

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 25

May/June '99

UK £2.00

US \$5.00



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BERSERK '99 - Tournament report

SCOTLAND THE BRAVE II - Review of the new Ian Daglish module

ACTION PACK 2 - MMP's latest release reviewed

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COVER: A Daimler armoured car supports British infantry as they advance in the desert.

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 send email to majordomo@list.pitt.edu with the body of the message reading:
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You MUST use lower case letters!
You will get a message from Majordomo in reply asking for confirmation.
To subscribe to the digest version send the following in the body of a message:
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The digest is mailed out whenever it has queued 100,000 characters of mailings. You may receive more (or less) than one mailing every 24 hour period. The digest is NOT sent at a certain time each day.

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

Issue 26 should be out towards the end of July.

VFTT costs £2.00 per issue (overseas £3.00), with a year's subscription costing £10.00 (overseas £15.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Back issue prices are:
VFTT Special Edition 98 £3.50 (overseas £5.00)
VFTT '95 £4.00 (overseas £6.00)
VFTT 7 - 9 £1.00 (overseas £2.00)
VFTT10 - 13 £1.50 (overseas £2.50)
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PREP FIRE

Hello and welcome to the VERY late May/June issue of *View From The Trenches*. It's partly due to last issue being a month late, but also due to the fact that May has been rather busy and I haven't had a chance to catch up – the Manchester United celebrations didn't help either, although they were well worth it!! Neil Stevens has also had to take a temporary leave of absence from his ASL duties due to problems at home and I have been taking up some of the slack left by his absence (see The Crusaders on page 4 for more details).

I'm off work for the July fortnight holiday at the beginning of July so fingers crossed I should be able to get the July/August issue out some time mid-July.

You'll notice there aren't any scenarios this time. This isn't due to being behind schedule, but due a lack of play-tested scenarios. I've got over 20 scenarios laid out and ready for use but none of them have been played more than a couple of times by the designer. So consider this a public request for some serious play-testers.

And while I'm requesting, I'd like to see more articles from you. I don't mind writing most of the articles you see in *VFTT* (especially those based on InterNet ASL Mailing List discussions), but I'm no rules lawyer so errors may creep in. I'm not a very good player either (just look at my Crusader ladder record if you don't believe that!!) so I may be the wrong person to tell others how to play ASL well!

If you can't think of anything to write about, try analysing a scenario along the lines of Mark Nixon's many efforts in *The General* and the annuals - with over 1500 scenarios in publication there's plenty to choose from.

Until next time, roll low and prosper.

Pete Phillipps



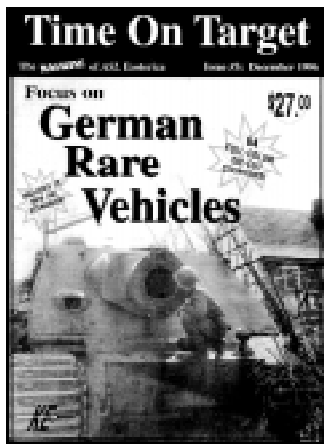
Double 1. My last, best hope for victory.

EMOTICONS

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

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

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



KINETIC ENERGY RUNS OUT OF STEAM

In light of the tumultuous events in our mutual hobby over the past year or two, Mark Neukom & I (Mike Reed) have made a rather tough decision. As of June 1st 1999, Kinetic Energy Productions, Inc. has ceased design, development, publication, and sale of all products that support and deal with the *Advanced Squad Leader* game (including all of its modules).

There are myriad reasons for this decision, and I will not burden you with the details here. In a nutshell, it can be summed up as a case of the amount of personal gratification that we draw from our work not being enough to overcome the amount of "grief" we receive (an unfortunate by-product of being a Third-Party Manufacturer in today's hobby). That, along with the stark financial reality of operating in the "red" for a couple of years running, is all the justification we need. Rather than have this overflow to the point where we would cease enjoying the game itself altogether, we've decided to "case the colors" of Kinetic Energy Productions, Inc., as outlined in this announcement.

Mark & I would like to take this opportunity to thank all of you who have supported Kinetic Energy Productions over the past six years. Extra special mention goes to KE Co-Founder John Knowles; KE Staffers Brian Abela and Chris Castellana; our volunteer Web-Master Bahadır Erimli; and Playtester *suma cum Laude* Fritz Tichy. We personally thank ALL of our other playtesters as well. The fruits of their labor show through in every one of our products, and are a key element of the success we have enjoyed in the past. These fine folk are too numerous to mention here, but you can find them listed in the credits of all our magazines & scenario packs.

Finally, to those of you who purchased *Time on Target* magazine, our *March Madness* scenario packs in the past, and/or attended the *March Madness* Tournament in Kansas City, our thanks as well. You helped keep our labor of love afloat for quite some time. We are quite proud of our track record, in quality and presentation, for every product we have published. In some ways, we feel gratified that our efforts have "raised the bar" and spurred others to better themselves as well, a good side-effect of the Third-party market that we sincerely hope will be allowed to continue in our absence. Further, we hope to see/hear AARs of "The Dogs of War" and other fine KE/TOT scenarios for quite a long time.

However, please don't take this as a license to freely copy & distribute KE/TOT "stuff." Kinetic Energy Productions, Inc. (and in the case of its absence, Mark Neukom) reserves all rights to the three issues of *Time on Target* magazine, all of the *March Madness* scenario packs, the *British Rare Vehicles* pack, and all unpublished Kinetic Energy projects (e.g., playtest packages & materials). Please respect our wishes in this matter.

Once again, Mark & I thank you for your patronage in the past, and hope to still run into you in the future.

In the immortal words of Buffalo Bob, "Goodbye, Kids!"

Mike Reed

Kinetic Energy Productions, Inc.

INCOMING

CRITICAL HITS COME FAST AND FURIOUS

Leatherneck 3 is a new CH scenario pack containing eight scenarios covering early war USMC actions (with scenario titles apparently drawn from AC/DC songs, like 'Highway to Hell'!). Also due for imminent release are *Euro-Pack 5: The Eastern Front* which features eight scenarios depicting action on the East Front, and *Euro-Pack 6: Partisan Warfare* which contains eight scenarios covering partisan actions. All three are priced \$10.00 each.

Monte Cassino: Operation Diadem is part of a two game Monte Cassino series with linking maps and CG depicting the actions of the Polish 2nd Corps, Americans, New Zealanders and Germans. Scheduled for release in June it is expected to cost \$26.95.

Coming soon is *Genesis '48*, a \$49.95 boxed set covering the 1948 Arab-Israeli War of Independence. The module contains new variant rules and complete historical AFV and Ordnance notes, a full-sized historical map of Old Jerusalem, two sheets of brand new die-cut counters, ten scenarios and a CG. Also included is a free pack covering the 1956 Sinai war with an additional six scenarios and a counter sheet including counters for Israeli paratroopers and other IDF units and new vehicles such as the AMX-13.

The Great War (GWASL), a module taking ASL back to World War One, is Ian Daghish's latest ASL project for CH. This \$34.95 set contains ten new scenarios of



covering World War I battles ranging from Belleau Wood to The Somme, and includes hundreds of new die-cut counters, charts, rules and tables.

LE FRANC-TIREUR 4 RE-LEASED

French ASL 'zine *Le Franc-Tireur 4* is finally available, with a new format reminiscent of the now-defunct *Time On Target* magazine. The focus of the first issue in the new format is the battle for the liberation of Toulon, in the course of Operation Anvil/Dragoon (the landing in Provence in August 1944). It is the French version of Laurent Cunin's the *Provence Pack*. 10 scenarios are accompanied by three historical articles, and a series of scenario analysis's. The issue costs 110 FF (approximately •17) from Laurent Closier, 6 rue Conseil, 29200 Brest, France.

Laurent is also releasing *La Gazette d'ASL* which will focus on product reviews and convention reports and offer tactical advice for ASLers.

HEAT OF BATTLE TO RELEASE NEWSLETTER

Also moving away from module production and into magazines is Heat Of Battle. Although few concrete details have been announced, the newsletter will contain at least one scenario per issue and assorted ASL articles. They are also asking clubs and tournaments to contact them so they can be included in the newsletter. The first issue is planned for release early in the summer.

HoB are also working on a Comprehensive Campaign Game system called *Company Commander (CCOM)*, which will be released soon. *CCOM* is designed for mini-CG using existing geomorphic boards, although it will also be used to design larger *HASL* modules that HOB is known for.

The first release of *CCOM* will be accompanied by a Kursk module covering the actions of the Gross Deutschland in the southern arm of the Kursk salient at the town of Verkopenya. The action saw 200 Panthers and a handful of Tigers run into the teeth of a Russian tank corps dug in and itching to die for the Motherland.

WORK ON SEVENTH BUNKER BEGINS

Dispatches From The Bunker 7 is expected to be released at the end of July in

time for this year's DonCon. The issue will have a Scenario Analysis of 'J1 Urban Guerillas', an overview of Bounding Fire Productions' *Hell On Wheels* scenario pack, and a look at the just released *Action Pack # 2* from MMP, as well as the usual two scenarios.

The first of these is a follow on to the 'Bunker Brasche' scenario, which sees a massed Russian tank/Infantry force launching a night assault against Sgt. Brasche's Pioneers, who have taken the hill and bunker complex in the previous scenario 4 days earlier.

The other scenario is a quick, tournament style offering with French Partisans trying to hold a government building on a *DASL* map against 2nd line German security troops backed by captured Renault Tanks and a late arriving Panther.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, 209 Granby Road, Apt: 18, Chicopee, MA 01013. Tel (413)594-4301 (evenings) or email aslbunker@aol.com.



THE CRUSADERS

Due to problems at home, Neil has been forced to take a temporary leave of absence from ASL.

What this means is that all Crusader correspondence for the foreseeable future should be posted to me not Neil. If you paid Neil at BERSERK '99 to renew your Crusader membership please contact me so I can update my records.

Despite Neil's absence we are determined to ensure that INTENSIVE FIRE continues. David Schofield and myself have stepped into Neil's shoes to make sure this year's event goes ahead. See the back page of this issue for all the details.

I'm sure you'll all join me in thinking of Neil for a moment and wishing him all the best for the future. After everything Neil's done for us, it's the least we can do.

Roll Low And Prosper
Pete Phillipps



THIRD PARTY PRODUCT UK AVAILABILITY

Following Neil Stevens' retirement from the role, I am now acting as the UK distributor for those third party products not generally available in the shops over here.

The prices are as follows, and are effective until the next issue of *VFTT*:

<i>Schwerpunkt</i>	£8.00
<i>Schwerpunkt II</i>	£8.00
<i>Schwerpunkt III</i>	£8.00
<i>Hell On Wheels</i>	£13.50

O/S - Out of Stock

O/P - Out of Print

Add 10% for postage and packing [EXC: Crusaders are exempt P&P charges] and send your payment made out to PETE PHILLIPPS to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 0FQ.

For the latest on stock availability telephone me on (0116) 212 6747, or by email at pete@vftt.co.uk

UK SUPPLIERS OF OTHER THIRD PARTY PRODUCTS

To purchase goods produced by other third party producers such as Critical Hit, Inc. and Heat Of Battle, UK ASLers should contact the following shops.

LEISURE GAMES, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (0181) 346 2327 or e-mail them at shop@leisuregames.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at ahashton@globalnet.co.uk

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at PLAN9@IFB.CO.UK

I shall endeavour to list all UK stockists of third party ASL products here in the future.

THE BATTLE FOR STOUMONT

Thoughts On KGP CG1

A few months ago Dan Dolan, designer of the Gavutu-Tanambogo CG from the *ASL Annual 93b*, posted some thoughts on *KGP 'CG1 Clash At Stoumont'* to the InterNet *ASL* Mailing List. The result of his initial post was a week long discussion which involved such noted *ASL*ers as Mike McGrath, Scott Drane and Scott Williams, on how to play the CG as both sides. What follows is based on that discussion.

Although the online *ASL* record ROAR shows CG1 to be 13-9 Pro US, Dan felt that with the proper play it is probably about 65% pro German. However the general opinion was that the campaign boiled down to who controlled the Sanatorium on the first and second scenarios. Although controlling the Sanatorium will not guarantee a win, it does make it a lot easier for the controlling side.

THE BATTLE REVISED

Before looking at the CG in detail, let's look at the changes made between *KGP I* and *KGP II*.

For the Americans, their OB is bolstered by an M4 Tractor to pull an AT gun around, and one of the M4A3s is now automatically equipped with a FT. This isn't much to help out the initial American forces, who are going to be faced with a massive attack from some of the best led German forces ever seen in the *ASL* system. Couple this with the fact that Extremely Heavy Mist is in effect and the 6 morale American troops are going to be hard pressed to manage even staying on the map.

The German changes are simply 15 extra CPP. This is a pretty hefty little increase that in theory allows the German to improve an already impressive group even more, but in practice this may not be the case.

Some play-testers have noted that the German CPP values were also changed in an attempt to make the armour cheaper relatively to the infantry. In *KGP I* infantry was cheap compared to the armour for both sides, but now the values are a little closer. Although the Germans get an extra 15 CPP on the first day, if they buy all infantry they actually start with less than they would in *KGP*

I. If they buy tanks they get more and the tank values are more in line with their capabilities. In *KGP I* Panzer IVs were almost as expensive as Panthers but now they are about half as expensive.

The increased cost of German infantry is also something that is historical and fits well into the system. It also fits the later situation when the German will be buying mostly infantry in the later CG dates to help hold his gains.

The revised CPP costs also have the effect of forcing players to think about what to buy to fit the strategic situation, rather than automatically buying as much infantry as possible.

DEFENDING THE BULGE

When the CG opens the American player has to accept that his forces are going to be hammered pretty much off the map. He must be resolute with his personal morale and not let the destruction of his forces get him down.

The balance of power will start to swing after several CG dates, but until then the American player is going to have to try to whittle away at the German defences and try to weaken the fortress that the German will build in and around Stoumont.

Once the Americans have had a few CG dates to build up their forces and spread out the German infantry a bit, it is the turn of the German player to start worrying. The Americans can concentrate their attack at a single point, and have so much Smoke and WP that German defensive firepower can be severely curtailed.

At this point the American player must be just as resolute, as he will be probing and expanding into German territory. He must be wary of trying to do too much too soon. The Americans have the time to win but must know when to go for the win rather than just attacking every CG date.

HOLDING BACK THE BLACK TIDE

At the outset of the CG the American forces are on the outskirts of Stoumont, along the front of the large hill covered by the Bois de Bassenge. The Germans will come charging down N33 toward Stoumont and prob-

ably send a force along the M40-W34 road to outflank the Americans and try to push toward the Sanatorium.

The American player must decide where and how he will fight the German. A delaying action in the village of Stoumont is something that can be considered but most of these units will be lost as they will probably be surrounded and eliminated. The German reinforcements coming from the South edge will ensure that any defenders of Stoumont will probably have to fight their way back toward the North.

With this in mind the American player must save his infantry. Get out of the foxholes and fall back to the Sanatorium. If the Americans can hold the Sanatorium at the end of the first CG date, they should have a big edge on LVPs. If they hold it at the end of the second CG date, they make it extremely hard for the German to win the CG.

This is not to say that a small delaying force near the southern edge of Stoumont isn't worthy of consideration. Two of the more crucial areas on the first date are the area near St Hubert's Church and the area between Roua and the woods near CC26.

The holding action in Stoumont and north of Roua is crucial in giving the other American forces time to pull back toward St Edouard's. The orchards and hedges near La Spoette/Y24 are a good area to try to set up some HIP stuff to pop the German probes toward St Edouard.

Any units left in southern Stoumont are likely to be lost but they can delay the main German force for a bit if handled correctly. Anything more than a platoon for this task is probably too much. Perhaps the FT Sherman, Bazooka teams and MMGs. Stuff that can move and fire quickly. Try to execute a delaying withdrawal toward the river to setup the perimeter for the second CG date.

By forcing the German to deploy and clear the area near St Hubert's Church the American can buy a turn or so to get his main group back toward the Sanatorium. This is where the main defence should occur. This position will fall eventually but if the Americans can keep a reasonably-sized toehold on the map for the coming CG dates it is a big help.

The American player should keep his

tanks in Motion as much as possible and try to save the FT tank if possible. Any decent German player is likely to destroy the bulk of the American armour in the initial CG dates, although the American player should not be too concerned by this as he gets plenty more later on.

If the American player is lucky enough to get a gyro-equipped tank he should keep it in Motion throughout the CG date. Crewed with an Armor Leader he can make effective use of Bounding First Fire to gain side shots against Panthers and Tigers.

The US player also has four 76L's and the 90mm AA gun, and a bunch of Bazookas to take out unwary German tanks. The American should insure they don't lose the 90L they start with, as it is probably the most important piece on the map for them at the beginning. Once discovered though, it is too easily avoided/smoked/eliminated by a crafty German.

The American player can probably afford to trade squad losses on a 1:1 basis with the Germans, but in practice breaking 8 morale SS troops (especially if they are in buildings) is not so easy. The most effective way of killing German squads is in CC.

With this in mind, Smoke can play a

vital role. A few well-placed rounds of smoke, combined with the mist, allows the Americans to move around almost with impunity in the later scenarios.

The night scenarios also offer the Americans good chances of gaining ground and getting into CC, although the German can also choose to attack during the night, which can make for some interesting actions. CC attacks will be more plentiful and the German armour won't be as effective.

FORTIFYING THE LINES

The Americans should make maximum use of Fortifications to delay the Germans, in particular mines and roadblocks.

Mines are often worth more for their psychological effect than their physical effect. If the German can be made to delay at all by the threat of mines the American player gains. A big AT mine attack can get the German's attention early on, and may make them cautious at key junctions in their advance. The Germans will never look at an unpaved road hex (with 3 hexsides) the same again after the first Tiger or FT HT goes up in flames. The American player might also think about the use of daisy chains.

A couple of well placed roadblocks can help prevent the Germans from trying

any blitzes with half-tracks driving towards the sanatorium. A more serious German "Blitz", *Red Barricades*-style, is unlikely in this CG. The mist puts a real damper on the effectiveness of armour operating by itself. German armour must be supported by infantry to be effective.

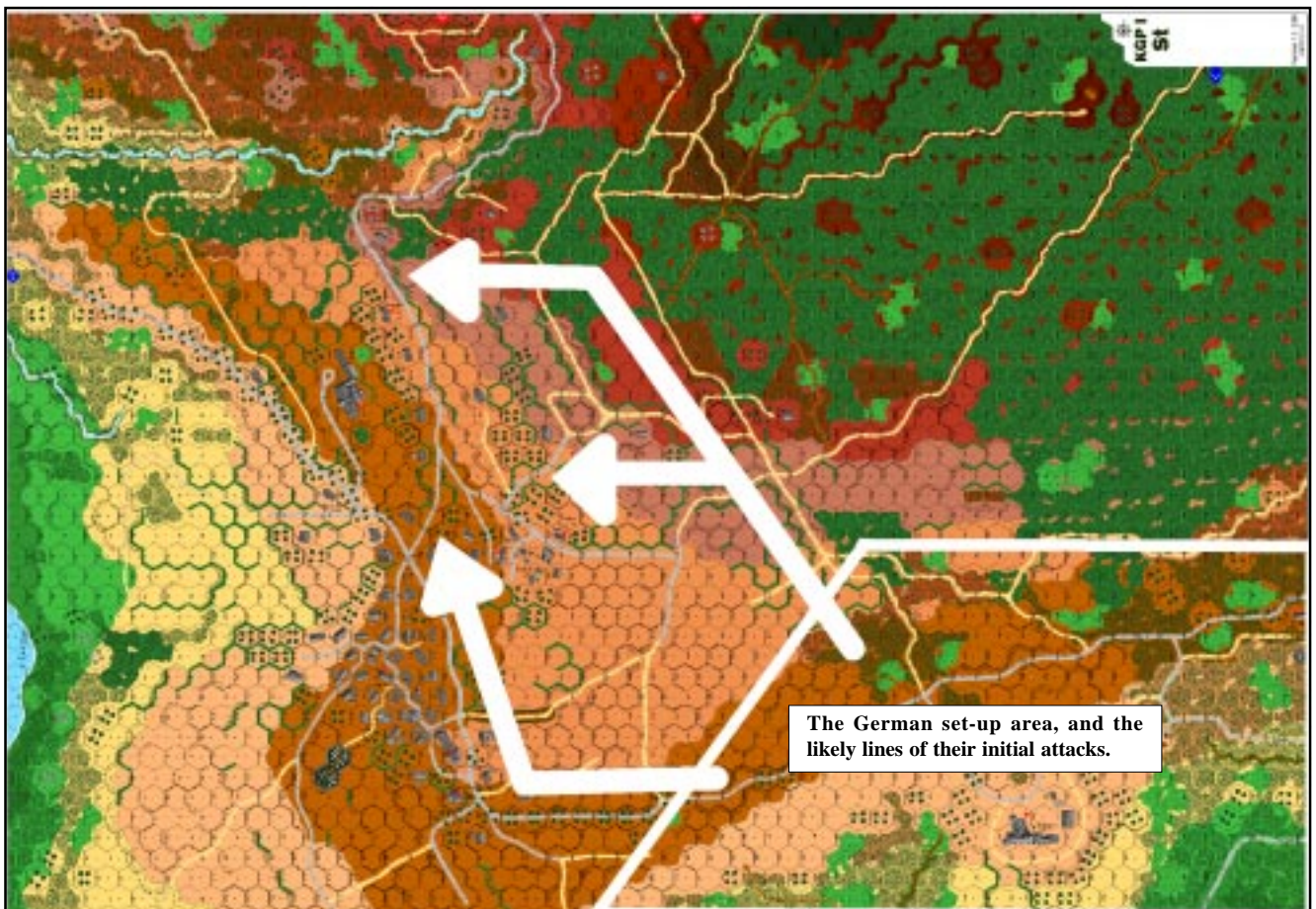
WAN OBA, KENOBI

Note 2 on the American section of the P8.6204 Infantry-Type Platoon SW Charts (allows the US player to exchange three 60mm MTR and their HS to be exchanged for a 60mm OBA, as per US Ordnance Note 1. Should the American player do this? Which is more useful?

The general opinion seems to be that it is better to keep the mortars. With a ROF of 3 they can be very effective firing at positions/vehicles. The infantry is more useful and 3 mortars firing at a tank will soon make it move away. Even a Tiger probably won't hang around as there is too much of a chance of it being immobilised.

By keeping the mortars, their HS also add up to a lot of infantry over the campaign, which can also be important for gaining or maintaining Location Control.

The one thing to bear in mind is that a lot of American the SW will likely be lost or



destroyed in the early CG dates as it is too heavy to be carried back fast enough. Captured MTR may come back to haunt the Americans as the Germans use the WP against them.

The fact that the initial CG date is a running battle is a good argument for exchanging the 60mm MTRs for OBA. The modifiers to accuracy are a lot worse for onboard stuff than OBA, especially as each 60mm OBA module comes with a Pre-Registered Hex. On the first day exchanging three MTR for one 60mm OBA may be a reasonable exchange. This is particularly true if you have a bunch of green platoons—a green HS with a 60mm MTR is not likely to get more than one or two attacks before ending up as prisoners.

One 60mm OBA mission on the first CG date around the entrance to Stoumont is more likely to slow the Germans down than three green HS with 60mm MTRs. OBA around G21 is also pretty effective in slowing the Germans down.

On the other hand a 4 FP FFE is almost worthless against 8 morale troops, even if they are moving in the open. Nor can the FFE really hurt the German tanks and half-tracks.

And don't forget that you will be losing three mortars for the whole CG just to get a 60mm OBA module for one CG date.

REDUCING THE BULGE

The Americans must stretch the defence as far as possible and then pick the point of attack. The Germans do not have the mobility or the infantry to cover it all. Even a cautious American player can easily gain a linked setup area that is big (stretching perhaps from the SW corner to around TT30). The Americans should consider placing strategic locations in the forest from the start.

The main counter-attack is likely to come from the Targnon area or from La Rochette, although they can also try to move along the SW area of the map. However the Germans can use armour along this front as it is the most open on the map, and then move infantry to support the armour and make crossing the open ground tough for the American troops. American Smoke (and mist) can be very effective covering American forces moving in the open though.

HEARING THE PEIPER'S CALL FOR TROOPS

Dan felt that the initial 85 CPPs were best spent buying the "Toys", as the Panzer

VIBs and the Flame HT are too expensive to buy later in the CG when the German player will need all the infantry he can afford. Having said that, the Germans need all the infantry they can get on the first date so they can seize as many Objective Hexes as possible.

The purchases Dan recommends for the Germans on the first CG date are:

I1 Para Plt x 3	15 CPP
I2 SS Inf Plt x 2	18 CPP
I3 SS Pz Gr Plt x 2	24 CPP
V3 PzVIB HT Sect	16 CPP
V5 Flam ht Sect	8 CPP
V11 AA ht Sect II	4 CPP

The three Para platoons will enter from the south edge and encircle any Americans that try to hold out in Stoumont. This is the time to buy the exotic toys for the German and later on infantry will be needed to hold the perimeter and the VP areas. The German juggernaut will have to gain a lot of ground during the first couple of CG dates before the US start their counterattacks. The Flame HT can be effective in the mist and the idea of driving those Tigers around is too tempting to pass up.

The SS Panzer Grenadier platoons must be used to push around American positions and encircle them if possible to let the armour follow up and smash the position. The armour can't really be sent ahead due to the American AT capability and the Mist. Visibility being what it is they must follow behind an infantry screen and be used to smash any points of resistance that are found.

The FT HT can be kept to the rear until a stubborn knot of American infantry is found. They can then rapidly move forward to aid in the attack. The FT can be useful in cutting through the village buildings, while the half-track freeze/DC delivery can be very effective in reducing a tough fire base. The FT HT are too valuable to waste leading an attack on the first day.

The force that is sent up the M40 dirt road should be comprised of several platoons of infantry and a section or two of armour. The exact make up of this force is dependent on what the German player sees when he views the American setup. If the area around the W34 crossroads is heavily defended then more troops should be allocated to this direction.

This group can be quite effective in penetrating the Bois de Bassenge area. With an objective of La Rochette. They will have to be strong enough to deal with the Americans in what is the most difficult terrain on the map for the attacker but the German must

establish himself in the north to prepare for the eventual American counter attacks.

TIGER TIGER BURNING BRIGHT

There is some debate as to the worth of buying the King Tigers. After the first couple of dates their value decreases somewhat due to their slowness. The 19AM turn is the time to buy them if you ever are going to. After that it's infantry that the German must spend most of his CPPs on. But during the 19AM scenario they are monsters that the US will have a tough time dealing with.

Their offensive potential is a bit less due to the Mist and the number of ATG and Bazookas that the Americans possess, but they can still make a n American position think twice about staying put when they pull up 3 hexes away.

However their forte is on the defence. They can be so devastating on the American armour that they make their high cost well worth it. There are many positions where the Tiger can go hull down and not worry about deliberate immobilisation. Or park one at each end of the Sanatorium and see how tough they make it for the Americans to take. It can cost the Americans entire companies trying to clear a strongpoint containing the SS supported by a Tiger. Their presence is something that the American player will focus on in a given area.

Some feel the extra 2 CPP over the cost of a Panther is a waste, but others feel it is worth it to have 2 AFV that you can set up anywhere on the map that are invulnerable from the front. At the end of the day it probably comes down to a matter of taste.

Other than the expense the main problem with the Tigers is that they are slow. On soft ground infantry can move faster. Any bazooka will go for Deliberate Immobilisation shots and if successful you're left with a gun platform. Once they're Immobilised, a bazooka team can move around to the flanks for the kill. They also become vulnerable to bombardments, too.

FANATIC GERMANS

The Germans have 2 CG days when they can declare the SS to be fanatic. Dan felt that these should be saved until they are really needed to stop the American assaults, and that it is not necessary to use one on the first CG date. Many others don't feel the same way though, and feel that the Germans should go fanatic on the first CG date so they can capture as much of the map as possible. The general opinion was that being fanatic allows the SS to plough through the Americans like a hot knife through butter. With Extremely Heavy Mist in effect, the Germans can move squads ADJACENT in Open Ground to even an American squad with a

MMG, and pass the 20 even shots most of the time with their 9 morale. Less breaks means you can move faster. Even if they break, they can self-rally with a 6 under DM!

The Germans must get to the Sanatorium as soon as possible. Against a good American player they probably won't take it on the first CG date but they should take most of the map. The 19PM CG date sees the sanatorium fall and the Germans establish their defensive line.

After that everyone is generally agreed that the Germans should not go fanatic again until a CG date in which the Sanatorium will be the focus of the fighting (either the Germans are defending it or trying to re-capture it).

GERMAN OBA

The Germans do not really need an OBA on the first CG date, as the Americans don't tend to hang around long enough for the OBA to hit them. With the Extremely Heavy Mist, Smoke is not needed, and there is plenty of firepower already.

Once the Germans are defending though the OBA can be useful in breaking up American attacks. In particular HIP observers can be very helpful in making the Americans suffer for concentrating in one area for an attack.

SS ENGINEERS

The SS Engineers are very tough to dig out of an area and the DC and FT are nice to have, but for 14 CPPs the price is very high. In general, an SS Panzer Grenadier Platoon and 2 CPPs of Fortifications is probably a better buy.

The one exception would probably be if the Germans failed to take the Sanatorium on the first CG date. If you assume that the Americans will be heavily defending the building with mines, the SS Engineers will be helpful to clear the way in. Of course the on-map setup makes them even more expensive. If the Sanatorium falls on the first CG date then it is best to forget about them in favour of other, cheaper infantry.

LET BATTLE COMMENCE!

This is a great CG on one of the best ASL maps ever (I don't really see any problem with the colours.) The only thing that is missing is the requirement that the German withdraw some forces as was done historically; "CG IV Above The Prayers", from the now defunct *ASL News 27*, addresses this.

Don't let the Mist, slope hexside and village terrain rules scare you off from playing the *KGP* stuff. It's real interesting and depicts actions that are very well suited to

the ASL system. The actions in and around Stoumont are a blast to play and the terrain is some of the most interesting in the entire system. Give it a whirl, you'll be glad you did.

Ω



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MELEE IN MOTION

Fritz Tichy

I thought I would present a few thoughts about vehicles and Melee for you to consider.

A11.7, first sentence: "A mobile AFV is never held in Melee".

This does not imply that non-mobile AFVs are held in melee, it just says mobile ones never. That means that immobile ones could be held sometimes, always, or never held in melee; we do not know from that sentence (there is no information about immobilised AFVs in the sentence).

Second sentence: "An Immobile AFV or an AFV which opts to stay in a hex which it started its turn with Known enemy Infantry/Cavalry may fire only at the enemy Infantry/Cavalry unit in that hex (A7.212), and must use To Hit Case E for any ordnance attacks."

An immobile AFV, as well as AFVs under defined other conditions are explicitly disallowed to fire outside of the hex, but can use ordnance attacks, although they have to use case E.

By the way, here "hex" is misused, I think it should be "Location".

OK, now you can say that this rule might be for AFVs that go into a hex, are immobilised, but fire in the AFPh before CC/melee is on.

Third sentence: "Even though a vehicle cannot be held in Melee, it holds all Known enemy infantry occupying the same Location in Melee as long as it remains in the hex (unless in Motion)".

Ok, here we read that a vehicle cannot be

held in melee. Sounds pretty clear. It further says that it holds all enemy infantry in melee unless motion. Also clear.

So the writer of the first sentence used "mobile" maybe because he wanted to end the sentence with "may move out of a CC hex normally in its MPH", I don't know, and I even do not try to guess.

Facts from A11.7:

Mobile AFV may move out of a CC hex in its MPH.

Immobile and voluntarily staying AFVs are restricted by A7.212 and TH case E for ordnance.

A vehicle cannot be held in melee.

A non-motion vehicle holds Known enemy Infantry/Cavalry unit in the same Location after a CCPh in melee (usual melee conditions), a motion one not.

Some things to derive from that:

Concealed or HIP enemy Infantry/Cavalry units can move out of the location because they are not Known.

A motion vehicle in the same location with a Known enemy Infantry/Cavalry unit is still bound to obey A7.212 or use case E if firing ordnance, but it does not hold the units in melee. Now even if it gets immobilised by fire during, the Known Infantry/cavalry units in that hex are not held in melee immediately. Melee is on after the next CCPh. Melee doesn't start at other times than "end of CCPh".

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BERSERK '99

Trev Edwards

At the end of March the British ASL community spent a weekend at a sea front hotel in Blackpool in the north west of England. This year numbers were down a little as the German contingent couldn't make it (and with more and more continental tournaments popping up, who can blame them?). We did have a brace of ex pat Yanks with Burnie Fox, who resides in the UK and Ray Woloszyn, who flew in especially from Eastern Europe for the event. My co-TD Steve Thomas reckons we just piped 50 when we had some one day attendees with us on the Saturday evening.

AND SO IT BEGINS...

The majority of players arrived on the Thursday afternoon and evening and many friendly games were played. Some more were played on the Friday morning, before the tournament itself got under way.

We supplied players with their opponents names for the first round, which used two scenarios from *Doomed Battalions* and a *Schwerpunkt* scenario. The theme was Allied Miners/Early War. Allowing for the odd late arrival, this went OK, and, by the evening, our field was 42 strong.

Most memorable event surrounding this round was one of our better British players being laid low by a much weaker opponent in the final turn of "Tod's Last Stand." An apparently indestructible leader and half squad withstood withering multiple shots from the right side of the IFT and survived long odds CC to secure a British win.

A note of thanks is due at this point. Iain Mckay, the Mad Vet (a truly insane Australian bovine veterinarian) was a real brick for us at this stage of affairs. He was prepared to play or not play in the tourney depending on whether we had an odd or even number. As it was, the figure rounded itself evenly, and he did not play except in friendlies all weekend. Without him, the setting up of the first round would have been a lot less comfortable.

A new innovation in setting up subsequent rounds now came into play. Instead of the Tournament Directors having to set the pairings, we utilised a notice board with players name's on pins. In BERSERK! the idea is that players with a like record play each other each round. Once a person had a result from the first round, his name went into either the 1-0 or 0-1 field and he was free to choose himself an opponent from the other names there in that same field. As the rounds progressed, there were more different standings that a person could find themselves with, so we needed more fields. But the TD's job was much easier and the new method of choosing your opponent from those of like record who had already finished went down well. What it ultimately means of course is that players who have already finished are not bound to wait until the next round is announced.

Friday evening saw two sets of scenarios on offer. One was a set of scenarios where Shermans fighting other AFV's was the central theme and the other gave those

PTO fans their outing.

THE LONG, TWILIGHT STRUGGLE

Breakfast was earlier this year, at 08:00, and this meant that the third round was well under way by 9:00 for most players. This round consisted of scenarios featuring the SS. The Saturday afternoon offering was made up of longer, meatier Russian Front scenarios which we had set with long games in mind. As it happened the shortest (*TOT's* 'Beyond The Pakfronts') seemed most popular (*perhaps the fact that some of us went out to see the England- Poland Euro 2000 qualifier on SKY in the pub next door had something to do with this!* – Pete).

Sunday morning saw the final round, involving the French. By 13:40 we were able to hold a short ceremony to honour the winners, losers and guys with all the luck, be it god or bad.

REVELATIONS

First place went to last year's winner Toby Pilling who went 5-0. He took away the top prize, a fine white metal model of the troop commander's Cromwell from the unit that took out the Jagdpanther that now sits in the Imperial War Museum. We had this specially made and I was sad to see it go as it was a gorgeous model. Toby also opted for the mint, shrink- wrapped copy of *Doomed Battalions* (the last known copy?) given to us by Second Chance Games, our



Tournament co-director Steve Thomas (left) in action against the Crusader's ladder-meister Derek Tocher.



Toby Pilling (left) knocks out INTENSIVE FIRE organiser Neil Stevens on his way to the BERSERK '99 championship.

regular retailer. He also received a £20.00 gift voucher from Leisure Games. The question now is whether the "threepeat" is on next year.

Someone else who has had an extremely good 12 months is Simon Stevens who came second, posting 4-1, having only lost to Toby. Simon was the INTENSIVE FIRE '98 individual champion last October, and took away a silver cup and \$35.00 of the MMP prize certificates.

Before their game the two had agreed that, since Toby did not yet have *DB*, he would take that win or lose. Nice the way that worked out.

Third place went to Paul O'Donald, our champion for the original BERSERK! event back in 1997. He got a tiny bronze cup and \$25.00 of MMP prize certificates. Paul had only lost one game, and had beaten the strongest opposition out of those in the group of 4-1 players.

A quick acknowledgement is due here. About a month before the event Perry Cocke emailed me and asks me how big our event is likely to be. A few days later he, on behalf of MMP offers sponsorship in the form of MMP prize certificates to the value of \$60. I was knocked out by this, especially since MMP asked us rather than us asking. I thought this was outstanding and would like to say thanks once again.

Because of the way we run the event, there are several players who post the same record but fail to finish in the top three. These guys should be recognised as having done very well indeed but I would like to single out Brian Hooper for special comment. Brian was near the bottom of the Crusader ladder at the start of the event, but went 4-1 in a remarkable effort. Bravo.

We give other prizes at BERSERK! We ask the players to keep a record of the

Continued on page 18, column 3

BERSERK! '99 PLACINGS

1	Toby Pilling	5-0
2	Simon Stevens	4-1
3	Paul O'Donald	4-1
4	Andrew Dando	4-1
5	Nigel Ashcroft	4-1
6	Ian Daglish	4-1
7	Ray Woloszyn	4-1
8	Brian Hooper	4-1
9	Neil Brunger	3-2
10	Ian Pollard	3-2
11	Dominic McGrath	3-2
12	Simon Croome	3-2
	Andrew Saunders	3-2
	Derek Tocher	3-2
	Bob Eburne	3-2
16	Jeremy Copley	3-2
17	Jonathan Pickes	3-2
18	Steve Crowley	3-2
19	Dave Schofield	3-2
20	Russell Gough	3-2
21	Colin Graham	3-2
22	Paul Saunders	2-2-1
23	Paul Case	2-2-1
24	Neil Stevens	2-3
25	Bernard Savage	2-3
26	Burnie Fox	2-3
	Pete Phillipps	2-3
28	Mark Chapman	2-3
	Shaun Carter	2-3
	Jackie Eves	2-3
31	Nick Quinn	2-3
32	Dave Ramsey	2-3
33	Nigel Brown	2-3
34	Bill Hensby	2-3
35	Malcolm Hatfield	1-4
36	Nick Slonskij	1-4
	Mike Standbridge	1-4
38	Martin Bryan	1-4
	Paul Legg	1-4
	Mike Rhodes	1-4
41	Richard Kirkby	1-4
42	Paul Kettlewell	0-5

THE BERSERK! SCENARIOS

SCENARIO	ALLIED	AXIS
77 Le Hierrison*	1	3
PP6 Hurdling Under A Leaden Sky*	3	2
PBP 13 Marked For Death*	6	5
Z5/RPII 5Brandenberger Bridge*	1	0
KE 5 Beyond The Pakfronts*	9	3
BB10 Surrender Or Die!*	3	1
SP 31 Hills Of Lagonovo*	1	6
T11 The Attempt To Relieve Pieper*	4	0
SSNQNG 3 Bear Hunt*	0	3
SSNQNG 6 One Eye To The West*	3	10
ASLUG 12 One Log Bridge*	3	1
SP 3 Duel At Reuller*	8	3
G 23 The T- Patchers*	3	2
A115 Blockbusters*	1	1
KGP 3 Panthers In The Mist*	1	1
SP 22 Todd's Last Stand*	5	4
87 Goodnight Sweet Prince*	4	5
84 Round One*	1	1
SP24 Forest Fighting In Latvia	0	1
J9 A Stiff Fight	4	1
SHIN 5 Sparks Fly	1	1
AP 8 A Bloody Harvest	1	0
J 12 Jungle Fighters*	0	2
28 Ambush!	1	0
83 An Uncommon Occurrence	1	0
FF 8 Send In The Sand Rabbits	1	1
17 Lost Opportunities	1	0
I Bucholtz Station	1	0
SSNQNG 5 Chateau Nebelwerfer	2	0
U Chance D'une Affaire	1	0
FF 9 Ghost Of Napoleon	0	1
A 72 Italian Brothers	0	1
M First Crisis At Army Group North	1	0
61 Shoestring Ridge	0	1
T2 The Puma Prowls	0	1
A 32 Zon With the Wind	0	1
51 The Taking Of Takrouna	0	1
FF 12 Hitler's Samurai	0	1
CH 33 The Lighthouse	0	1
HOW 9 A Perfect Match	1	0
G45 Hal Ha Bridge	1	0

Four Chits were submitted without the scenario name or number.



Trev Edwards (left) congratulates Toby Pilling on his winning performance.



Mad Vet Iain McKay (left) and Pete Phillipps indulge in their now traditional post-midnight ASL match and drinking session!

THE CRUSADERS

OPEN ASL TOURNAMENT LADDER

BERSERK '99 UPDATE

Derek Tocher

A couple of weeks after BERSERK '99 Trevor Edwards forwarded the results chits to me and I have now had the chance to update the Crusaders tournament ladder.

There have now been almost 900 games played at the INTENSIVE FIRE and BERSERK tournaments over the last four years and the new faces we saw in Blackpool have pushed the number of rated players up to 155.

While 91 participants have played fewer than ten games there are 32 who have now recorded more than 20 results. Your laddermeister currently holds the record for the most games played (49) (*one ahead of me, the swine!* – Pete).

The top 10% of players have ratings of 3290+ while the upper quarter are rated 3170+. Those in the lower quarter have ratings below

2830 while the bottom 10% of participants are rated 2720 or less. These numbers have remained essentially unchanged over the last two years

The hot news after BERSERK '99 is that with his tournament winning 5-0 record Toby Pilling displaces Mike Rudd at the top of our ladder for the first time ever. You have to go back to the very first INTENSIVE FIRE to find Toby suffering a defeat and he has now played nineteen consecutive tournament games without loss. Quite some record!

Other players making a dramatic move include Nigel Ashcroft (+390) who jumps from close to the foot of the table to 68th. Dave Schofield (+340) and Ian Daglish (+335) both move up about seventy places from mid-table to top 25

positions. Ray Woloszyn (+310) leaps 33 places to 8th place, making him our second highest rated international player.

Of course there are a number of others making equally dramatic movements in the opposite direction (you know who you are!) but I will only mention Paul Kettlewell (-435) who dropped eighty places, but at least received a prize from the organisers of BERSERK for his efforts!

As I have said before I am now noticing that the number of times the higher rated player wins (ca. 75%) is becoming very significant. I believe that is telling us that for many players we now have sufficient data for the relative positions on the ladder to have some real significance. The only exceptions, understandably, tend to be games

THE CRUSADERS OPEN ASL TOURNAMENT LADDER

POS.	NAME	PLAYED	PTS.	POS.	NAME	PLAYED	PTS.	POS.	NAME	PLAYED	PTS.
1	Toby	PILLING	3735	53=	Kevin	BEARD	3090	105	Luis	CALCADA	2875
2	Mike	RUDD	3680	53=	Peter	MICHEL	3090	106	John	KENNEDY	2865
3	Simon	STREVEN	3615	55	Paulo	ALESSI	3085	107=	Peter	LADWEIN	2860
4	Peter	BENNETT	3560	56	Dirk	BEJAARD	3080	107=	Lutz	PIETSCHKE	2860
5	Bjarne	HANSEN	3530	57	Robin	LANGSTON	3075	107=	Neil	PIGOT	2860
6	Carl	SIZMUR	3515	58=	Jean-Luc	BAAS	3070	110=	Nick	ANGELOPOULOS	2850
7	Steve	THOMAS	3500	58=	Serge	BETTENCOURT	3070	110=	Neil	STEVENS	2850
8=	Aaron	SIBLEY	3425	58=	Robert	SCHAAF	3070	112	Neil	BRUNGER	2840
8=	Ray	WOLOSZYN	3425	61=	Alexander	ROUSSE-LACORDAIRE	3065	113=	Dave	OTWAY	2835
10	Andrew	DANDO	3410	61=	Bob	RUNNICLES	3065	113=	Pete	PHILLIPS	2835
11	Michael	HASTRUP-LETH	3375	63	Stefan	JACOBI	3050	115	Jeff	HOWARDEN	2830
12	Bernt	RIBOM	3350	64	Scott	GREENMAN	3045	116=	Mark	CHAPMAN	2820
13	Dave	SCHOFIELD	3300	65	Dominic	McGRATH	3040	116=	Brian	HOOPER	2820
14	Frank	TINSCHERT	3295	66=	Patrik	MANLIG	3035	118	Patrick	DALE	2810
15	Joe	ARTHUR	3290	66=	Steve	PLEVA	3035	119	Nick	QUINN	2800
16	Philippe	LEONARD	3285	68	Nigel	ASHCROFT	3030	120=	Bill	EATON	2795
17=	Will	FLEMING	3280	69=	Peter	HOFLAND	3025	120=	Justin	KEY	2795
17=	Ralf	KRUSAT	3280	69=	Jon	WILLIAMS	3025	122=	Alistair	FAIRBAIRN	2790
17=	Alan	SMEE	3280	71	Russell	GOUGH	3020	122=	Nick	RANSON	2790
20	Dave	BOOTH	3270	72=	Raurigh	DALE	3015	122=	William	ROBERTS	2790
21	Nick	EDELSTEN	3255	72=	Vincent	KAMER	3015	122=	Nick	SIONSKYJ	2790
22	Jes	TOUVDAL	3250	74	Colin	GRAHAM	3010	126=	Bryan	BRINKMAN	2780
23	Daniel	BATEY	3235	75=	Nick	BROWN	3000	126=	Chris	LITTLEJOHN	2780
24	Derek	TOCHER	3230	75=	Simon	CROOME	3000	128	Graham	WORSFOLD	2775
25	Christain	KOPPEMEYER	3220	75=	Martin	HUBLEY	3000	129=	Lee	BRAY	2770
26=	Ian	DAGLISH	3215	75=	Ian	KENNEY	3000	129=	Malcolm	HATFIELD	2770
26=	Tom	SLIZIEWSKI	3215	75=	Phil	NOBO	3000	129=	Richard	KIRBY	2770
28=	Klaus	MALMSTROM	3210	75=	Duncan	SPENCER	3000	132=	Shaun	CARTER	2765
28=	Nils-Gunner	NILSSON	3210	81	Eric	BAKER	2985	132=	Ian	POLLARD	2765
28=	Yves	TIELEMANS	3210	82=	Wayne	BAUMBER	2970	134=	Paul	CASE	2760
31=	Francois	BOUDRENGHIEN	3205	82=	Keith	BRISTOW	2970	134=	Andrew	HERSHEY	2760
31=	Paul	O'DONALD	3205	84	Michael	MAUS	2955	136	Peter	NEALE	2750
33	Trevor	EDWARDS	3195	85=	Alex	GANNA	2945	137	Burnham	FOX	2740
34	Jean	DEVAUX	3190	85=	Pedro	RAMIS	2945	138=	Rupert	FEATHERBY	2735
35	Armin	DEPPE	3185	87=	Derek	BRISCOE	2935	138=	David	RAMSEY	2735
36	Bill	DURRANT	3180	87=	Nigel	BROWN	2935	140	Gareth	EVANS	2730
37	Jonathan	PICKLES	3175	89=	Andrea	MARCHIONI	2930	141=	Steve	COCKS	2720
38=	Grant	PETTIT	3170	89=	Andy	PRICE	2930	141=	Paul	LEGG	2720
38=	Bruno	TIELEMANS	3170	91	John	SHARP	2925	143	Tim	MACAIRE	2710
40	Andrew	SAUNDERS	3165	92=	Steve	ALLEN	2920	144=	Tim	COLLIER	2690
41	Mel	FALK	3160	92=	Bob	EBURNE	2920	144=	Simon	HOARE	2690
42=	Lee	BRIMMCOMBE-WOOD	3150	92=	Steve	GRAINGER	2920	146	Christain	SPEIS	2680
42=	Jeremy	COLEY	3150	95	Edo	GIARONI	2915	147	Pedro	BARRADAS	2655
44	Paul	SANDERSON	3140	96=	Joel	BERRIDGE	2910	148=	Martin	BRYAN	2620
45	Frenk	Van der MEY	3135	96=	Bill	HENSBY	2910	148=	Ulrich	SCHWELA	2620
46	Chris	COURTIER	3130	96=	Brian	MARTUZAS	2910	150=	Arthur	GARLICK	2615
47	Paul	RYDE-WELLER	3120	99=	Steve	CROWLEY	2890	150=	Mike	STANBRIDGE	2615
48=	Iain	McKAY	3115	99=	Jackie	EVES	2890	152	John	FLETCHER	2585
48=	Mark	WALLEY	3115	101=	Jakob	NORGAARD	2885	153	Michael	RHODES	2570
50	Luc	SCHONKERREN	3110	101=	Paul	SAUNDERS	2885	154	Paul	KETTLEWELL	2555
51	Simon	MORRIS	3105	101=	Bernard	SAVAGE	2885	155	Roger	COOK	2470
52	Mikael	SIEMSEN	3095	104	Martin	MAYERS	2880				

involving those players who are participating in a tournament for the first time.

If you want more details about the results contact me at 19 Tyrrell Square, Mitcham, Surrey, CR4 3SD, by phone on (0181) 687 2699, or by email at DerekTocher@compuserve.com. The next update will appear after INTENSIVE FIRE in October.

THE EUROPEAN ASL SCENE

Ray Woloszyn

First, thanks to the BERSERK! organizers (Trevor Edwards and Steve Thomas) and sponsors for providing another interesting venue for ASL. This was the second time I had attended the event. You can play "Backs to the Sea" with the Irish Sea as a backdrop.

In keeping with my "jet set" image I left my office at 15:00, Thursday in Langen for the fifteen minute ride to the Frankfurt Airport and was starting my first scenario some four and a half hours later. Between ASL forays and business trips I am, however, shortening my odds on air traffic safety. Having attended INTENSIVE FIRE also, I didn't feel so out of place this time as one of only two foreigners (expatriate Americans) in attendance. Throughout the weekend English sportsmanship and politeness totally prevailed.

Even though I had the scenario list, preparation was out of the question given the fact I have little equipment in Europe. Thus, I ended up playing four new (to me) published scenarios during the tournament which, I have to admit, was not so bad ("life is short").

My first two games were non-tournament but official English "Crusader Ladder" games. My limited European equipment (at least I brought some!) forced me to play 'Lost Opportunities' and 'Buchholz Station'. Nothing unusual happened and I prevailed in both giving me a 2-0 start on the weekend. Local players who really should bring their equipment manage to come up with really bizarre reasons why they don't, like, "my *Third Bridge* campaign game is set up at home" or "my stuff is on loan to my sister."

Friday afternoon and the first tournament game saw me defeat Nick Quinn in 'Tod's Last Stand'. Both knew the Germans are favored and that is who I got. He tried very hard but was totally over-

run by the German AFV's. My HIP MMC/LMG and Leader routed the crew off the searching Bren Gun carrier reducing his anti-tank capability. [1-0]

In the evening I lost to Simon Stevens who ended up second in the tournament. We played 'Duel at Reuler' which involved five Shermans vs. five PzKfw IV's with a little INF on both sides. We were trading a tank a player turn and fighting CE. This led to one of my tanks being recalled due to a sniper. His Leader led and Gyrostabilized tank moved up and took out my remaining two tanks and that was it. [1-1]

Morning came and so did a 'Bear Hunt'. I played Michael Rhodes, one of the more humorous ASL players you are likely to meet. I got the Germans. The Russians are supposed to attack the village, kill everybody and escape with a margin of 6 CVP. Michael commented that the village must have been held by a Bavarian hunting club. Every shot I took resulted in broken partisans. I was ahead on CVP's the whole game. My reinforcements which should have routed the Russians had tough sledding (a pun) through the deep snow and I managed to bog, mire or immobilize about every vehicle. I was foresighted enough to have walked the infantry in rather than ride on or in my snow (im)mobiles. [2-1]

That evening I continued my tradition of playing Neil Stevens (Mr. ASL England) at European tournaments. We (well maybe only me) enjoyed our fourth match in the last year in 'Hills of Lagonovo'. Not knowing the scenario he set up too many Russians on the forward slope of the hill. They were blasted by my tank hoard which chose to prep fire rather than move. Revenge almost came when a sniper wounded my 9-2 in a hex with half my German infantry (3x 8-3-8's). The 9-2 fought the rest of the game being carried by a half squad and never did anything. The coffin nail for Neil was a rocket barrage landing right in the middle of his reinforcements. This killed most of them including their beloved commissar (obviously used as a human shield). Down but not out he clawed his way back into contention (by plying me with at least two beers from the bar) and kept me busy chasing Russians off "my" hill. [3-1]

Sunday morning dawned and I played English laddermeister Derek Tocher. I had seen Derek at the previous month's Scandinavian ASL Open. We both thought we had a chance for a small prize and played like it was the finals at ASLOK. We chose 'Marked for Death'. We both wanted the Germans which he got with a G2 ABS bid. He ignored the bridge for the first three turns and tried to wipe out the French town garrison. I played wily rabbit and managed to withdraw from two hopeless CC situations. This kept him so busy in the town that when he crossed over to the other side of the river he could not organize an adequate defense. Last French turn, one of my two French berserkers (after all, what better way to finish BERSERK!) broke through to the bridge allowing my armored cars to move up. Another French unit from the original garrison on his ninth life came up to two 5-4-8's and a half squad guarding the bridge on the town side, survived DF and routed the 5-4-8's away in AF. In the CCPh my French squad was in one of the victory hexes in melee with a pinned HS and my AC was in the other victory hex facing down a 5-4-8. The 5-4-8 failed to

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DIFFERENCE IN RATING POINTS	HIGHER RATED PLAYER WINS:	LOWER RATED PLAYER WINS:	DRAW
	high player gains low player loses this many points:	high player loses low player gains this many points:	high player loses low player gains this many points:
0-50	70	70	0
51-100	65	75	5
101-150	60	80	10
151-200	55	85	15
201-250	50	90	20
251-300	45	95	25
301-350	40	100	30
351-400	35	105	35
401-450	30	110	40
451-500	25	115	45
501-550	20	120	50
551-600	15	125	55
601-650	10	130	60
651-700	5	135	65
701+	0	140	70

Players have an initial rating of 3000 and points are won and lost depending on the difference in rating points between the two players as shown above.



Simon Stevens (left) and Ray Woloszyn in action.

kill the AC and the AC CMG did in the 5-4-8. This eliminated any chance for a German victory when the broken German units on the bridge failed to rally on the last game turn. [4-1]

Well, no prize, just the usual fun and games. I am playing in Europe on borrowed time but am enjoying it while I can. ASL is just about the same everywhere. BERSERK and INTENSIVE FIRE are the two English big ones and warrant attendance.

SCANDAVIAN ASL OPEN

The month before BERSERK, over the weekend 25th Feb/26th Feb the Danish ASL complement put on their second Scandinavian Open in central Copenhagen. About 36 players from the Nordic area as well as France, Germany (me) and Great Britain attended. I was fortunate enough to attend as I am trying to play in as many European ASL conventions as possible before eventually going back to the USA. Like in the USA, I already knew many of the players attending having met them at BERSERK (England), INTENSIVE FIRE (England), ASL RING (France) or GRENADIER (Germany).

The level of play was excellent and the scenario choices were very good with many coming from the first HOB SS module. The only classic scenarios on the play list were 'Sword Play' and 'Mayhem in Manila'. As is usual in the Continental ASL tournaments, IIFT was mandatory. ABS was used for all scenarios which means that the balance provisions worked out by the Danes would be different than those of other tournament sponsors for those without ABS. Because of the six rounds, the ABS bid was not used to determine the final standings (extra points for degree of balance given up). Maybe there should be a clearing house of "unofficial" ABS provisions somewhere on the net for use by other tournament directors.

The tournament was held on the grounds of the Tojhus Museum, the arms museum of Denmark next to the parliament building. A guided tour was given of the museum with special emphasis on the equipment from the scenario 'Good Night, Sweet Prince'. Some of the more rugged people (mainly the Finns) slept at the site on sleeping bags while others stayed at local hotels or hostels. Food service as is usual at a European tournament was excellent with a small kitchen available to warm up the dinner (no crocodile needed).

Unlike my worthy opponents, I have adopted a Chaos Theory approach for my limited ASL set in Europe (BV, Paratrooper and Yanks) with little compartmentalization in my German ersatz Plano boxes. The Danes, who all store their counters in little match boxes, insisted on using their sets to play having looked at all my tanks in one compartment (worthy of the big bag theory, "quick put away"). I politely suggested that rather than throw all those matches away, they should donate them to the Elephant Man.

I finished a respectable 4-2 (6th place) having won my first two scenarios but went down in the 3rd round to the tournament victor Georges Tournemire from France in 'Chateau Nebelwerfer'. He displayed awesome French creativity and went all around the American right flank coming in the back door of the Chateau (coming from France, he seemed to know all the short cuts). Despite defending against this possible attack and having the captured the German Panther, I couldn't stop his two Panthers and two SS squads from taking the Chateau from me like candy from a baby.

My first win was in 'Precious Price of Time' against Finn, Eero Viheraari. My flail tank, which lost its MA on the first turn, went on an MG rampage rolling three snake eyes in three advancing fire attacks causing the German defenders to break. My crocodile then cleared the rest of the way allowing me to exit enough points to offset the two Shermans that went down to PF and Panzerschreck attacks.

I went on to my second win in 'Art Nouveau' against expatriate American, Steve Burleigh. Highpoint was rolling snakes on my first RB clearance roll. The Belgians had to surrender after that with my tanks waiting to exit.

After my third round loss described earlier I played Dane, Bjarne Hansen in 'Sword Play'. About all I remembered from PTO was that the Japanese were good in CC and after destroying two tanks, an ambush CC gave me enough points to win.

Tired, I played English Top Gun, Mike Rudd, winner of INTENSIVE FIRE in 'Steamrollers'. We were so exhausted at the end we had to ask people watching the game to count MP for us late Saturday

evening. It was close but the most interesting event was watching Mike charge my four JS 122mm tanks/tank destroyers with his Tiger I and watching him destroy all four of them in two turns. My infantry, however, broke through, got some PF's and made it close.

Sunday and get away day. Played Jes Touvdal, another Dane in 'One Eye to the West'. It was close all the way and we rolled a die as we ran out of time to see who would win. Guess I did and ended 4-2 with my two losses against two of the best European players. I was in competition for CC VP's and snake eyes which explains part of this performance. All in all a fun weekend for Partisan 8-0 ("Zadra") Raymond Woloszyn.

THE POLISH GAMING SCENE

I have been working in Bydgoszcz and Warsaw off and on since January, although I live in the

Continued on page 16, column 2

RAID ON THE VIKINGS!

The 1999 Scandinavian Open

Mike Rudd

At INTENSIVE FIRE '98 my fireteam played the Danish team of Bjarne Hansen, Michael Hastrup-Leth and Mikael Siemsen (as did my fireteam - Pete). They told us how their club was running this year's Scandinavian ASL Open at the National Arms Museum in Copenhagen. My home area of Newcastle has a 400+ year history of Viking attacks, so the time seemed right to bring some silverware back across the North Sea. At the end of February four Brits, Derek Tocher, John Sharp, Ho Arthur and myself, set off.

The competition was a six round Swiss-style affair with two games on Friday, three on Saturday and the decider on Sunday morning. The scenarios were drawn mostly from *Waffen SS: No Quarter No Glory and Doomed Battalions*. The omens were not particularly favourable; I was gubbed by Toby Pilling in my warm up game a week before the tour. And Jo wrote off his car and a telegraph pole driving to the airport. But being a big tough lad Jo still made it to Copenhagen for the Thursday night "beers and all the pizza you can eat" session.

FRIDAY

In the first round I played the very competent Frenchman Philippe Briaux in 'Tod's Last Stand'. I made a bit of a Smorgasbord of my advance into the farm so I can't complain about losing to his CC DR ≤ 6 on the last turn. As usual I learnt a few rules and used for the first time the Incremental IFT. I think the IIFT is a very continental thing which I can't see catching on in the UK (a bit like driving on the right, the single currency and eating healthy foods). Round one and I was out of contention, but at least Jo, John and Derek won. I concentrated on enjoying the remaining games.

Round two, 'Good Night, Sweet Prince' is a game in which the Germans should win if their Pz IIs can remove the wire blocking one of the bridges. They did and one turn later my Danish opponent resigned.

SATURDAY

First game 0830, 'Chateau Nebelwerfer', best title in the tournament. I think it's pro-German but if the Yanks kill two Panthers they win immediately. A hidden BAZ unit and a lucky ATG shot meant one hour after set-up I was 2 and 1 up and able to look around the military museum with John. They have a huge collection of small arms, as well as big toys such as the Nimbus gun (naturally!), a V1 and a Goliath.

Second game playing Michael (one of the organisers) at 'Peningkibaru Push'. Unusually the scenario designer (Derek Ward) was on hand but sadly gave out no hot tips. I lost about 12 CC CVPs but won the scenario. Afterwards we found out my force

was using the wrong quality and quantity of Matildas....oops!

Third game of the day was 'Steamrollers'. Set at the end of the war, the Soviet Guards and Joseph Stalins are the unstoppable force hitting the immovable 3rd SS Panzer Division. This was the scenario I played best and enjoyed most. Ray Woloszyn, a veteran of UK and US tournaments, split his force and attacked on two fronts, with mostly infantry through the northerly forests and the tanks through the village. My SS adjusted their positions accordingly but held their fire for two turns. Next a bit of skirmishing saw him lose a bit of time while I lost a squad and a Pz IV. At around midnight (real time) John and Jo went for beers. I was becoming a bit tired so decided to have a little counter-attack. My 8-0, a 447 and a Tiger under the cover of the burning Pz IV charged four Joseph Stalins and two 628s. One turn later a 237 and the Tiger pulled back having KO'd all four tanks. Posthumous Knights Cross to the 8-0 who immobilised an IS2m in CC. ray was stuffed by poor dice and the "No IF" rule. He attacked boldly into the village with infantry but when his last tank's MA broke he resigned at 1 AM. Just as well, we were both shattered and forgetting the basics. Others played on 'til 5 AM!

SUNDAY

Sunday morning and a look at the leader board showed at 4 and 1 up I was back in the competition. Derek had also dropped one game to the unbeaten Georges Tournemier. I would be playing Georges. If both Derek and I won our games then all three of us would be 5 and 1. Under the mysterious scoring system Derek would win with me second and Georges pushed into third. Georges and I started 'One Eye To The West'. The museum wanted us out by 2 PM and it was 10 AM by the time we borrowed boards/counters. With severe time pressure my Russians needed to wipe out the SS in 2-3 turns. With riders on tanks and CXing 3 squad stacks they charged the King Tiger and Flakwerling. Georges' Tiger missed with the first shot, broke it's MA on the second, and the AA crew were routed by a 2FP +3 shot. By turn two the Tiger was dead and Russians were crossing the Donau; Georges was toast! At the next table Derek had his game won. Georges remained in remarkably good humour despite being unreasonably diced out of his title. He skilfully pulled his squads back to form a new defensive line and it was all over.

With no time left and the escape of his infantry I had to agree to a draw. As the only unbeaten player Georges claimed first prize, Derek the smaller trophy and I was fourth. Jo Arthur was mid-table and John Sharp... er..... didn't finish last.

Honour satisfied we made our separate ways back to England. Thanks to the organisers for a great weekend and all the players for being good sports!

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MARCH MADNESS 99 SCENARIO PACK

UNOFFICIAL GUIDE TO THE SCENARIO REVISIONS

Here are the changes made the KE scenarios that were reprinted for March Madness '99. A section in *italics* indicates that entire section is presented in revised form. Otherwise, the changes are additions to the existing text.

KE 14 ANOTHER DAY, ANOTHER FIELD (replaces KE 8)

VICTORY CONDITIONS: *The Americans win at game end if they accumulate ≥40 VP. The Americans receive Casualty VP normally; additionally, the Americans receive VP for every HS-equivalent of Good Order American non-crew MMC in the following hexrows at game end (for VP allotment purposes, a Mobile non-Recalled non-Shocked AFV with functioning MA counts as four HS-equivalents of Good Order MMC):*

On/between hexrows I and L ... 0.5 VP

On/between hexrows E and H ... 1 VP

On/between hexrows A and D ... 1.5 VP

Finally, 1 VP is subtracted from the American VP total for each unbroken German HS-equivalent of MMC that is on/west of hexrow H at game end.

BALANCE: *German: Replace the American 8-1 leader with an American 8-0 leader.*

GERMAN OB: No more than two non-HIP MMC may set up in each hexrow.

SPECIAL RULES: Kindling fires is NA.

KE 15 ANGELS AT THE AIR-FIELD (replaces KE 10)

BALANCE: *Japanese: The Americans are not considered Elite for purposes of Ammunition Depletion (C8.2).*

TURN RECORD CHART: US Battlefield Integrity number is 174

AMERICAN OB: 127th Airborne Engineer BN, add 1 1-2-6 and 1 M19 MTR

SPECIAL RULES: Kindling fires is NA.

SSR3. *Japanese squads/HS are considered to have their Morale underlined A1.23—Japanese Full-Strength squads that fail a MC by > their ELR are Replaced by two broken Japanese elite HS; Reduced-Strength squads and HS that fail a MC by > their ELR are Replaced by a broken Japanese elite HS. The use of Japanese T-H Heroes is NA.*

The American force is considered elite for Heat of Battle and Ammunition Depletion purposes.

KE 16 TIGER 222 (replaces TOT 7)

VICTORY CONDITIONS: *The Germans win at game end if they have accumulated ≥32 Casualty/Exit VP. In addition to receiving Casualty VP for eliminating/capturing American units, the Germans also receive Exit VP for unbroken German Personnel and/or non-Shocked non-Recalled German AFVs (including inherent crews and Armor Leaders) north of the river at game end [EXC: immobilized AFVs and their inherent crews/Armor Leaders are worth half (FRD) of their Exit VP allotment], and each building north of the river controlled by the Germans at game end is worth 5 Casualty VP.*

BALANCE: *American: In the Victory Conditions, change "≥ 32 Casualty/Exit VP" to "≥34 Casualty/Exit VP".*

German: Add a German 9-1 Armor Leader to the German At Start OB.

AMERICAN OB: Elements of 1st Battalion, 117th Infantry Regiment, 30th Infantry Division, supported by elements of 823rd Tank Destroyer Battalion: ≤ 4 squad-equivalents (and any SMC/SW that stack with them) may use HIP (see SSR 2 and 3); add 1 2-2-7 and 1 M10 GMC; delete the M1 57L AT.

GERMAN OB: Add 1 8-3-8 and 1 LMG.

SPECIAL RULES: All board 41 terrain that is not in play remains in effect for "offboard" movement/entry purposes [EXC: Bog Checks during "offboard" movement are not required]. Kindling fires is NA.

SSR2. *The M10 GMC may be set up HIP—and likewise is revealed—as if it were an Emplaced Gun (A12.34) [EXC: it may not set up in a building]. Use of HIP by the M10 GMC counts as the use of one squad-equivalent for HIP set-up purposes.*

SSR3. *A-P mine factors may be exchanged for A-T mine factors regardless of their use as Known/Hidden minefields. Each A-P or A-T minefield set up HIP counts as the use of one HS-equivalent for HIP set-up purposes; mine factors not set up HIP are considered Known mines (E.7). The use of Dummy Minefields (E.7B) is NA. The American may Daisy Chain (B28.531) any*

number of available A-T mine factors.

All German units are SS. The 8-3-8 is an Assault Engineer (H1.22). All eligible German AFVs are equipped with Schuerzen (D11.2).

KE 17 NIGHTMARE (replaces TOT 8)

VICTORY CONDITIONS: *The Germans win at game end if they control ≥ 5 of the At Start 1 Squad Foxhole-equivalents and/or buildings, or the Germans win at game end if they accumulate ≥ 13 Casualty VP.*

BALANCE: *American: Replace the American 8-0 Leader with an American 8-1 Leader.*

German: Replace the German 9-1 Leader with a German 9-2 Leader.

AMERICAN OB: add 1 8-0 Leader, delete 1 8-1 Leader.

GERMAN OB: add 3 5-4-8s, delete 3 4-6-8s, add 4 2-2-8s.

SPECIAL RULES: The crews in the German OB are Stealthy. The Germans receive ≤10 Cloaking counters (as opposed to the number normally allotted by E1.411). AFV crews may not voluntarily Abandon their vehicles, and Crew Survival (D5.6) is NA.

KE 18 WINTER WONDERLAND (replaces TOT 10)

VICTORY CONDITIONS: *The Germans win at game end if they have accumulated ≥33 Casualty/Exit VP. In addition to receiving Casualty VP normally, the Germans also receive Exit VP for German units Exited off the north board edge.*

BALANCE: *American: The American force is considered Elite for Ammunition Depletion purposes (C8.2).*

German: In the Victory Conditions, change "≥33 Casualty/Exit VP" to "≥30 Casualty/Exit VP".

AMERICAN OB: add 6 6-6-7s, delete 6 6-6-6s, add 1 2-2-7, add 1 M2 MTR, add 1 BAZ 45, delete 1 Phone.

GERMAN OB: enter on/after Turn 1 on/between 24H10 and 24A10 and/or 24A1 and/or 24H0 and 24A1; all, some and/or none may enter on each/any turn(s); add 3 8-3-8s, delete 2 6-5-8s, add 1 8-0, delete one 7-0, add 2 dm MMG, delete 1 MMG, add 1 StuPz IV.

SPECIAL RULES SSR1: *EC are Snow, with no wind at start. Weather is Falling Snow (E3.71) of the heaviest intensity (i.e., the Mist LV Hindrance is +1 at ≤6 hexes at start), and will not change for the duration of the scenario. The Soft Ground SSR from Kampfgruppe Peiper (SSR KGP5) is in effect. Kindling fires is NA.*

SSR2. *The Americans receive one module of 105mm OBA with Plentiful Ammunition (HE, Smoke, and WP only). The OBA module never has a red chit permanently removed from its Battery Access Draw Pile for ANY reason (i.e., Battery Access will never be permanently lost; see C1.21). Prior to setting up, the Americans may exchange the radio for a field phone. The 60* MTR may fire WP as if the scenario were dated 1945. The 8-3-8 squads in the German At Start OB are Assault Engineers (H1.22). The StuPz IV in the German OB are not SS. All eligible German AFVs are equipped with Schuerzen.*

KE 19 BITTER REPLY (replaces TOT 11)

VICTORY CONDITIONS: An immediate American victory results if the Americans accumulate ≥48 Casualty VP (excluding the Casualty VP normally awarded for prisoners).

BALANCE: *American: Delete the 8-0 Leader from the German OB.*

German: Delete one BAZ 44 from the American OB.

AMERICAN OB: Add one BAZ 44.

GERMAN OB: Add 9 5-4-8s, delete 3 4-6-7s, delete 6 4-4-7s, add 1 8-0, delete 1 7-0, add 1 dm MMG, add 2 9-1 Armor Leaders, delete 2 8-1 Armor Leaders.

SPECIAL RULES All roads are paved. AFV crews [EXC: M3 halftrack crews] may not voluntarily Abandon their vehicles. The American OBA module is 105mm.

SSR4. *The Germans receive one module of 81mm battalion mortar OBA (HE and Smoke capable) with Normal Ammunition, and with one Barrage-capable Pre-Registered hex directed by an Offboard Observer at Level 4. The hex containing the Observer is secretly pre-recorded prior to all set up in any hex along the north board edge. The first Fire Mission of this OBA module must be a*

Smoke Fire Mission—and Battery Access for this first Fire Mission is automatic (remove one black Chit from the Battery Access Draw Pile when commencing this first OBA mission). All eligible German AFVs are equipped with Schuerzen.

KE 20 THE STEEL EYED BOYS (replaces TOT 15)

BALANCE: *German: Replace one German MMG with a German HMG.*

British: Delete the 7-0 Leader from the German OB.

GERMAN OB: Delete 1 HMG.

BRITISH OB: Add 1 8-0, delete 1 7-0, add 4 M5 (a) halftracks.

SPECIAL RULES: One of the British M5(a) halftracks has a 4 FP AAMG.

KE 21 FRANZEN'S ROADBLOCK (replaces TOT 25)

VICTORY CONDITIONS: The Germans win immediately by inflicting 14 Casualty VP (not 12).

BALANCE: *German: In the Victory Conditions, change "≥14 Casualty VP" to "≥12 Casualty VP".*

British: Add one dismantled 51mm (non-Airborne) MTR to the British At Start OB.

KE 22 BLACK FRIDAY (replaces TOT 28)

VICTORY CONDITIONS: The British require ≥9 (not 10) squad-equivalents.

BALANCE: *German: In the Victory Conditions, change "≥9 Good Order" to "≥10 Good Order".*

British: In the Victory Conditions, change "≥9 Good Order" to "≥8 Good Order".

GERMAN OB: Kompanie 1., Marine Fusilier Bataillon 2. ELR is 1. Delete 1 MMG.

SPECIAL RULES: The 88LL AT Gun uses the same Ammunition Depletion numbers as the PzJg Tigers, and also may not Bore Sight. The 88LL AT Gun does not suffer from Ammunition Shortage.

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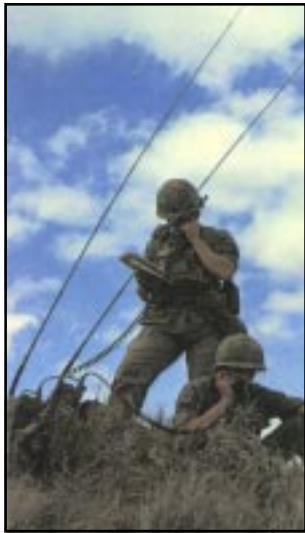
OFFICIAL GOLD BEACH ADDENDUM

1. The team victory conditions state that the British players win if they fulfil 8 of their 10 objectives. This should read 6 out of 8.

2. There is no German reinforcement group listed for when a black 10 card is drawn. Randomly select either a PzIB (dr 1-3) or a PzIIA (dr 4-6).

AUTOMATED OBA REQUESTS

Many of you will be familiar with the automated telephone help line where you press "1" for option 1, "2" for option 2 and some on. Imagine if this system was applied to OBA requests.....



Thank you for calling the 26th Division's automated artillery support request line.

Your call is very important to us. Please be assured that we will attempt to assist you with all available resources in the shortest time possible. For air support, please call the U.S. Air Force at 1-800-BOMBNOW.

[In enemy language: If you are a member of the [enemy country] army, we will not be able to assist you. Please contact your own army's artillery support request line at 1-800-DIEYANK]

If you are attacking a fixed enemy position, please press 1.

If you are engaged in mobile defense, please press 2.

If you are defending a fixed position, please press 3.

If you are setting up a hasty defense or are about to be overrun, please press 4.

If you wish to cancel a prior fire mission request, please press 5.
Press the star key at any time to return to the main menu.
[beep]

Please select the type of fire mission you would like.

If you would like 81 mm. mortars, please press 1.

If you would like 105 mm. howitzers, please press 2.

If you would like advanced munitions, such as fuel-oil explosives or scattering mines, please press 3 to speak with one of our soldier advocates.

If you would like to request the use of chemical or nuclear weapons, please press 4 and hold the line. The Secretary of Defense will speak with you as soon as possible.

[beep]

Enter the map coordinates of the target you would like to strike, followed by the pound sign. Please remember to verify your coordinates and remember that your request may take several minutes to process.
[Beep-beep-beep-beep-beep-beep]

You have entered co-ordinates 323451. If this is correct, please press 1.

[Beep]

Thank you. Please enter your battalion passcode, followed by the pound sign. As soon as we verify your passcode, we will begin processing your request. If you have forgotten your passcode, please contact 1-800-I-FORGOT to get a temporary passcode. Please enter your passcode now.

[Beep-beep-beep-beep-beep]

Thank you.

[Pause]

Your passcode has been verified and your request will be processed. We strongly suggest that you and your comrades take cover as soon as possible. Thank you for using the 26th Division's artillery request support line.

BARRAGES

Scott Jackson

Section E12 adds a new dimension to OBA. No longer is OBA limited to just pounding 7- or 19-hex circles—now we get lines and "Creeping" lines! Cool!!

The primary requirement (other than having available non-rocket OBA!) for a (Creeping) Barrage is having at least one Pre-Registered hex.

Then, before any setup, any Pre-Registered hex can become "Barrage-capable" by having two Blast Area hexes written down [these delineate the Barrage Blast Area, a 9 hex (alternate) hex grain line]. Note that one OBA battery can have a different Barrage Blast Area noted for each separate Pre-Registered hex, but that they all have to be parallel to each other.

Players should also remember that making an OBA's Pre-Registered hex "Barrage-capable" by no means limits that OBA to firing just Barrage attacks—normal and Harassing Fire attacks are still possible/usable.

Use of Barrage skips from placement of the AR directly to placement of the FFE:1 counter (so, no SR—roll for accuracy of the FFE:1 and put it down [parallel to the written Blast Area]). Barrages can only be Corrected into or adj. to the original Pre-Registered hex (if already adj., then Correction is only possible into the Pre-Reg. hex).

Now use the IFT column to the left of that OBA's normal IFT column to attack any units in the current Blast Area. Note that unlike Harassing Fire, (non-Creeping) Barrage *can* be used to put down smoke!

Now, that was easy wasn't it?

ODDS OF EFFECT

Co-ordinates 1-6:

3 rows hit (e.g., rolled 4,6,1) $120/216 = 56\%$

4 rows hit (e.g., rolled 4,6,4) $90/216 = 42\%$

5 rows hit (e.g., rolled 4,4,4) $6/216 = 3\%$

Co-ordinates 7-10:

3 rows hit (e.g., rolled 4,3,1) $24/216 = 11\%$

4 rows hit (e.g., rolled 4,3,4 or 4,6,1) $108/216 = 50\%$

5 rows hit (e.g., rolled 4,4,4 or 2,5,6) $76/216 = 35\%$

6 rows hit (e.g., rolled 5,6,5) $8/216 = 4\%$

Because of the asymmetry, at least one row of 1-6 will be spared, but there is a chance that no rows of 6-10 will be spared.

CREEPING BARRAGES

Creeping Barrages are almost the same as regular Barrages. However Creeping Barrages (CB) are:

only usable by the Scenario Attacker,
only get one Pre-Registered hex (which "disappears" after the CB ends),

the CB Blast Area must be parallel to the map edge where the majority of the Attacker's

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units will enter, and,

must have an "Aiming Hex" chosen along the opposite board edge.

Part of the fun of CB is that the owner gets to decide (before any setup) whether that CB will correct just in the friendly PFP or in both the friendly PFP and DFPh—and he also notes what Turn that CB will Lift.

CB usually start on Turn 1, though there is a chance that the timing will be off and the CB will actually start earlier—using "pre-Game Turns" to attack and self-correct. Fortunately, this poor Timing attack occurs after both sides set up—so you can still catch the enemy in your attacks. Also, the number of "pre-Game Turns" is limited to ½ (FRU) of a single dr, so that's not too bad.

CB 'auto-correct' during the appropriate phases by jumping 2 hexes toward the 'Aiming Hex'; accuracy still applies, though extent of error can only be 1 hex. If a CB cannot auto-correct (i.e., it is too close to the Aiming Hex board edge) then it automatically lifts. The CB will also lift on the Turn specified by the owning player.

Remember: anyone using CB remembers to add the extra Black Chit/Card to their Battery Access draw pile for the Pre-Registered hex as well! Also, the Hindrance DRM of a CB is +2 (EXC: rain/deep snow).

Also notice that CB are "Automatic" in that the owner simply cannot draw two reds and lose the OBA before it even fires. A red draw on the initial CB attack simply starts that attack a bit early—but it will still march its destruction across the map.

TACTICS

Barrages can lay down the best SMOKE coverage available—a line of 9 hexes that is usually 3 times as effective as a circle of (basically) 3 hexes coverage.

CB make fantastic moving ersatz Smoke Screens—and they cover 9 adjacent hexes!! All for the cost of 1 (completely automatic) Fire Mission. Not to mention the bonus that (unlike SMOKE) they will actually attack enemy units...

Most people have never experienced the surprise of a CB marching towards them—it can be as unnerving as all get out. Most people also expect an AR to convert into a 7-hex circle, so a sudden 9-hex line may catch some enemy units by surprise.

Since Barrages are much more powerful than Harassing Fire missions, they will often force an enemy to channel his attack in a different direction. They are also much harder to 'skirt' around.

Barrages make good Flank Protection, as long as they come in when needed...

HOUSE RULES

Allow (Creeping) Barrages to use Harassing Fire mode as well—extending their line from 9 hexes to 15 hexes (i.e., add 3 hexes on each end of the Blast Area). Use the standard 1/3

normal OBA value for such attacks. Any Harassing CB only gets the normal +1 Hindrance DRM though...

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THE EUROPEAN ASL SCENE

Continued from page 13

Frankfurt area. I have been surprised by the interest in WWII, particularly in the publication area. There are amazing books for historians, wargamers and military modellers. There is a wealth of new material on Case White which finally has Polish photos, not those we have seen countless times before taken by German cameramen.

There is a strong gaming community in Poland including *Magic* and *Warhammer*. Many young people play operational games with Napoleonics most popular. For the ASL fan there is only *SL* which has been published completely in Polish. I have found myself on some lonely weekends in Poland playing *SL*. About twenty players meet every Saturday in Bydgoszcz at a youth center to play. For me playing *SL* is a struggle and I had to get a copy of the old rule book so I would know what to do.

In every major city there is usually an excellent war museum covering all of Polish history and lots of equipment. I have not seen any Polish armor up to this point. Most of what is on display are Russian and German vehicles.

Working in Warsaw in the Praga district the hotel where I usually stay is near 370 Warzyngtona ('ASL 7'). After work on warm and nice evenings I often cross the Most Slaski bridge ('ASL 9') on one of familiar streetcars (used to barricade Warsaw from the Germans) into the Old Town. There the city museum has an exhibition on the Warsaw uprising which for the Poles was a defining and tragic moment. They feel their country lost its best and brightest in that uprising forever destroying the high culture that characterised the city. I often visit a cousin of mine there who lives near Czernaikow ('ASL 3'). Of course, I have seen the remains of the bunker at Mila 18 ('ASL 2'), now a communal grave. All this is very ironic given my passion for *ASL*.

If all this isn't enough to keep my interest in the system up, my staff and I eat every day at the Central Military Library where they serve cheap, good lunches. They have a reading hall there with military history books from every country and many rare volumes that can be borrowed for research at the library. Too bad that I am a player and not a scenario designer.

Ω



ACTION PACK 2

Brien Martin

OK, here's one guy's opinion on what \$25 gets you in AP#2:

OVR FLOWCHART

Colourful and large, the flowchart is very nicely done. I had an OVR against me this weekend, and we didn't refer to the chart (since my opponent knew how to do it) ... I wish I had. Reading through it, it's very thorough and uses the space effectively to get everything "on board".

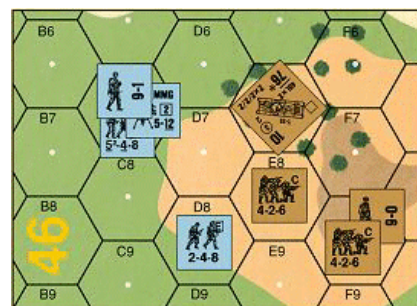
BOARDS

Board 46 features a large City/Village (rows U-GG), with outlying Grainfields and a small hill (boundary roughly D7-F6-I7-F9). You can see where the paintbrush strokes came near the Building depictions (see hexes W6, X6, W7, X7, not to mention most of the town). That makes this board look a little as though it was rushed to completion, but is only evident upon close inspection.

Board 47 features some fairly dense Woods with a small Stream running practically the length of the board. This map doesn't suffer from the same "imperfections" in the artwork ... but I have to question the "holes" in the three Hill-Grainfields. They seem to be there for show, because none of them would come into play for LOS ... maybe a mistake in completing the map? I don't know.

OVERLAYS

One overlay has an 10-hex x 15-hex Village/Hill overlay, the other has one larger, two-level hill overlay, plus some smaller ones depicting a Church and Cemetery,



VIEW FROM

smaller hills, and some Huts. Nicely done, the brown is much lighter than on my boards, but easier on the eye, especially when the second level comes in.

SCENARIOS

'AP9 Red Storm' (Bill Sisler) - A 10.5 turn, four board (46, 41, 10, 17) clash between the Reds and the Nazis in April 1945. The Germs have to keep the Russkies from controlling all the multi-hex Buildings.

'AP10 Closing The Net' (Bill Sisler) - 9.5 turns, two boards (39, 47) ... pitting the Japs against the Amis at Guadalcanal in January 1943. Japs get a couple of Pillboxes, Amis get two "groups", and can set either one up at start, with the other entering on Turn 1.

'AP11 Swamp Cats' (Pete Shelling) - 7.5 turns, four boards (13, 42, 46, 47 ... of which only half of each is in play) ... Germs and Reds in July 1944. Russians have to control the bridge at 13K6 as well as all multi-hex buildings to win this one. And the Germans get a couple of Tigers to hold them off.

'AP12 Cream Of The Crop' (Rick Troha) - 7 turns, three boards (42, 46, 43) another Reds/Germs action ... this time in June 1941 near the Bug River. It's a battle for Board 46, as the Krauts have to control more Building Locations on that board than the Commies do at game's end.

'AP13 Shielding Moscow' (RJ Jenulis) - 6 turns, half of Board 46 (sprinkled with a couple overlays). You like Winter?? You got it ... Snow on the ground, Falling Snow and Extreme Winter ... SSRs for Factories and H-T-H CC ... and ... two, count 'em, two ... Russian T-35s ...

'AP14 Ace In The Hole' (Pete Shelling) - 7.5 turns, three boards (17, 4, 46) and the Amis up against the Nazis in February '45. How to win? Amis have to leave no Good Order, non-crew MMC in any Stone Building and avoid taking 45 CVP in the process. Amis are field-testing the M26 in this one ...

'AP15 Broken Bamboo' (Shaun Carter and Charles Markuss) - 7 turns, two boards (38, 47) ... Brits and the Sons of Nippon in Burma, 1944. You like Gurkhas?? How about 11 Gurkha squads?? Brits win controlling five or more building hexes that are within four hexes of 47CC6.

'AP16 Danger Forward' (Jim Rinkenberger) - 7 turns, two boards (10, 46 half of each in play) and the Amis vs. the Italians on Sicily. Italians try to hold on to at least four Stone Building Locations.

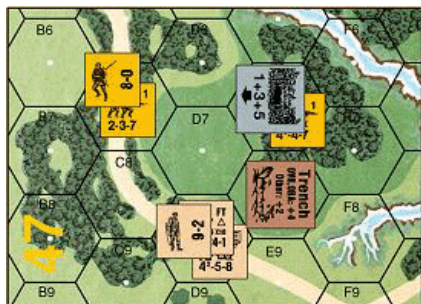
Haven't played or even set up these scenarios ... and I'm sure I wouldn't do them justice until I have ...

RULES

4 'new' chapter B terrain pages adding Stream/woods/orchard etc. and Towers to the official chapter B stuff. Most of those four pages are a re-print of the new Chapter B pages from Doomed Battalions, the rest is an incorporation of the Stream-woods terrain rules from *KGP*. Since *DB* is currently out of print, MMP did not want it (and the Village Terrain rules it contained) to be a requirement for *AP#2*.

Overall: A very good addition to my collection.

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THE TRENCHES

SCOTLAND THE BRAVE II

A General's Review

Mike Conklin

I recent picked up Critical Hit's *Scotland the Brave II* and thought I would let you know what I thought.

For your money you get a full map sheet that connects directly to the map in *StB I*, 10 scenarios on five cards, 2 *PL* campaign games, and a booklet with designer notes for each scenario. The map would be great if the colours were not so muted. The buildings fade into the pale green background, and the differences in level are all but invisible. I don't know why the colours don't match those in *StB I*, but I am sure they tried. Also, why was the on board rubble done in black?

The map also includes two overlays to correct the map in *StB I*, the raised road (with correct artwork) and the trail without LOS. The only other problem is the lack of terrain. This is mostly open farm land. In some areas there is no cover for oncoming troops. The one scenario I played in *StB I*, had the same problem. It makes coming on tricky.

Most of the scenarios appear to be similar, featuring British vs. German combined arms or armour battles.

The Campaign games both use the now much debated *PL 2.5* rules system. Not being a major campaign game player myself, I will continue to allow others to determine the worth of *PL 2.x*. The first uses only the *StB II* map and starts with 3 British battalions set up. Note each battalion is 12 1st line squads in size so additional British counters will be needed. CG-3 uses both maps and starts with 5 battalions or 60 1st lines squads. Unlike a lot of people, I only have one set of *WOA* (or any other module for that matter). This is obviously for a club or group. Also each battalion has its own FOO (artillery observer) so 5 OBA modules could be in play at one time and that is just British. Actually it could be for up to 10 players. The final map with *StB I & II* combined is 21 by 80 hexes in size. A massive undertaking in any context.

While disappointed in the map, faded colours and what not, this module continues to live up the first. Both are what I like in this type of historical module. No counters with strange artwork. Not a lot of complicated SSR. Just good old fashioned *ASL*. The battles due to the open ground and campaign games due to the number of units, OBA and Open Ground will prove to be bloody. Note: both campaign games are just 3 scenarios long.

If you liked *StB I*, then I recommend this one. If you are looking at getting your first TPM historical module, I would buy *StB I* first, the map in this one would probably turn you off. The rest of you know already whether you intended to buy this or not. If you were going to, nothing above should change your mind. If you were not going to for what ever reason, I can't think of anything in here that screams must have.

Thanks to Ian for a good module, sorry the map was flawed. Keep up the good work.

A DESIGNER RAMBLES

Ian Daghish

With the assorted versions of *PL* now available, a number of people have asked me which version of *PL* was used to play-test the CG that come with the *StB* modules. *PL 2.1x* was used for *StB I*, while *PL 2.5* was used for *StB II*. I personally do not find any significant difference to play (as opposed to ease of access) between the two. So, references in *StB I* are numbered for *PL 2.1x* rules; in *StB II* they are for *PL 2.5*.

PL 2.5 is a major clean up, much more nicely laid-out, and so (sadly but necessarily) rules references had to change. At least if you use both *StB I* and *II* you will be able to use either *PL 2.1* or *PL 2.5*, as you wish, for most purposes.

In my opinion the play and balance of the CGs will be affected far less by the version of *PL* you are using than by other variables: e.g., the player(s) you are opposing, their relative skill, experience of CGs, experience of the specific CG, etc. And with CGs, there are vastly more factors affecting play balance than in a "normal" scenario. You can find results swinging violently as a result of purchases; it is perfectly possible to make the most "balanced" CG unwinnable if you totally screw up purchasing, or if you take a gamble on a weird order of battle and find it effectively neutered by your opponent's foresight. Just don't ask about play-testing - it can be a nightmare!

Some people are also disappointed that the colours do not match between the two maps, and that some terrain features (such as walls) are difficult to see. On the *StB II* map, I have taken a black ball point pen and run it around the wall depictions, and I find the effect is very pleasing. You could do the same with the crest line, though I personally do not find that necessary (unlike *KGP*, for which the process is absolutely essential!). And likewise the buildings, if you are taken that way.

The really annoying slip, for which I take responsibility, is the misplacing of the building in I31; should be in (CG Victory hex) I32. My own solution was to take a sharp craft knife and cut the building out of I31 and glue it onto I32 (carefully aligning the centre dot), then I used part of the overlay provided, glued to the back of the map to fill the hole in I31.

I am looking at the possibility of an overlay to solve the whole mistake, and maybe the wrong-size overlays for *StB I* at the same time.

I am overall truly delighted with the result of *StB II*. It is heart-wrenching to have to suggest taking a craft knife to the map you have designed, but overall the print gremlins were not too cruel and the product came out well.

On a personal note I would not choose to apply the Wall/bocage clarification rules bundled with *PL 2.5*. Ray was concerned that sales of bocage-heavy games might be affected by the widespread lack of understanding of bocage, so had a simplified version prepared. Me, I'm happy to wait for someone to re-write B9 properly. But you pays your money and takes your choice.

I'd also like to add that, while CH philosophy is to major on CGs, and these are a very important part of (H)ASL nowadays, still I have always ensured that any of my designs come with at least nine or ten scenarios so that people who don't or can't play CGs still get a decent deal.

ERRATA

Scotland The Brave I

'StB#9 ORDERS FOR THE MAJOR' The "Remnants of A, B, and C Companies" force should not have two of each leader; the 2s should instead appear under the PIAT, LMG, and MTR illustrations (the scenario has now been play-tested as printed and found not to suffer, indeed some players prefer the printed version, to the Designer's great annoyance!).

Early copies of the *Scotland the Brave* News sheet insert incorrectly stated that a LOS exists between T17 and T23. This is of course incorrect; follow B13.6 and the *StB I* Terrain Notes.

Scotland The Brave II

The overlays offered with *StB II* are intended to clarify some minor points on the *StB I* map. Unfortunately, as printed they are not the right size to fit the *StB I* map - they are exactly 5 per cent under-size, and if you wish to use them you will need a x1.05 enlargement (at least these were an unexpected freebie, and the map itself aligns perfectly with *StB I*).

Hex I31 should be open ground; the building should be in hex I32.

British CG3 Card: last line should end: "Mk VI", not "Mk V".

Booklet page 7 CG3 needs two small clarifications: Initial British OB: last line should read Plus 30 CP (not 25, the CP Allocation Table below is correct) and Initial German OB: last sentence should read- "Having determined the three final hexes..."

Fontenay le Pesnel was misspelled

StB II terrain: For anyone who has difficulty seeing the wall hexsides, these exist between:

F21 - G21 to G22 - G23 (5 hexsides)

F32 - G32 to G30 - G31 (5 hexsides)

J32 - K32 to I34 - I35 (7 hexsides)

The designer has experimented with running a black ball point pen around the wall outlines, and the effect is quite pleasing. For those who have difficulty seeing the crest line between I1 - J1 and U14 - U15, simply run a black ball-point pen along this line (as many ASL players have already done with crest lines on the *KGP* maps).

If the German buys OBA in CG dates 2 and 3 does the observer set up on board (as implied by note o) or does he enter from off board?.

Like other RGs, the leader and radio may set up on board or off-board. I am sorry if the wording of note "o" ("one on- board leader") is confusing; I intended only to mean that this was NOT an Off-board Observer!

"THIS IS THE CALL TO AMERICAN ARMS!"

This is the latest edition of the North American ASL Players Directory.

It is broken down by country. Within the country, players are listed according to their ZIP/Postal Code.

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If there are any mistakes, please let me know so I can correct them for the next edition.

Ω

BERSERK '99

Continued from page 10

snakes and cars they roll in any given scenario and a trophy is given for each. These were only dice attached to shields but they are surprisingly fetching (*and seemingly very desirable!* – Pete). As a final note I would like to say that we were also given a fine set of home produced and very professional looking personalised leader counters by Paul Saunders. I mention it here because I did not thank him at the time as the prize ceremony was a tad rushed (my fault). These counter sheets include a "Lt Snakeys" and "Lt Boxcars" counter for each of our winners.

One final prize, a porcelain Sherman shaped monstrosity (from the tank museum shop) went as our wooden spoon to Paul Kettlewell who went 0-5 and lost to some pretty weak players along the way. Good sport though (you'd have to be).

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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!

JULY

WESTWALL '99

When: 1 - 4 July.

Where: Saarbrücken, Germany.

Fee: About *8 and *14 per night.

Format: AvalonCon Style like BERSERK!. 5 rounds with 2 blocks of 3 scenarios to choose from.

Notes: The Scenarios will be announced early in April (and the organisers are open to suggestions for which scenarios to use), so everybody can be prepared. The second (optional) block in each round will deal with "special" themes like night, desert, airborne, PTO... Additionally we will offer some very quick-playing scenarios. People who missed round 1 (Friday Morning) can get in line by playing two of them while the rest plays a regular round.

Contact: Peter Ladwein on 0681 8318570 or by email at Pela@stud.uni-sb.de or Stephan Jacobi on 0177 5241051 0681 35157.

SUMMER WARS '99

When: 9 - 11 July.

Where: Comfort Inn Mechanicsburg on US 11. 6325 Carlisle Pike Mechanicsburg, PA 17055. Special room rates are \$55.00; in order to get this special rate you must state you are staying there for 'War Games' when making reservations. Call (717)-790-0924 for reservations. Special rates are available up to 27th June, thereafter they are subject to availability.

Fee: \$10.00 prior to 25th June, \$12.00 thereafter. Saturday only tickets are \$5.00 prior to 25th June \$7.00 thereafter and on the door.

Format: To be announced.

Notes: Prizes are \$35.00 for first place, \$20.00 for second place and \$10.00 for third place.

Summer Wars t-shirts are available in M, L, XL, and XXL sizes for \$8.00.

Contact: Kevin Meyer 1090 Peggy Dr., Apt #7 Hummelstown, PA 17036-9026. Tel (717)-566-7380.

ST. LOUIS ASL 1999 ANNUAL TOURNAMENT

When: 23 - 25 July.

Where: Kirkwood Inn, St. Louis, Missouri. Room cost is \$65.00 (up to quad occupancy) if reservations are made prior to 9 July. After 9 July room rates will be \$86.00. When making reservations, tell the hotel staff that you are with the St. Louis *ASL* event.

Fee: \$15.00 pre-registration, \$20.00 on the door.

Format: The tournament will feature 5 to 6 rounds of *ASL* play. Each round will represent a specific theatre, time period and or combination of foes.

Notes: Prizes are \$100.00 for first place, \$75.00 for second place and \$50.00 for third place. Special Scenario Prizes Complimentary pizza will be provided Saturday night.

Contact: Jim Burris Jim Burris 1022 Pike St St. Charles, MO 63301. Telephone (314) 916-3020 (home), or email jaburris@gte.net

AUGUST

SISSUKONI '99

When: 27 - 29 August.

Where: The Parola Armour Museum, near Hämeenlinna, Finland.

Fee: 80 FIM, which includes entrance to the tournament, the museum and sleeping on the tournament hall floor (you need your own sleeping bag and something to sleep on), and a Saturday night sauna with Finnish *ASL*ers!

Format: 5 rounds; one on Friday, three on Saturday and the final on Sunday. Gaming will start on 27th at 17.30 o'clock, and the final standings will be announced on 29th at 15.00 o'clock.

Notes: Prizes will be given for the top three players, the last player, most snake-eyes and most boxcars.

Contact: For further details contact Tuomo Lukkari on +358-9-7736151 or by email at Tuomo.Lukkari@ktl.fi or Eero Viheraari on +358-2-2330779 or by email at aslguru@icenet. The Finnish *ASL*-page at <http://www.geocities.com/TimesSquare/Alley/1245/> will have updated information on this tournament.

WILD WEST FEST '99 - ON THE OREGON TRAIL

When: 27 - 29 August.

Where: Quality Inn, 7300 S.W. Hazel Fern Rd., Tigard, OR 97223-7715. Tel (503)-620-3460. Room rates are \$75.00 for single or double.

Fee: \$20.00 before 1st July, \$25.00 thereafter.

Format: Generally, open gaming. However, attendees are asked to play scenarios from particular theatres as follows: 1st round Eastern Front, 2nd round Western Front, 3rd round Mediterranean Front, 4th round Pacific Front, 5th round and beyond your choice. We anticipate that a minimum of 4 rounds will be required to determine a winner, and perhaps as many as 6. All games are AREA rated (if you don't have an AREA rating, don't worry! We'll take care of it for you).

Mini-tournaments are also being considered.

Notes: MMP will provide merchandise prize certificates. The traditional Bull's Horns will be awarded for first place and an as-yet-undetermined trophy will be awarded for second place.

Some manner of trophy will be awarded for the winner of any mini-tournaments.

There will also be a State trophy for the state whose top 3 finishers produce the best record against out of state competition.

T-shirts are available for \$15.00.

Contact: Dade Cariaga 9526 SW 52nd St. Portland, OR 503-244-3190 or by email at dade.cariaga@orcad.com, or Bruce Billett 13735 S.W. Parmelee Rd. Gaston, Or. 97119. Tel 503-985-7787 or by email at bruce.h.billett@intel.com. For updates check out the web site at <http://www.diac.com/~tqr/wvf/wvf.html> or <http://www.geocities.com/TimesSquare/Corner/8431/>.

OCTOBER

OKTOBERFEST ASLOK 1999

When: 5 - 10 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$79.00 for 1-4 occupants before September 12th. Be sure to mention "ASL Oktoberfest" when reserving.

Fee: \$20.00 before September 12th, \$25.00 thereafter.

Format: Same as always. Weekend Tournament plus numerous Mini-Tournaments.

Notes: Further details to be announced.

Contact: Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by telephone on (440) 473 1680. You can also email Rick Troha at aslok@nwsup.com, or visit the ASLOK Home Page at <http://www.nwsup.com/aslok/>.

INTENSIVE FIRE '99

When: 29 - 31 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567.

Fee: To be confirmed; expected to be £5.00 or free for members of The Crusaders, the UK *ASL* association.

Format: Two divisions of Fire Teams of three players compete over three rounds on Saturday and Sunday. There may also be some single day mini-tournaments. Open gaming is available for those who do not wish to take part in the tournament.

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

Contact: David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY. Phone (01202) 573 482 or email dschofie@bournemouth.ac.uk

NOVEMBER

GRENADIER '99

When: 19 - 21 November. Play starts at 1000 hrs. on Friday and finishes at 1600 hrs. on Sunday. A Thursday start is on offer if enough players are interested.

Where: The "Jugendlandhaus" in Hergarten, near Zülpich in the Eifel (the German part of the Ardennes), near the famous "Hürtgenwald" (near the location for "CH76 Hürtgen Hell"). The building will be opened on Friday at 10:00 CET. The country house is rented for three days and provides 40 beds, several showers and a kitchen. For playing we have two large rooms. We plan to provide Coffee and rolls for Saturday and Sunday mornings breakfast.

Fee: DM 100.00 (US \$55.00 / +50) for three nights accommodation, breakfast and entrance. A DM 40.00 deposit (US \$25.00 / +20) is required (this will be returned if you cancel before October 1st).

Format: The tournament will be played in three rounds with victory points awarded for each game won. The opportunity to play campaigns or longer scenarios will be provided as well.

Contact: Christian Koppmeyer, Hagebüttenweg 9, 41564 Kaarst, Germany or by email at 100556.3650@compuserve.com



INTENSIVE FIRE '99

29-31 Oct 98



INTENSIVE FIRE '99 is Europe's premier **Advanced Squad Leader™** tournament. Now in its 5th year, INTENSIVE FIRE attracts people from all over the world for a weekend of non-stop ASL action. The tournament is based on team play with Fireteams each of 3 players playing 3 rounds over the course of the Saturday and Sunday. Prizes are awarded to the winning Fireteams of the First and a Second Division and a grand prize is awarded to a Convention Champion who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration. This year there will also be a number of single day mini-tournaments for those who can arrive early or who can only play on Saturday.

Accommodation is available at a special rate of £30.00 per person per night for Bed and Breakfast at the Kiwi Hotel in Bournemouth over the weekend. Just quote "INTENSIVE FIRE" when reserving accommodation. (Note: players may be required to share rooms and will be required to indicate their requirements for lunch and evening meals when making their reservations.)

To reserve accommodation call the **KIWI HOTEL**, West Hill Road, Bournemouth, BH2 5EG
Tel: 01202 555889 Fax: 01202 789567

If you would like to know more about the tournament please contact:

Dave Schofield
11 Longfield Drive
West Parley
Ferndown
Dorset
BH22 8TY
Work Tel: 01202 595080
Email: dschofie@bournemouth.ac.uk