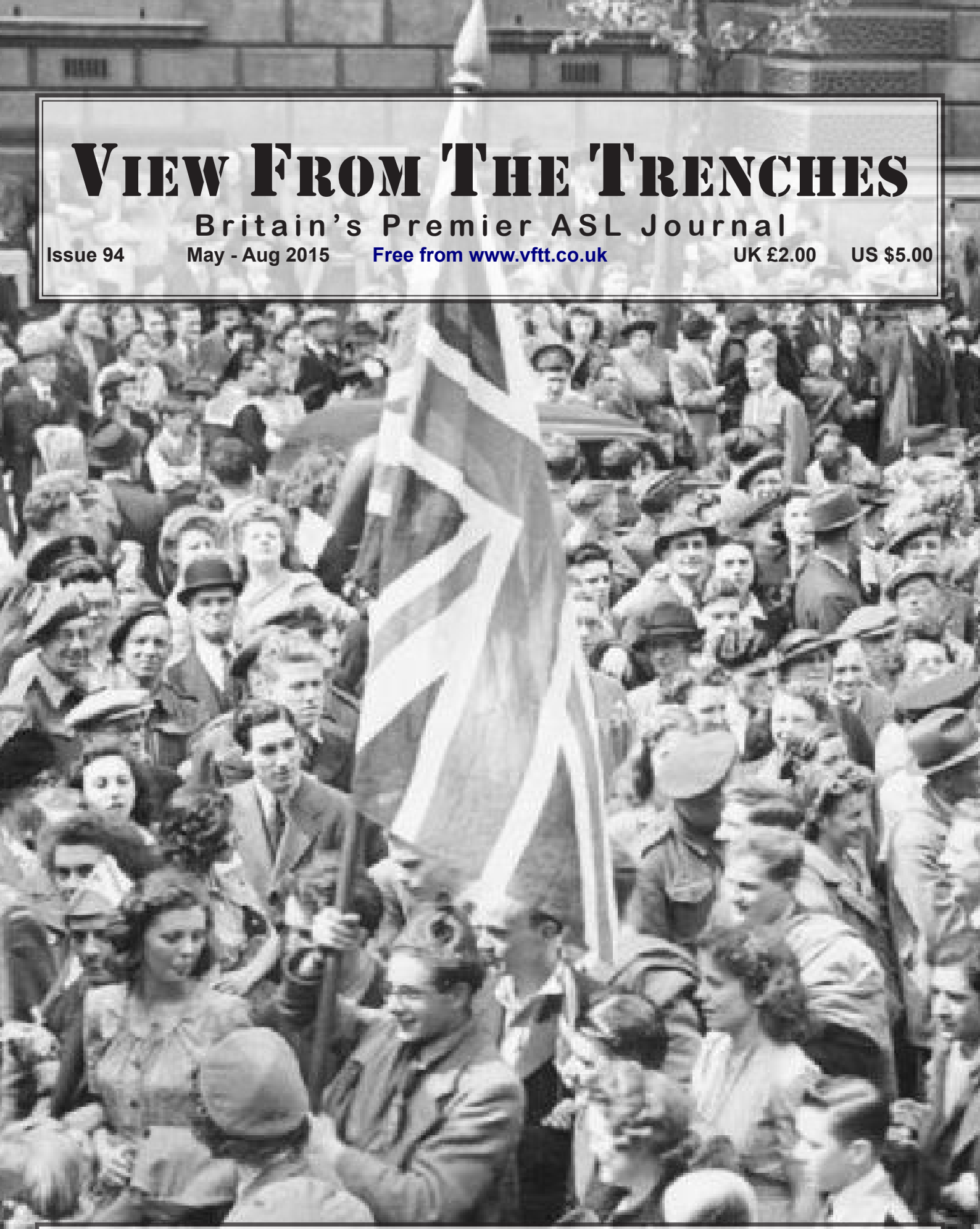
View From The Trenches

Britain's Premier ASL Journal

Issue 94 May - Aug 2015 Free from www.vftt.co.uk UK £2.00 US $5.00



IN THIS ISSUE

HEROES 2015 - tournament action from Blackpool

THE PANZER III - a brief look

***ASL* IS THE GREATEST WARGAME EVER PUBLISHED** - a commentary on *ASL*

CRUSADER LADDER - updated

IN THIS ISSUE

PREP FIRE 2

INCOMING 3

NORMAL SERVICE RESUMED 4

THE CRUSADERS OPEN

ASL TOURNAMENT LADDER 7

THE PANZER III 9

ADVANCED SQUAD LEADER IS THE GREAT-

EST WARGAME EVER PUBLISHED 11

SPRAYING FIRE – WHAT'S IT GOOD FOR? 16

ARE YOU FOR REAL! 17

"THIS IS THE CALL TO ARMS!" 18

ON THE CONVENTION TRAIL 19

COVER: VE Day celebrations in London, 8 May 1945.

PREP FIRE

Hello and welcome to the latest issue of *VFTT*.

I'm scrapping the barrel a bit for material at the moment, as can be seen from the small article about spraying fire, and Eoin Corrigan's rather larger article which is primarily aimed at convincing non-*ASL*ers how great the game is. And if you're reading *VFTT* you probably don't need to be told that.

I'd love to continue *VFTT*, but without an influx of material it's gonna be difficult. I do have an article about the Italian Social Republic (RSI; Repubblica Sociale Italiana) ready for publishing, along with a couple of scenarios featuring their troops, but as I mentioned last issue, they could do with some playtesting – if you're interested in doing so, let me know.

'Til next issue, roll Low and Prosper.

Pete Phillipps

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 95 should be out at the beginning of September 2015.

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

Back issue are now out of print but can be downloaded for free from:
http://www.vftt.co.uk/vfttpdfs.asp

VIEW FROM THE TRENCHES
19 Main Street
Kirkliston
Midlothian
EH29 9AE

Telephone: (0131) 629 1260

E-mail: pete@vftt.co.uk

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

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.

COPYRIGHT AND TRADEMARK NOTICE

Most products are trademarks of the companies publishing them. Use of a product name without mention of the trademark status should not be construed as a challenge to such status.
Copyright for all material printed within *VFTT* remains with its author, who can be contacted via *VFTT* if you would like to reprint his/her material.

UK STOCKISTS OF THIRD PARTY PRODUCTS

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

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

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

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

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

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

INCOMING

THE MMP PIPELINE

Work continues on a new *Action Pack* covering the American 29th Infantry Division in Normandy, with scenarios designed by Perry Cocke, Ken Dunn, and Brian Youse, and covering everything from a seaborne assault on Omaha Beach on D-Day to the defence of Pointe du Hoc and plenty of bocage scenarios. In addition to the scenarios it will contain two maps and a single sheet of overlays.

Layout work is finishing on the *ASL Overlay Bundle* and it is expected to be on pre-order later this year. This will feature all of the non-Deluxe overlays in one package, with all art updated by Kurt Miller.

Layout continues on *Yanks*, which will be the next core module to see a 2nd edition reprint. 40 scenarios, including the 16 originally in *Yanks* and *Paratrooper*, will be included, along with an updated American Chapter H and eight maps. It is hoped to be available on pre-order later this year.

Work continues on the *Korean War ASL* module. Several mini-tournaments were run at MMP's Winter Offensive tournament in January. One unusual feature of the four maps it will include is that, while each may be used on their own, all four combine with one another to form one large hill mass. This module might be available for pre-order by the end of 2015.

TACTICAL CANADIANS

Lone Canuck Publishing have several new Tactical Missions being playtested. *The Drive for St. Lo* is set in Normandy in July 1944, *Hell's Highway* takes places during the Market-Garden operation in September 1944, and *Opening the Baltic Gap* is set on the East Front in July 1944. If you would like to help with playtesting send an email to Lone Canuck at georgekelln@gmail.com.

FROM FRANCE WITH LOVE

Le Franc Tireur have a mass of projects in the pipeline. Coming soon is a second edition of the Rat Charts they produced in 2013. This revised edition will increase from 28 to 36 pages and include the National Capabilities Chart, information from Hakkaa Paalle, alphabetical terrain charts for chaps B, F and G, several other new charts, and incorporate errata from the original. This is provisionally due for a release in July or August.

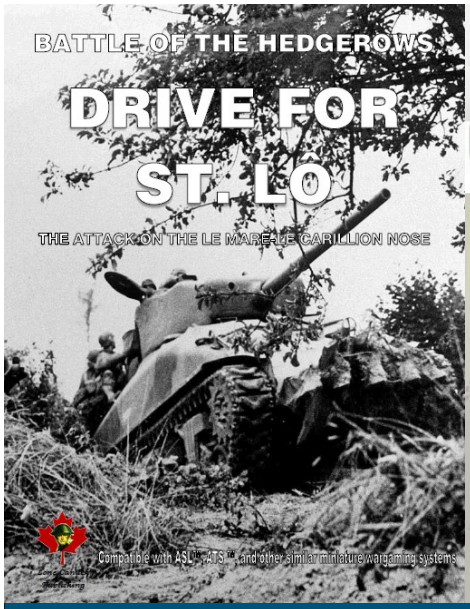
Also being worked on are a *Kampfgruppe Scherer Player's Guide*, *Le Franc Tiruer 14* (which will focus on Italy), *Deluxe Pack 2*, and *From The Cellar 8* (covering Free French and late war actions).

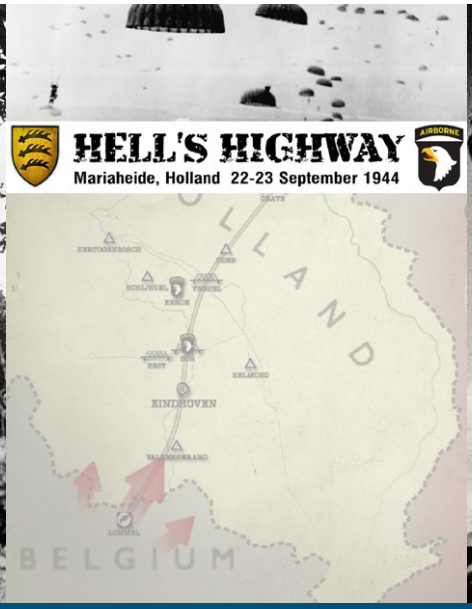
BUNKER 40

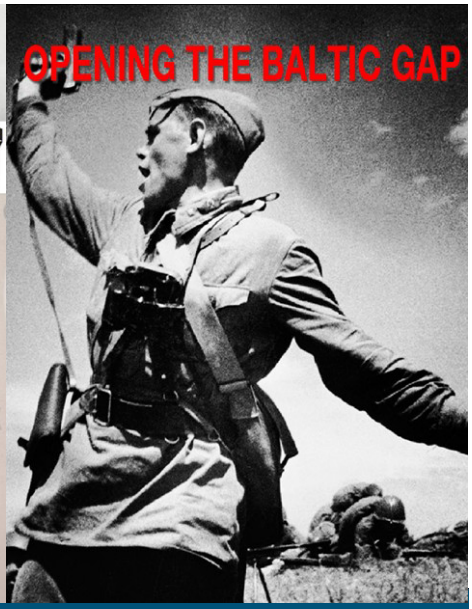
Dispatches from the Bunker 40 was released at the end of March, and included four new scenarios.

A four issue subscription starting with issue 40 is $15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription starting with issue 40) 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 aslbunker@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.

Ω







★ Vehicle	Backblast dr ATR 3	4	MOL 5	PFk / C37 / C47 [A-P Minefields] 6	7	8	PF sN 9	C75 10	C105 11	DC 12	13	Set DC A-T Mine ★ Vehicle
mm	20	30	37	50	60	70	80	100	120	150	200+	mm
FP	1	2	4	6	8	12	16	20	24	30	36+	FP
≤ 0	0 1KIA	0 2KIA	0 2KIA	0 3KIA	0 3KIA	0 3KIA	0 4KIA	0 4KIA	0 5KIA	0 6KIA	0 7KIA	≤ 0
1	1 K/1	1 1KIA	1 1KIA	1 2KIA	1 2KIA	1 2KIA	1 3KIA	1 3KIA	1 4KIA	1 5KIA	1 6KIA	1
2	2 1MC	2 K/1	2 K/2	2 1KIA	2 1KIA	2 1KIA	2 2KIA	2 2KIA	2 3KIA	2 4KIA	2 5KIA	2
3	3 1MC	3 1MC	3 2MC	3 K/2	3 K/2	3 K/3	3 1KIA	3 1KIA	3 2KIA	3 3KIA	3 4KIA	3
4	4 NMC	4 1MC	4 2MC	4 2MC	4 K/3	4 3MC	4 K/3	4 1KIA	4 2KIA	4 3KIA	4 4KIA	4
5	5 PTC	5 NMC	5 1MC	5 2MC	5 3MC	5 4MC	5 2MC	5 2MC	5 3KIA	5 4KIA	5 2KIA	5
6		6 PTC	6 NMC	6 1MC	6 2MC	6 3MC	6 3MC	6 3MC	6 4MC	6 K/4	6 1KIA	6
7			7 PTC	7 NMC	7 1MC	7 1MC	7 2MC	7 2MC	7 3MC	7 4MC	7 K/4	7
8				8 PTC	8 NMC	8 1MC	8 1MC	8 2MC	8 2MC	8 3MC	8 4MC	8
9					9 PTC	9 NMC	9 1MC	9 1MC	9 2MC	9 2MC	9 3MC	9
10						10 PTC	10 NMC	10 1MC	10 1MC	10 2MC	10 2MC	10
11							11 PTC	11 NMC	11 1MC	11 1MC	11 2MC	11
12								12 PTC	12 NMC	12 1MC	12 1MC	12
13									13 PTC	13 NMC	13 1MC	13
14										14 PTC	14 NMC	14
≥ 15											15 PTC	≥ 15

Normal Service Resumed

The latest HEROES tournament took place over the weekend of Thursday 4 to Sunday 8 March. For years the tournament has needed five rounds to determine a winner, but in the last two years there were only 16 people playing in the tournament, so there was a winner at the end of the fourth round, which took place on Saturday evening and made the fifth round on Sunday morning unnecessary. With this in mind, this year's tournament was based on the assumption that only four rounds would be needed. Opinion on whether to have two rounds on Friday and two on Saturday, or one on Friday, two on Saturday and one on Sunday was pretty evenly divided, with the latter just being favoured. This was also my preferred option, as it would be easier to add another round on Friday if the numbers taking part where higher than planned.

As it was, there were only 16 people taking part, with the other dozen or so attendees using the weekend as a chance to play the larger, meatier games that are difficult to finish in an evening or a day.

Players were seeded into two groups for the first two rounds and the same seed from ach group were paired against each other (EG seed 1 in each group played each other, seed 2 played each other etc). For the third round, a random draw of the four un-defeated players (in the manner of the FA Cup, with a 'home' and 'away' player draw by two neutrals) was conducted, resulting in Mark Blackmore playing Nigel Blair and Craig Benn playing Ian Morris. Mark and Craig both won, leaving them to play each other in the final for the third time in the last four years (only the appearance of Toby Pilling in 2014 has interrupted the sequence). As in the previous two finals between them, Craig won.

At the other end of the table, Ray Porter showed that his 2014 success in avoiding the wooden spoon was a fluke as he managed to lose the 'final' to Neil Brunger.

A usual there where a number of additional prizes being contested over the weekend. For rolling eight snake-eyes in a scenario Ian Pollard won a Lone Canuck tournament pack, while Neil Brunger won a copy for rolling seven box-cars in a scenario. No one managed to cross off all the events on their Bingo card and as a result the prize (a copy of the rare *Wave the White Flag* prisoner SMC counters produced by Daniel Zucker in the late 90s) went to Paul Legg, who managed to cross of eight of the twelve.

One newcomer to the game, Rob Bywater, turned up on Friday morning to get a chance to meet other players (several of those in attendance lived within an hour's drive of him), and to have a chance to see the game being played by more experienced people. He sat in on a short game between myself and Paul Saunders, a veteran player making his first appearance at the tournament since 2003! Had we been playing on our own the game would probably have taken less than two hours to finish, but because we were explaining as much as we were playing, the game took over four hours to complete. Rob really enjoyed the experience and found it very educational, and subsequently played a game against Paul for the rest of the day, a game that was beyond his limited experience at that point. Despite this he had a great time. As others have discovered over the years, the game is easier to learn playing against a helpful mentor, and most of the more experienced players are more than happy to help a 'newbie' learn the game.

Michael Davies, Craig Benn and Mark Blackmore joined the '100 Club', IE people who have played 100 Crusader Ladder rated games at UK tournaments, while I joined the '200 Club'. What was really interesting was that Nigel Blair was the opponent for everyone! In the cases of Michael and Craig this had been planned in advance as they were both on 99 games before the tournament, while I was on 198 and arranged a game against Martin Mayers before playing Nigel. But Mark was only on 92 games before the tournament and although there was every chance that Mark could manage eight games to join the 100 Club, it was likely that game 100 would be the semi-final or final of the tournament. Yet somehow Nigel managed to go against form and reach the semi-final. Not only that, the random draw for the match ups ended up with Nigel and Mark playing each other!

HEROES 2016 will take place over the weekend of Thursday 10 to Sunday 13 March, a week later than normal to avoid clashing with Mother's Day!

Ω

PLAYER RESULTS

Here are the individual win/loss records.

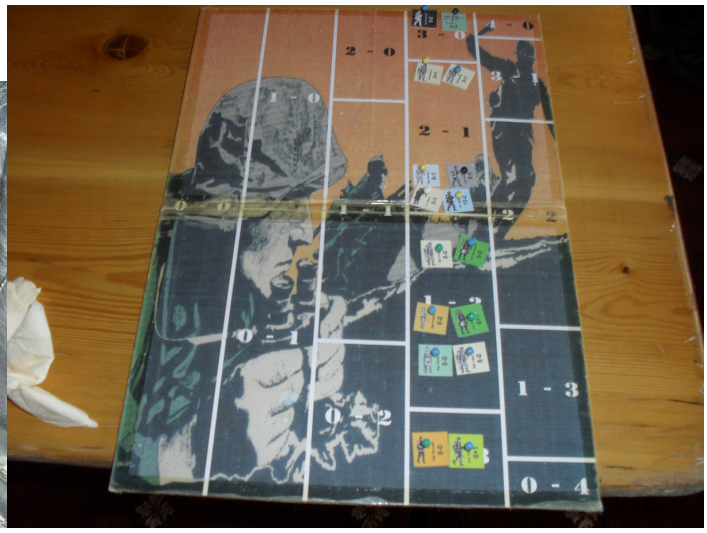
PLAYER	P	W	L
Ian Ainsworth	4	3	1
Martin Barker	1	1	0
Craig Benn	7	7	0
Mark Blackmore	10	8	2
David Blackwood	8	4	4
Nigel Blair	10	3	7
Stuart Brant	5	1	4
Neil Brunger	7	1	6
Paul Case	3	0	3
Steve Cook	3	1	2
Michael Davies	6	5	1
Gareth Evans	3	1	2
Ivor Gardiner	2	2	0
Brian Hooper	6	3	3
Paul Legg	6	1	5
Martin Mayers	8	3	5
Ian Morris	7	4	3
Pete Phillipps	6	5	1
Ian Pollard	4	2	2
Ray Porter	5	0	5
Nick Ranson	5	3	2
Paul Saunders	3	1	2
Ulric Schwela	1	0	1
Simon Staniforth	8	5	3
Neil Stevens	2	0	2
Martin Vicca	6	4	2

Pete Phillips joins the '200 Club' by playing Nigel Blair at 'The Guards Counterattack'. The picture shows the Russian GT3 MPh at the point Nigel conceded. His dice average was nearly 9!

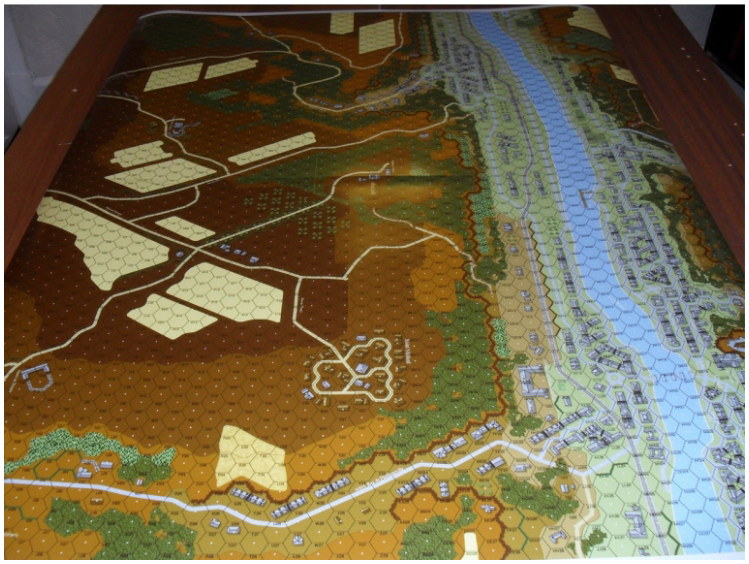
Above: Following government cutbacks to the defence budget, the British Army has had to revamp it's training methods :-) Lt. Col. Neil Stevens (left) and Lt. Col. Ivor Gardiner playing a scenario from CH's late-90s module Stonne 1940.

Above: the troops relaxing on Saturday evening.
Below: the leader board showing the matches in round four.

Below: Neil Brunger models a fetching pair of Tiger slippers! Mud anyone?



Two monster maps. Taking up most of the pool table is the playest map for the Dinant Bridgehead project Dan Dolan is working on, while on the floor are the two maps from the CH Uber Monster Berlin pack, consisting the modules Berlin: Final Victory *and* Fuhrer's End.



TOURNAMENT RESULTS

Here are the individual win/loss records for the tournament

POS.	PLAYER	P	W	L	RND	CRUS
1	Craig Benn	4	4	0	0	3195.0
2	Martin Vicca	4	3	1	0	3160.0
3	Mark Blackmore	4	3	1	0	2933.3
4	Ian Morris	4	3	1	0	2896.7
5	Michael Davies	4	3	1	0	2753.3
6	David Blackwood	4	2	2	0	2852.5
7	Nick Ranson	4	2	2	0	2842.5
8	Nigel Blair	4	2	2	0	2752.5
9	Martin Mayers	4	2	2	0	2660.0
10	Simon Staniforth	4	2	2	0	2627.5
11	Ian Pollard	4	2	2	0	2587.5
12	Stuart Brant	4	1	3	0	2930.0
13	Paul Legg	4	1	3	0	2355.0
14	Brian Hooper	4	1	3	0	2355.0
15	Neil Brunger	4	1	3	0	2355.0
16	Ray Porter	4	0	4	0	No Wins

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

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
75 Strangers in a Strange Land	0	2
A (ClassicASL) The Guards Counterattack	5	1
A68 Acts of Defiance	1	2
AP31 First Cristot	2	0
AP62 Shouting Into The Storm	3	3
AP85 Slicing the Throat	1	0
AP86 Milling About	0	1
BC08 From Desert to Jungle	0	1
BFP-22 Speed Over Caution	0	2
BFP-86 Panzer Regiment Rothenburg	0	1
BFP-96 Hotly Contested Town	1	0
BLT5 Charge of the Light Brigade	0	1
BLT7 Rock the Block	1	0
BoF11 Second Thoughts	0	1
BoF3 The Abbeville Bridgehead	2	1
FrF70 An Estonian Interlude	0	1
FrF72 The Mubo Decision	0	1
FrF75 Goodbye Brother	1	0
FS3 Fateful Stand	1	0
FS7 Back to Foy	0	1
GRE4 Bukit Chandu	3	0
ITR-3 Tough As Nails	0	1
J1 Urban Guerillas	2	2
PBP22 Morire in Belleza	0	1
SP147 The Zebra Mission	3	5
SP157 Edge of Extinction	1	0
SP161 Federov's Incursion	0	1
SP237 Shanghai Scuffle	1	0
SP240 Quiet Desperation	0	1
STONNE3 One More Try	1	0
STONNE4 Trial of Strength	0	1
TOT13 Learning the Law of the Solider	0	1
TOT32 Denoument	2	1
VOTG CG-I The Central Railway Station	1	1
WO12 Heart of Wilderness	1	0
WO4 I Don't Like Retreating	0	1
TOTALS	**68**	**33**	**35**

Above: Craig Benn (right) receives the Tournament Winner trophy.
Below: Mark Blackmore shows off the Runner-Up trophy.
Bottom: Ray Porter won a copy of the 'Penrith and Eden Valley Edition' of Monopoly.

The Crusaders
Open *ASL* Tournament Ladder
H2015 Update

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	106	82-0-24	3870
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	Michael Hastrup-Leth	45	31-1-13	3615
12	Mark Blackmore	102	76-0-26	3600
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	Paul Hasesler	17	10-2-5	3530
19	Jes Touvdal	24	16-0-8	3475
20	Gerard Burton	88	53-1-34	3450
21	Tim Bunce	82	55-0-27	3440
22	Alan Smee	9	8-0-1	3435
23	Lars Klysner	11	8-0-3	3400
24	Paul Jones	52	28-0-24	3385
25=	Ran Shiloah	11	7-0-4	3370
25=	Peter Struijf	10	8-0-2	3370
27=	Andrew Dando	48	27-2-19	3365
27=	Carl Sizmur	21	13-0-8	3365
29=	Trevor Edwards	155	90-1-64	3360
29=	Michael Davies	105	59-1-45	3360
31	Bernt Ribom	5	5-0-0	3350
32	David Ramsey	87	49-0-38	3340
33	Phil Draper	78	49-2-27	3330
34	Tom Jackson	39	21-0-18	3315
35	Pete Phillipps	204	85-0-119	3305
36	Eric Gerstenberg	30	18-1-11	3300
37	Frank Tinschert	15	10-0-5	3295
38=	William Binns	75	38-0-37	3290
38=	Martin Vicca	49	33-1-15	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	Daniel Batey	4	4-0-0	3235
48	Martin Mayers	108	57-0-51	3230
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=	Ian Percy	12	8-1-3	3215
52=	Tom Slizewski	5	4-0-1	3215
54=	Richard Domovic	7	5-0-2	3210
54=	Nils-Gunner Nilsson	5	4-0-1	3210
54=	Klaus Malmstrom	4	3-1-0	3210
54=	Yves Tielemans	3	3-0-0	3210
58=	Simon Croome	63	34-0-29	3205
58=	Francois Boudrenghien	3	3-0-0	3205
60	Ian Willey	19	11-0-8	3200
61	Jean Devaux	3	3-0-0	3190
62	Armin Deppe	13	7-1-5	3185
63=	Ulric Schwela	48	22-1-25	3180
63=	Bill Durrant	5	4-0-1	3180
65=	Steve Crowley	47	21-1-25	3175
65=	Joe Arthur	26	16-0-10	3175
65=	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=	Ian Morris	37	19-1-17	3150
73=	Jeremy Copley	9	6-0-3	3150
75	Nick Edelsten	22	14-1-7	3145
76	David Blackwood	63	28-0-35	3140
77=	Paul O'Donald	72	44-1-27	3135
77=	Andrew Whinnett	16	9-0-7	3135
77=	Frenk Van Der Mey	4	3-0-1	3135
80	Chris Courtier	13	7-2-4	3130
81=	Bill Sherliker	51	24-2-25	3125
81=	Paul Sanderson	41	21-0-20	3125
83=	Paul Saunders	22	11-0-11	3120
83=	William Hanson	18	11-0-7	3120
83=	Lee Brimmicombe-Wood	12	8-0-4	3120
83=	Paul Ryde-Weller	10	5-1-4	3120
83=	Philip Jones	5	3-0-2	3120
83=	Anthony O'Boyle	3	2-0-1	3120
89=	Marc Hanna	10	6-0-4	3115
89=	Mark Walley	4	3-0-1	3115
91=	Aaron Sibley	64	38-0-26	3110
91=	Luis Calcada	43	21-1-21	3110
91=	Stewart Thain	24	12-0-12	3110
91=	Luc Schonkerren	5	3-0-2	3110
95=	Derek Cox	27	15-0-12	3105
95=	Simon Morris	11	6-0-5	3105
97	Russ Curry	6	4-0-2	3100
98=	Nigel Brown	26	11-0-15	3095
98=	Mikael Siemsen	6	3-0-3	3095
100=	Iain Mckay	43	22-0-21	3090
100=	Kevin Beard	13	9-1-3	3090
100=	Martin Snow	7	4-0-3	3090
100=	Jas Bal	5	3-0-2	3090
100=	Peter Michels	3	2-0-1	3090
100=	Gary Lock	2	2-0-0	3090
106	Paulo Alessi	6	4-0-2	3085
107	Dirk Beijaard	5	3-0-2	3080
108=	Billy Carslaw	11	4-0-7	3075
108=	Robin Langston	9	4-2-3	3075
108=	Chris Milne	5	3-0-2	3075
111=	Gordon Jupp	15	10-0-5	3070
111=	Robert Schaaf	3	2-0-1	3070
111=	Serge Bettencourt	3	2-0-1	3070
111=	Jean-Luc Baas	3	2-0-1	3070
115=	Hakan Isaksson	49	23-0-26	3065
115=	Tony Gibson	36	19-0-17	3065
115=	Alexander Rousse-Lacordaire	4	2-1-1	3065
115=	Bob Runnicles	3	2-0-1	3065
119=	Ruarigh Dale	38	17-0-21	3060
119=	Patrik Manlig	16	9-0-7	3060
119=	Scott Byrne	12	7-0-5	3060
122	Simon Staniforth	71	37-0-34	3055
123=	Stefan Jacobi	11	5-0-6	3050
123=	Bo Siemsen	4	2-0-2	3050
125	Scott Greenman	8	3-1-4	3045
126	Steve Hunt	5	3-0-2	3040
127=	Steve Pleva	6	3-0-3	3035
127=	Kieron Potts	1	1-0-0	3035
129=	Mark Warren	20	11-0-9	3030
129=	Andrew Cochrane	3	2-0-1	3030
131=	Daniele Dal Bello	4	1-0-3	3025
131=	Peter Hofland	4	2-0-2	3025
133=	Ian Daglish	150	70-2-78	3020
133=	Lee Bray	22	10-0-12	3020
135	Vincent Kamer	4	2-0-2	3015
136=	Andrew Saunders	33	15-1-17	3010
136=	Colin Graham	5	3-0-2	3010
138=	Martin Barker	33	14-1-18	3005
138=	Allard Koene	7	4-0-3	3005
140=	Stephen Burleigh	37	15-2-20	3000
140=	Phil Nobo	11	6-0-5	3000
140=	Steve Grainger	8	4-0-4	3000
140=	Ian Kenney	4	2-0-2	3000
140=	Martin Hubley	4	3-0-1	3000
140=	Duncan Spencer	4	2-0-2	3000
140=	Nick Brown	3	1-1-1	3000
140=	Thomas Buettner	3	2-0-1	3000
140=	Rob Bywater	0	0-0-0	3000
140=	Jerry Broughton	0	0-0-0	3000
150=	Malcolm Hatfield	67	29-0-38	2995
150=	Kris Pugh	14	6-0-8	2995
150=	Gilles Hakim	5	2-0-3	2995
153=	Eric Baker	2	1-0-1	2985
153=	Matt Blackman	2	1-0-1	2985
155=	David Farr	4	2-0-2	2980
155=	Malcolm Rutledge	3	1-0-2	2980
157=	Paul Kettlewell	89	42-0-47	2975
157=	Brendan Clark	24	10-1-13	2975
157=	Sergio Puzziello	5	1-0-4	2975
160=	Ian Ainsworth	5	3-0-2	2970
160=	John O'Reilly	5	2-1-2	2970
162=	Ben Jones	49	23-0-26	2960
162=	Joss Attridge	5	2-0-3	2960
162=	Elliot Cox	2	0-1-1	2960
165=	Brian Hooper	185	69-2-114	2955
165=	Michael Maus	7	3-0-4	2955
167=	Simon Church	6	2-0-4	2950
167=	Gavin White	5	2-0-3	2950
169=	Shaun Carter	84	38-1-45	2945
169=	Pedro Ramis	6	3-0-3	2945
169=	David Murray	5	2-1-2	2945
169=	Laurent Forest	3	0-0-3	2945
169=	Alex Ganna	2	0-1-1	2945
174=	Jon Williams	14	6-0-8	2940
174=	Wayne Kelly	11	4-1-6	2940
174=	Paulo Ferreira	9	4-0-5	2940
174=	Bob Nugent	3	2-0-1	2940
178=	Martin Bryan	19	8-0-11	2935
178=	Derek Briscoe	1	0-0-1	2935
180=	Mick Allen	20	11-0-9	2930
180=	Andy Price	3	1-0-2	2930
180=	Andrea Marchino	1	0-0-1	2930
183=	John Sharp	8	3-0-5	2925
183=	Paul Boyle	5	2-0-3	2925
183=	Frazer Greenshields	2	1-0-1	2925
186=	Tim Collier	17	7-0-10	2920
186=	Steve Allen	6	1-1-4	2920
188=	Edo Giaroni	3	1-0-2	2915
188=	Nathan Wegener	3	1-0-2	2915
190=	Brian Martuzas	5	2-0-3	2910
190=	Joel Berridge	3	1-0-2	2910
192=	Phil Ward	5	2-0-3	2905
192=	James Neary	5	2-0-3	2905
192=	Mike Kinley	5	2-0-3	2905
192=	Ian Gaueman	3	1-0-2	2905
192=	Mark Caddy	1	0-0-1	2905
197=	Ivor Gardiner	19	10-0-9	2900
197=	Josh Kalman	10	5-0-5	2900
199=	Martin Kristensen	6	2-0-4	2895
199=	Mark Tomlinson	1	0-0-1	2895
201=	Bernard Savage	21	9-1-11	2885
201=	Jakob Norgaard	6	1-1-4	2885
203=	Mat Haas	19	9-0-10	2880
203=	Sam Belcher	8	3-0-5	2880
205	Patrick Dale	38	15-1-22	2875
206=	David Kalman	5	2-0-3	2870
206=	John Johnson	1	0-0-1	2870
208	Tim Macaire	71	36-0-35	2865
209=	Wayne Baumber	97	43-0-54	2860
209=	Russell Gough	89	46-4-39	2860
209=	Peter Ladwein	21	9-0-12	2860
209=	Neil Piggot	4	1-0-3	2860
209=	Lutz Pietschker	4	1-0-3	2860
209=	Darren Orwin	2	0-0-2	2860
215	Chris Walton	75	26-1-48	2855
216	Nick Angelopoulos	5	1-0-4	2850
217=	Keith Bristow	69	39-1-29	2845
217=	Miles Wiehahn	57	28-0-29	2845
217=	John Martin	6	2-0-4	2845
220	Bill Eaton	21	8-3-10	2840
221=	Mark Furnell	13	5-1-7	2835
221=	David Otway	5	1-0-4	2835
223	Daniel King	3	1-0-2	2830
224=	Nigel Blair	227	82-1-144	2825
224=	Mike Daniel	5	2-0-3	2825
226	Mark Chapman	6	2-0-4	2820
227	Michael Robertson	4	1-0-3	2810
228	Clive Haden	5	2-0-3	2800
229=	Kevin Croskery	16	6-0-10	2790
229=	Nick Sionskyj	8	3-0-5	2790
229=	Alistair Fairbairn	3	0-0-3	2790
232	John Tait	5	1-0-4	2785
233	Chris Littlejohn	14	3-2-9	2780
234	Graham Worsfold	3	0-0-3	2775
235	Richard Kirby	7	2-0-5	2770
236=	Ian Pollard	162	66-1-95	2765
236=	Bill Hensby	31	10-0-21	2765
238=	William Roberts	12	3-1-8	2760
238=	Andrew Hershey	10	4-0-6	2760
238=	Flemming Scott-Christensen	6	1-0-5	2760
241	Jonathan Townsend	4	1-0-3	2755
242	Peter Neale	3	0-0-3	2750
243	Andy McMaster	34	12-0-22	2745
244	Burnham Fox	23	10-0-13	2740
245=	Nick Quinn	14	5-0-9	2735
245=	Rupert Feathersby	3	0-0-3	2735
247	Hamish Hughson	4	0-0-4	2725
248=	Marc Horton	6	1-0-5	2720
248=	Steve Cocks	4	0-0-4	2720
250	Ray Jennings	11	3-0-8	2715
251	Paul Treslove	3	0-0-3	2710
252	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	James Crosfield	15	6-0-9	2670
258	Steve Cook	34	15-0-19	2665
259=	Richard Dagnall	12	2-0-10	2655
259=	Pedro Barradas	7	1-0-6	2655
261	Nigel Ashcroft	52	19-1-32	2635
262=	Graham Smith	49	18-1-30	2625
262=	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=	Nick Ranson	92	16-1-75	2595
268=	Ian Parkes	10	3-1-6	2595
270=	Ian Gaughan	5	0-0-5	2590
270=	Lee Hyde	5	0-0-5	2590
272	John Fletcher	6	0-0-6	2585
273	Oliver Gray	15	4-0-11	2580
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	Gareth Evans	12	2-0-10	2530
279	Simon Taylor	37	10-1-26	2525
280	Robert Seeney	5	0-0-5	2510
281	Paul Legg	193	81-2-110	2505
282	Damien Maher	9	1-0-8	2485
283=	Neil Stevens	72	27-2-43	2470
283=	Justin Key	69	25-1-43	2470
285	Paul Case	141	37-3-101	2465
286=	Neil Brunger	63	21-0-42	2460
286=	Stuart Brant	37	11-0-26	2460
288	Roger Cook	31	9-2-20	2440
289	Chris Ager	26	7-0-19	2400
290	Jackie Eves	45	12-0-33	2330
291	John Kennedy	28	6-0-22	2300
292	Ray Porter	55	6-0-49	2275
293	Nick Carter	18	2-0-16	2195

Double One 2015

Thursday June 25th to Sunday June 28th

The London ASL tournament "Double One" is set for the weekend of June 25th to 28th, returning to the regular venue, Writtle College.

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 ½ mile walk from the college, which does a superb buffet deal.
The gaming room opens at 8.30am on Friday 26th 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 2015.

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, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE
derek.cox@dsl.pipex.com

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 2015

BoardGame Guru

The Panzer III

Paul Weir

The following article is based on several posts Paul made to the GameSqaud ASL at http://forums.gamesquad.com/showthread.php?121240-The-Panzer-III-was-it-really-that-dynamic, and is used with his permission – Pete)

As an occasional model builder, I have to confess that the early war tin cans have a special place in my affections. As ugly mechanical beasts go, the Panzer III series are the best looking of the early war tanks, though the BT-5/7 series do give them a good run for their money.

Of all nations tanks I have to prefer the Soviets for sheer looks. Though in design philosophy the T-34 m1940/1941 is more tractor than anything else, it has the looks of a sports car. They did produce lots of armour that was not up to scratch for their time, like the T-60/70/80 (I am excluding the T-40 and earlier T-27/37/38 as they were intended to be recon machines, not tank substitutes). On the other hand they could be produced in car/truck factories which did not have the ability to handle anything from 20tons upwards, so it was a good way to use limited industrial resources.

I would say that the Panzer III was the peak of pre-war German tank design, what the Germans really wanted from the start. The Panzer I was just a training vehicle while the Panzer II was a stopgap battle tank while the Panzer III and Panzer IV were being developed, that was intended to be relegated to the recon role once its intended successors became plentiful.

The Panzer III went through three major hull layouts, three armour standards, three suspensions and four MA fittings. The first hull layout was on the Panzer III A-D with things like the muffler exposed at the rear and only about 16mm armour basis and are the most unlike the later ones. The second started with the Panzer III E with 30mm basis and subsequently simplified from the Ausf J onwards with 50mm as the goal. The Ausf A original large wheel spring based (though, like the LT vz. 38 aka Panzer 38(t) it looks like Christie or torsion bar, it is neither), was soon replaced by variants of the 8 wheel small wheel leaf spring in the Ausf B-D and finally got to the torsion bar Ausf E+ that is the standard for tanks even to this day. Guderian originally wanted to arm the Panzer III with the 5cm L/42 right from the start but was overruled by the bureaucrats in the Ordnance Department who wanted to share guns and ammunition with the infantry 3.7cm PaK 35/36 (**37L**). He did manage to ensure a big enough turret and turret ring to ensure that it could be done later. When upgunning time came around, Hitler viewed the options and wanted to go straight to the 5cm L/60 KwK 39 (**50L**) rather than the 5cm L/42 KwK 38 (**50**) as part of the preparations for *Barbarossa*, but was quietly ignored by the same bureaucrats. Quite good with the trees, but had major problems with woods, our lad Adolf. The change to the 7.5cm L/24 KwK 37 (**75***) was less an upgrade, more a side step as the **50L** and **75*** were roughly of the same weight, recoil and round size.

Though not the first German true battle tank, the Panzer IV having settled down to its final form from the Panzer IV Ausf B onwards a year or two earlier, it had all the features that would be regarded as required or ideal in a late war tank: Three man turret with good vision devices, radio and crew intercoms, armoured bins for MA ammo stowage, welded tough but not too brittle armour, torsion bar suspension and a gun with a decent AP performance. The only thing that it lacked (unlike the Panzer IV) was a turret basket.

Panzer III or IV?

The big question is why a Panzer III and Panzer IV? They were both in roughly the same weight, size, crew, engine and armour class (OK the Panzer III (E+) had 30mm minimum all round as it was expected to be in the thick of it unlike the Panzer IV which was supposed to hang back and only had 30mm basis at the front in the main production series (D-E)). It would have made much more sense to have had a slightly bigger Panzer III to fill both roles as it had a more advanced suspension and other features. The only saving grace is that so many components were in common. Apart from the obvious like radios, MGs, crew tools, driving lights and the like, the engines, transmission, cupolas, turret doors, vision blocks, hull MG mounts, turret stowage bins and the proverbial thousand and one fittings were shared. These are the sort of things that little by little add significantly to production costs, so there were some savings. There were various plans and prototypes to field a combined Panzer III/IV hull during the war, the only thing to show for it were the *Nashorn*/*Hummel* chassis, but were overtaken by the need to field a T-34 competitor. The Panzer III/IV split was typical of the German war effort with much duplication of effort.

On the other hand the Panzer III was able to field four (or third and half if you like) armament upgrades. The British only

A Panzer IIIE.

A Panzer IIIJ of 14 Panzer Division in Russia in 1942.

managed to do two, the Crusader (2lbr to 6lbr, **40L** to **57L**) with the Valentine and Churchill managing two and a half (2lbr to 6lbr to 75mm QF, **40L** to **57L** to **75**) as the 75mm QF was just a 6lbr rebored to fire US 75mm ammunition. The US and Soviets only managed two, 75mm to 76mm and 76mm to 85mm on any one tank chassis. The British did, on the other hand, use the same vehicle for both their AP and CS vehicles with 2lbr/6lbr/75mm having 3.7"/3"/95mm mortar/howitzers variants in the same otherwise identical tank.

The Panzer III was undoubtedly the best tank at the start of the war and would have enjoyed longer success if not for the Soviets and US who clearly did not read the upgrade sequence manual that everyone else was reading. The Soviets got couple of Panzer III Ausf E or F pre-*Barbarossa* and considered them over if well engineered toys, under armed and armoured. The three essential attributes of a tank are mobility, armour and firepower and the Soviets had trouble believing that the Panzer III and IV were the best that Germany had to offer. The British took until the Cromwell to catch up or surpass and by then had the US Sherman available in large numbers.

Despite my criticism of German tank development, ignoring light and Czech tanks, they managed with wartime manufacturing just three medium and two heavy tank designs, the US with three mediums, the M3 Stuart (which was practically a medium at its introduction), the M3 Lee and M4 Sherman and the Soviets just one medium and two heavy tanks (though the IS series is nearly but not quite a KV redo, like the Tiger I and II). The British on the other hand had six Cruiser/medium (A9, A10, A13, A15 Crusader, A27 Cromwell and A34 Comet) and four Infantry/heavy tanks (Matilda I and II, Valentine and Churchill). Though not having things as simple as the Soviets and to a lesser extent the US (think of the multitude of engine options in the M4, 4 service versions: M4/M4A1, M4A2, M4A3 and M4A4 compared to the Soviet V2 diesel minor variants in T-34, KV and IS), they were still way ahead of the British. The less said about Italian and Japanese armour the sooner forgotten.

Adding Historical Chrome

For those who like their *ASL* trivia, for the Panzer III Ausf E and all later models ignore C7.2 Case A (no +1 to basic TK for rear shots), for Ausf L/M and N treat front non CH TH doubles (2+2, 3+3, etc) as having 8 hull AF and for J, L/M and N treat rear non CH TH doubles as having 6 AF. All from the Ausf E had 30mm minimum all round with almost no weak spots from exhaust holes, etc not covered by armour. The L/M and N had 20mm spaced armour added to the driver's plate and the J onwards had 50mm armour on the upper hull rear plates, partially to counterbalance the increased frontal armour. For nitpickers only!

One thing about the *ASL* version of the Panzer III E (and A-D) that seems wrong is the B11 for the **37L** MA. While I have read many complaints about its AP performance and the low HE content of its HE shells, I have never read anything bad about the reliability of its gun. In addition it had plenty of rounds, around 100, so had a much lower risk of running out. Its AP penetration, HE shell and internal mantle might have been weak but it was a simple and reliable weapon like nearly all 25-50mm non-fully automatic guns of that time.

The Panzer III N abandoned the use of the 7.5cm KwK 37 AP shell for the HEAT round and from crew AARs seem to have been quite pleased with it. It's main use was a mix of better HE support for 5cm armed Panzer III instead of the Panzer IV (D-F1) which now in the F2-J versions were the main AT assets and as a close support tank in early Tiger I companies as 'wingmen'. H9 seems a bit low for the only available anti-tank shell. I would similarly regard the AP7 of the early Panzer IV as too low as they carried about 25 AP rounds (a quarter of their total load) which is B(10) for a limited ammo load vehicle. Similarly a quarter of a StuG III B's ammo would be AP, but with a lower total number of rounds AP9 would seem about right.

So to add to my Panzer III 'flavour', ignore B11 on **37L** armed Panzer III (IE treat it as B12), bring the Panzer III Ausf N H9 to H10 (or just possibly H11 depending upon historical action) and bring the early Panzer IV AP7 to AP10 and the StuG III B AP7 to AP9. When HEAT becomes available for the early Panzer IV and StuG III B, then you could reduce the new AP by 1, IE to AP9 and AP8 respectively if you want.

Treadhead Trivia

The Bovington Panzer III (bottom left) is a moderately early Panzer III Ausf L. It has the final hull form introduced with the Ausf J and original style lights so is prior to Ausf M. It has no visors flaps on the turret sides, though still on the turret doors, they were dropped on the Ausf L, but still has the hull side hatches which were dropped a third or half way through Ausf L production.

The Munster Panzer III (bottom right) is a tiny bit confusing, nearly everything says Ausf M, especially the deep wading exhaust muffler, but the lights are of the earlier pattern. So either it is an early Ausf M that the factory used up the last of old parts on or a restoration artefact/limitation.

The Munster StuG III is a late production Ausf G with cast mantle with a hole for the CMG and though is missing the remote AA MG mounting it does not have the earlier Ausf G loader's MG shield and the loaders hatch panels open sideways rather than the earlier front and rear opening ones.

Ω

Advanced Squad Leader Is the Greatest Wargame Ever Published

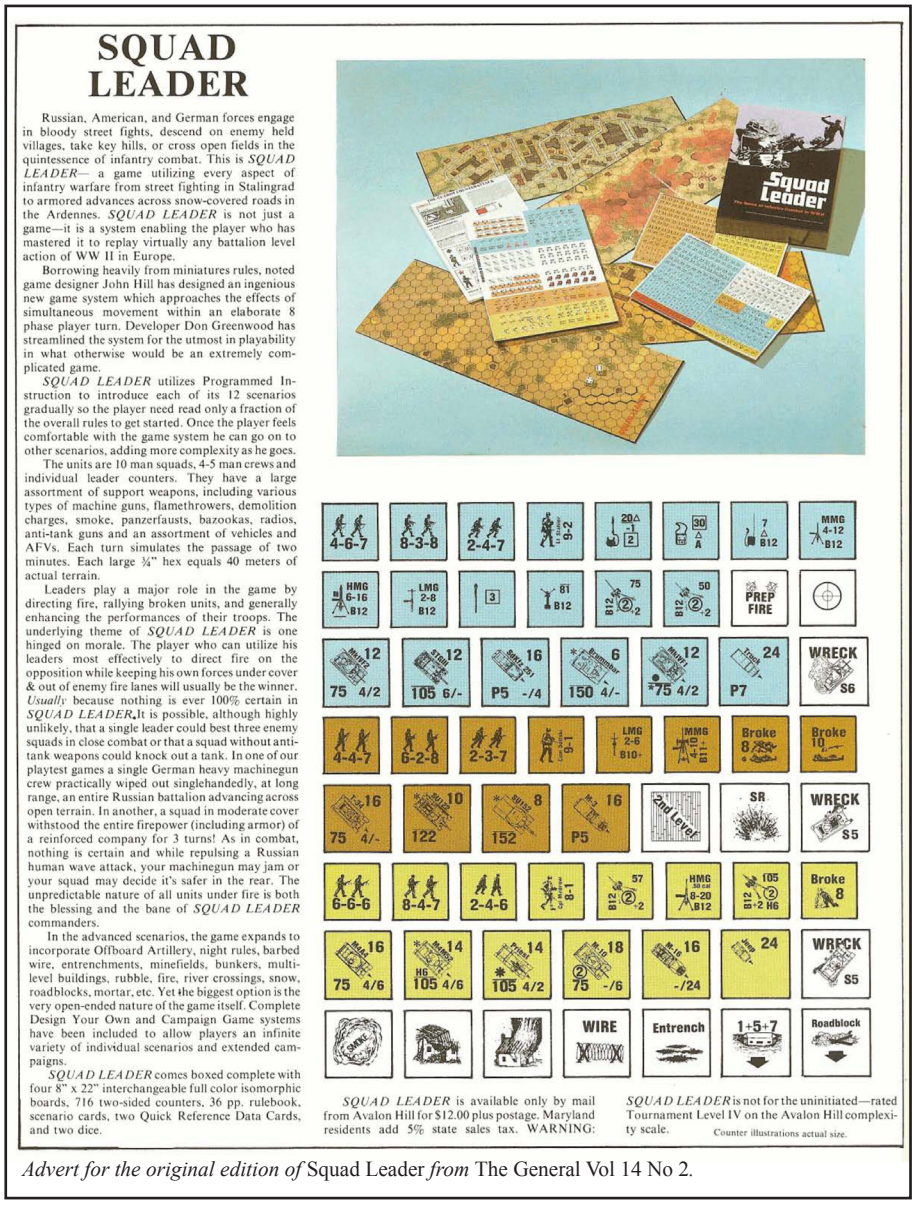
Eoin Corrigan

The following article was published by Eoin Corrigan on BoardGameGeek (http://boardgamegeek.com/thread/1004347/majestic) and is published with his permission. Although it could probably be considered as 'preaching to the converted' for readers of VFTT*, it serves as an excellent article to show to potential newcomers – Pete.*

Let's begin with a provocative statement: *Advanced Squad Leader* is the greatest wargame ever published. Obviously, I'm unashamedly partisan. My purpose in writing this review is to persuade you that the preceding statement is true.

Following the success of its predecessor system, *Squad Leader*, Avalon Hill published *ASL* in 1985. At its core are the rules, the famous three ring binder of several hundred pages. *Beyond Valor* is the first of the modules and provides the German and Soviet orders of battle, the necessary information counters, 20 odd scenarios and the map boards on which its scenarios are played. A series of further modules provide the counters, rules and map boards necessary to play a scenario based on almost any tactical engagement which occurred during WWII.

ASL as a play experience is usually based around a scenario, almost always a one page document which describes the victory conditions, the general environmental conditions, the map boards depicting the terrain and the infantry units, vehicles and guns which will be used in that scenario. In all but a few cases, scenarios are based on an actual historical engagement, although often the representation is somewhat stylised; this is a game, after all, not historical research. Both players set up their forces and begin play, which generally proceeds on an IGO, UGO turn basis, which is familiar to most wargamers and indeed most gamers of any hue. The core of the game is an elegant set of mechanics which are far less complex than the game's reputation suggests.



Advert for the original edition of Squad Leader *from* The General Vol 14 No 2.

Yes, *ASL* is expensive. So are most things in life worth having. You can't take it with you, so why not spend your money on things which will improve your life? Like *ASL*, for instance.

Yes, it can be difficult to source out of print modules. For those of us who have begun playing *ASL* during the last 10 years this has been a fact of life. However, out of print components of the system are reprinted and, in the interim, it's possible to source second-hand copies or to simply play the many, many thousands of scenarios which are playable right now with in print material. You don't need to own the entire system to play. Take the long view.

Yes, learning to play competently can be a challenge. So what? Step up. Learning to play *ASL* well is the wargaming equivalent of the marathon. *ASL* is obviously not a svelte Euro; the system provides more text describing Belgian armoured vehicles than the entire rules set of some other tactical wargames. That's a feature, not a flaw. Besides which, no pain, no gain, my friends. And if you're having trouble with the rules you can avail of a lot of help along the way.

Yes, *ASL* is chrome rich. But this chrome is usually associated with a dilemma or two, with a set of potential benefits and risks which amplify a play experience which is already decision-rich.

A Failed Simulation

While we're here, let's put another criticism to bed. *ASL* is not a simulation of a WWII company level commander's lot

(nor, for that matter, is any other multiplayer tactical wargame played for fun). The 'failed-simulation critique' is often levelled at *ASL* and is based on a misunderstanding, wilful or otherwise, of what a simulation is. In *ASL*, each player has:

Perfect knowledge of the OOB of both sides.

Almost perfect knowledge of the opponent's forces.

Real time perfect knowledge of the quality, status and location of friendly forces.

Perfect knowledge of the terrain.

An abundance of control. Players decide the exact movement of individual men and small units. Players decide on the engagement priorities of each and every weapon system and infantry unit.

Absolute victory conditions. Force preservation is, more often than not, irrelevant. In a standard scenario, casualty rates will be extremely high, as one or both sides fight to utter destruction.

A simulation of a WWII company commander's perspective would be a very different creature. A host of information and control constraints would be required which would compromise the fun aspect. An umpire would also be required. If you're looking for a two player simulation look elsewhere and bear in mind that you'll probably have to look far beyond sites such as Boardgamegeek.com.

ASL is a game and it has limitations. Don't mistake detail for simulation. Winning a couple of scenarios will not qualify you to lead men into high intensity combat. Recruiting officers from your nation's military will not be handing you a commission after your first tournament win.

Design Concepts

Now that we've dispatched the simulation red herring, some words on *ASL*'s purpose. The game's intellectual origins lie in *Squad Leader*, its fêted predecessor, which was based on two primary conceptual platforms.

First, post WWII studies performed by the US Army which indicated that the performance of a given tactical unit under fire is highly dependent on the actions of a few individuals. These individuals are not necessarily the NCOs and junior officers, although they are often found in those ranks. These are the individuals who demonstrate initiative, bravery and leadership, the men who turn and win battles.

Second, the observation that an assault is generally preceded by a bombardment. *ASL* inherits its turn structure from *Squad Leader*, in which the preparatory fire phase, which represents fire to reduce and suppress the enemy, precedes movement.

These are the core elements of *ASL*'s intellectual inheritance. *ASL* is a refined, more coherent and fuller expression than *Squad Leader*. *ASL*'s grand success lies in the fact that its design ambition was to go much, much further than any predecessor had dared. The goal of *ASL*'s designers was to produce a system which could represent or portray any tactical engagement which occurred during WWII. *ASL* is designed to comprehend the whole land war at the tactical level; every theatre, every front, every major weapon system, every belligerent, every season, every weather condition, every tactical situation.

ASL has delivered on this design goal. In so doing it has provided us with some superb vistas:

Vicious clashes of Nationalist Chinese and Imperial Japanese Army infantry and armour in 1937.

The frustration of German anti-tank gunners facing France's Char B1bis outside the village of Stonne in the summer of 1940.

Dutch colonial troops outclassed by the offensive flexibility of the Japanese army amid their assault on the East Indies in 1941.

Partisan ambushes against rear echelon Axis troops in Croatia.

Budapest under siege in the winter of 1944. The gradual degradation of the defending Hungarian, Wehrmacht and SS troops as ammunition, fuel and food supplies dwindle.

Anxious advances by US infantry through the ruins of Aachen, fearful of the inevitable ambush.

Imperial Japanese troops defending tiny atolls against the awesome firepower of a late war American amphibious assault.

ASL has taken many of us to these places; the game sketches such diverse actions very well. And in so doing, the game can provide some insights into why the war was fought in certain ways, and why certain armies tended to prevail in certain circumstances.

In many respects *ASL* represents continuity in wargame design. Modular map-boards with hexagonal grids and combat result tables were long established features of wargames in 1985. *ASL* innovated elsewhere, along two principal avenues. As described, it sought to be all-encompassing. This goal was, and remains, a hugely innovative objective which no other tactical game of World War II has come close to realising, or even attempting. The second path of innovation is gameplay related. The structure of each player turn is relatively simple: rally, conduct preparatory fire, move, take defensive fire, conduct advancing fire, rout, advance and close combat, a sequence largely inherited from *Squad Leader*. *ASL*'s great leap forward is in the mechanics of defensive fire occurring during the Movement Phase, a time when moving units are particularly vulnerable. In short, a defending unit may interrupt movement and fire on a moving attacker; however the defending unit may usually fire again at the same moving unit or other moving units subject to certain limitations. A consequence of the defensive fire mechanics is that each player's Movement Phase fully involves both players in a sub-game, with a quasi-psychological component, of movement and defensive fire. It's a vastly engaging element of the game during which both players are totally involved. Rapid decision making based on sound judgement and an understanding of attacking and defensive priorities is required. As the phase progresses, the complex interplay of risk and benefit shifts, requiring fresh mental calculations. Perhaps more than any other aspect of the game, this is where games are won and lost, the part of the game which distinguishes poor players from good players.

Friction

Player decisions and agency aren't the be all and end all, however. Playing the game can be a frantic, chaotic experience. Friction on the battlefield is well represented in *ASL*. The sniper mechanism is a roving element designed to both provide random loss of cohesion and also to check the good fortune of the side which is benefitting from the better die rolls. In most scenarios, a high frequency of low dice rolls by a player has a greater chance of activating the enemy sniper who may wound or kill leaders and heroes, pin or break squads and even cause tanks and other AFVs to depart the battlefield due to the loss of exposed crew. This is another example of a typical dilemma served up by *ASL*'s mechanics. Does a player expose his AFV crews to avoid poor vision related fire penalties, or are they exposed to enemy fire? It's your choice. The rolling of double-6 boxcars can also have disastrous consequences as weapons systems fail, vehicles fail to start or units take unexpected casualties. However, the friction depicted shouldn't give the impression that the game is a free for all dice-fest, devoid of skill. Good players mitigate risk and ride Fortuna's wave. *ASL* tournaments are dominated by a small cohort of elite players; these are the players who consistently make the best decisions.

The game has what may seem to be a schizophrenic relationship with history. In some respects it seeks to be faithful, in others *ASL* departs from history. My argument is that *ASL* consistently and

sensibly privileges player latitude and agency over the imposition of historical constraints.

For instance, engagements in *ASL* tend to emphasise unit destruction and manoeuvre, and are therefore probably quite unrepresentative of many WWII assaults, particularly in the late war European theatre on the Western Front. The role of supporting artillery is present but downgraded and the role of manoeuvre units is correspondingly elevated. Company and battalion level indirect and direct fire support is often absent; for instance, by the end of the war German infantry companies were each allocated three 81mm mortar tubes. These weapons are rarely represented in *ASL*.

The nature of engagements is different to that often depicted in the historical record. In very few *ASL* scenarios does a defending unit take 10-15% casualties and then elect to undertake an orderly withdrawal as generally tended to occur in real life; in most cases units fight to their utter destruction. Similarly, attacks are often high intensity and very direct. Formal reconnaissance is largely irrelevant or is outside the scope of the typical scenario; if it does occur in the course of a scenario it's usually achieved by aggressive manoeuvre or reconnaissance-by-fire, as opposed to a cautious advance by specialist regimental or divisional reconnaissance assets. If WWII had actually been fought this way it would have ended a lot sooner.

ASL does not enforce doctrinal imperatives. For instance, *ASL* allows, and even encourages in some circumstances, a panzer grenadier commander to use his halftracks with reckless aggression, to levels which would likely have resulted in a court martial. Specialist units, such as AFV crews which have abandoned hors de combat vehicles, are not safely ushered to the rear but are usually thrown into engagements for which they had little training. There are different schools of thought; some players generally try to avoid ahistorical practices and especially the (mis)use of transport assets. I generally don't like to play against opponents who accompany their attack with a host of empty trucks seeking cheap overrun targets. Other players have no problem at all with such practices. Fortunately, it's easy to find players who share one's preferences.

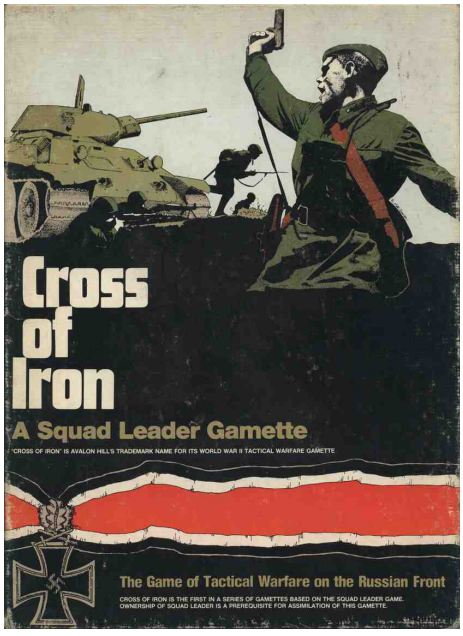
Maintaining the Historical Record

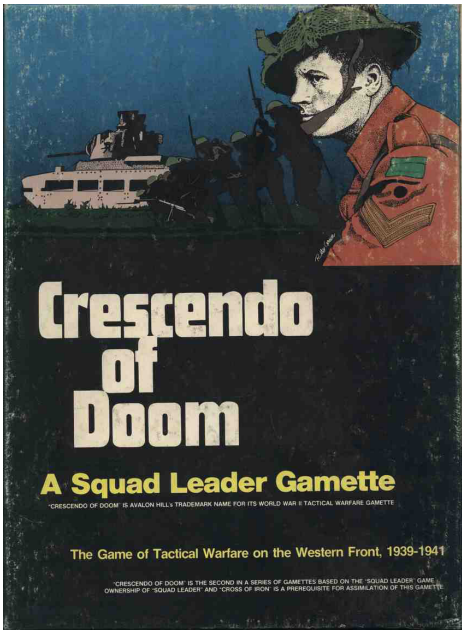
In other ways *ASL* displays faith with the historical record, although again I stress that it does so with gameplay in mind.

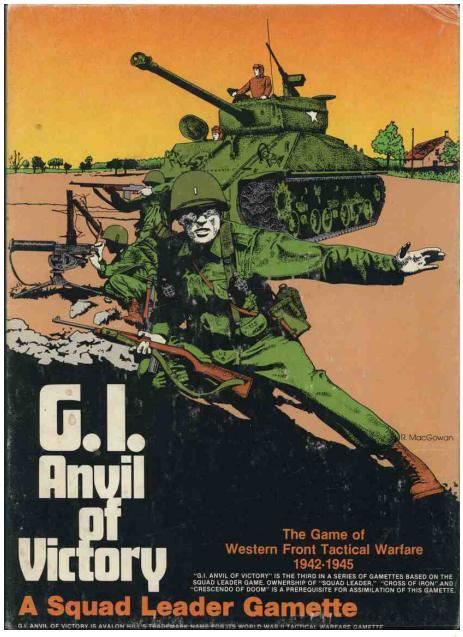
Nationality distinctions are an important feature of the game. Different nationalities have differing squad types. Nationalities are further distinguished by Heat of Battle modifiers; an elite German squad is far more likely to produce a hero or become fanatic than a conscript Romanian squad. Certain nationalities also have special rules. Pre-October 1942 Soviet units may be accompanied by political commissars. Certain Chinese infantry units have close combat bonuses and may voluntarily go berserk. Most Commonwealth squad types have steady nerves and therefore do not cower, which has important implications for defensive fire. The *ASL* designer notes freely admit that the nationality distinctions are based on stereotypes. I think it's fair to say that they are also inaccurate, in several respects. For instance, the treatment of elite Italian units, such as the famed Alpini or Folgore, surely does a disservice to those high quality formations with proud combat records. However, with minimal rules overhead, belligerents are well differentiated and the points of differentiation tend to produce interesting narratives. Most *ASL* players have a story about how a Soviet conscript squad has won them a scenario with an unlikely act of derring-do.

The Japanese in *ASL* deserve special mention. At first glance, their squads and half-squads seem unremarkable. However, some ingenious mechanisms specific to Japanese units lend them a very special flavour. Japanese infantry tend not to break; instead they step reduce. Their leaders never break. Japanese can launch a special form of human wave attack, the famed banzai charge which, when used well, can win a scenario outright. The Japanese are depicted as close combat experts with a great skill for camouflage and concealment. Japanese units are also skilled in the use of set demolition charges and may produce tank hunter heroes; in modern parlance, IEDs and suicide bombers. All in all, these qualities provide scenarios featuring the Japanese with a unique set of characteristics which are highly entertaining to play with or against. Happily, the Pacific Theatre expansion for *ASL*, Rising Sun, will soon be back in print and will give a new generation of *ASL* players an opportunity to experience the many delights of the Pacific War, as rendered by *ASL*.

A further element of nationality distinction and historical accuracy is the attention paid to capturing the effect of each combatant's mix of support weapons and ordnance. The designers of *ASL* were clearly fascinated by the gadgetry of warfare. In general, support weapons are assigned to squads and half squads and are individually depicted with their own counters. Most common are the three classes of machine gun; light, medium and heavy, the distinctions usually based on ammunition and tripod availability. Each belligerent's







machine guns have bespoke counters; a German medium machine gun is far superior to its Soviet counterpart. The famed Japanese knee mortar is depicted and is a highly effective tool. The Soviet anti-tank-rifle has a greater likelihood of penetrating armoured vehicles than similar British or French weapons due to its larger calibre. A seductive array of company level support weapons are available: flamethrowers and demolition charges for the assault engineers; low calibre mortars and direct fire guns for company level fire support; bazookas, piats and panzerschrecks for anti-armour teams. Certain weapons are abstracted, such as panzerfausts, molotov cocktails and anti-tank magnetic mines; the subsystems governing use of these abstracted weapons provide fog of war and some delicious moments of uncertainty at the cost of a little additional rules complexity.

A mechanic associated with certain shaped charge weapons which I particularly relish is the backblast rule. A player may opt to absorb the dangerous backblast effect of firing a bazooka or similar weapon from a building or rubble, but with the benefit of a much greater chance of hitting the enemy target. For me, this is a superb example of an interesting gameplay decision made possible by *ASL*'s attention to detail. The average player turn in an *ASL* game is punctuated by such dilemmas. The chrome pays off.

Geography

While *ASL*'s nationality distinctions and gadgetry fixation reveal some of the systems predilections, the vehicle and terrain rules reveal the evident fascination the designers have with the battlefields and AFVs of WWII.

ASL's depiction of the geographical environment is exceptional. Chapter B of the rules address terrain. Again, the hallmark is the comprehensive approach. It's no great insight to observe that geographic conditions have a pronounced impact on tactical considerations. The suburbs of Arnhem and the high mountains of the Caucasus are very different places. An *ASL* scenario set in Normandy's bocage, Stalingrad's factories or the Libyan coastal road will have the terrain to match. Olive groves, graveyards, swamps, wooden huts, cactus hedges etc. etc. are depicted in over 60 official geomorphic map boards. You can even send your brave boys into the sewers, hoping to emerge from a basement and achieve a close quarter ambush. The historical modules provide maps based on actual terrain, often sourced from photographs taken during aerial reconnaissance sorties. The rules differentiate terrain types in a manner which is usually simple and concise, although some of the Pacific-specific terrain types,

A poster produced by Avalon Hill to promote ASL.

such as caves and paddy fields, are overly complex. Deformation of the physical environment is not uncommon; shell-holes can be created, grain fields set alight, buildings may collapse due to large calibre high explosive hits. Achieving a hit on an enemy machine gun position which not only eliminates the crew and weapon, but which collapses an entire upper storey and sets a building ablaze is the kind of drama which *ASL* excels at delivering. And such changes can often have a huge impact on the tactical situation. The smoke produced by a burning copse can shield an assault. The collapse of a steeple can deny a perfect observation post for an artillery observer. Stuff like this doesn't happen in other games.

ASL's treatment of the urban environment is particularly notable. Sewers, cellars, roofs, burnt-out buildings, huge factories and terraced houses are all addressed. Much of Chapter E concerns weather effects. Dry conditions result in increased chance of fires breaking out. Icy conditions freeze streams and jam weapons. Gusting winds cause fires to spread and play havoc with landing gliders. Mist and rain result in vision based modifiers to fire attacks. Mud impedes off road movement.

Vehicles

As comprehensive as *ASL*'s terrain and weather rules are, its treatment of the vehicles of war is outstanding. Turning its back entirely on the simple approach to armoured combat taken by *Squad Leader*, where it is simply treated as an adjunct to infantry combat, *ASL* fixates on the technical details. Every major vehicle of every combatant is depicted, from the

legacy WWI tanks fielded by many nations at the beginning of the war to the late war behemoths which fought on the Eastern Front in 1944 and '45. Extensive vehicle notes supplement the information found on counters and provide for bespoke rules specific to vehicles which have unusual capabilities or limitations. Reading the vehicle notes is an enjoyable and educational experience, in and of itself, and the detail provided offers its own narrative of the evolution of the war. See, for instance, the ad hoc development of tank destroyers by the Wehrmacht in late 1941, as it responded to encounters with the T-34 and KV series tanks fielded by the Soviets. Consider the very different design philosophies of the various combatants and how they evolved over time.

Even More History

Squad Leader's initial scenarios are set in Stalingrad. As a consequence, Stalingrad is a spiritual homeland for *ASL* players, the place where it all began. Stalingrad 1942 is the subject of the first historical module, *Red Barricades*. One of *ASL*'s unique aspects has been the production of historical modules based on specific actions. They come with a map based on the actual battlefield and a set of scenarios describing elements of the battle. They also include campaign games which are a set of linked scenarios in which force preservation becomes an important factor. Thus far, a wide variety of official historical modules have been produced and each has been based on extensive research by the designers. Besides *Red Barricades*, others are set in the Ardennes, Normandy, Tarawa, Guadalcanal, the Rhineland and Arnhem. Most recently, *Festung Budapest* describes the late-1944 siege of Budapest. The historical module campaign games are perhaps the point at which *ASL* most closely resembles a simulation of sorts: the maps are faithful renditions of the actual terrain and the players are required to deal with some real life constraints, such as the need to limit losses and to trade space for time. Each historical module is an opportunity to experiment. *Festung Budapest* is particularly innovative as it models the impact of a protracted siege on the Hungarian and German garrison; the impacts of ammunition, fuel and food shortages are captured. The map is fantastic, a beautiful treatment of an urban battlefield completely unlike any other *ASL* map. Playing a module like *Festung Budapest* gives one a very strong sense of some of the tactical dynamics of an actual battle and the impact of the actual geography; as a player one develops a very real understanding of the savagery of a late war, urban winter siege.

Literature

Another unique aspect is that *ASL* can boast a literature of sorts. A lot of words have been written about *ASL* during its three decades of existence. The official magazines, the *ASL Annual* and *ASL Journal*, have been in semi-regular production. In recent years the *ASL Journal* has been published on a yearly basis. Although many of the older editions are out of print they are often available on sites such as Ebay, although sometimes the prices can be very high.

Third party magazines and rules guides have also been published, some of which are of extremely high quality, such as those produced by Bounding Fire Productions or Le Franc Tireur. As such, there's an extant bank of articles on specific areas of the rules, beginner's tips, scenario guides, play analysis, designer notes etc. This knowledge is extremely useful to players new to the community; a great way to learn the subtleties of play is to read articles on specific matters written by distinguished *ASL* players. A very wide range of excellent articles are available, many of which are hosted online and are free of charge.

ASL's detail and rules provides some insights into the war and how it was fought. The manner in which the game depicts WWII combat can be illustrative. The game's rules provide an answer to questions such as 'How did the Wehrmacht's Panzer IIIs and IVs overcome the Soviet KVs and T-34s during Operation Barbarossa?' A player of *ASL* will be familiar with many of the simple tenets of modern warfare. An early learning outcome for all beginners is the dangers of stacking. Fire attacks usually apply to all units in a location, so the greater the degree to which you stack, the more efficient your opponent's attacks. The game provides other lessons, such as:

The positioning of important weapons systems.

The importance of camouflage.

Combined arms, particularly the benefit of infantry and armour working well together.

The frailty of unsupported armour in urban settings.

The bankruptcy of the cavalry charge yet the continued usefulness of horse borne dismounted troops operating a lá dragoons, particularly against partisan formations.

The advantage of high ground; as an *ASL* player part of the skill set you will develop is the analysis of terrain depicted on the boards, identifying vantage points, lines of sight and dead ground.

The peril defenders face when surrounded and when avenues of retreat are cut off.

For the attacker, the importance of outflanking and achieving envelopment. The destruction of opposing infantry is often most efficiently achieved by breaking key units, penetrating the defensive line and rendering the entire position untenable, as opposed to destroying enemy units using direct fire attacks or closing to close combat and exposing your forces to the risks of close combat.

Much of *ASL*'s detail is intended to cause players to incorporate actual tactical considerations into their play. Players are often incentivised by the rules to deploy their troops and weapon systems in ways which mirror historical practice. Infantry will disperse in attack and in defence. Once in contact with the enemy, your troops will assault in short dashes under cover. Tank platoons will manoeuvre together, each responsible for different sectors. Defending machine gun teams will be placed in prime vantage points, covering open ground, junctions and interdicting movement along streets. Overwatching firegroups will attempt to suppress enemy defences with weight of fire. AFVs will deploy behind walls or hull down on hillsides. In scenarios set later in the war, hidden tank-hunter infantry teams armed with shaped charge weapons will lie in wait by crossroads and bridges, hoping to ambush enemy armour. Antiaircraft halftracks will accompany your armoured columns hoping to discourage or impede enemy air support. *ASL*'s rules, more often than not, encourage behaviour which maps well to how we know the armies fought.

Community

ASL's unique advantage over every other wargame is the scale and degree of connection among the playing community. Estimates of the playing population vary, however I've read that there's a core of 5,000 active players and I have no reason to dispute this. These 5,000 are largely dispersed across North America, Europe and Australia/NZ in numbers sufficient to support vibrant local clubs in many of the larger cities. There are also regular weekend tournaments which occur all over the world. Even if you lack local opposition and cannot travel to play, there's a very lively and supportive online community. There are at least two ongoing international PBEM tournaments and a less formal *ASL* Ladder. Finding an opponent is very easy. There are a number of forums where one can ask for a PBEM or live *VASL* game and I can guarantee that in 99% of cases opponents are found within 24-48 hours. And it really is a community, members of which are happy to teach newcomers and often to share or sell-at-cost material which is difficult to find or out of print.

I think it's important to dwell on the community point. Wargames are

designed to be played. To an unhappy degree, wargaming has taken a backseat to the hobby of collecting wargames. The wargames industry, such as it is, annually produces a quantum of games which quite obviously dwarfs the capacity of the wargaming population to play those games to any meaningful extent. As a consequence, it's all too common for a wargamer to own shelves of unplayed wargames. Possessions take precedence over experiences. *ASL* is in counterpoint to this general state of affairs. First and foremost, *ASL* is played. There may be many *ASL* collectors or those who have abandoned *ASL* for greener pastures, but there can be no doubt that *ASL* as a play phenomenon dwarfs all but a handful of other wargames. *ASL* provides a venue in which those who may be tired of buying unplayed game after unplayed game can, if they wish, halt and commit to play, as opposed to staying on the merry-go-round of new game after new game, or worse still, collecting purely for collecting's sake.

Quite aside from strength of community, *ASL* is also flourishing in another sense. Multiman Publishing, the official publisher, regularly produces new product and reprints of out of print modules. A stable of well-regarded third party publishers, such as Bounding Fire Productions, Le Franc Tireur and Friendly Fire, produce complementary material, usually scenario packs and campaign games, some of which are highly innovative. That's a remarkable testament to the strength of the fan base and the dedication of the publishers; after almost 30 years fresh, quality material is still coming.

ASL is an intense and immensely engaging game experience – decision point after decision point, dilemma after dilemma. The design's devotion to capturing detail is outstanding. The game system can describe almost any tactical engagement which occurred during the war. *ASL* boasts a large and growing literature. The system is still growing; a healthy stream of scenario packs, magazines and modules are produced every year. The community is large, friendly and supportive of new players.

For all of these reasons, *ASL* is the greatest wargame. Hence the remarkable longevity of *ASL* and its vibrant playing community.

If you haven't played *ASL* before, I hope I've convinced you to consider joining us. Buy a starter kit. Give it a go. Come join us! Come play!

Ω

Spraying Fire — W

This is a few random thoughts about the use of Spraying Fire, taken from a variety of sources but primarily the GameSquad *ASL* forum.

Spraying Fire (A7.34 and A9.5) allows a unit to fire at two Locations that share a common hexside with half the FP affecting each Location. A So why is Spraying Fire useful? Some players have asked why you would want to do so, as they feel it does not seem that useful. They can see the benefit of attacking two units in the Prep or Defensive Fire Phase but wonder why you would do so when the FP is halved. They also ask what use it could be in the MPh as Defensive First Fire, noting that as the enemy units move one at a time you would not know when to use Spraying Fire until it was too late.

So how can you make effective use of Spraying Fire.

As others stated, Spraying Fire acts as a 'Force Multiplier'. Although it might seem that your firepower is diluted it is not. Yes, the FP is halved for Spraying Fire, but you double the effectiveness because you are now affecting two units. Think about a 4 FP attack. You need to roll a 6 for a NMC. With Spraying Fire, you now have two attacks with 2 FP and need to roll a 5 to get both of them with a NMC. The difference between a 6 and a 5 is about 5/36, so with one 4 FP attack you have about a 15/36 chance for a NMC; with two 2 FP attacks you have a 10/36 chance for two NMC so 10/36 x 2= 20/36 in rough terms or a 33% increase in damage done.

The effectiveness of Point Blank Spray Fire should not be overlooked, particularly in the Defensive/ Advancing Fire phases.

Spraying Fire can get you two attacks for the price of one unit when you have two adjacent enemy units (preferably in Open Ground) you'd like to affect. However, it is much more useful when you are defending an area in which your opponent has to move many units. Spraying Fire (with the idea of putting down Residual FP) can make him take many low level attacks or force him to find another way to his destination. Defending against a human wave is one example of where Spraying Fire could be useful.

Another use of Spraying fire is when you are the defender and are worried about being overrun. Imagine an AFV is about to enter your hex to VBM freeze your unit. You use Spraying Fire at PBF range at the AFV and place Residual FP in both the AFV's hex and the one adjacent to it. When your opponent runs up his Infantry he will have to take the Residual FP if he wants to CC you.

One thing to note when using Spraying Fire as Defensive First Fire into a hex devoid of moving units (EX: against a non-human wave), the FP into the empty

hat's It Good For?

hex is halved again as "vs concealed unit". So firing with a 4 FP unit the Spraying Fire is 2 FP, which is halved twice to leave 0 Residual FP unless you are firing PB.

Spraying Fire in combination with Assault Fire can make a great combination. Assault Fire is always at least a 2 FP because (after all modifications) you round up your FP and add 1. Just look at the following examples:

A 5-4-8 Assault Fires at a target in the AFPh. 5FP is halved for AFPh to 2.5; Assault Fire means this is rounded up to 3 and 1 is added to make 4FP.

A 5-4-8 Assault Fires at a concealed target in the AFPh. 5FP is halved for AFPh to 2.5 and halved for concealment to 1.25; Assault Fire means this is rounded up to 2 and 1 is added to make 3FP.

A 5-4-8 Assault and Spraying Fires at a two targets in the AFPh. 5FP is halved for AFPh to 2.5 and halved for Spraying Fire to 1.25; Assault Fire means this is rounded up to 2 and 1 is added to make 3FP.

A 5-4-8 Assault and Spraying Fires at a two concealed targets in the AFPh. 5FP is halved for AFPh to 2.5, halved to 1.25 for concealment and halved for Spraying Fire to 0.75; Assault Fire means this is rounded up to 1 and 1 is added to make 2FP.

While on the subject of Assault Fire, think about firing from inside a moving non-stopped truck in the AFPh. Halved three times first, then maybe again for a concealed target. At a range of 6 hexes, a 6-6-6 can make a drive-by shooting at 2 FP +1 vs. a concealed unit in woods. At a range of 3 hexes, they can use Spraying Fire into an adjacent hex too, maybe looking for a possible HIP unit. And both shots are still 2+1.

Leaving Residual FP aside, one of the best experiences you can have with Spraying Fire can come with exceptional Leadership modifiers. For example, playing 'The Guards Counterattack' the Russians can stack the 10-2 and three 6-2-8 squads together and hit one Location of the 1F5 stone building with a 16FP +1 attack, or they can use Spraying Fire to attack two Locations with an 8FP +1 attack. Spraying Fire can also be used to affect two units on different but adjacent levels of the same building. One common German tactic in 'The Guards Counterattack' is to place a HS in a ground floor Location of building 1F5 and another upstairs in the same hex. By using the 10-2 and three 6-2-8 squads, the Russian player can get an 8+1 Prep Fire shot against each. Roll snakes and that's both HS dead!

One final thing to remember is that A7.34 limits SQUAD spraying fire to a three hex range. This is something I misplayed for a number of years, and sometimes still see incorrectly played.

Ω

Are You For Real?

A Simple Dummies System for Solo Play

Mike Willner

I use a reasonable and simple way to handle "?" counters in solo play. It kind of assumes the concealed side is defending and more or less static:

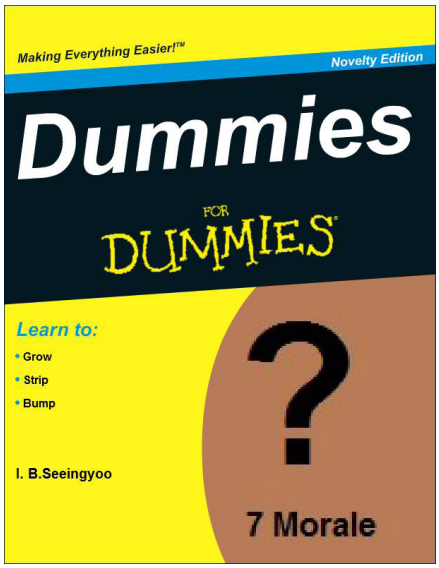
- Arrange the defender in fire teams i.e. an LMG, a MMC, and a leader or whatever.
- Deploy two "?" counters in tactically reasonable Locations for each fire team.
- Write down the two "?" counters associated with each fire team i.e. Team 1 linked to "?" counters A and B. The actual fire teams are held off board.

In play, when a situation occurs where the "?" would be lost (EX: it is under fire and needs to take a MC) I roll two D6, one for each potential "?" Location, and the higher roll is where the fire team ends up (ties are re-rolled). So, if "?" A comes under fire and needs to take an MC I roll two D6, one for A one for B and whichever is higher is where the fire team lands. If it ends up in the Location under fire, it takes the MC, otherwise it is placed under the "?" in the other Location and it enjoys the benefits of "?" until lost in the normal course of events.

At any point I can decide that I want a fire team with a particular "?" counter (EX: to do some defensive fire, or move). Then I just place the fire team under the "?" and carry on.

All in all this system is very simple but keeps me a bit uncertain about the exact location of all the defending units.

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)
Ian Morris, 18 Quarry Walk, Rednal, Birmingham, West Midlands, B45 9BQ (11 Mar 2015)
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, Helmshore, Rossendale, Lancs., BB4 4LF (07 Apr 2000)
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (27 Jan 2015)
Phil Ward, 7 Burnsall 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 (31 Oct 2014)
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)
Peter Nurbery, 13, Argyle Street, Bury, Bl9 5DX (29 Jul 2014)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (03 Nov 1995)
Lee Hyde, Sompting, West Sussex, BN15 0LD (04 Nov 2012)
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (13 Nov 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)
Neil Piggot, 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, Girton College, Cambridge, CB3 0JG (23 Oct 1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07 Aug 2002)
Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (02 Mar 2015)
Ken Watson, 18 Arrendene Road, Haverhill, 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, West Cheshire, Cheshire, CH66 1JA (25 Jan 2015)
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (10 Mar 2015)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)
Francisco Mainez, 11 Godfreys Mews, Chelmsford, Essex, CM2 0XF (29 Mar 2015)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (19 Mar 2014)
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (28 Dec 2014)
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 5JT (31 Jul 2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (17 May 2015)
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, Broadstairs, Kent, CT10 3BU (27 Jan 2015)
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)
Neil Martin, 63a Harbour Street, Whitstable, Kent, CT5 1AG (16 Apr 2012)
Adam Carter, Whitstable, Kent, CT5 4HN (20 Feb 2015)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26 Jul 1998)
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS (31 Dec 1995)
Hubert Noar, 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)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (07 Mar 2014)
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, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (10 Mar 2015)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ (31 Dec 1995)
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)
Roy Quarton, 8 Bassey 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)
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
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, 16 Admiral Way, Exeter, Devon, EX2 7GA (10 Nov 2014)
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 Chepstow Road, Blackpool, Lancs., FY3 7NN (31 Oct 1996)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (09 Mar 2015)
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 (09 Mar 2015)
Russell Gough, 'Bellare', New Road, Cheltenham, Gloucestershire, GL52 3NX (06 Oct 2014)
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)
Giuilo Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30 Apr 1996)
Simon Croome, 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 (07 Apr 2014)
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 (01 Jul 2014)
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05 Sep 2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA (31 Dec 1995)
Ruarigh Dale, 77 Riverview Avenue, North Ferriby, HU14 3DT (27 Oct 2005)
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, 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 (11 Mar 2015)
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (09 Feb 2015)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)
Mark Blackmore, 39 Southdale Road, Liverpool, Merseyside, L15 4HX (14 Mar 2015)
Craig Benn, 122 Larkfield Road, Aigburth, Liverpool, L17 9PU (09 Mar 2015)
Damien Maher, 4 Woolton Court, Quarry Street, Liverpool, L25 6HF (05 Jul 2010)
Andy Ashton, 62 Earlston 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 Harbourgh, 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 (02 Jul 2014)
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)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (10 Mar 2015)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21 Nov 2008)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (28 Oct 2004)
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)
Jamie Sewell, 115 Cresent Road, Alexandra Palace, London, N22 4RU (31 Dec 1995)
Stuart Brant, 20 Braemar Avenue, London, N22 7BY (16 Mar 2015)
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)
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. Othaceh, 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 (09 Feb 2015)
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 (15 Mar 2015)
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 (09 Mar 2015)
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 (29 Jan 2015)
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)
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
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 (02 May 2015)
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, 20 The Warren, Carshalton, Surrey, SM5 4EH (01 Dec 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 (25 Jan 2015)
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)
christopher bourne, 52 horsenden lane north, greenford, middlsex, ub6 0pa (04 Dec 2014)
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 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07 Oct 1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)
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)
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)
Colin Bell, RAF Fylingdales, Whitby, North Yorkshire, YO18 7NT (25 Jan 2015)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02 Sep 2008)

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!

MAY

STOCKHOLM ASL TOURNAMENT 2015

When: 15 – 17 May.
Where: Metapontum Gymnasium, Långbroparken, Stockholm, Sweden.
Fee: 200 SEK (€22).
Format: Five round tournament starting early afternoon, with two rounds on Friday, two on Saturday, and one on Sunday. There will be two scenarios to choose from in each round, with all scenarios coming from the *Hakkaa Päälle!* module.
Contact: Mel Falk by email at melkerfalk@hotmail.com.

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, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE 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 XXX

When: 4 – 11 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. Room rates are $82.
Fee: $30.00 before 28 September, $40.00 thereafter and 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 2015

When: 5 – 8 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. Room rates are £47 per night for a single room, and £37 per night per person for a double room.
Fee: £15.00 if registering with the organisers before 1 November, £20.00 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.

2016

FEBRUARY

SCANDANAVIAN ASL OPEN

When:.19 – 21 February (provisionally. Date to be confirmed soon).
Where: Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. Accommodation is available at a cost of 1500 Danish Kroner (about €200) per person sharing a four person bedroom including breakfast, lunch and dinner. Other room options are available – contact the organisers for a price.
Fee: Similar to 2015, which was 200 Danish Kroner (about €27).
Format: The tournament will be a five round Swiss style affair.
Contact: Michael Hastrup-Leth, Favrholmvanget 15, 3400 Hillerod, Denmark, or email at hastrupleth@gmail.com. For the latest information visit the website at http://www.asl-so.dk/.

MARCH

HEROES 2016

When: 10 – 13 March.
Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates are £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: £15.00 if registering with the organisers prior to 1 March, £20.00 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: Four round tournament beginning Friday morning, with three scenarios to choose from in each round. There will be an additional round on Friday after if the number of participants warrants it. 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.

Ω

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 (27 Jan 2015)
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 (09 Mar 2015)
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 (08 Jan 2015)
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)
Chris Dalgety, 4 Library Street, Canton, Cardiff, Cardiff, CF5 1QD (30 Dec 2014)
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.

Ω

LASL
London'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 arrrange a game and ensure there are no last minute problems.

Intensive Fire 2015

5 – 8 November 2015

INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2015 sees us enter our 21st year 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 (£47 per night for a single room or £37 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 £20, or just £15 if you register before 1st November. The tournament program listing the weekend's scenarios and events is available from the start of October to anyone registering in advance.

Further Details / Registration

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