IN THIS ISSUE

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COVER: Soviet soldiers cautiously advance in Budapest in February 1945, while another keeps watch.

PREP FIRE

Hello and welcome to a VERY late issue of *VFTT*.

In my defence, I did move to Edinburgh in August and start college in September (I've put my years of running INTENSIVE FIRE and HEROES to good use, by starting a two year Event Management HND course), so life has been a bit hectic in the past couple of months! Hopefully, now things have settled down a bit, the next issue shouldn't be quite so late – though I think I have promised that before and failed!

I've a couple of articles lined up for the next issue, and also a couple of scenarios that could do with some playtesting – if you're interested in doing so, let me know.

'Til next issue, roll Low and Prosper.

Pete Phillipps

THE *ASL* MAILING LIST

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MMP HEAD TO BRIDGE

Action Pack 10, is being printed and due to be shipped after ASLOK. 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. It will be available for $20.00 (about £17.00)

ASL Journal 11 is expected to appear in 2015, while work continues on *Hakkaa Päälle*, the Korean War *ASL* module, and a reprint of *Yanks*.

BOUNDING FIRE HAS POLAND IN FLAMES

Work continues on playtesting the final few scenarios for *Poland in Flames*, with 45 currently planned to be included. As well as

scenarios, the pack is also expected to include two double-wide and four standard boards, at least one countersheet of 1/2" counters 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 or release date has been set, but it is likely to similar in price to *CoS*.

SCHWERPUNKT RALLY

The Tampa *ASL* Group will release *Schwerpunkt 20* and *Rally Point 9* at ASL Oktoberfest. As well as the usual dozen scenarios (a mix of tournament-sized and medium-sized), the issue's 20-page booklet contains an article on tank destroyers in *ASL*, and the usual scenario analyses and designer's notes. It will be available

for $30.00 (about £25.00).

Rally Point 9: A Special Study of Mapboards 7a/b, 8a/b and 9a/b is a collection of 10 new scenarios, each of which uses at least one of the new double-wide map boards that were released in *Action Pack 9: To The River*. It will be available for $24.00 (about £20.00).

ESG ENDING

Dezign Pack 10 will be the final release from East Side Gamers, and will be available at ASLOK. It will contain 15 new scenarios, including a three player one, and will be available for $30.00.

Ω

47.1. NKL-6 & NKL-16: The first Russian aerosan (or "air sledge") was the Kompas, ten of which were built in 1919 and used in the attacks on Kronstedt in 1921. In the early 1920s, several variants of the Kompas—as well as new aerosan designs by A.N. Tupolev—were tested. One of the latter models, the ANT-IV, was found to be superior to the others and was mass-produced. It was used for transport and for Arctic expeditions. The medical version, called ANT-IVS, was used during 1939-45. Hulls of the ANT versions were constructed of aluminum.

The first prototypes of the OSGA-4 and the OSGA-6 (or NKL-6) were tested during the Winter War and were used solely for transportation. The NKL-16 was designed from these experiences. It was constructed of wood, had a closed top, and traveled on four skis. It was powered by a 100 horsepower five-cylinder star engine and had a maximum speed of 75 km/h. Its range on a full tank of gasoline (140 liters) was 175 kilometers on ploughed roads and 100 kilometers in snow.

See also Russian Vehicle Note S.
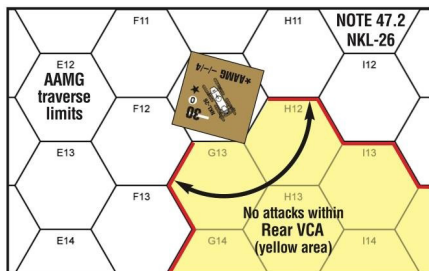
23.1. 203mm B-4 obr. 1931: Designed in 1931, this super heavy artillery piece was to be used for direct fire against "difficult" positions. During the Winter War, it was used against the bunkers of the Mannerheim Line, and throughout the war against fortified strongholds. The Germans captured and used more than 20 of the B-4, designating it "Haubitze 503(r)". The carriage was tracked but not powered. The Soviets towed the B-4 using S-60 and S-65 tractors. The time required for preparing the B-4 for transport was 40 minutes or more. 871 were produced.

COMING JULY 2015

ISSUE 1: CHINA | BURMA | INDIA

The Lost Theater

St. Louis ASL Club

PART I: THE JAPANESE INVADE (DECEMBER 1941 - MAY 1942)

MAGAZINE WILL INCLUDE

- Mini and full campaign game on historical map
- Full color magazine with articles covering the Japanese invasion of Burma
- Scenario replay
- ASL articles

China-Burma-India: The Lost Theater

Part I: The Japanese Invade: December 1941 - May 1942

http://www.jaburrissite.com/ASLtournament.html

Hull-Down at DOUBLE 1

Joss Attridge

This report was originally published in several parts by Joss on his blog at http://hull-down.org/, is used with his permission. I have had to edit it a bit to make it fit within these pages – Pete

So I have finally managed to get to an *ASL* tournament. What was nice was that I started the tourney in a very grumpy mood (reasons will follow) but was very quickly happy. Why grumpy? Because the journey down was a right b**tard.

My problem here is that my wife works nights (and weekends) so if I did not want to get up at four and drive down in the morning I would have to leave after she got back from work. So this is what I did. I had warned the college (who were supplying the accommodation) well in advance that I would be arriving very late and they had provided an 'out of hours' number for a night warden who could let me in to my room. So far so good. Anyway in Britain, apparently, late at night is when they decide to shut half the roads or to push the motorways down to one lane so you can drive past acres of traffic cones with no one working (I only saw a 40 metre section of road being worked on over what must have been 8-9 miles of road works at various points). So rather than be an easy ride through empty roads it turned out a lot more packed than expected especially when some incompetent git tried the following trick on the M25. First they took the four lanes down to one lane. This naturally took ages to funnel the traffic down but once inside traffic moved at an unexpectedly slow 20 miles an hour through the one lane until the road works ended and the road expanded back out to three lanes, great!. Then a mere two miles later they bought it back down to one lane after everyone had shifted to all three lanes causing another god awful jam. Only a British road repair would think about perhaps keeping one lane open through the lot…

Anyway once past the M25 I arrived an hour later than expected at the college at around 1:20. So I rang the duty warden only to be told," Oh sorry, we gave all the keys to the organiser so we can't let you in – you should contact them". I did point out that it was after 1 o'clock in the morning and presumably he would be asleep? To which the response was," Oh, yes, sorry".
Nice. So I was faced with the prospect of sleeping in the car. Not feeling like

this I used my phone to look for a cheap hotel. It found a 'Premier Inn' three and a half miles away. This was not so bad and was still close. So I set off. Now I hit my second snag. I don't usually use phone car-navigation systems and though it got me there it took me on a fantastic wide ranging tour of all of Chelmsford first taking in the town centre along with what appeared to be a dirt road for cows and eventually parked me next to the hotel on the other (wrong) side of a dual carriage way causing me have to drive a further few miles to find a roundabout to allow me to come back on the correct side. End result arriving at the hotel at around 2 o'clock in the morning.

I stagger in and ask if they have any rooms spare – "Yes, we have one, hold on that has not been cleaned so no". grrrrrrrrr. A staff member goes to check and after ten minutes returns with the happy news that the room has been cleaned and must have been wrongly marked as not.
"How much is the room?"
"Ninety pounds."
So as I was desperate for a bed I paid up.

Now I had been hoping originally to wake early enough to go through the scenario cards and maybe read up some AARs (Sitrep had covered a couple of the Friday's scenarios) but now I had to factor in a journey back to the tourney and a need for emergency sleep so instead I woke up as late as possible, had a nice breakfast and gave myself an hour to get back. Now I was 'clever' here. Since the route was unduly complicated a few hours earlier I thought I would just get on the ring road and get off a few junctions later. Unfortunately for my sanity the ring road around Chelmsford either seemed to follow a wild naming convention which had the same road appearing what appeared to be three to four times (A414) or I was seeing treble. Naturally I came off at the wrong one and went merrily journeying back into Chelmsford town centre again. Now nicely lost I had to switch my phone navigation system back on again and it got me to the location with around a minute to spare. So I wandered off to find the competition and at least sign in. That being done my first game opponent kindly offered to walk back to the car (at the other end of the campus) to get the required pieces and maps and I could finally start.

Game 1
Milling About

I had pre-signed up for a mini and gone for the latest Pacific Action Pack one (the mini was called 'Fort in the jungle' – I see what the competition organiser did there, nice) and it (and the others) were fairly simple affairs with four players over two rounds and a choice of three scenarios in each round, straight knock out though the first round losers tended to play each other after though it was not required. My opponent for the first round was Dominic McGrath who kindly helped me carry my gear from the car to the competition location.

We decided between us on 'Milling About' and after a brief flick through the SSRs and a rule read up on 'Cactus Hedges' we rolled for sides with neither of us being particularly concerned which side we obtained. I gained the Japanese. As time was passing due to my tardy arrival we put a spare board up and setup. Apart from me mistaking the depression next to the IJA start-up area for a marsh (duh… thus unnaturally limiting my options beforehand) there are not a lot of mistakes to make really.

Now I quite like this setup type as the attacker has such a limited area to set up in that there is not a huge amount of thought required and you are reacting (eventually) to what you see. As it stands what I saw was a light screen along the road with two reserve forces increasing in size the further back you went. I won the die roll for starting and decided to leave a reasonable force at the road but attempt to sweep up the left side of the cactus hedge in strength. I duly carried this out so Dominic moved his well-placed reserves across to block this approach. Indeed he moved so many troops back (including several from the screen) that I was able to get my right holding force forward and damage the screen. By around turn three large Gurkha formations were taking position at the top left exit point of the map with the majority of the rest in the

woods north of the hedge. I almost resolved to ignore the exit points and swing all my troops back into the centre to crush the middle force when I noticed the handy wall on the left of the map (and yes I now know for all those familiar with the scenario but we will get to that later). So hopping behind that I used that as cover for some strong stacks to essentially avoid the holding forces fire.

Elsewhere I pushed my remaining troops forward to attempt to pin the remaining Gurkhas in play. At one point I attempted a dc hero who sprinted across open ground towards a very large stack (Two Gurkha squads an officer and a mortar if I remember correctly) and got into the hex next door when the officer was wounded and lost all his movement and thus exploded somewhat prematurely next door. Shame as that would have been a story to tell had he succeeded.

Meanwhile my originally right flank holding force was chasing a Gurkha squad with a concealed officer (I think). Eventually I advanced into combat which was somewhat risky as he had around -3 on the ambush roll. I rolled (I cannot remember what) but I do remember the only result that would not have meant I was ambushed would be a six – which he duly rolled. I failed to kill anything and his combat roll was a twelve allowing me to move out and flank him either side. This prevented his continued slow delaying withdrawal and he had to move out but next to one of my squads. The one he chose then broke him in Defensive Fire. This basically allowed an officer and two squads to scurry to the far right of the map and eventually leave un-opposed for ten victory points.

Everything though depended on the left flank and here I had a plan. I Banzai'ed an officer and squad onto the closest enemy troops locking them in combat then moved a squad a hex line in from the edge to draw the first fires and restrict the residual I would have to get through (and thus due to the Banzai squad prevent subsequent first fire). He striped but got off. I could then move everyone else with just a two down two (then one residual for the rest) off the board. Winning.

Well I had not expected to win as I was knackered but it was nice to do so anyway so we now went into the usual post game analysis. As part of this my opponent had said that what he had found particularly difficult to handle had been the wall on the far left and the open ground behind jungle on the far right. Then with sudden inspiration he re-checked the scenario card and yes both those hex rows were disallowed. Basically we had played an entirely illegal version of the scenario where the Japanese had a big advantage. I could not even claim that it had been a slight infringement as I had used both paths very aggressively (once I had noticed them). Without those routes I don't know what would have happened but did feel that I had been generally outplayed so would probably not have done well so I decided to concede instead. I was not particularly bothered by winning and would have felt grubby taking the win in those circumstances. I should note my opponent made no attempt at all to ask me to concede and had been happy to take the loss as neither of us had noticed and it had been played in good faith.

This leads me back to the lengthy 'journey down' as I am fairly certain that had I not had the rushed journey I had had then having the time to review the scenario then this mistake would not have happened. The main thing though was that I had enjoyed the game and been impressed by my opponents setup and manoeuvrings which is impressive considering the mood I started in. Dominic went on to win both this mini and his main tournament grouping so was either on form or a good player (or both).

Onwards for the next game. I might even manage to win a close combat….

Game 2
Parting Shots

My next game in the mini was 'Parting Shots' versus Pete Phillips.

Now Pete is a 'stalwart' of the UK *ASL* scene though from some of his tales 'drunkard' of the *ASL* scene might be more appropriate (caveat: he appeared entirely sober throughout the entire tournament though some of his tales of inebriation seem enormous [*unlike, HEROES and INTENSIVE FIRE, there's no bar in the game room at DOUBLE 1, so it makes it difficult to drink and play ASL at the same time :-(- Pete*]). Now I had a weak bone to pick with Pete. Years and years ago (around 2006 I think) I had been looking for a new hobby and decided to pick one that involved actual players who were local and did not involve me having to travel miles or play online to do so and had come across a *VFTT* where I noticed the main controller being Pete, who lived in Leicester very close to where my wife's parents lived and around twenty minutes from me. That would do!

So I started squirreling gear. Initially all three starter kits, *Beyond Valor* and the full rule book. After a few months of solitaire self-teaching I decided to get in touch and what did he say –" I have just moved to Scotland, sorry!"….*("$^£%£**!!. Now my first son was born end of 2006 so I shifted to model ship building until I started a house extension that knocked down my shed :-(so whilst looking round for a new hobby again tentatively re-looked at *ASL* around 2012 using potential Skype playing as my excuse for the wife. Still either way Pete is either treacherous for randomly moving eight hours drive away or the reason I started playing *ASL* at all.

Irrelevancies aside we again decided amicably on the scenario (my only stipulation was no beach landing scenario as I don't care how simple the rules actually are. I still have problems with basic armour let alone adding boats into the mix). So we decided on 'Parting Shots'. Here the Japanese are advancing up a railway when they encounter yet more of their personal kryptonite – more Gurkhas. Objectives are buildings which split fairly evenly on both sides of the railway with a small carrier force arriving near the scenario end making the buildings closest to the far board edge precarious to hold. As with the last scenario the Japanese start massed next to the railway line with little else to do except re-acting to what to they see as opposed to planning what to do prior to start which as with the previous scenario I still like.

Pete set up much the same way as I would have done (perhaps a little stronger in the front line). His intention (explained later) was for a strong front line to delay me whilst progressively falling back on reserves putting me under time pressure. Seems sensible.

I decided that aggression was the better part of valour and stormed forward (costing me a striped squad and wounded officer first turn) but at the same time splitting the screen in the centre causing a very strong concealed force to fall back more to the right edge of the board and the rest of the force to a T shaped building just beyond the little stream.

Pete was obviously playing for ambush victory as he steadily refused to lose concealment and just withdrew attempting to entice me to advance into a -3 ambush roll which I was hoping to avoid. So at a key point I resolved to do something stupid. On the right I moved an officer with two squads across open ground ignoring the enemies forces on my right. I thought that this target would be so juicy he would have to lose concealment allowing me to advance into contact with other forces and stop the shadow games. At worse I would on average stripe/wound. This worked and a stack was revealed (two full Gurkha squads) and let

off an eight minus two which resulted in no damage at all. I was unable to do much to the now revealed squads but was able to pin (literally not game wise) his flankers to the right. Pete's rear here was protected by what turned out to be a concealed squad plus a neg one officer and a half squad with a mortar. The mortar squad fell back to the next line of defence so I used my mortar and dropped a white phosphorus round on the other defenders. Luckily I had exactly one round and this stripped concealment and the resultant morale check caused the squad to break. This allowed me to charge round the rear and capture the lot for failure to rout with no risk to my own boys. I executed another squad on the right side as I was nervous of having a squad with prisoners standing next to two unbroken full Gurkha squads not being confident I would not lose them again. But either way a turn later than otherwise would have occurred I was eventually able to destroy both two squads on the right for rout failure plus the mortar squad in combat. This basically cleared the entire right flank by around turn four.

I was quite pleased with that smoke, rout paths cut combo which is something that I assume most *ASL* players regard as their bread and butter tactical operation and in the entire tournament the four squads plus officer taken out captured or through failure to rout was my most successful tactical move all weekend.

On the left I had white phosphorused in front of the T shaped building (after smoke was out) which allowed me to get two squads and an officer into the rear of the left flank unopposed and another squad in combat in the building. As with my combats in the last game I proved incapable of killing anything and my enemies adapt at doing so. I was starting to wonder if all my troops were armed with balloon swords as opposed to the real thing… Anyway all the remaining Ghurkha's were in that building or south of it and would have to come out of the building and attack me to stop me seizing all the remaining target hexes. Even with the reinforcements Pete could not see how he could win and conceded.

Another good game and as Pete also went on to win his own main tournament group he was also in form. Without my lucky suicidal open ground move it would not have happened though.

Game Three
The Marco Polo Bridge Incident

The main tournament started on Saturday morning with everyone being split into three groups with an individual winner being found from each group. I quite liked the idea as it spread prizes and avoids the sometimes threatening structure of competitions. Other UK ones have apparently lost numbers to campaign games and I wonder if this is due to some people getting beaten so heavily and continuously that they don't want the hassle. This structure increases winning opportunity whilst losing some overall bragging rights. Anyway, after having a lovely night's sleep my first game was against Martin Mayers. The first round theme was bridge attacks and having looked over them we decided on 'The Marco Polo Bridge Incident'. Both of us wanted the Japanese so we rolled for it with the loser getting the balance. I lost so gained the KMT. The balance was a SAN increase to 4 which Martin then avoided rolling bar once and instead rolled several threes.

Now I have not mastered much in *ASL* but I am happy with certain nationalities. The Chinese are not one of these (and the Italians). I think that beginners making bone headed mistakes are better served by the Japanese or Germans/British as those nationalities are a lot more forgiving than doing the same with some others.

Anyway the defenders set up in three huge stacks. I resolved to hold the right hand side of the city in strength and then use the large reinforcements to maybe take back a couple of buildings on the left. Things went very wrong very quickly. For one thing I had played so many dense jungle scenarios the day before that I still mentally considered woods inherent so moved a large stack of my southerly reinforcements (three squads plus my neg one officer) behind them as a screen only to get hit with a two down two which broke them all (at least that's my excuse, blindness and basic stupidity would also cover it I suppose). I then repeated this feat with another four counters by not noticing a lonely Japanese squad had a line of sight passed a building that I had thought blocked.

So with most of my reserves cowering ineffectively miles from the action I would have to be super humanly good to hold my buildings. Unfortunately for me Martin was a master of the IJA and with a beautiful smoke placement Banzai'ed over and crushed my central defenders very rapidly indeed (I think by turn 4 I had managed to kill one Japanese leader and lost 40% of my order of battle in return).

In a desperate attempt to pull something back I had pushed both my armoured cars into the Japanese rear hoping to overrun a largish stack of two plus mortar in the road but promptly lost the rear car to the Japanese medium machine gun which rated just enough to demoralise then kill the escaping crew. This caused the lead car to need to make a move check as they had to use platoon movement which it promptly failed stopping just before the overrun. In a further attempt to make the best of a bad thing I swung the vehicles turrets round to try and pick off one of the IJA reserve cars and a veritable hail of fire went backwards and forwards but as I consistently hit the two armed hull and missed without rate I did not have the luck. On the other hand after the first IJA car had rated once, hit twice, both hitting turrets (but missed) then the second car rated four times, hit four times, all turret hits and just when it failed to rate it did enough to blow up the car with no crew survival.

I had little chance of winning at this point but continued as we were close to the end and it was a fun game. My reserves eventually rallied but were too far off to impact much and I did manage to damage a few more IJA. In the last turn I had one of those mad suicidal rushes hoping for exceptional luck to try and take a few buildings back.

We all know that we have lost the game turns ago if we have to go for this. I vaguely remember 'Day9' (a famous Starcraft caster) talking about analyzing defeats and saying that most people tend to concentrate on the madness right at the end of the game or the last huge dust up and don't realise that it was earlier, often less spectacular, actions which set up the defeat long before the apocalyptic last few actions. Here that fact was nothing less than obvious. I think there are around four typical 'losses' any game can have. In my opinion they are as follows:

Early, recognised massacre. This is where the game is lost very early on often through circumstances some would consider unfair or involving gamesmanship. The player on the receiving end of this is disgruntled and discontented. In other games this might be drawing a single creature and twenty lands in a row (in *Magic: The Gathering* or other CCGs) or in *ASL*

perhaps a scenario that relies on OBA that fails immediately or in *Starcraft* getting speed rushed. Game designers try and work around these with mulligans and special scenarios as such one sided games are not fun especially if finishing the game off takes some time after the event.

Easy defeat, early or late the difference between this and the previous is that the losing side often can see things they might have done to avert the loss (sometimes this is not recognised as a defeat until much later in the game.

Close defeat: Game could go either way and both players could have won.

Unlucky defeat: A loss caused by extreme luck on the opposition's side. Basically you have one but a rare event or action causes an unexpected loss.

Now I think that *ASL* has managed to quite successfully mitigate the first in a lot of cases there is always something to do or some last ditch chance of victory which is some reason why putting aside five hours and taking a loss is almost a minor consideration. The other three are much more common but since they all involve the losing player still having a chance (however unlikely) this makes a satisfying game. For this game it was the second category.

Back to the game I did manage to get a conscript into a building (woot!) but failed to get a squad next to an IJA car for a close combat and failed to get anywhere near the other buildings.

Martin also won both his mini and his main tournament group so I could console myself by having been beaten (very easily indeed) by another good player and he was an enjoyable opponent to play even when I was losing badly so roll on the next game.

Game Four
On Broken Wings
This was the 'secret' round with the scenario revealed just before playing with the only info being the enigmatic phrase 'say hello (human) wave goodbye' and the fact it was German vs. Russian. This has some advantages as people cannot prep (not that I had prepped for anything due to

the journey) but has some disadvantages as players may not bring down the correct map. The scenario was 'Broken Wings' which I believe is a *Special Ops* scenario and my opponent Wayne Baumber. Fortunately he did have the correct map (starter kit map S) though several other players did not and some had to play a different scenario though a group of copies were hurriedly printed off.

The scenario is interesting with a strong Russian force having a split objectives of either an early seizure of two buildings against a substandard German defensive force of second liners by turn four or getting more infantry past a specific hex row than the Germans can. The Germans get some strong SS reinforcements but cannot get them into the game early enough to impact the first victory condition so are there more as the 'count' the Russians have to beat to win the second so function more as a proxy casualty victory cap.

The other curiosity is twelve points of fortifications for the defender.

Before starting the news sweeping the rooms was that ROAR had the scenario at 9 to 1 in favour of the Germans. Now ten playings is not a lot and quite possibly people have not learnt the best tactic to win with the Russians on this but it did cause everyone to go for the Germans with most (including my game) giving the balance to the Russians (the German heavy machine gun drops to a medium).

I won the die roll and had the Germans. Purchase wise I went for four wires (which I placed to block the small open ground section mid board around the most forward victory building), a fortified building location for a last ditch stand at my Alamo, finally a hidden MMC placement which I put on my HIP AA gun as extra protection along with an actual concealed counter to make the gap appear less 'obvious'. Apart from a couple of squads and officer in the rear building my other (stronger) HIP gun was again in a wood looking for a flanking shot and the rest of the troops were defending the wood or the forward casualty building. Snow is in play and both sides have winter camouflage.

Wayne setup in a mass and has a lot of officers along with no less than two up armoured KV1s and two SU-76s (nicknamed 'The Bitch' by its Russian users giving a good impression of what it must have been like. Apart from anything else it was very lightly armoured for this stage of the war.

My opponent had obviously taken the naming 'hint' to heart and started the game with a human wave across the open ground. This proved remarkably successful at wiping out all my forward troops, covering the ground quickly and thus putting me under some extreme time pressure. My light machine gun fire lane

pinked away and did nothing at all but I did manage to break an officer and around four squads in the point blank and triple point blank fire as the wave rolled in to its target. This was little consolation for the removal of almost 50% of my order of battle in the first turn as I had now to protect my single remaining building for three full turns with bugger all.

The Russian's luck started stuttering though, which helped. Firstly the wire did a magnificent job of delaying the tanks bogging the first for a turn or two and my suddenly revealed HIP MMC broke another squad who moved next door. The sight of two full squads by the wire was too appealing to Wayne who now advanced an officer plus squad with demolition charge next door. Unfortunately this forced me to reveal my 20 AA gun and turn it (CA change in woods :-( ) to try and stop the DC. The first attack using the gun as a machine gun missed then sustained fire broke the gun. The demolition charge killed all but one squad who managed to fall back to the location of the other HIP gun.

The first KV1 was now through the wire and it moved forward to prevent my medium machine gun in the last victory building peppering the supporting infantry so allowing me a rear shot with my other gun which I took, then immediately rolled box cars breaking it. The KV1, now untroubled by any possible hidden artillery, rolled into bypass of the machine gun (my attempt to destroy it in close combat failed as with most of my combats this tournament and the medium machine gun was essentially quiet through the rest of the game scurrying away from tank fire) then the first of 'the bitches' also got through the wire and started chucking shells at the fortified building to no avail. The other two tanks got stuck in the wire for almost the entire game with one eventually immobilising. Since they could both shoot the Alamo from there and I had bugger all other infantry this was not so bad.

I then gained no less than four! strokes of luck:
First the Russians attempted to take out my squad and crew north of the victory building in combat with three full squads. I managed to ambush them and killed one single squad bringing the odds down to more reasonable level which he just failed to beat. This combat continued another two player turns holding up a large group of Russians from helping out at the first victory building.

The second was that at some point my sniper was initiated and with a 'one result' wounded the only unbroken officer in a stack of three broken squads. This again helped prevent pressure on the final building.

The third was that my opponent (in a mistake he recognized) human waved

again at the last building losing another two broken squads. There was no real need for this as the squad inside was unbroken so they could not have got in anyway.

Finally a single second line squad in the fortified location sat there over two turns ignoring a literal hail of shell fire and 18+3's (the Russians had a neg one officer present) with only a couple of pins to show for it. All this prevented any access into that location. I did manage to get one of the reinforcement halftracks next to the building to try and reduce fire against the target location but my opponent was too canny to fall for that and waited until after the deadline for seizing it had passed before blowing it up. It was only on turn five that the squad finally succumbed and by then it was far too late.

Attention now shifted to the end game. Wayne cleverly parked a KV1 with a good line of sight down the road thus preventing my SS from getting forward positions and making me have to use a combination of smoke and out of sight bypass to slowly move forward or risk losing squads which would ease the Russians own numbers needed to win. I did get my StuG safely facing along the upper road so had some means of threatening the approaching swarming Russians but not as much as I could have done.

In the last turn he had enough troops to gain the victory (even with all the other losses and some from the first human wave had not rallied for several turns and will still far away). He did use his forces with excellent appreciation of the simplest and safest way to carry out his win. Firstly he drove one of the 'bitches' to block my tank's line of sight and spent some points ensuring I had a good shot which I refused to take as only infantry counted for victory conditions. I eventually remembered he had parked next to some SS with a flamethrower who destroyed it easily causing it to burn out (and thus created smoke which further reduced my tanks ability to control the road). Now to get a squad across the road. The first one moved forward and my tank took its first shot with its main armament. Since I was stopped I needed a five (with the smoke) (if I remember correctly). Instead I rolled my first snake eyes. No matter, the IFT roll was key and for the first time ever I rolled……snake eyes again consecutively. This was luck beyond the call of duty. The squad was instantly strawberry jammed and I still had an intensive fire shot plus the tank's machine guns. Wayne also had two sniper checks which both failed. Plus my opponent no longer had enough infantry to win the game.

So I won. This was a game I should have lost but did not. I could actually have lost to either victory condition but a combination of things made my Germans

just hold out and the last double snake eyes was just a fluke so I cannot claim I played well enough for the win. I'll take it, though it is equally not a nice way to lose. In the first half of the game my dice had been average but in the second half and again on average my opponent was out diced (for those key tank IFT damage shots at the fortified building he must have rolled between nine and ten around seven times in a row). When it counted the die came through.

Fun scenario though which I would happily play again. In the post-match talk through we had some discussion that perhaps the Russian would be better placed human waving forward and then maybe screening the second building, sweeping through the woods to the right screened by the tanks and just going for the second victory condition. I think the early demolition charge usage was a slight mistake as well as it seems included just in case the Germans take a fortified building and with that it would have been cracked a lot earlier. It is easy to be wise after the event though and I also forgot entirely about the existence of panzerfausts.

Game Five
Make Way for the King

The last game was a Sunday shorter game versus Paul Legg and we chose 'Make way for the king' a Norwegian versus unhappy German paratrooper scenario from 'Friendly Fire'. The Norwegians have five and a half turns to remove all but one squad from any buildings/foxholes on board 4a along with a heavy machine gun and large 81 millimetre mortar. I thought attacking would be fun so went for the Norwegians whilst Paul took the Germans. ROAR wise there were few playings and this was a 9:5 in favour of the Germans which is not enough info to make a balance judgement. It was popular on the day though and if I remember correctly the Germans won them all. Possibly because this, like one of the other final round scenarios (Raider Ridge), could involve a bug hunt.

Anyhow I decided to use the vast sweep of open ground to the left to place my heavy machine gun and mortar and use those to allow me to get into the town attacking to the south. I immediately hit an issue in that I forgot my opponent had lots of extra concealment so allowed myself to

be tricked into moving slowly in the first turn to break what turned out to be a half squad and a few dummies. All in all though, my attack was initially successful with some mortared smoke proving particularly useful in getting me forward. The problem rapidly became one of how to break the paras in the time remaining and after losing an officer to the sniper my ability to rally was knocked down.

A huge long running combat (one German squad + wounded officer versus three of mine) dragged on for three player turns delaying my troops and I was dealt a death blow by turn four when I suddenly realised the reason a full squad was hanging round in the woods to the right must be a foxhole. It turned out I was right and this flustered me big time as I was on target to leave one German in a building but now was faced with needing to take an extra one out. This confusion promptly made things worse as I had been happily demoralising a broken full squad (which could not rout to the woods to avoid this fire as that would take it out of a building thus making it irrelevant to the victory conditions) and in the last German turn shot two squads at the foxhole destined paratroopers with bad odds shots that did nothing leaving me unable to demoralise that squad again who promptly rallied leaving me with four squads capable of fulfilling the victory conditions and me needing to break/kill three of them. Two might have been possible but three was not. I did my best though managing to take one out in combat and throwing troops suicidally towards the others (as before a sign of having lost the scenario much earlier). In the end I had an officer on his own taking on a paratrooper needing a double one which he easily failed to get and I lost.

It was a fun scenario, though where I was punished for not fully absorbing the implications of the hidden foxholes and recognising the change of dummies early on. My opponent also played competently with what limited resources he had and thus won the day with some ease. As with most of the scenarios I would play it again. If the Norwegian player moves fast enough (and perhaps keeps the 9-1 leader close behind the assaulting forces) then there is some probable camouflage funkiness along the lines of getting concealment then assault moving into open ground next to a German and then advancing in and going for an ambush at neg three with the combat roll at neg two (allowing the ambush occurs) to further reduce the Germans. Plenty of possibilities. I also liked (for the Germans) the idea of setting up all the foxholes outside the village boundaries at opposite compass arcs as opposed to setting them up in the village.

So ended the tournament. I have

Saturday morning gaming in one of the rooms.

focused on the games because I knew very few people and was so knackered both nights (plus finished late on the Saturday) so that I missed the bar and the more socially inclined *ASL*ers. I had been curious as the game is so cerebral that I cannot see how you could play two full games, get drunk, play another, get up five hours later and play more (*practice – Pete :-)*). I don't think I could cope but this could also be me having very small children and an urgent need for sleep whenever possible. The tournament, bar my horrible arrival (this just needs a note to the organiser next time to request my key is left with the night porter) was well run in a pleasant location (I didn't think it was possible to have no traffic noise that close to a large town and arterial road) with a nice cheap subsidised canteen close by and as much free coffee/tea as required. So I am already looking forward to next year. It would be nice to attend some of the other larger UK tournaments (or even European/U.S ones) but with my two boys and my wife's working patterns that won't be possible for several years.

Other pluses are that I picked up some new rules and ways of approaching certain things (height for one thing, I never could understand height in game before this) and met some nice people. I don't think you can play *ASL* casually if you don't mind losing due to the amount of time it soaks up but I was curious to see if there was any aggressive rules lawyers in the competition circuit having met several in miniature war gaming through the years and I must say that all the players I encountered were so good natured that I drove home quite happy.

Ω

PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Mick Allen	5	3	2
Joss Attridge	5	2	3
Wayne Baumber	5	1	4
William Binns	2	1	1
Nigel Blair	5	2	3
Gerard Burton	5	3	2
Ian Gaughan	5	0	5
Indy Lagu	4	0	4
Paul Legg	5	3	2
Martin Mayers	5	5	0
Dominic McGrath	5	5	0
Ian Morris	5	3	2
Pete Phillipps	5	3	2
Sam Prior	5	4	1
Nick Ranson	5	1	4
Miles Wiehahn	1	0	1

TOURNAMENT WINNERS

Friday Minis
Martin Mayers
Gerard Burton
Dominic McGrath
Sam Prior

Weekend 3 round Tourneys
A – Martin Mayers
B – Dominic McGrath
C – Pete Phillips

Long Distance Award – Indy Lagu

Sportsmanship Award – Ian Gaughan

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
AP85 Slicing the Throat	0	1
AP86 Milling About	1	0
AP91 Parting Shots	1	1
BoF1 The Marco Polo Bridge Incident	1	3
BoF12 Forging Spetsnaz	1	1
ESG100 Hollis of the Howards	0	1
ESG101 Bullseye !!	1	0
FE149 Arpad Bridge	1	0
FrF44 Anhalt Pandemonium	1	0
FrF61 Make Way for the King	2	4
FrF64 No Time to Bleed	0	1
O7 Broken Wings	1	3
RPT11 Butchers and Bakers	1	1
RPT24 Farmyard Affray	0	1
RPT71 The Monotake Mambo	0	2
SP141 Broken Beek	0	2
SP154 On The Road To Hell	1	0
SP180 Encircle This!	1	1
SP41 Bloody Gulch	1	0
TOTALS	36 14	22

A group photo of the winners at DOUBLE 1. From left to right: Indy Lagu, Martin Mayers, Gerard Burton, Pete Phillipps, Sam Prior, Dominic McGrath, DOUBLE 1 organiser Derek Cox (who won nothing but our gratitude for all his hard work), and Ian Gaughan.

INTENSIVE FIRE 2014
5 – 9 NOVEMBER 2014

INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2014 sees us well into our second decade and players of all standards are invited to attend.

FORMAT
The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.
For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE
Centrally located in Bournemouth, the Travel Rest offers both excellent gaming facilities and reduced accommodation rates (£45 per night for a single room or £35 per night per person for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel.
For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

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

FURTHER DETAILS / REGISTRATION
Contact Pete Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Telephone (0131) 629 1260 (+44 131 629 1260 from outside the UK) or email if@vftt.co.uk.

Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	79	72-2-5	4165
2	Derek Tocher	124	94-2-28	3935
3	Craig Benn	92	70-0-22	3815
4	Steve Thomas	42	32-1-9	3755
5	Simon Strevens	86	60-1-25	3720
6	Dominic McGrath	182	114-3-65	3700
7	Mike Rudd	38	32-1-5	3660
8	Fermin Retamero	13	11-0-2	3650
9	Georges Tournemire	8	7-1-0	3640
10	Sam Prior	99	62-1-36	3635
11=	Mark Blackmore	92	68-0-24	3615
11=	Michael Hastrup-Leth	45	31-1-13	3615
13	Dave Schofield	153	111-0-42	3580
14	Aaron Cleavin	6	6-0-0	3565
15=	Bjarne Marell	36	26-0-10	3560
15=	Pete Bennett	14	12-1-1	3560
17	Steve Linton	17	14-0-3	3545
18	David Ramsey	83	48-0-35	3540
19	Paul Haseler	17	10-2-5	3530
20	Jes Touvdal	24	16-0-8	3475
21	Tim Bunce	82	55-0-27	3440
22	Alan Smee	9	8-0-1	3435
23	Gerard Burton	83	50-1-32	3430
24	Lars Klysner	11	8-0-3	3400
25	Martin Mayers	91	46-0-45	3390
26	Paul Jones	52	28-0-24	3385
27=	Ran Shiloah	11	7-0-4	3370
27=	Peter Struijf	10	8-0-2	3370
29=	Andrew Dando	48	27-2-19	3365
29=	Carl Sizmur	21	13-0-8	3365
31	Trevor Edwards	155	90-1-64	3360
32	Bernt Ribom	5	5-0-0	3350
33	Phil Draper	78	49-2-27	3330
34	Tom Jackson	39	21-0-18	3315
35	Joe Arthur	21	13-0-8	3305
36	Eric Gerstenberg	30	18-1-11	3300
37=	Martin Vicca	43	29-1-13	3295
37=	Frank Tinschert	15	10-0-5	3295
39	William Binns	75	38-0-37	3290
40	Philippe Leonard	9	7-1-1	3285
41=	Ralf Krusat	6	5-0-1	3280
41=	Will Fleming	3	3-0-0	3280
43=	Andy Smith	29	20-2-7	3270
43=	Dave Booth	7	5-0-2	3270
45	Daniel Kalman	11	8-0-3	3245
46	Jackson Keddell	5	5-0-0	3240
47=	Paul Saunders	19	10-0-9	3235
47=	Daniel Batey	4	4-0-0	3235
49=	Bob Eburne	57	33-0-24	3225
49=	Ray Woloszyn	31	18-1-12	3225
51	Christian Koppmeyer	15	8-0-7	3220
52=	Ulric Schwela	47	22-1-24	3215
52=	Ian Percy	12	8-1-3	3215
52=	Gordon Jupp	11	8-0-3	3215
52=	Tom Slizewski	5	4-0-1	3215
56=	Richard Domovic	7	5-0-2	3210
56=	Nils-Gunner Nilsson	5	4-0-1	3210
56=	Klaus Malmstrom	4	3-1-0	3210
56=	Yves Tielemans	3	3-0-0	3210
60=	Simon Croome	63	34-0-29	3205
60=	Francois Boudrenghien	3	3-0-0	3205
62	Ian Willey	19	11-0-8	3200
63	Jean Devaux	3	3-0-0	3190
64	Armin Deppe	13	7-1-5	3185
65	Bill Durrant	5	4-0-1	3180
66=	Steve Crowley	47	21-1-25	3175
66=	Jonathan Pickles	8	5-0-3	3175
68=	David Tye	45	20-0-25	3170
68=	Grant Pettit	7	4-1-2	3170
68=	Bruno Tielemans	3	3-0-0	3170
71=	Mel Falk	9	5-0-4	3160
71=	Rodney Callen	6	4-0-2	3160
73	Jeremy Copley	9	6-0-3	3150
74	Nick Edelsten	22	14-1-7	3145
75=	Paul O'Donald	72	44-1-27	3135
75=	Andrew Whinnett	16	9-0-7	3135
75=	Frenk Van Der Mey	4	3-0-1	3135
78	Chris Courtier	13	7-2-4	3130
79=	Bill Sherliker	51	24-2-25	3125
79=	Paul Sanderson	41	21-0-20	3125
81=	Ian Morris	25	12-1-12	3120
81=	William Hanson	18	11-0-7	3120
81=	Lee Brimmicombe-Wood	12	8-0-4	3120
81=	Paul Ryde-Weller	10	5-1-4	3120
81=	Philip Jones	5	3-0-2	3120
81=	Anthony O'Boyle	3	2-0-1	3120
87=	David Blackwood	48	21-0-27	3115
87=	Mark Walley	4	3-0-1	3115
89=	Aaron Sibley	64	38-0-26	3110
89=	Luis Calcada	43	21-1-21	3110
89=	Stewart Thain	24	12-0-12	3110
89=	Lue Schonkerren	5	3-0-2	3110
93=	Derek Cox	27	15-0-12	3105
93=	Simon Morris	11	6-0-5	3105
95	Russ Curry	6	4-0-2	3100
96=	Nigel Brown	26	11-0-15	3095
96=	Marc Hanna	6	4-0-2	3095
96=	Mikael Siemsen	6	3-0-3	3095
99=	Iain Mckay	43	22-0-21	3090
99=	Kevin Beard	13	9-1-3	3090
99=	Jas Bal	5	3-0-2	3090
99=	Peter Michels	3	2-0-1	3090
99=	Gary Lock	2	2-0-0	3090
104	Paulo Alessi	6	4-0-2	3085
105	Dirk Beijaard	5	3-0-2	3080
106=	Billy Carslaw	11	4-0-7	3075
106=	Robin Langston	9	4-2-3	3075
106=	Chris Milne	5	3-0-2	3075
109=	Jean-Luc Baas	3	2-0-1	3070
109=	Robert Schaaf	3	2-0-1	3070
109=	Serge Bettencourt	3	2-0-1	3070
112=	Hakan Isaksson	49	23-0-26	3065
112=	Tony Gibson	36	19-0-17	3065
112=	Alexander Rousse-Lacordaire	4	2-1-1	3065
112=	Bob Runnicles	3	2-0-1	3065
116=	Michael Davies	99	54-1-44	3060
116=	Ruarigh Dale	38	17-0-21	3060
116=	Patrik Manlig	16	9-0-7	3060
116=	Scott Byrne	12	7-0-5	3060
120=	Stefan Jacobi	11	5-0-6	3050
120=	Bo Siemsen	4	2-0-2	3050
122	Scott Greenman	8	3-1-4	3045
123=	Paul Legg	181	78-2-101	3040
123=	Steve Hunt	5	3-0-2	3040
125=	Steve Pleva	6	3-0-3	3035
125=	Kieron Potts	1	1-0-0	3035
127=	Mark Warren	20	11-0-9	3030
127=	Andrew Cochrane	3	2-0-1	3030
129=	Daniele Dal Bello	4	1-0-3	3025
129=	Peter Hofland	4	2-0-2	3025
131	Ian Daglish	150	70-2-78	3020
132	Vincent Kamer	4	2-0-2	3015
133=	Andrew Saunders	33	15-1-17	3010
133=	Colin Graham	5	3-0-2	3010
135	Allard Koene	7	4-0-3	3005
136=	Stephen Burleigh	37	15-2-20	3000
136=	Phil Nobo	11	6-0-5	3000
136=	Steve Grainger	8	4-0-4	3000
136=	Ian Kenney	4	2-0-2	3000
136=	Martin Hubley	4	3-0-1	3000
136=	Duncan Spencer	4	2-0-2	3000
136=	Thomas Buettner	3	2-0-1	3000
136=	Nick Brown	3	1-1-1	3000
136=	Jerry Broughton	0	0-0-0	3000
145=	Malcolm Hatfield	67	29-0-38	2995
145=	Kris Pugh	14	6-0-8	2995
145=	Gilles Hakim	5	2-0-3	2995
148=	Pete Phillipps	193	77-0-116	2990
148=	Lee Bray	18	7-0-11	2990
150=	Eric Baker	2	1-0-1	2985
150=	Matt Blackman	2	1-0-1	2985
152=	David Farr	4	2-0-2	2980
152=	Malcolm Rutledge	3	1-0-2	2980
154=	Paul Kettlewell	89	42-0-47	2975
154=	Brendan Clark	24	10-1-13	2975
154=	Sergio Puzziello	5	1-0-4	2975
157	John O'Reilly	5	2-1-2	2970
158=	Brian Hooper	179	66-2-111	2960
158=	Ben Jones	49	23-0-26	2960
158=	Martin Barker	32	13-1-18	2960
158=	Joss Attridge	5	2-0-3	2960
158=	Elliot Cox	2	0-1-1	2960
163	Michael Maus	7	3-0-4	2955
164=	Simon Church	6	2-0-4	2950
164=	Gavin White	5	2-0-3	2950
166=	Shaun Carter	84	38-1-45	2945
166=	Pedro Ramis	6	3-0-3	2945
166=	David Murray	5	2-1-2	2945
166=	Laurent Forest	3	0-0-3	2945
166=	Alex Ganna	2	0-1-1	2945
171=	Jon Williams	14	6-0-8	2940
171=	Wayne Kelly	11	4-1-6	2940
171=	Paulo Ferreira	9	4-0-5	2940
171=	Bob Nugent	3	2-0-1	2940
175=	Martin Bryan	19	8-0-11	2935
175=	Derek Briscoe	1	0-0-1	2935
177=	Ian Pollard	152	63-1-88	2930
177=	Mick Allen	20	11-0-9	2930
177=	Andy Price	3	1-0-2	2930
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181=	Paul Boyle	5	2-0-3	2925
181=	Frazer Greenshields	2	1-0-1	2925
184=	Tim Collier	17	7-0-10	2920
184=	Steve Allen	6	1-1-4	2920
186=	Edo Giaroni	3	1-0-2	2915
186=	Nathan Wegener	3	1-0-2	2915
186=	Iain Ainsworth	1	0-0-1	2915
189=	Brian Martuzas	5	2-0-3	2910
189=	Joel Berridge	3	1-0-2	2910
191=	James Neary	5	2-0-3	2905
191=	Mike Kinley	5	2-0-3	2905
191=	Phil Ward	5	2-0-3	2905
191=	Ian Gaueman	3	1-0-2	2905
191=	Mark Caddy	1	0-0-1	2905
196	Josh Kalman	10	5-0-5	2900
197=	Martin Kristensen	6	2-0-4	2895
197=	Mark Tomlinson	1	0-0-1	2895
199=	Bernard Savage	21	9-1-11	2885
199=	Jakob Norgaard	6	1-1-4	2885
201=	Mat Haas	19	9-0-10	2880
201=	Sam Belcher	8	3-0-5	2880
203	Patrick Dale	38	15-1-22	2875
204=	David Kalman	5	2-0-3	2870
204=	John Johnson	1	0-0-1	2870
206	Tim Macaire	71	36-0-35	2865
207=	Russell Gough	89	46-4-39	2860
207=	Peter Ladwein	21	9-0-12	2860
207=	Lutz Pietschker	4	1-0-3	2860
207=	Neil Piggot	4	1-0-3	2860
207=	Darren Orwin	2	0-0-2	2860
212	Chris Walton	75	26-1-48	2855
213	Nick Angelopoulos	5	1-0-4	2850
214=	Keith Bristow	69	39-1-29	2845
214=	Miles Wiehahn	57	28-0-29	2845
214=	John Martin	6	2-0-4	2845
217	Bill Eaton	21	8-3-10	2840
218=	Simon Staniforth	54	28-0-26	2835
218=	Mark Furnell	13	5-1-7	2835
218=	David Otway	5	1-0-4	2835
221	Daniel King	3	1-0-2	2830
222	Mike Daniel	5	2-0-3	2825
223	Mark Chapman	6	2-0-4	2820
224	Michael Robertson	4	1-0-3	2810
225=	Ivor Gardiner	17	8-0-9	2800
225=	Clive Haden	5	2-0-3	2800
227=	Kevin Croskery	16	6-0-10	2790
227=	Nick Sionskyj	8	3-0-5	2790
227=	Alistair Fairbairn	3	0-0-3	2790
230=	Neil Brunger	56	20-0-36	2785
230=	John Tait	5	1-0-4	2785
232	Chris Littlejohn	14	3-2-9	2780
233	Graham Worsfold	3	0-0-3	2775
234	Richard Kirby	7	2-0-5	2770
235	Bill Hensby	31	10-0-21	2765
236=	William Roberts	12	3-1-8	2760
236=	Andrew Hershey	10	4-0-6	2760
236=	Flemming Scott-Christensen	6	1-0-5	2760
239	Jonathan Townsend	4	1-0-3	2755
240	Peter Neale	3	0-0-3	2750
241	Andy McMaster	34	12-0-22	2745
242	Burnham Fox	23	10-0-13	2740
243=	Nick Quinn	14	5-0-9	2735
243=	Rupert Feathersby	3	0-0-3	2735
245	Hamish Hughson	4	0-0-4	2725
246=	Wayne Baumber	94	41-0-53	2720
246=	Marc Horton	6	1-0-5	2720
246=	Steve Cocks	4	0-0-4	2720
249	Ray Jennings	11	3-0-8	2715
250	Paul Treslove	3	0-0-3	2710
251=	Richard Dagnall	11	2-0-9	2705
251=	Colin Bell	5	1-0-4	2705
253	Indy Lagu	23	6-0-17	2695
254	Simon Hoare	4	0-0-4	2690
255	Jeff Hawarden	7	2-0-5	2685
256	Christain Speis	5	1-0-4	2680
257	Steve Cook	31	14-0-17	2675
258	James Crosfield	15	6-0-9	2670
259	Pedro Barradas	7	1-0-6	2655
260	Nigel Ashcroft	52	19-1-32	2635
261=	Nigel Blair	206	75-1-130	2625
261=	Graham Smith	49	18-1-30	2625
261=	Adrian Catchpole	11	2-0-9	2625
264	Adrian Maddocks	12	3-0-9	2620
265	Arthur Garlick	21	2-5-14	2615
266=	James Short	24	6-0-18	2610
266=	Bryan Brinkman	9	1-0-8	2610
268	Ian Parkes	10	3-1-6	2595
269=	Lee Hyde	5	0-0-5	2590
269=	Ian Gaughan	5	0-0-5	2590
271	John Fletcher	6	0-0-6	2585
272	Oliver Gray	15	4-0-11	2580
273	Neil Stevens	70	27-2-41	2570
274	Chris Netherton	30	10-2-18	2560
275	Mike Standbridge	47	13-1-33	2555
276	Michael Essex	48	20-0-28	2550
277	Michael Rhodes	43	10-0-33	2545
278=	Paul Case	137	37-3-97	2525
278=	Simon Taylor	37	10-1-26	2525
280	Robert Seeney	5	0-0-5	2510
281	Damien Maher	9	1-0-8	2485
282	Gareth Evans	9	1-0-8	2480
283	Justin Key	69	25-1-43	2470
284	Roger Cook	31	9-2-20	2440
285	Chris Ager	26	7-0-19	2400
286	Stuart Brant	32	10-0-22	2390
287	Ray Porter	50	6-0-44	2355
288	Jackie Eves	45	12-0-33	2330
289	John Kennedy	28	6-0-22	2300
290	Nick Ranson	84	13-1-70	2225
291	Nick Carter	18	2-0-16	2195

The Gruffa-LOS
The Strange Tale of the Mouse Who Learned to Spot Danger
Joss Attridge

ASL has a habit of letting you coast for a bit then suddenly reminding you that you don't really know the rules and have become too set in your comfort zone. In my last game a nasty line of sight issue involving crests had arisen and at the DOUBLE ONE competition an opponent had explained a way of approaching this that made sense. Then I started my next game and in this game was a hill and the hassle this multi-level hill caused in the first few turns was unbelievable.

Fortunately, due to fog this did not disrupt the game play too much (beyond much head scratching and rules delving) but it did cause me to decide that I really needed to get my head around crest lines

and line of sight properly. So as is normal these days I piled into the internet and read the various excellent articles out there and believe I have this better settled. As I blog so obviously have some deep seated need to place my blatherings for all to read I thought I would condense these explanations into a manner I could understand and that way people can shout at me if I have got it wrong

When writing this one of my sons was close by and he insisted I use his favourite book as an example and who am I to argue? So we have the eminently representative tale of a mouse and the scary Gruffalo. Locations that cannot be seen are coloured grey.

I find the best way I can treat the default crest rules is to draw them side on…

Anyway our tale begins when we have a mouse who has just noticed nothing at all.

In this example the mysterious floating mouse cannot see the Gruffalo as the house is at the same level as the hill he is standing on. Indeed the mouse is very unfortunate as he cannot see the army of Gruffalos as long as the Gruffalos don't climb up any trees/houses because the house is at the same level as him so blocks all line of sight.
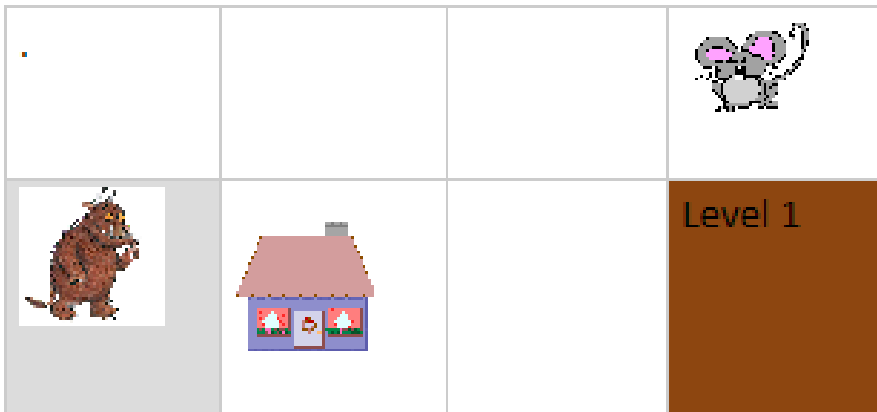

Let us assume our mouse is of a suspicious nature and he decides to climb the hill further. Now the mouse can see almost all the armies of Gruffalos because he is at Level 2 whereas the house is only Level 1 and therefore he has the magical 'height advantage' (B10.31). The cunning leading Gruffalo still cannot be seen as the house has created a dead zone for its height (one) so generates one blind hex behind itself.

An army of Gruffalos is enough to upset any mouse so ours climbs the hill some more to A) escape from the horrifying beasties and B) who doesn't like climbing. Now he can see all the Gruffalos because the hill is at Level 3 whilst the house is at Level 1. When the mouse was at Level 2 he could see over the house .Now that he is at Level 3 the dead zone created by the house is reduced by one due to the extra Height Advantage (so every level higher than the first level which could see over an obstacle reduces any dead zone by 1). Except that the rules in A6.42 also state that this is to a minimum of 1 so no matter how high the mouse goes that blind hex will remain…(thanks to Daniel Tartaglia for the clarification.)


Now so far in our tale the hill crests have been continuous going down hex by hex. This is not always realistic so what would happen if by the power of our MINDS the Hill Level 2 section suddenly lengthened.
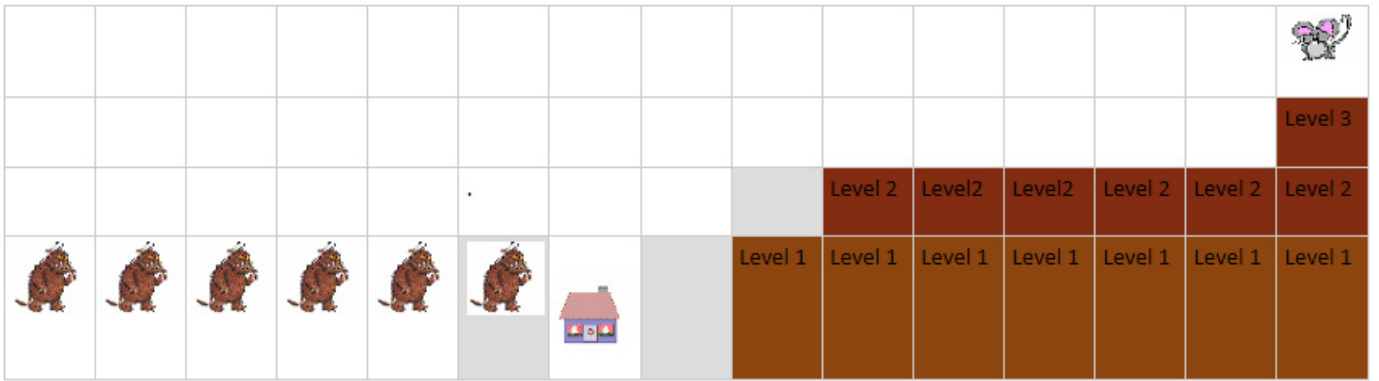
Apart from crapping his pants at random movement of huge amounts of earth along with the scary army of Gruffalos the following would happen:

Now unfortunately the mouse can no longer see the forward Gruffalo as he is more than five hexes from the obstacle so the dead zone created by the house increase by one (and if it was 10 would increase by two, to three for 15 hexes etc), so 2-1 for the Height Advantage means the house still has a one hex dead zone. The Level 2 hill will also generate one hex of dead zone itself because the slope is not continuous and the drop is further than 4 hexes (B10.23 states that as long as the crest is five hexes or more away it will generate one blind hex per level drop to the next hex [though if that crest is a cliff then no Height Advantage drop in blind hexes is permitted: thanks again to Daniel Tartaglia for the clarification]). So if the earth suddenly shrinks but also shoots upwards:
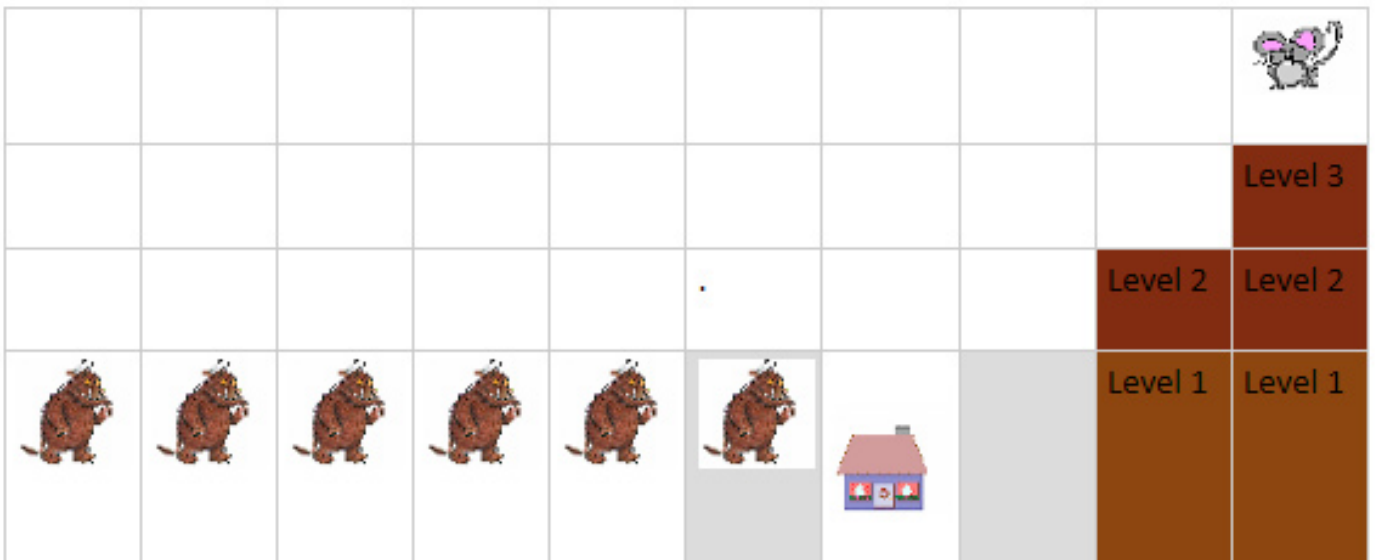
So in this example because the drop next to the house is now three hexes there is an automatic blind hex even though the level 3 mouse is

now closer than 5 hexes to the 'drop'.

Let's again use the power of thought, now to re-add the Level 2 and also to raise the house to sit on a level 1 hill. Now the mouse, realising this is turning into a seven change of underwear trip, would see even less

As the house is now at Level 2 it generates two blind hexes; as it is further than five hexes from the mouse it generates an additional blind hex making three. Since you would need to be at Level 3 to see over the house (if you were at Level 2 then you could see nothing that was not also at Level 2) the mouse no longer has Height Advantage and no less than three Gruffalos are hidden from our valiant hero.

Adding a sudden sprouting wood in the manner of 'the Scottish play' on top of one of the Level 2 hills means that the mouse can now no longer see anything and is doomed to provide a very small snack to the army of beasties below.

So there we have it how I think the hills work with LOS. Naturally adding Alpine hills (B10.211) or slopes (P2.) would make my head explode so lets ignore those as most scenarios seem to do.

Ω

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Ordnance # 9	Available Ammo		QSU Gun
German 7.5cm PaK 97/38 CVP: 2	AP	Always Avail.	M#: 8 — Range: 0 to 275

Available Ammo: AP Always Avail.; APCR None; HEAT H6(M2+); HE Always Avail.; SMOKE s7

Setup/Hex Restrictions:
• NA in Non-fortified upper Building level
• NA in Water Obs., Crag, Irr. Paddy (G8.12), or marsh
• May occupy building/rubble
Gun Shield

A stop-gap conversion necessitated by the need for more AT guns that could effectively engage the T-34 and KV. It consisted of the barrel from the famous French 75 Model 1897, modified and mounted on a PaK 38 carriage.

MA 75; Target Size Average; Gun Type NT; ROF 2; B# 11

AT

		0 (Case E)	1 (Case L)	2 (Case L)	3 to 6	7 to 12	13 to 18	19 to 24	25 to 30	31 to 36	37 to 42	43 to 48	49 to 54	55 to 60	61 to 66	67 to 72	73 to 78	79 and up
TH	AP or HE Veh	8	12	11	10	9	8	7	6	6	5	4	3	2	2	2	2	2
	APCR																	
	Inf	6	10	9	8	7	6	5	4	3	2	1	0	-1	-1	-1	-1	-1
(Cases E and L built in to TH numbers)	Area	7	7	7	7	8	8	7	7	6	6	5	5	5	5	5	5	5
	SMOKE	9	9	9	9	8	8	7	7	6	6	5	5	5	5	5		

Red: depletion or non-availability

TK	AP	15	15	14	14	14	14	13	13	12	12	11	11	10	10	9	9
	APCR																

HE vs arm 7 — HE CH 14 — AP CH: Add 14 — AP vs unarm: 9 — HEAT vs arm 13 — HEAT CH 26
HE vs unarm 12 — HE CH 24 — APCR CH: — HEAT vs unarm 11 — 22

IFT: IFE: — AREA: 7 — HE Equiv: 14 — IFT CH: 28 — AP Equiv: 2

Notes:

Version: March 2014 — List Order: 9 — ® compiled by Chris Edwards no_danger@charter.net

AT M8 / 2 / B11 / 75

Note: Future errata .pdf files are included in the purchase price, and will be handled via email or shared documents.

For more details visit **www.aslcards.com** or email **no_danger@charter.net**.

Ordnance # 13	Available Ammo		M#: 6 (Un)hooking penalties
Chinese 122mm G o. 38 (r) CVP: 2	AP	None	Range: 0 to 303

Available Ammo: AP None; APCR None; HEAT None; HE Always Avail.; SMOKE s6

Setup/Hex Restrictions:
• NA in Non-fortified upper Building level
• NA in Water Obs., Crag, Irr. Paddy (G8.12), or marsh
• May NOT occupy building/rubble
No Gun Shield

The Soviets supplied war materiel to China from 1924 to 1927, then again from 1938 to mid 1941.

MA 122(o); Target Size Average; GunTwo Type NT; ROF 1; B# 11†

ART

Red TH Numbers		0 (Case E)	1 (Case L)	2 (Case L)	3 to 6	7 to 12	13 to 18	19 to 24	25 to 30	31 to 36	37 to 42	43 to 48	49 to 54	55 to 60	61 to 66	67 to 72	73 to 78	79 and up
HE only	Veh	8	12	11	10	8	7	6	5	4	3	2	1	0	0	0	0	0
TH	APCR																	
	Inf	6	10	9	8	6	5	4	3	2	1	0	-1	-2	-2	-2	-2	-2
(Cases E and L built in to TH numbers)	Area	7	7	7	7	8	8	7	7	6	6	5	5	5	5	5	5	5
	SMOKE	9	9	9	9	8	8	7	7	6	6	5	5	5	5	5	5	5

Red: depletion or non-availability

TK	AP	
	APCR	

HE vs arm 12 — HE CH 24 — AP CH: — AP vs unarm: — HEAT vs arm — HEAT CH
HE vs unarm 18 — HE CH 36 — APCR CH: — HEAT vs unarm

IFT: IFE: — AREA: 12 — HE Equiv: 24 — IFT CH: 48 — AP Equiv:

Notes: Not used in Burma, † Low Ammo after 1940 - negated only by SSR or Ammo vehicle or Ammo Dump

Version: Late March 2014 — List Order: 217 — ® compiled by Chris Edwards no_danger@charter.net

ART M6 / 1 / B11 / 122

Random Selection

Bob Smith

One of the rules which I regularly failed to apply as a newbie is Random Selection (A.9). It's fairly easy to remember to use RS when resolving a K/# or #KIA result on the (I)IFT, but there are many other instances in which RS applies. You may save yourself some heartache by remembering to use Random Selection when a group of units must suffer some effect, rather than affecting the whole group of units. I have attempted to list as many of the uses of Random Selection as I could below, along with any special rules which may apply. If I have neglected some cases or made mistakes, please let me know. My thanks to Patrik Manlig for suggesting some of the uses listed.

Fire Attacks

Use RS to select victims of #KIA (A7.301). Although the rules are not explicit on how to do this, a single RS dr is made for each unit. The units with the highest n dr's are affected, where n is the number of units to be KIA'd. More than n units may be affected if there is a tie for the nth highest RS dr. Use RS to select which units are reduced by a K/# result (A7.302). Note that when a squad is chosen by RS and reduced, the resulting HS must take the #MC. However, if an SMC is selected by RS and survives the wound severity check, it does not take the following #MC.

Critical Hits

When a CH (C3.74) is scored against multiple units, RS is used to determine which units are affected by the CH. If the attack scoring a CH affects more than one location, RS is used to determine which location is affected.

Cowering

When a Fire Group cowers (A7.9) by rolling doubles on an (I)IFT or To Hit attack, RS is used to determine which units cower. If a unit cowers it and all of its SW are marked with Final Fire/Prep Fire as appropriate. Units immune from cowering (SMC, Finnish, berserk, heroic, etc.) are not included in the RS process.

Malfunction

If multiple weapons malfunction (A9.71) while in a FG in which the IFT DR exceeds the B#/X#s of multiple SW, use RS to determine which SW are malfunctioned or eliminated.

Ammunition Shortage

When a FG suffering Ammunition Shortage (A19.131) rolls boxcars, use RS to pick who is replaced. Note that only MMCs are affected and selected units which can not reduce are broken. Units which roll boxcars on a To Hit attempt are not reduced.

FPF

Units using Final Protective Fire (A8.31) are subject to both Heat of Battle and Casualty MC results. When a FG uses FPF and rolls either a 2 or 12, RS is used to determine which units are affected. This usage of RS is specified somewhere in Q&A.

Sniper attack

A non-standard form of RS is used to determine which units in a location are attacked by a sniper (A14.2). Unlike other uses of RS, if multiple units are selected not all are automatically affected. When RS selects multiple units, the sniper may choose which one to attack. For each of the other selected units a new sniper dr is made and resolved. Also, the sniper may choose to bypass the RS roll and instead target the enemy sniper, a vulnerable inherent crew, or an unarmored vehicle.

Revealing Concealment

When a unit must be revealed from a concealed stack (A12.15), roll RS for each "counter" (A.9) under the top "?", including SW and Dummy counters. If a SW is chosen, select the squad possessing it. If a dummy is chosen, remove it and choose the counter associated with the next lower dr in the RS.

Booby Traps

If Booby Traps (B28.9) are activated by a unit taking a task check then RS is used to determine which units in the location suffer Casualty Reduction. Notice as an aside that when Booby Traps are in affect, even units which are immune to pins must roll for Booby Trap activation when subjected to a PTC.

Search Casualties

When units attempt Searching/Mopping Up suffer Search Casualties (A12.154), RS is used to determine which are reduced.

Panzerfausts

When a Panzerfaust (C13.31) is used versus Cavalry/Infantry (C8.31) and attacks multiple units in a location, only units selected by RS are affected. The ATTACKER may bypass the RS and choose to attack an MMC which is Known and manning a SW or Gun.

Platoon Movement

When vehicles are using platoon movement (D14.21) and multiple units become subject to bog a single bog DR is made. If the bog check fails RS is used to determine which units actually bog. The same procedure is used for multiple units in a platoon which are subject to mechanical reliability or stalling.

Vehicular Overstacking

If a hit is scored on an alternate vehicular target due to vehicular overstacking (A5.132) then RS is used to determine which alternate targets are hit. In this case a drm is applied to the RS dr for each vehicle equal to the vehicle size to hit modifier.

There is only one case I can think of in which some people have mistakenly used RS. During Field Promotion (during CC, A18.12), RS is not used. The highest quality MMC is the one that creates the leader.

Ω
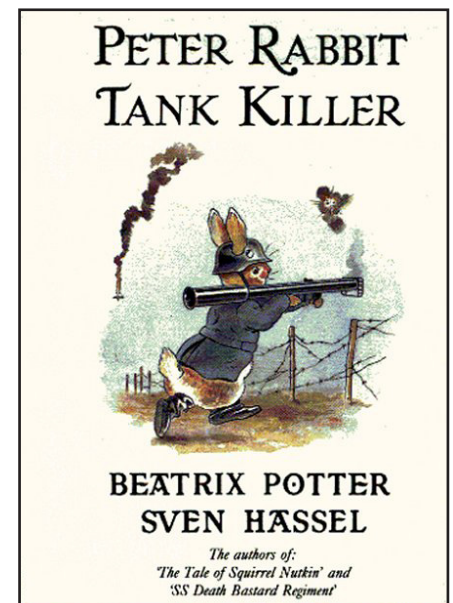
"THIS IS THE CALL TO ARMS!"

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Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08 Mar 2002)
Shaun Carter, 3 Arnside Grove, Breightmet, 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)
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Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (25 Sep 2014)
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)
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Gaute Strokkenes, Girton College, Cambridge, CB3 0JG (23 Oct 1998)
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Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (11 Apr 2013)
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Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08 Jul 2005)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Sep 2014)
Derek Cox, 44 Pines Road, Chelmsford, Essex, CM1 2DL (29 Oct 2013)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)
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Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31 Jul 2001)
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Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18 Jan 1999)
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Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06 Jan 2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EH (09 May 2005)
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Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (12 Mar 2014)
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)
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Stuart Brant, 20 Braemar Avenue, London, N22 7BY (27 Nov 2013)
Jas Bal, 63 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, 25 Willow Close, Morpeth, Northumberland, NE61 1XG (13 Mar 2014)
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12 Mar 2002)
Colin Bell, RAF Boulmer Officer's Mess, Alnwick, Northumberland, NE66 3JF (23 Jan 2014)
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 (12 Mar 2014)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ (31 Dec 1995)
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28 Sep 1998)
L. Othacehe, 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 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (28 Jan 2014)
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 (05 Sep 2014)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12 Dec 2006)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon. OX11 7RJ (25 Feb 2014)
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23 Oct 1998)
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28 May 2005)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)
Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11 Dec 1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (13 Jul 2014)
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 Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25 Oct 2007)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (20 Oct 2012)
Simon Hunt, 26 Inhurst 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 2014)
Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
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 2LL (05 Jun 1998)
Chris Netherton, 36 Eungar Road, Whitchurch, Hants, RG28 7EY (26 Oct 2006)
Kevin Croskery, 4 Beechey Way, Copthorne, W. Sussex, RH10 3LT (07 Sep 2011)
Richard Webb, 14 Kitsmead, Copthorne, West Sussex, RH10 3PW (14 Aug 2010)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18 Jun 1999)
John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08 May 2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (14 Oct 2014)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (30 Sep 2014)
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL (31 Dec 1995)
David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, S40 3SN (03 Jul 2000)
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (30 Jan 2014)
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE (31 Dec 1995)
Simon Horspool, 188 Leahurst Road, Hither Green, London, SE13 5NL (03 Aug 2007)
Martin Edwards, 127 Pepys Road, London, SE14 5SE (02 Sep 1999)
Michael Essex, 1B Wrottesley 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 Binns, 150 Carshalton Park Road, Carshalton, Surrey, SM5 3SG (09 Mar 2014)
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, Colerne, Chippenham, Wilts., SN14 8QG (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, SN8 4DS (26 Oct 2006)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (11 Apr 2013)
James Crosfield, 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 Seeney, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19 Mar 2005)
Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21 Jul 2001)
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)
Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21 Oct 1998)
Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, 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, Streathem Hill, London, SW2 3SN (26 Mar 1999)
David Tye, 35 Redburn Street, London, SW3 4DA (25 Jun 2010)
Chris Courtier, 17b Hargwyne 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)
Frazer Greenshields, Coxland House, Huntworth, Bridgwater, Somerset, TA7 0AJ (23 Sep 2013)
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, TN22 1TT (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)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (02 Jul 2014)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (25 Sep 2014)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 bEW (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, Chowns, WA15 7QU (10 Dec 2009)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07 Oct 1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD23 4SD (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 6JW (13 Oct 2014)
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)
Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Jan 2014)
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 Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (26 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
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 on-line.
Fee: $25.00 in advance, $30.00 on the door.
Format: Same as always. Weekend tournament plus numerous mini-tournaments. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.
Notes: T-shirts are $10.00 ea (XXL $13.00, XXXL $15.00, 4XL $18.00)
Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavs@alltel.net. Check out the web site at www.aslok.org for the latest details.

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 Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email if@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vftt.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 Zülpich and around 40 Km to Cologne. There is a railway station in Heimbach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Heimbach you need to take a taxi to Hergarten which is about 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: Michael Koch, kochmic72@gmail.com. Check out the Grenadier web site at www.asl-grenadier.de at for up to date information.

2015
MARCH
HEROES 2015

When: 5 – 8 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 Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email if@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vftt.co.uk.

JUNE
DOUBLE ONE 2015

When: 26 – 28 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.

Ω

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)
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (26 Oct 2014)
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)
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)
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (18 Feb 2014)
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)
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (16 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, Aneddfa, 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.

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HEROES 2015

ADVANCED SQUAD LEADER TOURNAMENT
5ᴴ - 8ᵀᴴ MARCH (THURSDAY THROUGH SUNDAY) 2015
COLWYN HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT
Following its success in previous years HEROES continues in 2015 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament,in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

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

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

THE VENUE
The Colwyn Hotel is familar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away.
Bed and breakfast is just £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 2015.

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HEROES 2015 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						