-1	2985	246=	Colin Bell	5	1-0-4	2705
54=	Yves Tielemans	3	3-0-0	3210	150=	David Farr	4	2-0-2	2980	248	Neil Brunger	55	19-0-36	2695
58=	Simon Croome	63	34-0-29	3205	150=	Malcolm Rutledge	3	1-0-2	2980	249	Simon Hoare	4	0-0-4	2690
58=	Francois Boudrenghien	3	3-0-0	3205	152=	Ian Pollard	150	62-1-87	2975	250	Jeff Hawarden	7	2-0-5	2685
60	David Blackwood	41	18-0-23	3200	152=	Paul Kettlewell	89	42-0-47	2975	251	Christain Speis	5	1-0-4	2680
61	Jean Devaux	3	3-0-0	3190	152=	Brendan Clark	24	10-1-13	2975	252	Steve Cook	31	14-0-17	2675
62	Armin Deppe	13	7-1-5	3185	152=	Sergio Puziello	5	1-0-4	2975	253	James Crossfield	15	6-0-9	2670
63	Bill Durrant	5	4-0-1	3180	156	John O'Reilly	5	2-1-2	2970	254	Pete Phillips	184	71-0-113	2665
64=	Steve Crowley	47	21-1-25	3175	157=	Ben Jones	49	23-0-26	2960	255	Pedro Barradas	7	1-0-6	2655
64=	Jonathan Pickles	8	5-0-3	3175	157=	Martin Barker	32	13-1-18	2960	256	Nigel Ashcroft	52	19-1-32	2635
66=	David Tye	45	20-0-25	3170	157=	Elliot Cox	2	0-1-1	2960	257	James Short	11	3-0-8	2630
66=	Grant Pettit	7	4-1-2	3170	160	Michael Maus	7	3-0-4	2955	258=	Graham Smith	49	18-1-30	2625
66=	Bruno Tielemans	3	3-0-0	3170	161=	Simon Church	6	2-0-4	2950	258=	Adrian Catpole	11	2-0-9	2625
69	William Binns	68	34-0-34	3165	161=	Gavin White	5	2-0-3	2950	260=	Adrian Maddocks	12	3-0-9	2620
70=	Mel Falk	9	5-0-4	3160	163=	Pedro Ramis	6	3-0-3	2945	260=	Gareth Evans	7	1-0-6	2620
70=	Rodney Callen	6	4-0-2	3160	163=	David Murray	5	2-1-2	2945	262	Arthur Garlick	21	2-5-14	2615
72	Ulric Schwela	46	21-1-24	3155	163=	Laurent Forest	3	0-0-3	2945	263	Bryan Brinkman	9	1-0-8	2610
73	Jeremy Copley	9	6-0-3	3150	163=	Alex Ganna	2	0-1-1	2945	264	Neil Stevens	69	27-2-40	2605
74	Nick Edelsten	22	14-1-7	3145	167=	Jon Williams	14	6-0-8	2940	265	Ian Parkes	10	3-1-6	2595
75=	Paul O'Donald	72	44-1-27	3135	167=	Wayne Kelly	11	4-1-6	2940	266	Lee Hyde	5	0-0-5	2590
75=	Andrew Whinnett	16	9-0-7	3135	167=	Paulo Ferreira	9	4-0-5	2940	267	John Fletcher	6	0-0-6	2585
75=	Frenk Van Der Mey	4	3-0-1	3135	167=	Bob Nugent	3	2-0-1	2940	268	Oliver Gray	15	4-0-11	2580
78	Chris Courtier	13	7-2-4	3130	171=	Brian Hooper	175	64-2-109	2935	269	Chris Netherton	30	10-2-18	2560
79	Paul Sanderson	41	21-0-20	3125	171=	Martin Bryan	19	8-0-11	2935	270	Mike Standbridge	47	13-1-33	2555
80=	William Hanson	18	11-0-7	3120	171=	Derek Briscoe	1	0-0-1	2935	271	Michael Essex	48	20-0-28	2550
80=	Lee Brimmicombe-Wood	12	8-0-4	3120	174=	Andy Price	3	1-0-2	2930	272	Michael Rhodes	43	10-0-33	2545
80=	Paul Ryde-Weller	10	5-1-4	3120	174=	Andrea Marchino	1	0-0-1	2930	273=	Paul Case	137	37-3-97	2525
80=	Philip Jones	5	3-0-2	3120	176=	John Sharp	8	3-0-5	2925	273=	Simon Taylor	37	10-1-26	2525
80=	Anthony O'Boyle	3	2-0-1	3120	176=	Paul Boyle	5	2-0-3	2925	275	Robert Seeney	5	0-0-5	2510
85	Mark Walley	4	3-0-1	3115	176=	Frazer Greenshields	2	1-0-1	2925	276	Damien Maher	9	1-0-8	2485
86=	Michael Davies	95	52-1-42	3110	179=	Tim Collier	17	7-0-10	2920	277	Justin Key	69	25-1-43	2470
86=	Aaron Sibley	64	38-0-26	3110	179=	Steve Allen	6	1-1-4	2920	278	Roger Cook	31	9-2-20	2440
86=	Luis Calçada	43	21-1-21	3110	181=	Nathan Wegener	3	1-0-2	2915	279	Chris Agar	26	7-0-19	2400
86=	Stewart Thain	24	12-0-12	3110	181=	Edo Giaroni	3	1-0-2	2915	280	Stuart Brant	32	10-0-22	2390
86=	Luc Schonkerren	5	3-0-2	3110	181=	Iain Ainsworth	1	0-0-1	2915	281	Ray Porter	45	5-0-40	2355
91=	Derek Cox	27	15-0-12	3105	184=	Brian Martuzas	5	2-0-3	2910	282	Jackie Eves	45	12-0-33	2330
91=	Simon Morris	11	6-0-5	3105	184=	Joel Berridge	3	1-0-2	2910	283	John Kennedy	28	6-0-22	2300
93	Russ Curry													

HEROES 2014

ADVANCED SQUAD LEADER TOURNAMENT

6th - 9th MARCH (THURSDAY THROUGH SUNDAY) 2014

COLWYN HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2014 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

The Colwyn Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £31 per person for a shared room or £34 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00, or just £10.00 if you register before the beginning of March 2014.

HEROES 2014 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

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

Red Army Day

A Kampfgruppe Scherer CG Analysis

Craig Benn

When I first heard about *Kampfgruppe Scherer*, I had no real interest in buying it. I've been scaling back my purchases due to playing less and less, and I'm not an Ostfront fanatic particularly. However when I finally saw a copy I was knocked out by the production values – here was cardboard that screamed out to be played. Eventually I got to play Mark Blackmore at 'KGS4 From Matilda with Love'. What I really liked was the challenge posed to the Russian player. You have to attack over fairly open ground with no smoke and only a modest advantage in numbers. The tools are there, but you better know how to use them properly or you're gonna get your ass kicked. It's no place for a newbie to cut his teeth.

After the first scenario the usual *ASL* positive feedback loop came into play. I read the Osprey booklet on the Demyansk/Kholm battles, which made me want to play more Kholm...which made me want to read more about it, which...you get the idea. Anyway Mark and I always have a campaign game on the go – so when we finished *KGP*, this was the obvious next choice. Here are my thoughts as the Russian for 'Red Army Day'...

Scores on the Doors

The first thing a serious CG-er looks at is the squad kill ratios and the victory conditions. For the Russians this may come as a bit of a shock. Initially the bad guys start with 89 squad equivalents ("SE") and 9 crews, while the heroic defenders of the Rodina get a mere 41 SE, six T-60 light tanks and eight crews, plus purchases. The Russian (but not the German) set-up forces are subject to depletion. There's a -1 historical modifier so you can buy a maximum of three companies and two platoons – if you're prepared to spend all your points on infantry. More typically you will buy three companies and attack on the first date with 70-75 squads. Not so much a horde as a large unruly crowd with a bit of pushing and shouting going on. As the CG is only four dates long, you can't run out of infantry – you don't get enough CPP to make all the theoretical buys.

On the other side of the hill, as well as the initial 89 German SE, another 40 are available for purchase (but subject to depletion). Six of the initial OB and 16 of the purchases are Walking Wounded. There will also be a thin trickle of Walking Wounded coming back from any casualties suffered (basically a third of the MMC who die from fate and double breaks and

who aren't already Walking Wounded). Still, buying all that infantry would cost the Germans 47 CPP out of a typical 50-65 over the four dates. This would leave very little for the very necessary fortifications, OBA, airdrops and Stukas. Around 30 SE is more likely. In my experience most kills are either by close combat or cutting rout paths – the number of Walking Wounded coming back is maybe 8-12 squads over the CG. So overall something like 130 squad equivalents for the bad guys is a reasonable figure.

On the Russian side, normally you would buy three companies on each of the first two dates, two on the third date and one on the last date. Assume one company is depleted and one is a reduced strength yellow sector buy, and add say a couple of non-depleted platoons. That's...ehrm...how many?...108, plus say 38 squads from the starting forces – so 146. Wow – that's a really narrow margin of superiority. It's something like 1.12:1 or 9:8. You really have to be looking at trading off squads at pretty much evens to start making any attritional headway. And even where you do, it's not going to be until dates three and four that you start seeing the benefits.

Okay given that this makes a total German collapse unlikely, how do you actually win? Well at the end of any CG scenario, Control 30+ "blocks" or all of the airfield (sector G)/ the Flugfeld security blocks (4,9,14 and 17)/ and the Purple sector blocks (the Haarnadelkurve). You gain Control of a block by Controlling the majority of Strategic Locations in it – you don't have to Control every Location. The map can be divided (from the point of view

of the Russian colour code reinforcements) as follows:

N.E Red sector (north of Policeman's Gully) – 8 blocks

E. Red sector (south of Policeman's Gully) – 10 blocks

Blue sector – 18 blocks (one block starts Russian-Controlled)

Yellow sector – 9 blocks and the airfield (four of these are Flugfeld security blocks worth 1.5 blocks each - as is the airfield)

Purple sector – 3 blocks (also worth 1.5 blocks each)

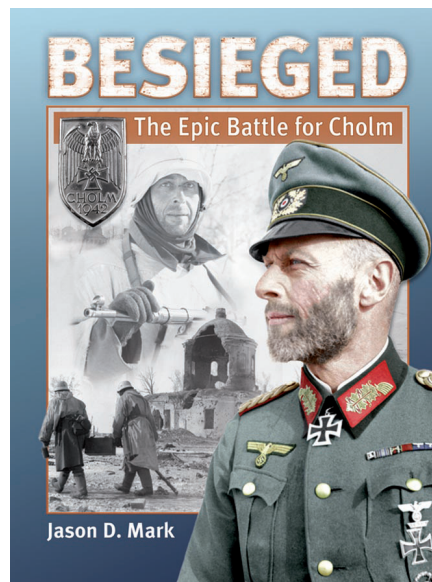
East is East and West is West

There are some good reasons for the Russians not to attack on the west side (yellow/purple sectors). A first line company of 12 squads that costs six CPP on the east side, will get you only 10 squads at the cost of nine CPP in the yellow sector. Conscript companies (similarly 10 squads) and HMG sections also cost 50% more. You can't buy tanks on the west side and tanks can't cross the river. You also can't get block bombardments on the west side (CG rules I.6). You can only buy one reinforcement group in the yellow sector on the first date, and a maximum of two per date thereafter.

In the purple sector there's even less scope for an offensive. You can buy a maximum of three first line platoons (which at three CPP each effectively costs double the east side cost) and two SMG platoons (at an eye watering five CPP each – on the east side a company of eight SMG squads is six CPP). Artillery in this sector is also limited to 70-80mm.

German purchases cost the same wherever you fight, so by choosing to make an effort on the west side you reduce the total Russian forces available and worsen the overall strength ratios. Given the slender numerical advantage you have – not something you want to do.

So attack only on the east side, right? What are you some kind of a crazy fool? – NO, what kind of foolish jibber-jabber is that? If you only attack on the east side my prediction is...pain. The east side has a total of 36 blocks and you need to control 30 to win. Given that infantry numbers are pretty equal, but German troop quality and leadership is superior, thirty out of thirty six is a big ask. Decent German players will regard any loss of territory



as purely temporary and counterattack strongly. You're going to need some kind of contribution to the 30 block total from the west side...

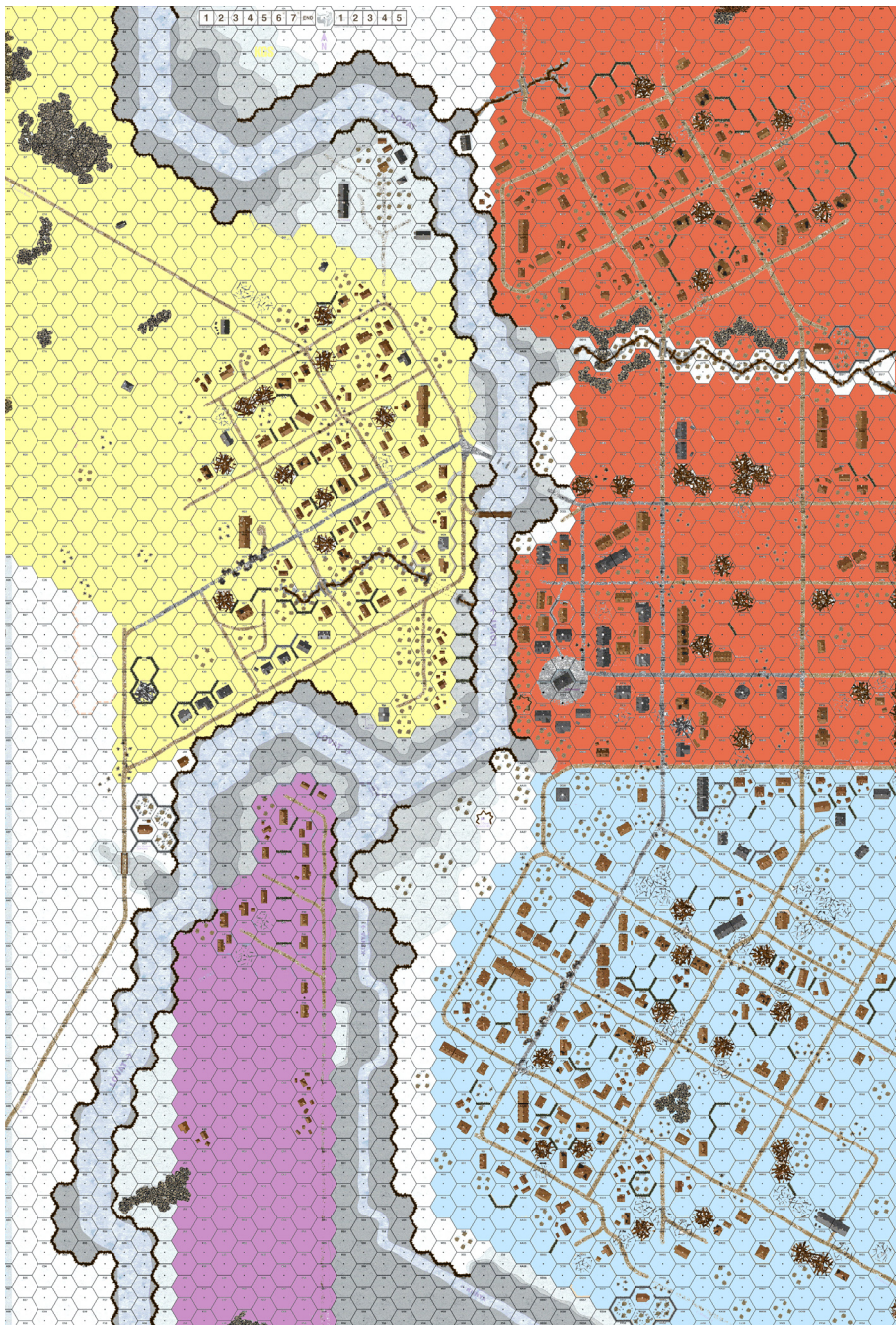
And there are other good reasons to attack on the west side:

- 1) The possibility of an auto-win by taking the airfield/airfield security blocks and purple sector
- 2) Six+ Russian squads or Control of a block in the purple sector reduces the amount of ammo/supply points received from airdrops.
- 3) Interdict the air-landing reinforcements
- 4) Some of these blocks are worth 1.5 blocks

However in the west you can never really amass the kind of strength you can generate in the east. So unless you manage

to achieve the sudden death VC in one fell swoop, any progress you make on one date is liable to be eradicated by German counterattacks in the next. Particularly if the red and blue sectors are hurting for the CPP you've spent on the other side of the Lovat.

So how do you square the circle? Timing I think. You're never going to achieve great things on the west side until you've done the necessary preparation in the east. The Germans have to be bled to a sufficient degree that shifting forces from east to west risks the eastern perimeter collapsing. Attrite the Germans in the east on dates one and two and when their attention is focused there, then make the knockout blow from the west on date three or four. Although you will need to buy extra infantry at an inflated price, some RG cost the same – MMG, engineer and light mortar sections, recon platoons, OBA and aviation.



Buy them. Play conservatively and don't fritter away your forces on the west side – even if you never make a major attack there at all, keeping a credible threat-in-being prevents the Germans stripping these sectors for the other side.

Stretching Rubber

Hmmm...let's look at the facts. The facts are depressing.

- 1) The defenders outnumber you to begin with.
- 2) If everything goes well you may get parity or a slight advantage in numbers towards the end of the CG.
- 3) To make up your numbers you are going to have two or three companies of conscripts. If you don't play with them very often – 4-2-6's really are shit.
- 4) The difference in leadership is marked. A company of Russians typically gets you one leader for 12 squads (27.8% base chance for two). The Germans start with twenty leaders for 89 squads.
- 5) If you want SW you're going to have to pay for them. An infantry company gets three LMGs and that's it. The Germans start with a decent amount of SW (although they do break easily and find them difficult to replace.)
- 6) German troop quality is superior – over 25% of their starting troops are eight morale, and over 50% of them have range six inherent firepower – a big advantage in the semi-open terrain.
- 7) You are attacking over open terrain (1.5 MF in deep snow) while the defenders are in +2/+3 TEM buildings and rubble and possibly fortified.
- 8) In some places you have to come on from the board edge into open ground. If you break there, you generally have to rout off-map with a two thirds chance of dying.

What's that at the back? Let them keep it? COMMISSAR – GET THAT MAN TO A STRAFBAT NOW!

You do have some advantages. German SW are B10/X11 (B9/X10 outside buildings/rubble and trenches) due to the combo of extreme winter and ammunition shortages. The German anti-tank capability is weak, and although ATMMs and MOLs are available for close in work, the defenders have only three guns (which can't be replaced) and are B10. The 37Ls can't really hurt T-34s and Matildas (one of the 37Ls is ROF1 and can't acquire moving targets). The single 50L can have an effect but it has to be in the right place and has a 1 in 6 chance of breaking per shot. The deep snow although slowing you down, gives +1 TEM versus OBA/mortars and riders can bail out for a PTC instead of a NMC. On their own though, these advantages wouldn't be enough to even things out.

The biggie – which does make all the difference – is the Germans have to defend everywhere, while you choose where to attack. Whatever the overall numbers are, you can get numerical superiority at a single point. Or points – I prefer more than one point as an attack on a single axis can be blocked on a single axis, with manoeuvre stifled by OBA and residual firepower chokepoints. As your Russian troops are pretty much tied to their sectors, massing at a single point is difficult anyway. In practice you can only really do this at the junction of the red/blue sectors – something the thoughtful German player will have prepared for. Ideally you want your schwerpunkts to be far enough away that if one attack is stopped dead, the defenders can't redeploy to the other(s) in time.

But wait – it's not that simple. As you advance into Kholm, your lines get extended. You have to allocate troops to static line holding. You don't really notice this aspect of things on the first date, as you move from offboard, but you'll notice it very much on the second. Effectively this provides a neat balancing factor in the CG – the better you do, the more terrain you have to defend and the less stretched the Germans become. Make hardly any progress and the Germans still have a long perimeter to defend.

The art of cardboard generalship can be reduced to getting fustest with the mostest squads at the schwerpunkt. The initial Russian advantage of choosing where to fight will tend to wane as a CG date goes on. As you are coming out into the open, you tend to take more casualties – at least until you can get in close. You have fewer leaders, so it takes them longer to rally your brokies. Alarmeinheiten can start arriving from turn 3, German airpower has a better chance of turning up later in the date, on-map reserves get redeployed etc.

To retain this numerical edge at the schwerpunkt you need to prevent German reserves moving about too easily. This means putting your long range SW in the best places (see later) to isolate certain parts of the defence. You should also always keep a platoon of T-60s with riders off-map to prevent one part of the defence being completely stripped. Holding attacks serve the same purpose but you need to be careful, an inadequately supported attack is likely to fail – which will then free those defenders to move elsewhere or counterattack.

The Obvious

Yes I know it's patronizing to state the obvious but...the CG is only four dates long so the Russian player should never pick an idle chit. The German player ideally wants to save his attack chit for the last date, but

if things are going badly may have to put it in earlier. Don't pay extra for on map set-up – bring them on at normal cost from the map edges except possibly on the last date.

Tactical Considerations

1. Tanks

You start with two platoons of T-60s and can buy T-34s (one pltn), Matildas (two pltns) and T-60s (four pltns) at five, four, and three CPP respectively. The temptation, particularly when it's so hard to get your infantry forward is to use the tanks aggressively with VBM and point blank shots. Don't do it! Well not until the last date anyway...the Germans have MOLs and ATMMS (at least when they remember them Pete...) (*guess who forgot when we played one of the KGS scenarios at INTENSIVE FIRE a couple of years ago :-)* – Pete)

The role of the T-34s and Matildas is to crack strongpoints that the Russian infantry can't handle. The T-34s are far superior to the Matildas so should be the first buy. Have patience, support them with infantry and don't offer flank shots.

The T-60s can be knocked out by machine guns and ATRs so don't just piss them away. Their role is not to crack strongpoints but to:

- a) keep as an off-map reserve with riders to prevent the Germans stripping a section of the perimeter
- b) as a reaction force to German counterattacks. Here they will be less exposed and their puny firepower has more chance of doing something....and
- c) armoured assault when you know the guns are somewhere else.

If you do manage to knock out the anti-tank guns or if they break then you can swan about with armour quite a bit. However it isn't particularly cheap and you have to be very wary of Stukas. Keeping your tanks close to your AA assets (HMGs basically) and driving them into single hex buildings (where there are no cellars by KGS 2.811) before the Luftwaffe arrives are the tactics of choice.

2. Infantry

The art of infantry attacks in semi-open terrain with little or no SMOKE is a subject in-itself. I intend to write another article for *VFTT* about how to do this when time allows. Suffice to say it ain't easy and with your strength ratios you can't be cavalier!

However I will say something quickly about human waves. The *KGS* rules encourage you to wave – essentially getting one MMC into the target hex earns you a battle-harden or a leader creation roll. But just because you can do something, doesn't necessarily mean you should. A wave goes very nicely with block bombardments – which never put down FFE counters, but

take effect in the PFPh immediately before you move. Other than that, combine waves with platoon moving tanks or where the target is broken if you can. Note you can human wave at a target enemy unit (not a KEU) so it can be a concealment counter, but not from offboard.

3. Artillery

Unusually you do have some advantages over the Germans and their antiquated morse-code machines. For some general thoughts on OBA in campaigns (and some cool Zen philosophy) check out my article in *VFTT* 82. Things to note specifically for *KGS* are:

The Germans will usually be defending in +2/+3/+4 TEM, and even if you manage to catch some in the open, the deep snow gives them +1TEM. Therefore OBA is about neutralizing rather than destroying the defenders. Timing is hugely important. With your small draw pile, don't use it just to make noise. Use it when it covers the advance of your assault troops. (Even though the Pleva OBA rule is in effect, in my experience the additional reds soon spiral out of control.) Given your lack of leaders and radio contact number of six, an offboard observer is usually worth the extra one CPP.

Although the block bombardments look costly – they are similar in price to regular OBA modules but provide only one attack – give them some thought. If you consider the number of hexes attacked in the larger blocks it starts to get equivalent to hitting a seven hex FFE zone several times. The fact that no FFE counters are placed makes them ideal for an immediate rush to exploit their effects.



A German soldier in the ruins of Cholm.

Note Germans in a building are treated as a Known Enemy Unit even if concealed as per KGS 4.21. If you buy OBA, it would be a travesty of a mockery not to pre-reg a building which is an obvious MG position. Then in your turn one prep you can rain down fire without any spotting rounds or extra chit draws.

4. Aircraft

Your aircraft buys are expensive and unless you pay an additional three CPP for a weather report, those points might be wasted. This works out at seven to nine CPP for only one or two aircraft. Bearing in mind they can only ground attack one side of the Lovat river (depending on the colour code), and they have limited fuel unless they pay extra and they don't stop the German Alarmeinheiten moving around...well you get the idea.

However on the first date, you know it will be clear so you don't need to spend the three CPP and the German player only has nine CPP so is unlikely to contest air superiority with fighters. Even so...personally I think they are still too expensive.

Key Terrain

1. The NE Sector



At first glance this is not a promising place to attack as your assault troops will be entering open ground. If they break, they then have to rout offboard with a two-thirds chance of dying. However if you can get a foothold inside this sector, the LOS's are nice and close which limits the German range advantages. It's not particularly good defensive terrain as there are no stone buildings or level one Locations that dominate their surrounds. It's also difficult for the Germans to reinforce here due to the gully to the south and river cliffs to the west. And if you do capture it, it's very hold-able – because you don't have to defend the river cliff side, it won't extend your perimeter much.

As a further incentive the Germans can't pre-reg OBA in this sector (KGS3.2). The way to attack is with a very narrow

thrust, entering hexes TT6-TT9. The angle of the blocks means only a handful of German positions can actually fire into this area, and the orchard in SS9 can often stop you having to rout. Nonetheless a block bombardment into block 13 and/or armoured assault with T-60s is the way to go. It's very unlikely an anti-tank gun would be risked this far forward.

Although the Policeman's Gully looks like a good concealed avenue of approach, you shouldn't over-commit here. It's painfully slow to move through 2.5 MF per hex plus 1MF to change elevation. More importantly there's a Level 2 steeple location in PP15 that can see right into SS16 and SS17 and treat it as Open Ground.

The steeple is one of only three Level two Locations on the map and it's vital to take this on the first date and get a MG up there. As well as commanding the gully approaches, it will interdict the brick factory road behind blocks 3, 8 and 13 making routing out of the forward blocks painful. It also can't be pre-reg'd by the Germans and is a natural place for an OBA observer, if a bit obvious.

2. The Eastern Sector



The ground immediately south of the Policeman's Gully is quite open and offers the Germans good fields of fire. You'll often find a German anti-tank gun around GG23 – you need armour to cross the open ground so it makes sense from their perspective. Your infantry attacks will tend to go in further south, where the blue sector forces can support your left flank.

The key terrain here is the church in the east with its two adjacent Level two steeples and the tall (Level one) single hex building in LL30. Nowhere else can see particularly far, and the church in the east is much less vulnerable to being overrun than PP15 so a prime place for an observer. A half squad with a HMG and a -2 leader can cause absolute mayhem from here so you need a fire plan to neutralize it. As it's just a little bit too far for Russian MGs on the first date, you need to allocate either a T-34 or

OBA/ block bombardment to deal with it.

3. The Blue Sector



The blue sector has about half the blocks on the east side in just over a third of the total perimeter area. The blocks tend to be slightly smaller and more tightly packed than their red counterparts. Your start forces are slightly weaker than the reds – a conscript rather than a first line company and no HMG section. The key buildings are the GPU prison, the unnamed building at LL40/KK41, the southern cemetery and a resistance nest centred around JJ53/KK54.

The GPU prison is an important spot, but less so than either the church in the east or the unnamed building. Its significance lies mainly in the ease which the Germans can defend it – IE Fanaticism, every Location Fortified and cellars completely out of LOS so DM'd units can have a nice cup of tea without being disturbed. However it has several orchards adjacent which really limit the number of -2 shots the defenders can get and ground level occupants fire as from a cellar. Without Level two locations or fantastic fields of fire it just doesn't influence as big an area as the other two. It's certainly nice to have – for the psychological element if nothing else – but don't get hung up on it. Bypass it if it's well defended.

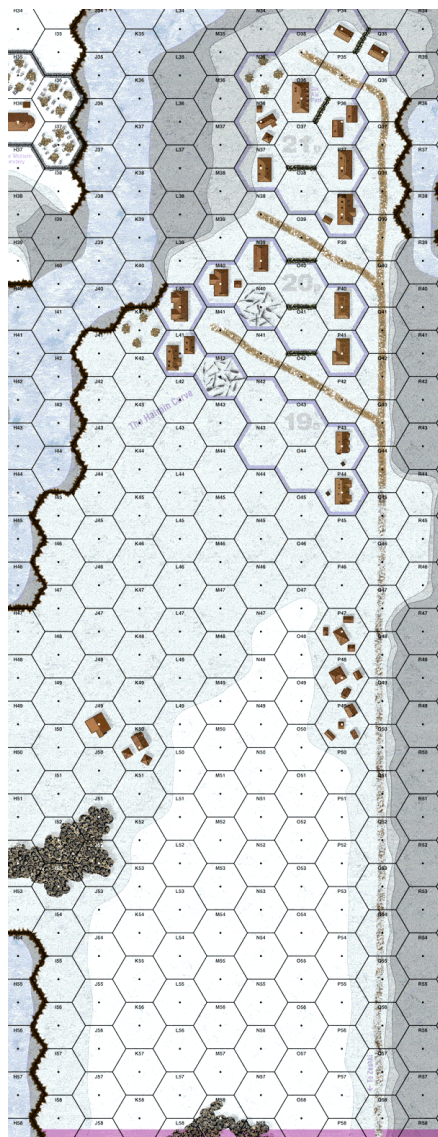
The unnamed building in LL40/KK41 has some nice angles, particularly from the Level one Locations which can see right over the debris and rubble. Expect it to be Fortified and well defended. To crack this nut means committing some firepower – a T-34 in SS44 just out of DI range is recommended but you probably need more than this to make any headway.

The southern cemetery is difficult to get at as you have to get over a fair amount of open ground to get there. It is well worth taking if you can though, as an anti-tank gun here is very annoying. Once it falls you can unhinge the flank of the defence

with a tank rider blitz, and/or link up with the purple sector. Until you do this you can't really offer a credible threat to the Haarnadelkurve.

Lastly machine guns in the resistance nest at JJ53/KK54 can sweep the front of the German MLR in blocks 45, 46 and 47 with -2 shots, while your own boys don't have the range to argue the toss. If you are going to push at the unnamed building, you need a subsidiary push here to keep them occupied and cut down any final fire options.

4. The Purple Sector

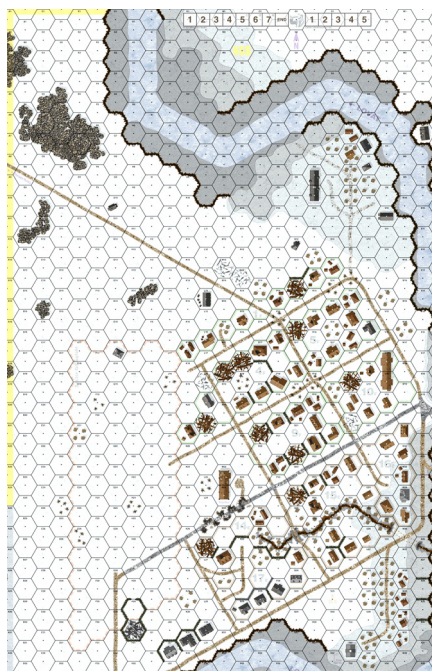


Take the Haarnadelkurve and the German airdrops will be ineffective and the ammunition will dry up. In a 105 day siege this would be catastrophic. In a four date campaign you can probably just about live with it provided the sudden death VC aren't activated.

Given the extra cost of Russian troops here, maintaining a threat in being with your three at start squads is about the best you can expect to do. A thrust from the purple entry zone has a hell of a lot of open ground to cover and is overlooked by any

MG position at Level one in the X46/W46 building. The most promising avenues of attack are at its eastern side where the cliffs end. As you need to fight your way through the entire blue or yellow sectors to get there, by which time you've probably won already – this is pretty academic.

5. The Yellow Sector



Progress here requires patience. It's tempting to mass your forces around the tannery as this offers the shortest route into the German occupied blocks. Personally I think this is too obvious and narrow, and overlooked by positions at the rear of Sector A. This axis is too easily blocked by residual and OBA and if you take a beating the cliffs complicate routing away if the Germans put in a manly counterattack.

I prefer a broader thrust over the open ground of the airfield. Although this looks to be dominated by the pole barn – this building does not actually have any upper level locations. Not that it's easy by any means – but there are drifts and glider wrecks and by crawling forward slowly you can limit your exposure. The objective is to nab a couple of Strategic Locations at the edge of the German occupied blocks, so you have the option of paying for a company to set up on map on the next date. (You don't have to do it but the threat means the Germans will have to garrison the yellow sector more seriously.)

You do need to be aware of the changes to the *Red Barricades* perimeter rules – you can only draw a line of 12 hexes or less along a hex grain or alternate hex grain. You can be within 12 hexes of your entry zone, but not along a grain and thus end up isolated and unable to put reinforcements on. For instance if you manage to nick the rubble pile in H30 and

the line of buildings in L30/K31/J31 this will be isolated unless you capture the rubble pile in L26 or K21 building.

It's also worth having troops on and around the airfield so if the glider borne reinforcements arrive you can give them an appropriately warm greeting...

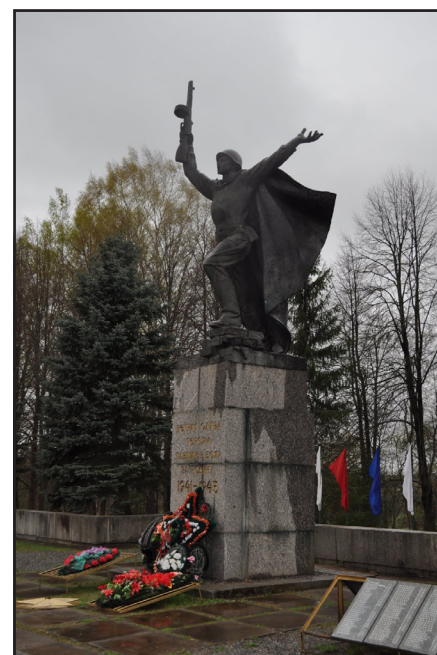
And Finally...Balance

I haven't played this enough times to comment seriously on the balance. I suspect it's a little pro-German, not really enough to matter between two strong players but a little more noticeable between two weaker players.

The crux of the matter is that the Russian player has to know how to attack over open and semi-open ground. If you can't do this particularly well then you're going to struggle. I think a novice Russian player needs the ability to recover from a few disasters. Instead of reducing the number of captured blocks needed, I'd recommend an extra company of conscripts for the newbie.

Still I may be biased from looking at this from the Russian perspective...more importantly this CG captures the feel of the battle perfectly. It's a joy to play and shaping up to be my favourite campaign to date.

Ω



The Kholm War Memorial.

A Guide for the Perplexed

An overview of the *ASL Annuals*

Mark Watson

This is an overview of all of the *ASL Annuals*, what contents they possess, and what degree of that content has been published elsewhere or updated.

To buff up the re-release of various *ASL* modules, MMP has gone through the archives and chosen interesting or appropriate scenarios to reprint. Other scenarios and articles have either appeared in the Historical Study modules or the second volume of the *Out of the Attic* series.

The assumption here is that the reader has no other access to these contents, and exists in a world where, unless they possess a publication, it is impossible for them to read these contents.



ASL Annual '89

Fairly easy to find. Half of the scenarios have been reprinted. The articles are mixed, but a great deal are either strategy or historical reference, which makes it reasonably useful. The scenarios tend to be quite long.

Articles:

1. A Nation of Workers by Craig F. Posey
2. A Question of Balance by H. Sylvester & E. Murrell
3. The Evolution of Small Unit Tactics by John Hill
4. Piper's Lament by Eugene Murrell
5. Gunned-Up in the Desert by Mark C. Nixon
6. Man and Superman by Craig F. Posey
7. How to Win an ASL Tournament by Jon Mishcon
8. One-Half FP by Jay Kaufman (Reprinted/ corrected in *ASLRB 2nd Ed.* as the IIFT chart)
9. Updating the Oldies by Jim Stahler
10. Another Shell in the Tube by Robert Medrow

Scenarios:

12 ASL (6 Reprinted)

3 DASL

- A1 Tavronitis Bridge (revised in *FKaC* as ASL 93)
- A2 Bofors Bashing (revised in *FKaC* as ASL 94)
- A3 Decent into Hell (revised in *FKaC* as ASL 95)
- A4 Beyond the Blue Beach A5 Holding the Rear
- A6 The Price of Impatience
- A7 Slamming of the Door (revised in *BV 3rd Ed* as ASL 129)
- A8 The Agony of Doom (revised in *BV 3rd Ed* as ASL 136)
- A9 Midnight Massacre
- A10 The Borders are Burning (revised in *BV 3rd Ed* as ASL 123)
- A11 Silent Death
- A12 Savoia!
- DA1 L'Ecole Normale
- DA2 Last Act in Lorraine
- DA3 Back to School



ASL Annual '90

I quite like this *Annual*. Again, half of the scenarios have been reprinted, and it is possible that the Italian ones might get rolled into the upcoming Italian reprint. Some of the scenarios that have not been reprinted ('Cat and Mouse', 'Cold Crocodiles', 'Contest in the Clouds') are either extremely good or unique. The scenarios tend to be quite long. The historical articles are reasonably good.

Articles:

1. Eight Million Bayonets by Craig F. Posey
2. Eight Steps to ASL by Jim Stahler (Available on-line)
3. The Devil's Brigade by Steven Swann
4. Series Replay by Mark Nixon, Bill and Dave Sisler
5. Giving it Your Best Shot by Ron Shirtz
6. War in the Shadows by Charles Markuss
7. A Dog's Live by Rex A. Martin
8. How to Enjoy an ASL Tournament by Mark Nixon

Scenarios:

12 ASL (6 Reprinted)

3 DASL

- A13 Able at Cesaro
- A14 Monastery Hill
- A15 Stand Fast the Guards (revised in *FKaC* as ASL 92)
- A16 On the Borderline (revised in *BV 3rd Ed* as ASL 124)
- A17 The Penetration of Rostov (revised in *BV 3rd Ed* as ASL 131)
- A18 Sbeitla Probe
- A19 Cat and Mouse
- A20 Counterattack at Sidi Bou Zid
- A21 Counterattack on the Vistula (revised in *BV 3rd Ed* as ASL 124)
- A22 The Crux of Calais reprinted in *FKaC* as ASL 96)
- A23 Contest in the Clouds
- A24 Regalbutto Ridge (revised in *FKaC* as ASL 100)
- A25 Cold Crocodiles
- DA4 The Island
- DA5 Intimate War
- DA6 Breakout



ASL Annual '91

Again, the majority of the scenarios have been reprinted, though a few unusual ones (King's Castle) have yet to appear elsewhere. I wouldn't be shocked if the American Scenarios make their way into a *Yanks* reprint. Regarding the articles: A lengthy overview of a *RB* campaign and then a historical article on the Axis minor nations. Jon Mishcon presents some analysis of the numerous Market-Garden scenarios he wrote for the issue, and Mark Nixon presents the proto-ROAR balance ratings of some scenarios from early ASLOKs, but also some good analysis of the (unbalanced) *Last Hurrah* scenarios.

Articles:

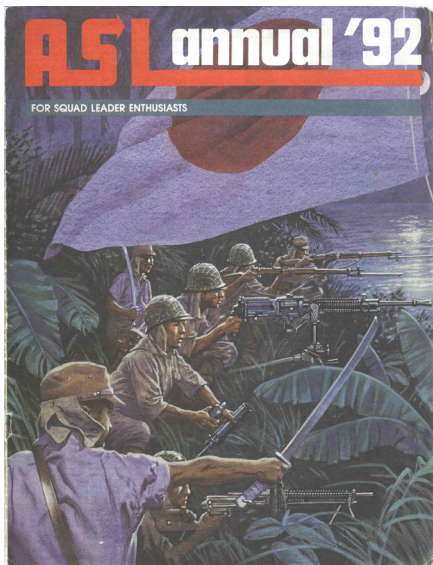
1. Series Replay: Red Barricades by J. Mitchell, L. Watson, F. Calcagno and C. Kibler
2. The Forgotten Legions by Charles Markuss
3. Early Victims, Early Victories by Mark C. Nixon
4. Market-Garden by Jon Mishcon
5. The Numbers of October by Mark C. Nixon
6. The Mouse That Roared by Bob McNamara

Scenarios:

13 ASL (7 reprinted)

2 DASL

- 1 Red Barricade Scenario
- A26 Beachhead at Ozereyka Bay
- A27 King's Castle
- A28 The Professionals (revised in *Doomed Battalions (3rd Edition)* as ASL 144)
- A29 A Meeting of Patrols
- A30 Defeat in Java
- A31 On the Road to Andalsnes (revised in *Doomed Battalions (3rd Edition)* as ASL 142)
- A32 Zon With the Wind
- A33 Tettau's Attack (revised in *FKAC* as ASL 107)
- A34 Lash Out
- A35 Guards Attack (revised in *FKAC* as ASL 108)
- A36 Oy Veghe (revised in *FKAC* as ASL 110)
- A37 Dreil Team (revised in *FKAC* as ASL 109)
- A38 North Bank (revised in *FKAC* as ASL 110)
- DA7 Lehr Sanction D
- A8 Gruppo Mobile
- AH1 Fire on the Volga



ASL Annual '92

The Japan issue. Historical articles on the IJA, Allied Minor, and ANZAC special forces. There are also articles on two scenarios in this issue. One on play testing, and the other an AAR of the included scenario 'Op Hill' (now revised in *Rising Sun*). Still an interesting issue, though not many of the remaining scenarios look that great.

Articles:

1. Soldiers of the Sun by Charles Markuss
2. Series Replay: A41 Op Hill by Chuck Goetz, Perry Cocke and Pat Jonke
3. Pigi-Pigi by Steven Swann

4. The Doomed Battalions by Charles Markuss
5. And Here We Damned Well Played by Mark Nixon
6. Guilt By Accusation? by John Farris, Jay Kaufman and George Windau

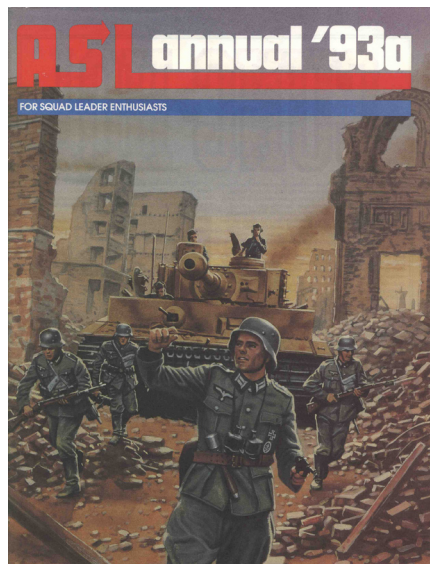
Scenarios:

12 ASL (5 Reprinted)

2 DASL

1 Red Barricade Scenario

- A39 Showdown at Tug Argan Pass
- A40 Ad Hoc at Beaurains (revised in *FKAC* as ASL91)
- A41 OP Hill (revised in *Rising Sun* as ASL 157)
- A42 Commando Hunt
- A43 Probing Layforce (revised in *FKAC* as ASL 99)
- A44 Blocking Action at LipkiA45 Chakila Sunrise
- A46 Rattle of Sabres (revised in *Doomed Battalions (3rd Edition)* as ASL 138)
- A47 White Tigers (revised in *Rising Sun* as ASL 159)
- A48 Best-Laid Plans
- A49 Delaying Action
- A50 ...And Here We Damned Well Stay
- DA9 Royal Marines
- DA10 The Tiger of Toungoo
- HA2 The Commissar's House



ASL Annual '93a

This is an amazing issue... which is largely no longer of much value. Almost all of the (excellent) articles were reprinted and updated in *Out of the Attic #2*. The scenarios that have not been reprinted in *Rising Sun* are insanely long. There is an analysis by Guy Chaney of some of the scenarios from this issue.

From the Table of Contents:

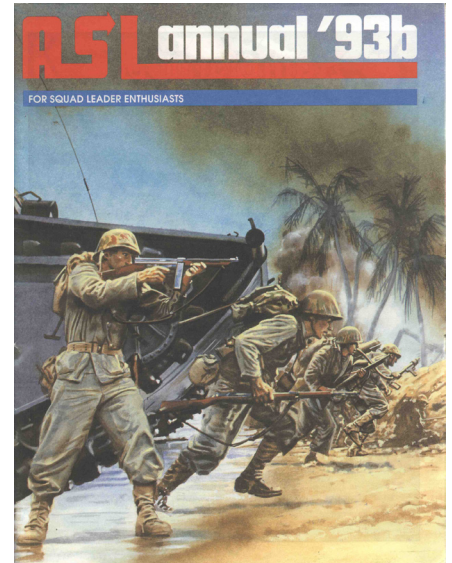
1. Panzer Gegen Panzer by Bruce Bakken (revised in *Out of the Attic #2*)
2. Annual Crossfire by Robert Banozic & Mark Nixon
3. Getting The Lead Out by Steve Powlesland
4. Beating About The Bush by Philippe Leonard (revised in *Out of the Attic #2*)
5. Grace Under Fire by Guy Chaney
6. The Illustrated & Legible Advanced Sequence Of Play by The Staff (replaced in *ASLRB 2nd Ed.*)
7. Iron Eagle by Rex A. Martin

Scenarios:

10 ASL (3 Reprinted)

1 DASL (1 reprinted)

- A51 Clash Along The Pesl
- A52 Swan Song
- A53 Smith & Weston (revised in *Rising Sun* as ASL 155)
- A54 The Raate Road
- A55 The Cat Has Jumped
- A56 A Good Party
- A57 First Banzai
- A58 Munda Mash (revised in *Rising Sun* as ASL 152)
- A59 Death At Carentan
- A60 Totsugeki! (revised in *Rising Sun* as ASL 153)
- DA11 Sicilian Midnight (revised in *Out of the Attic #2* as OA12)



ASL Annual '93b

One of the less valuable journals. The centrepiece of this Annual is the Gavutu-Tanambogo *HASL*. This cool looking map and collection of scenarios has been reprinted in *Rising Sun*. If you are super interested in the GT *HASL*, this *Annual* may still be worth it, as it has more extensive designer and play-test notes. Other articles include a historical article on the marines and the Canadians in *ASL*.

From the Table of Contents:

1. Sand & Blood by Dan Dolan ((reprinted in *Rising Sun*)
2. First to Fight! by Steven Swann
3. Annual Crossfire: Holding the Rear by Robert Banozic & Mark Nixon
4. Warriors of the North by Michael Dorosh
5. First on the Beach by Bleck, Burnett & Martin
6. Notes to the Troops by Rex A. Martin
7. Tiger Trap by Rex A. Martin

Scenarios:

7 ASL (1 reprinted)

1 DASL (reprinted)

One HA module w/ 3 scenarios (reprinted in *Rising Sun*)

- A61 Across the Wire
- A62 Paole Zion
- A63 Action at Balberkamp revised in *Doomed Battalions (3rd Edition)* as ASL 141)
- A64 Chateau de Quesnoy A65 The Dinant BridgeheadA66 Counterstroke at Stonne

A67 Monte Castello
 DA12 Tussle at Thomashof (revised in *HSASL 2 - Operation Veritable* as HS23)
 HA3 Grabbing Gavutu (revised in *Rising Sun* as ASL 149)
 HA4 Tanambogo Nightmare (revised in *Rising Sun* as ASL 150)
 HA5 Take Two (revised in *Rising Sun* as ASL 151)



ASL Annual '95 winter

This is a pretty interesting *Annual*. Lots of good, tournament sized scenarios. A number of reasonably interesting articles, including a lengthier discussion of Japanese Paratroopers and the Normandy invasion. The strategy articles look good, though I haven't really delved into them. I think this one is worth seeking out. It is in many ways the *Annual* equivalent to *Journal* #3.

Articles:

1. Airborne Samurai by Steven C. Swann
2. Annual Crossfire by Robert Banozic & Mark Nixon
3. Warriors All! by David Payne
4. The Chestnuts of Normandy by Jim Stahler
5. En Garde by Chuck Goetz
6. The Gentle Art of Routing by Steve Tinsley
7. The Scenarios of Normandy by Jim Stahler
8. Series Replay: Festung St. Edouard by Steve Peterson, Brian Youse & Chuck Goetz

Scenarios:

23 ASL Scenarios (5 Reprinted)

1 DASL

- A68 Acts of Defiance (revised in *BV 3rd Ed* as ASL 135)
 A69 Broich Bash
 A70 Wintergewitter
 A71 Patton's Prayers
 A72 Italian Brothers (revised in *Doomed Battalions (3rd Edition)* as ASL 137)
 A73 Not Out of the Woods Yet
 A74 Valhalla Bound
 A75 Medal of Honor
 A76 Night Drop
 A77 Hide & Seek
 A78 Prelude to Breakout
 A79 Mike Red
 A80 Commando Schenke (revised in *BV 3rd Ed* as ASL 126)
 A81 They Fired on Odessa...

- A82 Orange at Walawbum (revised in *Rising Sun* as ASL 154)
 A83 Last of Their Strength (revised in *Rising Sun* as ASL 155)
 A84 Endless Struggle
 A85 Airborne Samurai
 A86 Fighting Sparrow
 A87 The Grand Canal
 A88 Surprise Encounter
 A89 First Day of Diadem
 A90 Cutting Out a Strongpoint
 DA13 The Mailed Fist



ASL Annual '96

This *Annual* saw the beginning of MMP's editorial reign over the *ASL Annuals*. Most of the articles are focussed on rules, including snow/winter weather, double timing, caves, and gliders. An article on vehicle movement was reprinted/revised in *Out of the Attic 2*. The remaining articles are overviews/analyses of scenarios, either *SL* adaptations (presented in this *Annual*) or from *Croix de Guerre*. The majority of the scenarios are small or medium in size and many are well regarded.

Articles:

1. The Weather Outside is Frightful... by Tim Hundsdoerfer
2. Stop and Go Traffic by Ole Boe (revised in *Out of the Attic* #2)
3. Run For the Money by Steve Petersen
4. For St. George and St. Joan by Jim Stahler
5. Flight School by Curt Schilling
6. Spelunking 101 by Dad Cariaga
7. Vive La France! by Mark Nixon

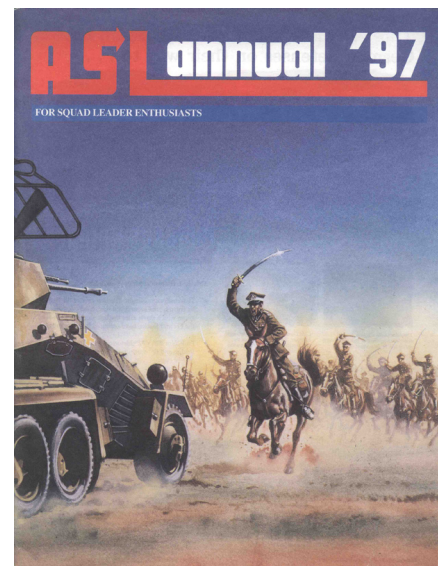
Scenarios:

13 ASL (3 Reprinted)

1 DASL (A103)

- A91 The Road to Gora
 A92 Highway 5
 A93 Fagh A' Ballagh!
 A94 Last Defense Line
 A95 The Long Road
 A96 In Rommel's Wake
 A97 Tasimboko Raid (revised in *HSASL 1 - Operation Watchtower* as HS 3)
 A98 Crossing the Nilloi Tikitsch
 A99 To Clear a Roadblock
 A100 Dorset Wood in the Rain
 A101 The Drive for Taierzhuang (revised in

- Rising Sun* as ASL 155)
 A102 On Silent Wings ((revised in *FKaC* as ASL 98)
 A103 Mayhem in Manila
 A104 In Front of the Storm



ASL Annual '97

Another really cool *Annual*. A good article on cavalry, an interesting replay, and a really cool looking PTO mini-HASL. I hope that at some point this is reprinted in a future *Out of the Attic*, as there is also a *Journal* scenario set on this map. If you can get it for a reasonable price, I think it is worth it.

Articles:

1. A Cavalry Primer for Neighsayers by Michale Puccio
2. Series Replay: Scenario G28 - Ramsey's Charge by Jeff Coyle, Matt Noah, & Carl Fago
3. Red Death for Scouts in Flames by Pete Shelling
4. The Road to Nhpum Ga by Chuck Powers
5. Vive La France Encore!: Croix de Guerre Scenario Review (Part II) by Mark C. Nixon
6. What Do You Do When You Don't Have A Can Opener? by Tate Rogers (revised in *Out of the Attic* #2)

Scenarios:

16 ASL (2 Reprinted)

- A 105: Police Action
 A 106: Debacle at Korosten (revised in *BV 3rd Ed* as ASL 130)
 A 107: The Red Wave
 A 108: Sudden Death
 A 109: Scouts Out
 A 110: Shanghai in Flames (revised in *Rising Sun* as ASL 145)
 A 111: Cattern's Position
 A 112: Gift of Time
 A 113: Then Things Got Worse
 A 114: Hamlet's Demise
 A 115: Blockbusters
 A 116: Tangled Up in Blue
 A 117: Maggot Hill
 A 118: The Waterhole
 A 119: Showdown in Syria
 A 120: Uncommon Valor

Colonel Klutz

The 6+1 leader suffers from a lack of respect from the average ASL player. Which is not surprising, considering that with a morale of 6 he will struggle to remain unbroken by any enemy fire directed at him, and his +1 leadership DRM will hinder the effectiveness of any fire he is directing. Since he is so ineffective, you might as well just stick him at the back, out of harms way, right? Not necessarily.

So what can you actually use a 6+1 leader for?

MOVEMENT

First off, he is a leader, so any infantry stacked with him that move with him throughout the MPh gain an extra 2 MF. As well as allowing them to move further, this also gives you more opportunities to use Infantry Smoke (EX: placing Smoke in an ADJACENT Location before Dashing through it or placing a DC in it).

And if the MMC he is stacked with is Green, he negates the inexperienced personnel restrictions (A19.3) so they have 4MF instead of 3MF as well as the 2MF bonus he confers.

On the attack, they can be useful for drawing enemy fire, especially if they are equipped with a FT or DC. Even a 6+1 is elite, so he can deliver a DC from a concealed position into an ADJACENT building without losing concealment in the process and place it just as effectively as an assault engineer squad (tho his chances of surviving any defensive fire are not so good).

Even if they do not possess a SW a 6+1 can still enter a concealed position to strip concealment from it.

A 6+1 leader can be useful for moving behind broken enemy units to cut off their rout paths.

A berserk 6+1 can tie down a killer stack for a DFF/DFPh just as well as any other berserk unit. He might even win you the game.

Russian and Japanese 6+1 leaders can initiate a Human Wave/Banzai charge – indeed, a Japanese 6+1 can even banzai on his own!

COMBAT

Although you will suffer from his +1 DRM, it is often better to use a 6+1 to

direction fire, to prevent cowering. This is particularly important if you want to place a Fire Lane, especially as his +1 DRM do not affect the residual FP of the Fire Lane.

As with movement, a 6+1 negates the inexperienced personnel penalties normally suffered by Green units, so while they will suffer a +1 DRM firing, they will not suffer the -1 reduction to the B#/X# firing a SW at the same time.

Like any other leader, a 6+1 can fire an ATR, PIAT or FT without any penalty, other than the usual ones for Captured Use, being Pinned, etc. A 6+1 on a rooftop with an ATR can make an effective pseudo-sniper.

German 6+1 leaders also have the same chance of finding a PF/ATMM as a German 10-3 leader. In 1945, a non-CX 6+1 can find a PF 33% of the time, making a concealed or HIP'd 6+1 an effective tank hunter. A SMC with a ATMM versus an immobile vehicle with no manned and functioning MG has a good chance of destroying it.

And if you have MOL capability, consider sending a 6+1 leader to take out an AFV. A non-CX 6+1 gets a MOL 16% of the time. A MOL has a TK# of 6, and if the target is CE or OT, or the 6+1 has Height Advantage the TK raises even higher, making a 6+1 with a MOL a very dangerous character.

A 6+1 can be used to detonate a Set DC or A-T Set DC, tho passing the required TC with 6 morale can be problematic.

CLOSE COMBAT

A concealed 6+1 and an unconcealed unit advancing into CC still have a net -1 Ambush DRM (-2 concealed, +1 leadership). Don't forget that Partisan, ANZAC, Commando, and 6+1 leaders are Stealthy (even if Wounded), so the Ambush drm would be -2.

Should a Gurkha 6+1 win an ambush, it may declare H-t-H CC with an extra -1 CC DRM. With a net -2 for gaining ambush, a lowly Gurkha 6+1 leader has a 58% chance of casualty reducing a Japanese 4-4-8, and a 41% chance of eliminating it outright in H-t-H CC (no you know why they are so feared!). Not bad for a day's work, even if any medal for such heroics will probably be posthumously awarded.

If you wish, you can opt to have the 6+1 attack and defend on its own, so that the other unit is not affected by his +1 leadership DRM. On the other hand, the extra 1 FP he adds to the other unit could make the difference between the enemy attack being at 1:1 or 1:2.

If you do not ambush the enemy, the 6+1 can remain concealed and forego participation in the attack. If he is not attacked, he would then be free to move out of the Location during his next MPh, as concealed units are not held in Melee.

Because a 6+1 does not have to take a PAATC, he can be useful for tying down an Immobilised enemy AFV with no functioning and useable MG. Even if he never takes out the vehicle, he will prevent it from firing outside its hex. Stunned OT vehicles are also vulnerable to a SMC CCV attack.

OBA

An obvious use for a 6+1 when you have OBA is to have him man the radio or field phone.

OTHER USES

Take a SW from a broken unit before it routs away, then advance a Good Order unit in and transfer the SW to it in the following RPh.

While SMC cannot gain Control of a building, even a lowly 6+1 is sufficient to retain existing Control and thus deny the enemy Control.

A 6+1 can find a Starshell as well as any other leader, and twice as well as a MMC.

Should a 6+1 break or die, any units stacked with him are unlikely to suffer a LLTC/LLMC unless they also have a morale of 6 or less.

While this is not an all-inclusive list, I hope it will give you some thoughts for the future.

Ω



"THIS IS THE CALL TO ARMS!"

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

England

F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG (31 Dec 1995)
Billy Carslaw, 52 Spring Lane, Birmingham, B24 9BZ (19 Mar 2005)
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP (31 Oct 1996)
Gary Lock, 7 Dover Place, Bath, BA1 6DX (25 Mar 2004)
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF (07 Apr 2000)
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28 Feb 1997)
Phil Ward, 7 Burnall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06 Mar 2000)
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (15 Oct 2013)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08 Mar 2002)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs., BL2 6PL (25 Oct 2011)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (03 Nov 1995)
Lee Hyde, Srompting, West Sussex, BN15 0LD (04 Nov 2012)
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20 Jan 2012)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11 Nov 1999)
Neil Piggott, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN (03 Nov 1995)
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (26 Oct 2006)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29 Oct 1997)
Gaute Strokkenes, Girtton College, Cambridge, CB3 0IG (23 Oct 1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridgeshire, Cambs., CB3 9LW (07 Aug 2002)
Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (11 Apr 2013)
Ken Watson, 18 Arrendene Road, Haverrhill, Suffolk, CB9 9JQ (18 Apr 2011)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08 Jul 2005)
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, CH66 1JA (14 Oct 2013)
Derek Cox, 44 Pines Road, Chelmsford, Essex, CM1 2DL (29 Oct 2013)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (30 Sep 2013)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE (03 Nov 1995)
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA (31 Dec 1995)
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19 Aug 2002)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5IT (31 Jul 2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (21 Oct 2013)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (25 Oct 2007)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18 Jan 1999)
Joe Arthur, 33 Cedar Close, St Peters, Bournemouth, Kent, CT10 3BU (31 Oct 1999)
Neil Martin, 63a Harbour Street, Whitstable, Kent, CT5 1AG (16 Apr 2012)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26 Jul 1998)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS (31 Dec 1995)
Hubert Nor, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06 Jan 2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09 May 2005)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG (31 Dec 1995)
Mark Tomlinson, 19 Wincote Close, Kenilworth, CV8 2QE (22 Feb 2012)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (05 Sep 2008)
Aaron Sibley, 61 Ridgeway Avenue, Gravesend, Kent, DA12 5BE (29 Aug 2008)
Kris Pugh, 22 Norfolk Place, Welling, Kent, DA16 3HR (25 Oct 2007)
Carl Sizmur, 81 Millfield, New Ash Green, Longfield, Kent, DA3 8HN (25 Oct 2007)
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (27 Aug 2011)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (19 Mar 2012)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 2DQ (31 Dec 1995)
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (13 Mar 2013)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17 Oct 1998)
Roy Quarton, 8 Basseby Road, Branton, Doncaster, S. Yorks., DN3 3NS (01 Nov 2000)
Kevin Horner, Doncaster, South Yorkshire, DN8 (17 Mar 2013)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25 Apr 1999)
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21 Jul 2001)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04 May 2004)
Lee Bray, 1 Oakfield Road, Exeter, Devon, EX4 1BA (04 Nov 2012)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01 Jun 2000)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29 Dec 2000)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31 Oct 1996)
Ulric Schwella, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (27 Feb 2013)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04 May 1998)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St. Annes, Lancs., FY8 3RF (13 Nov 2013)
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (16 Mar 2012)
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (19 Dec 2011)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17 Mar 1997)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30 Apr 1996)
Simon Croomie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (01 Feb 2012)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD (30 Oct 1998)
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21 Apr 2007)
Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27 Nov 2004)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06 Mar 2008)
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (22 Oct 2013)
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05 Sep 2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberstone, HU13 0NA (31 Dec 1995)
Ruairigh Dale, 77 Riverview Avenue, North Ferryhill, HU14 3DT (27 Oct 2005)
Steve Balcum, 1 Cornwall Street, Cottingham, N. Humberstone, HU16 4NB (01 Jan 1996)
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15 Aug 2000)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17 Feb 2001)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04 Jan 2000)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (24 Oct 2013)
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (04 Nov 2013)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)
Mark Blackmore, 39 Southdale Road, Liverpool, Merseyside, L15 4HX (16 Mar 2013)
Craig Benn, 122 Larkfield Road, Aigburth, Liverpool, L17 9PU (26 Nov 2013)
Damien Maher, 4 Woolton Court, Quarry Street, Liverpool, L25 6HF (05 Jul 2010)
Andy Ashton, 62 Earlstown Drive, Wallasey, The Wirral, Merseyside, L45 5DZ (31 Dec 1995)
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs., LA1 3HB (19 Mar 2005)
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10 Dec 2004)
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (25 Oct 2007)
Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15 Nov 1996)
Joss Attridge, Newtown Linford, Leicester, Leicestershire, LE6 0AA (10 Jan 2013)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18 Sep 2002)
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10 Mar 1998)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21 Nov 2008)
Bob Eburne, 33 Whitting Way, Newport Pagnell, Bucks., MK16 0PR (28 Oct 2004)
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU (31 Dec 1995)
Stuart Brant, 20 Braemar Avenue, London, N22 7BY (27 Nov 2013)
Jas Bal, 613 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09 Mar 2006)
Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (09 Mar 2006)
Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04 Apr 2005)
Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17 Sep 2008)

Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (06 Mar 2008)
Andrew Cochrane, 19 Churchburn Drive, Morpeth, Northumberland, NE61 2BZ (04 Aug 2009)
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12 Mar 2002)
Colin Bell, RAF Boulmer Officer's Mess, Alnwick, Northumberland, NE66 3JF (20 Jan 2013)
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD (31 Dec 1995)
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26 Mar 2005)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ (31 Dec 1995)
Chris Gower, 7 Boxley Drive, West Brdngford, Nottingham, Notts., NG2 7GQ (28 Sep 1998)
L. Othacche, 17 Russel Drive, Wollaston, Notts., NG8 2BA (31 Dec 1995)
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT (03 Nov 1995)
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13 Dec 1998)
Nigel Ashcroft, 5 Grassmere Way, Thornwell, Chestopst, Gwent, NP16 5SS (26 Jan 2012)
Paul Williams, The Cottage, Robins Lane, Devauden, Chepstow, Monmouthshire, NP16 6PB (14 Aug 2010)
Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09 May 2005)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (19 Feb 2013)
Steve Joyce, 23 South End Close, London, NW3 2RB (31 Jan 2001)
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT (31 Dec 1995)
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH (31 Dec 1995)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (13 Jul 2013)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12 Dec 2006)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Jan 2013)
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23 Oct 1998)
Simon Stevenson, East Dairy Cottage, Wellton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28 May 2005)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2012)
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11 Dec 1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8RG (10 Nov 2013)
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA (31 Dec 1995)
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (05 Nov 2012)
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25 Oct 2007)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (20 Oct 2012)
Simon Hunt, 26 Inharst Avenue, Waterlooville, Portsmouth, PO7 7QR (31 Aug 2000)
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23 Oct 1998)
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs., PR1 5TR (06 Feb 2013)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (14 Jan 2013)
Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (25 Oct 2007)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26 Mar 2000)
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LJ (05 Jun 1998)
Chris Neeshorn, 36 Eungar Road, Whichurch, Hants, RG28 7TE (26 Oct 2006)
Kevin Croskey, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (07 Sep 2011)
Richard Webb, 14 Kismet, Cophorne, West Sussex, RH10 3PW (14 Aug 2010)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18 Jun 1999)
John Barton, 194 Chancerybury Road, Burgess Hill, W. Sussex, RH15 9HN (08 May 2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (07 Nov 2013)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (18 Sep 2013)
Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 51J (31 Dec 1995)
David Higginbotham, 18 Westfield Garden, Brampton, Cheshirefield, S40 3SN (03 Jul 2000)
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE (31 Dec 1995)
Simon Horspool, 188 Leathers Road, Hither Green, London, SE13 5NL (03 Aug 2007)
Martin Edwards, 127 Peppy Road, London, SE14 5SE (02 Sep 1999)
Michael Essex, 1B Wrotesley Road, London, SE18 3EW (03 Apr 2013)
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (15 Jul 2013)
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (25 Mar 2004)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17 Sep 2002)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA (31 Dec 1995)
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16 Sep 2002)
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23 Oct 2003)
William Bins, 150 Carshalton Park Road, Carshalton, Surrey, SM5 3SG (25 Sep 2013)
Gordon Watson, Banstead, Surrey, SM7 3JJ (09 Apr 2012)
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ (29 Mar 2001)
Jon Williams, 17 Larch Road, Coleme, Chippenham, Wilts., SN14 8SQ (06 Dec 1998)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10 Sep 2011)
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14 Sep 1997)
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts., SN12 8QJ (29 Mar 2001)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (11 Apr 2013)
James Crofield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (15 Feb 2009)
Michael Parsons, Rochford, Essex, SS4 2BS (05 Dec 2012)
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23 Oct 1998)
Robert Seene, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19 Mar 2005)
Ronnie Tan, 250 Hydelthorpe Road, Balham, London, SW20 0JH (21 Jul 2001)
Simon Taylor, 81 Valley Road, London, SW16 2XL (29 Oct 2013)
Julian Blackney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21 Oct 1998)
He Brimmicombe-Wood, 49 Edgcombe House, Whitlock Road, Southfields, London, SW19 6SL (03 Aug 2009)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25 Feb 1999)
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26 Mar 1999)
David Tye, 35 Redburn Street, London, SW3 4DA (25 Jun 2010)
Chris Courtier, 17b Hargravey Street, London, SW9 9RQ (23 Oct 1998)
John Sparks, Taunton, Somerset, TA2 8QG (29 Jan 2012)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (06 Mar 2008)
Frazier Greenshields, Coxland House, Hantworth, Bridgwater, Somerset, TA7 0AJ (23 Sep 2013)
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, TN22 1T7 (03 Aug 2013)
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29 Apr 2001)
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02 Sep 2008)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (06 Jun 2013)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 8EW (03 Sep 2008)
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31 Dec 2004)
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04 Mar 2002)
Alan Lynott, Woodlands Parkway, Cheshire, WA15 7QU (10 Dec 2009)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)
Dave Booth, 47 Dunnoch Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07 Oct 1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD23 3SY (30 Oct 1998)
Robin Langdon, 105 Little Bushey Lane, Bushey, Herts., WD23 4AD (19 Sep 1996)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (14 Mar 2008)
Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TG (23 Sep 2008)
Ian Morris, 53 Tamworth Street, Lichfield, Staffordshire, WS13 6WJ (11 Nov 2013)
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30 Mar 1999)
Andy Evans, 232 Bushbury Road, Wolverhampton, West Midlands, WV10 0NT (27 Apr 2010)
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN (31 Dec 1995)
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks., YO17 8RN (12 Feb 2002)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks., YO25 4JS (02 Sep 2008)

Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17 Jun 1999)
Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (24 Jan 2012)
Steve Cook, 159 Lee Crescent, Aberdeen, AB22 8FH (16 Feb 2013)
Martin Vica, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (26 Feb 2013)
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (02 Apr 2013)
Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12 Sep 2002)
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01 Dec 2005)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07 Dec 1998)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (26 Sep 2013)
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)
Lauchlan Brown, 20, Union Road, Broxburn, West Lothian, EH52 6hr (03 Feb 2013)

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!

2014

FEBRUARY SCANDANAVIAN ASL OPEN

When: 21 – 23 February.

Where: Akademisk Studenterkursus (Academic School of Copenhagen), Titangade 9B, 2200 Copenhagen N, Copenhagen, Denmark. Accommodation is available at the Hotel Jørgensen, which is just a short walk from the tournament venue, from 170 Danish Kroner per night for a dormitory for 6-14 people up to a single room with a shower for 700 Danish Kroner per night. Contact the Hotel Jørgensen, Romersgade 11, 1362 Copenhagen K., Denmark. Telephone +45 33 13 81 86, email hoteljoergensen@mail.dk or visit their website at <http://www.hoteljoergensen.dk>.

Fee: 200 Danish Kroner (about £22.00).

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

Contact: Michael Hastrup-Leth, Favrholtmvanget 15, 3400 Hillerød, Denmark, or email at hastrup@image.dk. For the latest information visit the website at <http://www.asl-so.dk/>.

MARCH HEROES 2014

When: 6 – 9 March.

Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates to be confirmed, in 2013 they were £31.00 for a shared room or £34.00 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.asljourneys.co.uk.

JUNE DOUBLE ONE 2014

When: 27 – 29 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, 44 Pines Road, Chelmsford, Essex, CM1 2DL or by email at derek@doubleone-online.net. Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

OCTOBER ASLOK XXIX

When: 5 – 12 October.

Where: Holiday Inn Airport, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit www.holidayinn.com/cle-airport. 201 room rates are to be confirmed but in 2013 they were \$76.00 plus tax. Check the ASLOK web page for the hotel discount code to book online.

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.

NOVEMBER INTENSIVE FIRE 2014

When: 6 - 9 November.

Where: The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £45.00 per night, double rooms £35.00 per night per person if booked prior to 1 November – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at <http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel>.

Fee: £10.00 if registering with the organisers before 1 November, £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.asljourneys.co.uk.

Grenadier 2014

When: 13 – 16 November.

Where: "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zulpich and around 40 Km to Cologne. There is a railway station in Heimbach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Heimbach you need to take a taxi to Hergarten which is about six kilometres. The location offers sleeping rooms nearly 60 persons, a huge kitchen (where our Marketenderin Andrea will continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower (you will need to bring a sleeping bag or blanket and pillows). Bed and breakfast is €45 per night – single rooms are €6.50 extra.

Fee: €5 per day.

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

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

Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (25 Oct 2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16 Jun 2001)
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01 Jan 1996)
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20 Apr 1999)
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)
Steve Mackintosh, 54 Firthview Drive, Inverness, IV38QE (27 Jan 2013)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2009)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21 May 2001)
Pete Philipps, 9 Pier Rd, Kilchoan, Argyll, PH36 4LJ (26 Nov 2013)
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (14 Dec 2013)
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22 Nov 2002)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)
Nick Rijke, Aneddffa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL (31 Dec 1995)
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the *VFTT* web site at www.vftt.co.uk/my-account.asp.

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 derek@doubleone-online.net to arrange a game and ensure there are no last minute problems.

Double One 2014



Friday June 27th to Sunday June 29th

The London ASL tournament "Double One" is set for the weekend of June 27th to 29th, returning to the regular venue, Writtle College, 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. We will be returning to the local Indian/Chinese restaurant about $\frac{1}{2}$ mile walk from the college, which does a superb buffet deal.

The gaming room opens at 8.30am on Friday 29th June. We will be running several one day minis (consisting of 4 participants, 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.

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 early 2014.

The venue

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. 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 2014!