

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 105 Jan - Apr 2019

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**USING DC AND FT CORRECTLY** - useful advice

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**SARGE SEZ!** - some reminders for newbies

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**COVER:** A soldier of the 24th Panzer Division in action during the fighting for the southern station of Stalingrad, September 15, 1942.

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

Issue 106 should be out at the beginning of May 2019.

Back All issue of *VFTT* can be downloaded for free from:  
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# PREP FIRE

Once more I've dipped into the barrel of old material to flesh out this issue of *VFTT*. And with MMP due to release *Red Factories* in the New Year I decided it would be appropriate for some of the old *Red Barricades* articles to see the light of day. I've got quite a few of these, so expect to see a couple more in the next issue as well.

And while I'm busy printing old articles about *Red Barricades*, that should give people some time to start playing *Red Factories* and writing lots of articles about it....

For those of you who haven't been keeping track, 15th January will mark the 20th anniversary of MMP announcing their partnership with Hasbro to produce *ASL* materials. A remarkable achievement considering that AH only produced *ASL* materials for 13 years!

'Til next issue, roll Low and Prosper.

Pete Phillipps

# LASL

London's  
Advanced Squad  
Leaders

London's Advanced Squad Leaders (LASL) welcome *ASL*/*ASLSK* players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating. We usually meet on the second first or Saturday of each month from around 9am until around 5.30pm. We are located in the lower ground floor of Starbucks, 37-39 High Holborn, London, WC1V 6AA. It's quiet and has space for up to 20 games. If you want to come along send your name and contact details to [derek@doubleone-on-line.net](mailto:derek@doubleone-on-line.net) to arrange a game and ensure there are no last minute problems.



## UK STOCKISTS OF THIRD PARTY PRODUCTS

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

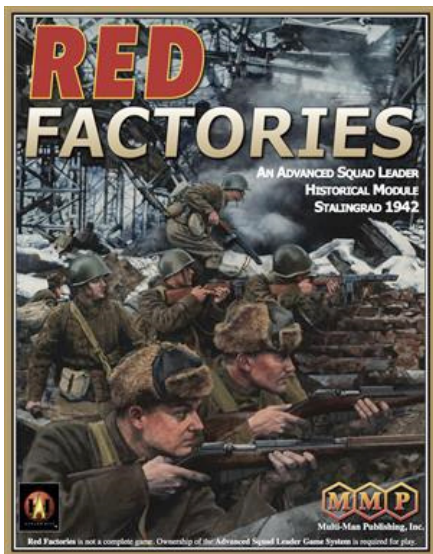
**LEISURE GAMES**, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327, e-mail them at [shop@leisuregames.com](mailto:shop@leisuregames.com) or go to [www.leisuregames.com](http://www.leisuregames.com).

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

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

# INCOMING



## RETURN TO STALINGRAD

MMP will be releasing *Red Factories* at Winter Offensive. This new HASL module includes both a reprint of *Red Barricades* and a complete new module, *Red October*, which covers the battle for the Krasny Oktyabr factory complex directly south of the *Red Barricades* factory. *Red Factories* includes four map sheets, eight counter sheets, four chapter dividers, a revised and expanded Chapter O, seven Campaign Games (four for *RB* and three for *RO*), and 21 scenarios (14 for *RB* and 7 for *RO*). In addition, *RB CG II* 'Operation Hubertus' and *RO CG II* 'Oktyabr's Hubertus' can be combined to form one giant CG, while scenarios 'RB5 The Last Bid' and 'RO5 Men of Steel' can also be combined to form one giant scenario. It will retail for \$164.00, about £150.00.

Also due to be released at Winter Offensive will be *Winter Offensive Bonus Pack 10*, which will contain two new double-wide maps and four scenarios.

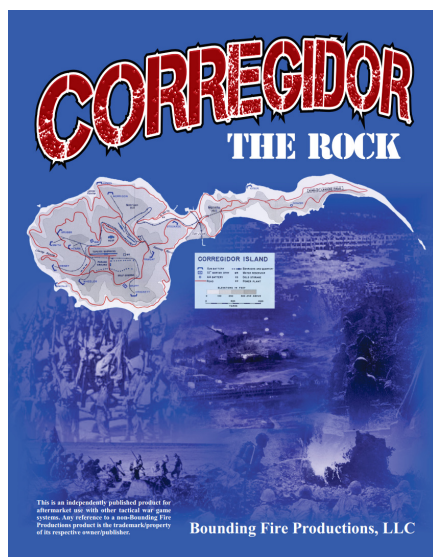
*ASLSK4 PTO* is due to be placed on pre-order soon. This stand-alone module will bring the

Pacific Theatre of Operations (PTO) to *ASLSK*, adding the Japanese and the United States Marine Corps. As well as rules for new terrain types, the module will also include simplified rules for Banzai, concealment, and hand-to-hand close combat are introduced. Neither components nor experience with earlier Starter Kits is necessary to play. Also included will be three new map boards, eight scenarios, one counter sheet of 1/2" counters and one counter sheet of 1/2" and 5/8" counters.

MMP are also aiming to produce a new edition of *Croix de Guerre* (including the *Dinant HASL* module being developed by Dan Dolan) and a reprint of *For King and Country* this year. Time and resources permitting, *ASL Journal 13*, the *ASL Overlay Pack*, and the *Swedish Volunteers* reprint will also be produced in 2018.

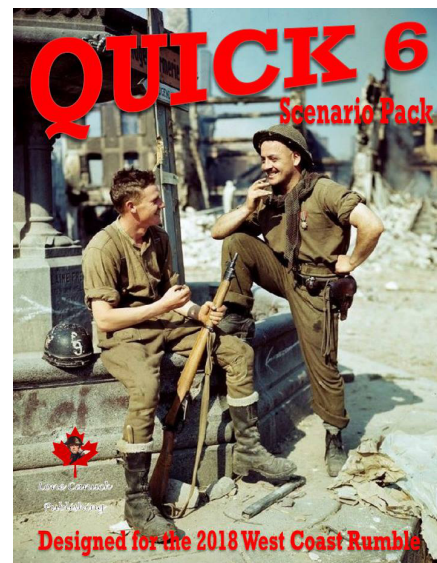
## BOUNDING FIRE ROCK

Out now from Bounding Fire is *Corregidor: the Rock*, which takes a detailed



look at the battles for the island of Corregidor, located at the entrance to Manila Bay in the Philippines, during both the Japanese invasion in 1942 and the subsequent U.S. retaking of the island in 1945. The majority of the 21 scenarios, and both included Campaign Games, cover the latter operation, but there are three scenarios which take place during the Japanese invasion. The map is printed on two 22"x28" sheets and covers a portion of the head of the island as it looked in 1945, while the counter sheets include captured American tanks and two new plane types as well as additional Infantry, SW, Control, and info markers. The package is rounded out with the usual rules pages of Vehicles/Ordnance notes, Historical Battle Rules (HBR), map terrain and campaign game rules, and several player aids, including a NOBA flow chart.

It is available from BFP for \$87.00 including shipping and handling (\$122.00 for non-US orders).



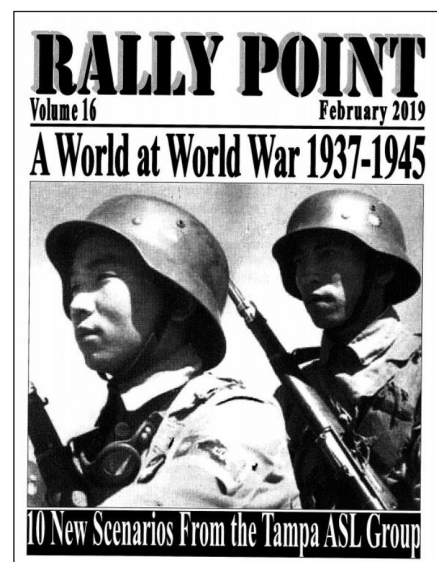
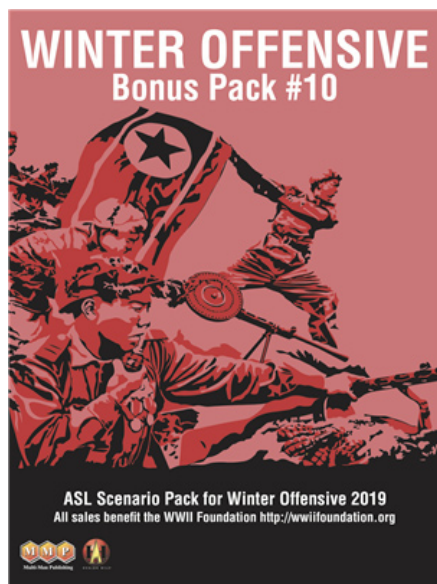
## TIME FOR A QUICKIE

The *Quick 6 Scenario Pack* is the West Coast Rumble 2018 Tournament Scenario Pack. As the name suggests, it contains six scenarios, each played on half a map board with a handful of counters per each side; these scenarios are fast, with limited SSR, to ensure minimum set up time and maximum game time.

## RALLY POINT FOR WORLD AT WAR

*Rally Point #16: A World at War 1937-1945* is a set of 10 all new scenarios that are set in World War II. These were originally scheduled to appear in *Schwerpunkt Volume 24* but with production of future volumes of *Schwerpunkt* on hiatus for the foreseeable future, it was decided to publish them in *Rally Point* instead.

*Rally Point #17: Special Study II of Korea* is scheduled for release at ASLOK 2019.



# Bounding First Fire 2018

Toby Pilling

A week has passed and I've had time to compose my thoughts, so decided to write up a bit of a report on the first Bounding First Fire tournament that was recently held in Blackpool.

Let me say at the outset that I thought it was superb: Martin and Simon were excellent hosts and there were surprisingly few hiccups, given this was their first experience of tournament organisation.

What made the tournament unique in my eyes, was that each of the five rounds featured a brand new, unpublished scenario from Bounding Fire Productions. Though one could bid for a side, the balance on offer was minimal (upgrading a 7-0 leader to an 8-0, for example), so one often ended up pretty much dicing for sides – only once did my opponent and I each bid for different sides, the rest of the time was a dice-off (two I won, two I lost).

Of course, this means that one is pretty much at the mercy of BFP and the tournament directors (who also tested them in advance) to provide balanced fare, which thankfully they excelled at.

The other unusual thing about the tournament was that it had a sort of World Cup type organisation, in that players had to qualify from groups in order to progress to the semi-final stage. Unlike the World Cup though, the groups weren't seeded, so there was a certain inevitability about proceedings when Mark Blackmore and I were not only

drawn in the same 'group of death', but were scheduled to play in the first round, thus pretty much knocking one of us out straight away. As we were the two clear favourites in the whole tournament, this was somewhat odd - in the future I suppose groups could be seeded after all, if it was deemed desirable to do so.

Anyway, as to be expected, my first game was indeed the hardest test of skill, as Mark is a great, aggressive player who can really press the attack, especially when he has elite infantry, scornful of the risks he takes with their cardboard lives. As no-one else has yet seen the scenarios we played at the tournament, it seems pointless to describe the action in detail – it was an infantry-only affair where I was defending with Norwegians against Gebirgsjäger. I ended up hunkering down in a factory and Mark needed to roll a 7 or less to win the scenario in the last close combat – he rolled an 8.

Interestingly, though the first scenario was a fairly 'standard' one, the next three were all very unusual, with multiple defensive options and often a lack of skulking possibilities. I defended

in two of these and attacked in one and found them very much brain teasers – one featuring Italian defenders had all of us constructing completely different plans. Suffice to say that, though there was the odd scare, I progressed to the final where I met David Blackwood and we played a 1940 scenario called 'Senagalese in Souain', which was depicted in diorama form on the tournament trophy – a brilliant idea. This is a cracking scenario that I think might feature in future tournaments, and has a German combined arms force attacking a French reinforced company in a village. We both wanted the attackers and I won the roll-off, so unleashed a bit of a Blitzkrieg which steamrolled through the gallant Poilus, ending their resistance around turn 4 (of 7). Both main prizes were valuable modules and I picked up Objective Schmidt, which I was very pleased with.

The great thing about this tournament is that one cannot prepare for it – each round, one is presented with a new and novel tactical situation to examine, bid for sides and begin playing, completely from



## TOURNAMENT WINNERS

### Main Tournament

Bounding Fire Winner Toby Piling  
(Diorama and Objective Schmidt)

Bounding Fire Runner Up David Blackwood  
(Poland in Flames)

### Battleschool Minis

Bushido 1 Mick Allen  
Bushido 2 Mike Davies  
Blitzkrieg in The East Mark  
Blackmore  
(Battleschool Dice)

### Final Crisis at Blackpool

British Winner Matt Ellis  
Japanese Winner Mark Blackmore  
(Weapon presentation cases courtesy of scenario designer Joe Leoce)

### Miscellaneous

Berserk Matt Ellis  
Saturday Night Quiz Neil Andrews  
(Counter sheets courtesy of Broken Ground Design)



## THE SCENARIOS

SCENARIO	ALLIED AXIS	
I26 Commando Schenke	1	0
AP 131 Crickets in Spring	1	0
BFF2018a AM-N Last Train to Sweden	4	4
BFF2018b Deadly Fruit	5	4
BFF2018c AM-Y1 War Plan R-41	5	4
BFF2018d Tali Whacker	2	1
BFF2018e AM-F Senegalese at Souain	0	2
BFP-30 Melee Near the Coast	1	1
BFP-48 Ninth Tanks	1	0
CH97 Final Crisis at Blackpool	3	2
DB015 Tunisian Series #4: Smashing the	1	0
ESG18 Exceeding Expectations	0	1
ESG42 Battle at Borodino	0	1
FrF72 The Mubo Decision	0	1
FrF76 Pain In The Neck	0	1
J117 The Triangle	0	1
J167 Hart Attack	1	0
MM 28 Sonderkommando Benesch	1	0
NOC SCENARIO NOT RECORDED ON	1	0
RPT76 Duropa Plantation	1	0
SP 274 Balloons, Cakes and Ponies	0	1
SP 275 The Battle of Mali Spadarit	1	1
SP125 Nunshigum	2	0
SP194 Requiem for a Dreadnaught	1	0
SP29 Schloss Bubingen	0	1
SP65 Ayo Gurkhal!	0	1
TAC51 L'Union Fait la Force	0	1
YASL#5 Patrols on the Trail to Hell	1	1
<b>TOTALS</b>	<b>62</b>	<b>33 29</b>

scratch. It requires a different skill set from traditional tournaments and truly tests a player's abilities, pushing them out of their comfort zone.

Also, those with constricted spare time in real life don't have to worry about competing at a disadvantage because they weren't able to try some scenarios on the tournament list in advance - one can pretty much just turn up and play. I just hope Martin and Simon can maintain the format and get more excellent scenarios from BFP in the future.

So, I can win a tournament without preparing in advance. Who knew, eh?

Ω



Above: Neil Brunger fails miserably with his impression of Spock.

Left: A playing of one of the games of 'Last Train to Sweden'.

Below: Relaxing in the evening, various ASLers gather to exchange war stories.

## PLAYER RESULTS

PLAYER	P	W	L
Mick Allen	2	2	0
Neil Andrews	5	3	2
Andy Bagley	5	1	4
Craig Benn	4	2	2
William Binns	7	4	3
Mark Blackmore	9	8	1
David Blackwood	8	4	4
Nigella Blair	6	0	6
Neil Brunger	4	1	3
Gerard Burton	7	3	4
Paul Case	1	0	1
Stefano Cuccurullo	3	0	3
Michael Davies	6	4	2
Matthew Ellis	7	5	2
Frazer Greenshields	1	1	0
Kris Koch	5	1	4
Paul Legg	5	2	3
Martin Mayers	5	3	2
Ian Morris	8	5	3
Pete Phillipps	7	2	5
Toby Pilling	5	5	0
Ian Pollard	4	2	2
Nick Ranson	2	0	2
Simon Staniforth	4	2	2
Martin Vicca	4	2	2





# HEROES 2019

## ADVANCED SQUAD LEADER TOURNAMENT

7<sup>TH</sup> - 10<sup>TH</sup> MARCH (THURSDAY THROUGH SUNDAY) 2019

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

### THE EVENT

Following its success in previous years HEROES continues in 2019 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

### BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as there are plenty of chances to learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

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

### THE VENUE

The Headlands Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away. Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

### THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before 24 February 2019 (entry is £20.00 after that date).

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## HEROES 2019 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to HEADLANDS HOTEL) to Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. You can also telephone them on 01253 341 179 to book your room.

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

# RED BARRICADES TACTICS 101

Dale Jinks

This is taken from a message that was posted to the ASL Mailing List back in March 2001 – Pete

Far be it for me to say that I am an expert on tactics. Having been told what an expert is..

ex is a has-been and spurt is a drip under pressure so an expert is not always someone in the know.

*Red Barricades* has been out for around over 10 years and in that time there have been many articles written, well written I might say, about tactics for German and Russian wannabes. I myself have been playing *ASL* for 16 years and can still remember how excited I became when this awesome *HASL* module came out.

I have only played RBCGIII three times and I'm on my fourth using *VASL*.

I have read several views that calls CGIII a dog, but couldn't tell from which sides point of view it was. Personally I think that a good Russian player will win 60% of the time, but hey the Germans did lose historically, so I don't have a problem with that. What sets this way above the other *HASL* modules is the replay value. I love playing the Russians. You get a wide range of infantry, guns, and OBA. the armour is OK, but the Fortifications are what makes it so cool to play the Russians. You could write a book, well maybe a pamphlet, on just Fortifications alone and what to do with them. A good German player will beat a so-so Russian player about 50 to 60% of the time in my opinion and a poor one more than that. Great troops and armour plus good leaders make the Germans a favourite side to play. I'll try not to rehash some of the articles that are already out there and focus

on what I have learned from both sides of the Factories.

To you Grogards out there this is old news, but you newbies pull up a chair and listen to Uncle Dale's tales of woe and destruction in the Barrikady.

## German

These are just some of the tactics and hints that I have picked up by playing against and with the Germans.

## Half-squad blitz

One of the Germans most powerful tools is deployment. always deploy all the squads you can, normally 4-6-7s. What this does is give you two manoeuvre units for the price of one. With these half-squad scouts you force the Russian to shoot at them or allow them to get behind and cut off rout paths. If you continue to deploy in every turn you can have as many as 20+ half squads on the map. They are not to shoot except during the Advancing Fire Phase. They help soak up Sniper attacks, discover HIP units and dummy stacks, search large buildings for units in cellars, DM broken units and just make life hell for the Russian. Don't be afraid to use them aggressively. They are to die so that many can live. With all the DRMs the Russian will have a difficult time shooting them with 1 to 4 FP so may be forced to use his high FP stack. That's what you want him to do. This seems to be the Germans ace in the hole and used properly will gobble up a lot of Strategic Locations. Now this will work even if you have suffered a lot of casualties, but the more squads you have the better the results. Oh yea one other thing never and I mean

never deploy any of your 8-3-8s to carry DCs and FTs; your 5-4-8s are for that.

## Anti-sewer movement

A heartless and cruel Russian will use Sewer movement just to mess with the German player's mind. It is one of the Russians many advantages that the German must stop. How? Look at the Sewer Emergence Chart (B8.42). See the +1 drm for each MMC in the Location? What the German must do is place squads and half squads in manhole locations that the Russian will use to get behind your lines. The look on his face when you slaughter his three 5-2-7s with PBF by three half-squads is well worth it. This tactic will force the Russian player to gamble away several squads if he wants to use sewer movement with reckless abandon.

This tactic will not stop the Russian early in the game, but once you have pushed him into the factories it will cause him to reconsider this effective Russian tactic.

## Firefighters

Not much you can do here. Russians burning down the house is one of his most powerful and disruptive tactics in the game. You need the high ground and he knows it, so he will burn everything he can. The buildings west of the railroad will usually be first. Really, the only thing that I have found to be effective is to push hard for at least one of these important buildings, B12, B18, B23, C28 and most of hex-row F. If you don't think that any one of these is worth the trouble, wait till they are all gone and you have no place to rout or form kill stacks to cross the tracks. This can be countered by the Half-squad Blitz, just don't wait too long to do it. Also fire is a two edged sword. The Russian can, and I have seen this, burn himself out of some key factories. So apply the pressure. Read A26.16 and the perimeter rules very carefully, you can hurt the Russians feelings by using it against him.

## Armour

Stalingrad is not armour country, but you're gonna need it to a certain point. Everyone has debated the vaunted riverside blitz so all I will say is it's a one-shot deal that a good Russian player will stop quiet easily. You need Smoke. The best Smoke is with the Stug IIIB; use it for what it was intended for, to support Infantry. NOT overruns or cutting off rout paths. This goes to the other tanks, Panzer IIILs and IIHs. Halftracks or OK for moving units around once you have cleared out most of the factory complex, but are very vulnerable to ATR and MG fire plus OBA so watch out or you will give the Russian some easy CVPs. Buy AFVs with smoke.





## Guns

You might want to save these for later, around the end of October, for when you have to go on the defensive to hold all the ground you have taken.

## OBA

Several fine articles have been written on this, so I'll just touch on it. Some say you don't need OBA. I say you will need OBA to attack. 80mm for Smoke and the heavier stuff, 100mm and up, to blast the Russian out of the stone buildings. Don't waste it! Dropping it on some broken conscripts in the open is fun, but wasteful. If not used you can retain it (O11.4 CG10).

## ELR

As the German you have the advantage of when and where to attack. you will need at least a 3 for your ELR on the attack. So think ahead. Never go Idle unless you have at least attacked three days in a row. This would give you a +7 DRM on the ELR. If you win and buy a Sturm Coy and some armour, your modifier will be +3.

All this can change if you have suffered heavy casualties so don't waste your troops. Every Idle day helps the Russian more than the German, so plan ahead. Some German players opt for no Idle days, just a continuous attack. I have not used this tactic so cannot commit on it, but it is something worth thinking about. Even though there is no ruling on this, I think that when a side reaches 0 ELR they should not be able to take the Attack Chit.

## SAN

OK I'll have to say that I am a promoter for high SAN. It helps keep the Russian's SAN in check and it can kill leaders who normally would be out of LOS. I try to keep mine at 5. Don't think that it's a waste of points, but if you have very few CPP to spend this will be the first to go. If you can afford it buy it. In a long campaign like *RB* it will help you in the long run. If you have played enough of *ASL* then you have been on both the giving and receiving ends of a Sniper attack that totally stops your attack or breaks your defence. So keep it high.

## Sniper checks

This seems to be a seldom used tactic. It is worth taking one whenever a hex with 2 or more squads is attacked by a Sniper. You get a -1 for each half squad and any leader mod.(if he lives). This may cause the Russian to maybe forgo that 2 attack and just move his Sniper counter. Use common sense here too. Don't take it if you're looking at a bunch of 6-2-8s who are adjacent.

That pretty much sums it up for the Germans. The other articles cover what is not covered here. One thing to remember



is playing style. Playing style will be different from player to player, kinda like rule interpretation, but as the German you will have to be aggressive. Your ELR is important, but not as important as driving the Russian from the factories. So don't go Idle until your ELR drops. You can win the CG in the first week against a weak player, but plan for the long haul. The month of November will see the Russians grow in strength while your forces will be used up and you will be on the defensive more often. A Russian night attack can devastate you so you must have control of the factories. Most of all have fun, as I'm sure you will.

## Russian Infantry

The Russian has several different units he can buy which can be adapted to the circumstance of the day. Take Militia for instance. 4 CPP for on map setup and 9 to 12 squads. You should buy all the Companies allotted to you before the end of October. Some people advocate Battle Hardening them during the refit phase. Personally, if they are doing their job then there won't be any left to Battle Harden. Use them to slow the German drive into the factories. Placing them anywhere else is pretty much a waste because you lose the Fanatic bonus. Stay away from melee unless you're fairly certain that you can ambush the German.

5-2-7 squads are your work horses. Use them for sewer movement, counter attacks, last stands, and pretty much everything else that you don't want to lose a 6-2-8 to. Use them against the German 5-4-8s since they are fairly evenly matched. The other squads (4-4-7s, 4-5-8s, and 6-2-8s) are the backbone to your defence. You can take heavy losses and still maintain a viable defence, but don't be wasteful. Sure they're just Russians, but no need to waste their cardboard lives without some result that will favour your defence of the factories.

## Sewer movement

This is a very good tactic that should be used on every turn where possible. Its only flaw is that it can be countered (see German tactics above). Don't despair if you lose several squads. Have a plan where you're going and what you want to do when you get there. Early in the CG you can go almost anywhere you want. Once pushed out of the factories the going is a little tougher. Again, don't be afraid to use this potentially devastating move; if you ever get to pop up behind three broken 8-3-8s and eliminate them for Failure to Rout, you (and your opponent) will never forget it.

## Fortifications

OK, I love Fortifications. Just sitting down and trying to come up with the almost endless possibilities is what I really like about *RB*. Buy some every day if for no other reason than to have HIP units and ? counters. I try to buy at least 120FPP a day. I have bought as much as 160FPP three days in a row. 480FPP. Man, what you can do with that! I'll leave it to each players imagination on how to use fortifications, but will say that Wire can be very intimidating to the German.

## ELR

All I can say is that you can control this by the right purchases. If the German goes Idle on day 4 or 5, and you guess right, make the right buys, you can have ELR 4 Russians. It will cause the German to whine, a lot :-)

Well, that's about it. There are as many ways to play this game as there are people to play it. Anybody can buy just Infantry and win as the Russian. So don't be afraid to go a different path.

**Disclaimer:** These are my opinions and opinions are like assholes everybody has one and they all stink.

# Using DC and FT Correctly

*This is taken from a webpage I saved back in October 2001. The file itself notes it was "created 9/11/97 10:08 PM by Claris Home Page version 1.0" but doesn't name the author - Pete*

A lot has been written about the use of DCs and FTs and yet no article describes their use as I see them. They are best unused. Read on.

## Demolition

Demolition Charges have to be one of my least favourite weapons, right up there with the ATR and just about any American tank. While DC pack a potential wallop of up to 36-3, they often are death charms for the manning Infantry. Delivery of the weapon is the tricky part.

First, the DC has two purposes. It can blow stuff up real good. Used in this manner, their applications and tactics are straightforward. This is not what this article is about. Rather, their second use is as a SW, attacking other units in direct combat situations. As part of a normal scenario, the DC are given for a single purpose - often to blow up some fortification or tough building. By all means, use them for that purpose. However, it is common in campaign games for units to be assigned these weapons with no specific use. It is mostly for those situations I have written target this article.

The basic problem is that the delivering infantry has to be adjacent to the target. Obviously, if the target is small enough that you are not worried about its DFF/SFF/DF then that target may not be a good choice. I hate wasting such a powerful weapon on small targets. And yet, the correct target, a large kill stack, is going to be too powerful to survive to use the weapon. Ironically, this is the exact situation for which you are looking: one that you **can't** use the DC.

Remember, the DC itself packs such an impressive FP that no self-respecting kill stack can afford to have an operable one next to it. In other words, the kill stack **has** to DFF/DF against it. On top of that, since the stack forms a mandatory fire group, your opponent has to decide how much FP he is going to allocate before the attack in order to pin/break the unit. He doesn't have the luxury to fire at it once, see the result and fire again hoping to get a better result. The implication is that any fire directed at that unit will not be used against others. By moving this DC unit first, you force your opponent to fire, making the way for the other assaulting troops a little easier, perhaps. I would much rather my main attack force face the halved SFF of a large

stack rather than its deadlier DFF. If by chance, your opponent chooses not to attack the DC unit opting to wait for other units instead, then, you have your ideal situation for a DC vs. the kill stack. True, DF is always available as are ROF weapons not addressing that point either; you have to face some peril.

Chances are, the unit with the DC will not survive unbroken/unpinned, which is why I like to use a HS. The HS is going to draw an amount of fire disproportional to the HS's threat otherwise. But that is exactly the point, make your opponent fire at small targets, leaving the more important targets alone. While it may break, it is unlikely it will be eliminated. Just rout away, rally and come back. Understand now how a one-use weapon can be used more than once? While you have it and is posing a threat, your opponent had better factor that into his strategy.

This introduces the next concept: simply not using the weapon. Having a weapon like this around is much more effective than not have it around. The threat of its use is as much of a weapon as its actual use. When it gets used it is no longer a threat and the opponent suddenly has many more options. But by keeping the weapon within striking distance, your opponent is going to be uneasy. Again, a weapon that should only be used once is being used many times. Of course, there will come a time, you will want to actually use it, that is the point of the weapon, but you will have to decide when to make that moment count.

Using a DC on the defence is even easier since your opponent has to come to you. In that case you have DFF rather than receiving it. Also, if there is a hex you very much want to prevent him from taking, consider setting the DC. With some effort, it can become a 36-3 atom bomb. You may also want to consider setting it so he will have to take the time to defuse it. Either way, it is a very effective tool.

Naturally, the actual situation dictates the timing and tactics of the weapon. But I have seen too many DC wasted by bad planning, timing and execution. They are hard to use for sure. Very few times will they ever be used in the optimal situation but because of the high FP and the fact it can be used only once. Even so, I feel I have to try for that one perfect attempt. In practice I use it more to draw fire than anything else. It does draw fire well.

## Burn

If DC are my least favourite weapon, the FT has to be my favourite. High FP, no TEM effects and it can be used full strength during the AFPh. What is there not to like about it? Well, mostly the -1 for manning Infantry and the fact it is going to draw even more fire than DCs.

This weapon is the opposite of my DC for all the reasons I just stated. Additionally, I am told it's a multiple use weapon, although my breakdown on the first use is actually over 100%. In theory I think it can be used several times. As a tactic, I move this unit last. Since your opponent is going to fire madly at it, most of the other units will move. Again, the idea is to perplex the opponent. If he waits to fire at the FT, then all the other units move safely. If he fires at other units, then the FT has greater mobility and will fry whatever it aims. There is little you can do about DF but by moving as I described, your opponent has to make hard decisions.

Again, I like using HS here. I would much rather a HS taken out of action than a full one. There is something to be said for the extra shot provided by a squad, but most of the time I am just happy for a FT to shoot that I tend not to press my luck. Do not assign a leader to a FT. The ones with good enough morale to survive the DF shots can be used much better elsewhere. Lower morale leader minimizes the odds. Heroes should never be used. While they have good morale, they can easily be eliminated if they break simply by rolling a five or six. Then a FT is left unpossessed - hardly a good situation.

Another common tactic I like to use is move a HS or some equally unthreatening unit next to the kill stack. He is not going to waste firing at that. After that unit moves, start moving up some choice targets. The idea is to get him to DFF. If he does, is limited to SFF to the HS next to him. Bring the FT unit to two hexes and blast him in the AFPh. While the attack will be halved, it is still a 12 FP attack no TEM, respectable attack regardless. Also, the FT is safe from the blistering effects of DFF.

Like the DC, the FT are a potential weapon by not using them. They are so powerful (the FP equivalent of 4 to 6 squads) just the threat of them is enough to force your opponent not to stack. The difference between the two support weapons is that I use the DC much more capaciously. They are used only to draw fire

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# Armoured Cupolas in Red Barricades

Jeff Shields

Jeff Shields ran a popular ASL website during the 1990s. Sadly the site no longer exists, but I saved many of the articles and scenarios that he published, and here is one of them – Pete

The following discourse took place in July, 1995 and led to a brilliant discussion of the Armoured Blitz tactic in *Red Barricades*. The cupola discussion includes some interesting disagreements on tactics, and some excellent ancillary notes.

I've edited the discussion to the salient points brought forth by the following contributors: MB, Michael Black; TR, Tate Rogers; PM, Patrick Manlig; PF, Paul Ferraro; DG, Doug Gibson; and BY, Brian Youse. At the end you can also find Chuck Payne's first hand experience with dug-in tanks. I highly recommend you read his comments on this.

## Day 1 Purchases

**MB>** A couple of people have suggested that the purchase of the T-34 pltn on day one was, well, really stupid. A couple of you suggested the necessity to purchase infantry on day one with the allotted 8 CPP. I like the following purchases:

Purchase	Cost
KV Pltn(dug in)	2
T-34 M43 Pltn (dug-in)	3
Mol-P Pltn(reserve)	1
Bn Mortar	1
or	
SMG Coy(reserve)	3
Pre Reg Hex	1
Bn Mortar	1
Fortifications	1

Mined cupolas can be a real b\_\_\_\_\_ to kill on day one.

**PF>** What is this fascination with dug in tanks? If I was the Germans, it wouldn't bother me all that much...they can be bypassed for the most part, or smoked into uselessness then killed in CC.

**PM>** They can be bypassed or killed during the next day, but they can put a real dent in your planned offensive during the first day if you enter directly into the killing zone of the cupolas.

**PF>** Vs an 8 ML unit? I'd still rather have infantry than dug in tanks.

**PM>** Add Wire and you'll have a pretty ugly thing to face. Add to that the fact that the cupolas will set up in the open, meaning your guys will have to cross Open Ground to get to them (say one in S3 or R3 and the other in O3 or W2. Then W1 is mined along

with W2. Makes for a pretty tough day 1 if the Germans all set up to enter in that area on turn 1.) Then, they're covered by MGs on Level 1 (say Z1 and N5). Plus a few squads to bolster the defences and an ATG to beef it up even more. That's 2 KV, 1 ATG, 80FPP, <1 Rifle Coy. Reasonable troops to use for defending the flank on day one, and makes for a hell of a defence, in my opinion.

## Taking out cupolas

**PM>** The only ways to get rid of those dug-in monsters that I can come up with is:

- i. Having fortunately purchased Stukas for day 1. Pray that they appear fast! (or spend 2 CPP)
- ii. Use the OBA to smoke the things, then place DCs on them. Will be rather slow and other units can interfere.
- iii. Suicidal charges that may well fail.
- iv. Having bought Pioneers that can flame the tanks (hopefully without being shot up themselves). Or 75L StuG or Pz IV that can try to blow up them (not likely).

If the Germans had had any smoke capability to speak of during the first day it would be easier, but the only things I can think of is their tanks (which probably don't want to get into the LOS of the KVs) and their OBA (Smoke).

And, remember that the KVs set up as TCA counters [“?”], making them hard to tell apart from infantry...

## CC vs Cupolas

**TR>** What about CC; a squad has a 5 CCV

plus 1 for a leader = 6; -1 for Immobilized vehicle (Cupola/dug-in tank always gets this), -1 for Ambush if in proper terrain, -x for leadership (if any).

**MB>** The hard part isn't killing the vehicle in CC; its getting into CC in the first place.

**PM>** First of all, you have to get close enough to use CC. That's what the handful of squads are for in the defence I outlined. Then, the tanks are in the middle of the Open Ground in the O1-U5 area. Getting close enough to do CC can be suicidal (that's point iii, among the ones I listed.)

**BY>** Second, with Wire in the hex you get an extra +1 DRM. No Ambush terrain, and you certainly wouldn't be Concealed so forget the Ambush. You're left with 6 CCV and the leadership DRM. But, then there are mines in the hex as well. In order to get to attack, the units will have to survive a 6 flat or worse. If you break, you're very likely to be eliminated. It sure is an option, but not one I'd like to try if I could come up with something less dangerous.

**TR>** I don't think a 6 with -1 to -3 (or more) is nothing to sneeze at. Also, since the Cupola is treated as an Immobile vehicle, if the attacking Infantry doesn't destroy it and survive CC (not too unlikely with the KV having a 4FP it will probably be on the 1:2 column) the Cupola cannot now fire out side its hex.

**PM>** That's very true. However, should the KV be left in this position it won't suffer



from any Russian IFT attacks into the Location while the German Infantry would [Also wouldn't the cupola have TBF against the Infantry? -jds]

**TR**> What about a 150mm HE OBA (which has the added advantage of also hammering the Fortifications and Infantry around the Cupola)?

**PM**> That is a very good thought, assuming the Germans bought a 150mm OBA on day one. It's also the reason I asked if a trench would provide a TEM of +4 against this :-)

**PM**> This is perhaps the greatest threat together with Stukas (which I think is more likely to be bought on day one). But, both have the disadvantage that they may take time to kill the offending AFV. What will your infantry do while the OBA/Stuka hammer the KV? Especially since there is another KV nearby, plus Russian infantry with MGs. OBA might very well knock out the KV with a 6 or less to affect it. If the trench is a valid idea, however, the OBA would have to roll snakes to affect it...

**MB**> That would be a waste in my opinion. 150mm OBA is mighty expensive. With regard to day one this would not be very efficient usage.

**TR**> Also, the fact that you have to devote so many resources just to make the Cupolas survivable seems to make them actually more expensive than their original cost. You'd mentioned something like 80FPP, half a Coy (six squads), and an ATG as overwatch for the Cupolas to keep enemy infantry from swarming it. OK! You have protected the Cupola, of course those Germans pouring through the rest of your line are not going to be concerned about the Cupola.

**PM**> That estimate was to seal off the German's left flank entirely. It is less than half of the initial Russian resources, and they cover half of what the Russians need to cover on day one. Keeping the Germans from striking along the shore of Volga is important, in my opinion.

Making the cupolas survive is very important if they are right in the face of the German attack. Those resources are wasted if the Germans choose another avenue of approach. However, what happens when the Germans choose to enter on the left, assuming that the cupolas are harmless infantry?

How many Germans have you seen that haven't entered everything they could on day one? If they do, they're in trouble for the rest of the scenario. If they enter there, they **have** to fight their way through the teeth of the Russian defence or withdraw and try again next day. Additionally, I would check the rules for setting up AFVs under a



trench counter. They **can**, and I don't think the rules say they are then restricted from setting up elsewhere on subsequent days. [I think PM's got this one wired, er buried! - jds] Granted, this would be a loophole and I would be ashamed to use it. [What? Afraid to use a loophole?! - jds]

Apart from the fortifications used to make the cupolas survive (about 80FPP) I added less than the troops I would normally use to defend the right flank. Sure, they defend the cupolas - but they still have to be there even if the cupolas aren't! You can't leave that flank undefended anyway. This is a cheap defence of the Russian's right flank; it could be devastating to any German attack in the area. It does not prevent the Germans from attacking elsewhere, but if they do they'll never see the cupolas and the surprise will be retained for another day.

The defence is cheap, by the way, because it uses 80 FPP (2\*Wire, 2\*Mines, 2\*trench) plus the dug-in KVs to free half of the infantry normally allotted to defend that flank. The KVs cost 2 CPP, and the FPP can be taken from the initial FPP plus another CPP. That's three CPP, one AT gun, and 2 1/2 coy to defend the rest of the map with. On day one, that's about as good as the Russians can expect. Note that the proposed MG nest in N5 would cover more than just this flank. The only concern would be that there would be no MG left to cover the Russian left flank.

**DG**> This [cupolas] is an interesting idea.

I'd like to point out that, in my experience, even Stukas are only so effective against KVs. They need a Direct Hit with a bomb to get a very good kill number. However, for this very reason (among others), I'd hate to dig in the only KV platoon available for the entire CG. The German armour must **FEAR** these babies, and they're reasonably cheap to begin with because of the small platoon size. As an alternative, why not dig in either a T-60 platoon (same price, but you get one more) or a T-34 M41 platoon (I chose this one in particular because its radioless-ness makes it noticeably less useful) at a cost of one CPP more. That extra CPP should probably come out of the FPP expenditure.

In my opinion, you've got overkill on the fortification defences for the cupolas anyway. I think I'd favour the T-34 M41s, because with the lack of radios they're just made to be dug in, plus they have some AT capability which the T-60s do not (though T-70s, at the same price, would be tolerable against the Pz IIIs and StuGs, but not as good as the T-60s against infantry.)

## Summary

**MB**> The idea is to use common tactical doctrine. Break up avenues of approach with mines and obstacles, cover any remaining avenues of approach with direct fire, shell the enemy with artillery to disrupt his rear area. There are several ways to use mines and obstacles. The linear defence is not always the best use of resources. When setting up a defence you don't have to block

all hexes. The idea is to create as many unfavourable hexes/ kill zones as possible. A cupola costs 1 CPP and fills three hexes: the one it's in and the 2 OG hexes in front of it. That's not to bad considering the fact that the Germans most likely will not purchase anything that has a good chance of killing it outside of CC.

Consider the possibility of two cupolas in the B-E 10-13 vicinity on day one. Throw in a few obstacles and a little infantry. Ask yourself how will I attack this mess? What are the consequences of failure? I've seen the Germans fail and get a little bunched up in those wooden buildings. Down comes the 80 mm OBA and, all of a sudden German squads begin to be reduced. Ugly. Assuming this happens, you have just stopped the German advance on this flank and inflicted horrendous casualties.

**TR>** Dug-in tanks are, however, extremely static, almost always have limited LOS, and are (if set up forward, which is the only way they're of any use) almost always over-run on the next day when the Russian has to set up a little further back. Why not buy Guns which can give similar FP, set-up with better LOS, and can be moved during play and/or redeployed between scenarios.

**PM>** Buying dug-in tanks sure is a one-shot ploy, but it can still be useful. The obvious reason why you want the dug-in tanks rather than Guns is simple: they're hard targets! They can't be killed by MG or inherent FP, and if they're KVs, the Germans have precious few weapons that can touch them.

The only practical defence against this for the Germans is to smoke the cupola and try to get around it.

Related question: If a tank is dug-in by virtue of setting up under a trench, would it get the +4 TEM vs. OBA? Would it if it set up dug-in using the armoured cupola

rules?

## Ancillary discussion

**MB>** I'm curious to know how much armour shows up in the games you guys play. In my opinion tanks are so cheap that the Germans should be buying 1 platoon per day if possible. This forces the Russians to purchase AT defence which is more expensive and far less flexible.

We should all agree that the Russians are amazingly short of AT defences.

**PM>** How's that so? That depends entirely on how much armour you're planning to buy, doesn't it. The 45mm AT Guns they get is enough threat to AFVs with 6 AF, and they can get plenty of them if they need 'em. Expect them to run out of AT during the end of the CG unless you're using the RB variant in *CH #2* - which is why I am dubious about the effect it would have on balance. I would probably make a system where the Russian gave up similar RGs to get the new ones just like the Germans have to do with their Infantry before I'd use it.

Ahem! One of the problems with *RB* is that tanks can't go everywhere. If they're used in the right place they are effective. But they can't be used everywhere if you want to attack with 'em. Unsupported tanks go down real quick, too.

But I agree that the Germans can raise hell with Russian plans if he uses lots of armour on the left flank. Add that to the reasons why you want dug-in KVs there (RE: see above). Those 45LL Guns can raise hell with German armour, though, and I think not putting one in *W10* is sacrilege.

## Chuck Payne's Subsequent Experience of Dug-in Tanks

After the great armour blitz discussion, I decided to buy 3 T-34 M41s

on day 1 to help stop the Germans. One was in *V5* with 6 AP mines. Another was in *D10* also with 6 AP mines. The last one was in *L8* to help hold the key building, *L5*. This is the one that died easily to the Stuka MG attack after the bombs missed it on day 1. The *D10* dug-in T-34 stuffed the entire German attack on my left flank. I had *C11* fortified with a tunnel going to *F11*. Cellar and HMGs and MMGs in the *F11.1* to *F14.1* buildings behind these units. This *D10* T-34 just scared the heck out of the Germans. They were forced to avoid its LOS and thus did not bring their FP to bear in a concentrated manner. The *V5* T-34 caused some problems too and forced the German armour that entered around *Q1* to hide on day 1 until I malfunctioned its MA. Its CMG still kept the infantry away though.

Yes, I did lose both of the remaining T-34s on day 2, but both *D10* and *V5* did their job of holding up serious penetration into the areas I cared most about on day 1. The Germans moved slowly through the choke points these guys created, which was what I needed to hold on through the first day. The *V5* T-34 died from a HEAT shot from a *StuG IIIB*. Not much I could do against that. The *D10* T-34 got slimed. Neither of us realized at the time that placing a DC is a Concealment loss activity. A Concealed Sturm squad with a DC and an 8-1 leader placed the DC as an Assault Move from my fallen *C11* strongpoint, so the AP mines didn't help. Had the concealment been lost, then the T-34 would have needed only a 6 to hit them in *C11* while placing the DC. Plus they would have drawn more fire from other Russians too.

Overall, the armoured cupolas caught the German by surprise and significantly influenced his actions for 1.5 days.

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## USING DC AND FT CORRECTLY

Continued from page 10

and run interference for the other troops. FTs however, are the single unit that has to survive and the other troops has to screen it.

Both are awesome weapons but it takes a good deal of effort to use them effectively. I have seen too many of the weapons squandered. While I am glad to see my opponent squander them, it hurts me as an *ASL* player for that to happen. Because of the danger of using them, I might be better served to pick secondary targets rather than just the juiciest ones. But my style of play is so conservative anyhow, I indulge myself with these two weapons.

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# SARGE SEZI!

*As the intro to this article says, this is a selection of things that have come to mind during play of ASL. I'm not sure if they are my thoughts or gathered from other sources, although I suspect the latter. The original document is from August 1996 so they are definitely from the period when I was still relatively new to ASL though, so I figure they might be of use to others at a similar stage in their journey along the ASL Roads (B3.) - Pete*

What follows is a selection of thoughts that have occurred to me during play. This are probably things that the experts do all the time, but as a relatively inexperienced ASLer, I find it handy to jot down these ideas when I think of them.

Vehicles - move forward, use Bounding First Fire against target, using the Area Target Type with MA to gain Acquisition. Then in the next fire phase, switch to regular target type.

Remember that the stacking limit is two squads in Dense Jungle, not three.

The best way to deal with an AT gun is in close combat. You should always make sure your AT guns are well-guarded with your own infantry.



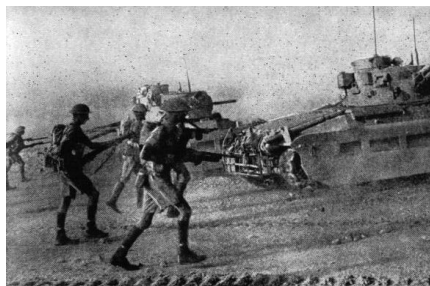
You should never set up hidden units in hexes with other units, hidden or not. If those units attract fire, your HIP dudes could get discovered before they get to spring their little surprise.

When probing for hidden units with Guns, use Area Fire. You'll never hit a HIP unit otherwise. With Area Fire, you can



use acquisition, and you don't need to add the TEM to the TH roll. Since you're only looking for a PTC to reveal someone, the reduced effectiveness of Area Fire once you hit is not a real problem.

Always fire at exposed tank crews. Break them once, and they Stun (D5.34); do it again, and they're Recalled (D5.341). Those OT TDs are at a real disadvantage here: they have to be CE, and with the firepower available to the Germans, they're going to find themselves Recalled in a hurry if they put themselves anywhere near any large fire groups.



It is very important to keep your tanks and infantry together when attacking in a combined arms scenario. It is tempting to say "Well, that MG has my troops pinned, but my tanks can make it clear to the next board!" You'll be sorry. Your tanks will uncover an AT gun and you won't have the infantry to suppress it, or you'll find yourself having to fend off infantry trying to close combat you from all sides. Be patient.

Ensure that his AT guns encounter your infantry and his machine guns encounter your AFVs and you will be a much happier commander.

Always have a couple of units available to delay the opposing player if exiting is a victory condition. Preferably where they can leap-frog from covering terrain to covering terrain.

USE SMOKE!!!! I learned the hard way that had I placed Smoke in the adjacent hex prior to moving in, I probably would have survived. I forgot this "minor" item.

When going up a wall of units like I did, send out a single counter to draw fire. I sent the whole stack and promptly got decimated. The 12 that I rolled did not help, but that is irrelevant. Even better, break a squad down to two half squads, if possible, and send out one of the half squads. In Smoke!

Mine a single hex building that either is in the attacker's path or part of the VC.

Look for a Location that the attacker is likely to advance into. Then place a HIP unit in the hex. When the attacker advances in, roll the mine field attack. If he breaks he is dead meat (Attacker is +1 for LAX being broken, the Defender is -2 Concealed for Ambush). CC even at low odds will be deadly to the Attacker. In addition, dead men (broken units) don't fight back!



Once they have dropped their ramp, LC become un-armoured targets if fired at through their VCA (G12.674). This means that MGs can utterly total them prior to passenger exit. Also, the passengers are not subject to Survival, but must take the normal Collateral effects of the attack that destroyed their LC (G12.691). Since MC failure equals Casualty Reduction this can really do bad things to your passengers, particularly KIA results which not only KIA the selected units, but Casualty Reduce all the rest. The only solution is to either not drop the Ramp, or to change your VCA to minimise your exposure to small arms fire through your VCA.

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## AFV vs AFV To-Hit DRM

### Fire During PFPH

*Important: Motion/Non-Stopped AFV can't Prep Fire!*

#### C5 FIRER-BASED HIT DETERMINATION DRM:

- A. Firer outside CA per hexspine changed.....[T: +1/+1/+1] .....
- [ST: +2/+1/+1] [NT: +3/+1/+1]
- F. Intensive Fire (B# -2; stunned firer NA) (C5.6) .....+2
- G. Deliberate Immobilization (Range: ≤ 6 hexes; Case N is NA).....
- (Area Fire is NA) (Hull Hit Req.) (C5.7).....+5
- I. Buttoned Up AFV (MA/SA only; RST/IMT must be BU to.....
- Fire MA) (C5.9).....+1

#### Other:

Overstacked: +1 per vehicle overstack (A5.12)  
 Bypass TCA Change to/through side Target Facing: +1 (D2.321)  
 Bypass TCA equals side Target Facing: +TH Case A, unless  
 Case N applies (D2.321)  
 Leadership: +x (A7.531)

#### C6 TARGET-BASED HIT DETERMINATION DRM:

- J. Moving/Motion (C.8) Vehicle (C6.1).....+2
- K. vs Concealed Target (or Area Fire; C.4) (C6.2) .....+2
- L. Point Blank Range (Non-Stopped/Motion target NA) (C6.3).....
- [2 Hex Range: -1].....-2
- M. Bore Sighted Location (Case N is NA) (C6.4).....-2
- N. Acquired Target (NA to Case G) (C6.5).....-1/-2
- P. Target Size Modifier (C6.7).....-2 to +2
- Q. TEM (C6.8).....Per TEM
- R. LOS/LV Hindrance (C6.9; E3.1).....Per LOS/LV Hindrance

#### Notes:

A. The NT To Hit DRM apply to the first shot of all vehicular weapons if they change their VCA instead of TCA (see also D3.51).  
 5.34 Stun: At the end of the Player Turn in which a Stun was placed, flip the Stun counter to its "+1" side. The AFV is no longer Stunned but must add one to any TH, MG/IFE/FT IFT, CC, TC/MC, Crew Survival, or OVR DR it makes.

### Fire During MPH

*(Shooter is moving)*

#### C5 FIRER-BASED HIT DETERMINATION DRM:

- C. Bounding Firer (C5.3) ...(add +2 for Case B unless in woods/bldg/rubble add +3) [Stabilized Gun: +1] .....+2 (+x Case B)
- C<sup>1</sup>. BFF, Restricted Aim (2.5-3 MP in LOS of target).....Case C +1
- C<sup>2</sup>. BFF, Limited Aim (≤ 2 MP in LOS of target).....Case C +2
- C<sup>4</sup>. Motion/Non-Stopped Firer.....[Stabilized Gun: C/C<sup>1</sup>/C<sup>2</sup> +1 only] .....
- [Other: C/C<sup>1</sup>/C<sup>2</sup> & lower dr x2]
- F. Intensive Fire (B# -2; stunned firer NA) (C5.6).....+2
- G. Deliberate Immobilization (Range: ≤ 6 hexes; Case N is NA).....
- (Area Fire is NA) (Hull Hit Req.) (C5.7).....+5
- I. Buttoned Up AFV (MA/SA only; RST/IMT must be BU to.....
- Fire MA) (C5.9).....+1

**Other:** See Other under Fire During PFPH

#### C6 TARGET-BASED HIT DETERMINATION DRM:

- J. Moving/Motion (C.8) Vehicle (C6.1).....+2
- K. vs Concealed Target (or Area Fire; C.4) (C6.2) .....+2
- L. Point Blank Range (Non-Stopped/Motion firer/target NA) (C6.3).....[2 Hex Range: -1].....-2
- N. Acquired Target (NA to Case G) (must have Gyro) (C6.5).....-1/-2
- P. Target Size Modifier (C6.7).....-2 to +2
- Q. TEM (C6.8).....Per TEM
- R. LOS/LV Hindrance (C6.9; E3.1).....Per LOS/LV Hindrance

#### Notes:

Bounding First Fire: A vehicle wishing to fire at the start of its MPH prior to entry of a new hex (or one that has had a continuous LOS to its target since before the MPH) may do so using Case C; it need not expend Delay MP first to avoid having to use the Case C<sup>1</sup> or C<sup>2</sup>.  
 ROF: If the vehicle retains ROF during its MPH, and did not fire any other weapons (or PRC), it may fire that weapon again once (C5.3) during its AFPH using Case C for ordnance, or halved FP for MG/IFE.

## AFV vs AFV To-Hit DRM

Fire During MPPh/DFPh  
(Target is moving)

### C5 FIRER-BASED HIT DETERMINATION DRM:

- A. Firer outside CA per hexspine changed.....[T: +1/+1/+1]  
.....[ST: +2/+1/+1] [NT: +3/+1/+1]
- C<sup>4</sup>. Motion/Non-Stopped Firer.....[Stabilized Gun: C/C<sup>1</sup>/C<sup>2</sup> +1 only]  
.....[Other: C/C<sup>1</sup>/C<sup>2</sup> & lower dr x2]
- E. Fire within hex (x2 if in woods/bldg/rubble; Case L & M NA).....+2
- F. Intensive Fire (B# -2; stunned firer NA) (C5.6).....+2
- G. Deliberate Immobilization (Range: ≤ 6 hexes; Case N is NA).....  
(Area Fire is NA) (Hull Hit Req.) (C5.7).....+5
- I. Buttoned Up AFV (MA/SA only; RST/1MT must be BU to.....  
Fire MA) (C5.9).....+1

#### Other:

- Overstacked: +1 per vehicle overstack (A5.12)
- Bypass TCA Change to/through side Target Facing: +1 (D2.321)
- Bypass TCA equals side Target Facing: +TH Case A, unless  
Case N applies (D2.321)
- Leadership: +x (A7.531)

### C6 TARGET-BASED HIT DETERMINATION DRM:

- J. Moving/Motion (C.8) Vehicle (C6.1).....+2
- J<sup>1</sup>. Defensive First Fire vs Moving (C.8) Vehicle ≤ 3 MP in Firer's  
LOS.....Case J +1
- J<sup>2</sup>. Defensive First Fire vs Moving (C.8) Vehicle ≤ 1 MP in Firer's  
LOS [J<sup>1</sup> NA].....Case J +2
- K. vs Concealed Target (or Area Fire; C.4) (C6.2).....+2
- L. Point Blank Range (Non-Stopped/Motion target, Case E NA)  
(C6.3)...[2 Hex Range: -1].....-2
- M. Bore Sighted Location (Case E, N are NA) (C6.4).....-2
- N. Acquired Target (NA to Case G) (C6.5).....-1/-2
- P. Target Size Modifier (C6.7).....-2 to +2
- Q. TEM (C6.8).....Per TEM
- R. LOS/LV Hindrance (C6.9; E3.1).....Per LOS/LV Hindrance

#### Notes:

Area Fire NA if in Motion. If Case E applies, Case A also applies if VCA/TCA is required to include hexside crossed by moving AFV.

Fire During AFPPh  
(Prep/Bounding First Firer NA)

### C5 FIRER-BASED HIT DETERMINATION DRM:

- A. Firer outside CA per hexspine changed.....[T: +1/+1/+1]  
.....[ST: +2/+1/+1] [NT: +3/+1/+1]
- B. Fire in AFPPh without entering a hex in this turn (C5.2) [+3 if  
firer is in woods/bldg/rubble].....+2
- C. Bounding Firer (C5.3)...(add +2 for Case B unless in woods/bldg/  
rubble add +3) [Stabilized Gun: +1].....+2 (+x Case B)
- C<sup>4</sup>. Motion/Non-Stopped Firer.....[Stabilized Gun: C/C<sup>1</sup>/C<sup>2</sup> +1 only]  
.....[Other: C/C<sup>1</sup>/C<sup>2</sup> & lower dr x2]
- E. Fire within hex (x2 if in woods/bldg/rubble; Case L & M NA).....+2
- G. Deliberate Immobilization (Range: ≤ 6 hexes; Case N is NA).....  
(Area Fire is NA) (Hull Hit Req.) (C5.7).....+5
- I. Buttoned Up AFV (MA/SA only; RST/1MT must be BU to.....  
Fire MA) (C5.9).....+1

#### Other:

- Overstacked: +1 per vehicle overstack (A5.12)
- Bypass TCA Change to/through side Target Facing: +1 (D2.321)
- Bypass TCA equals side Target Facing: +TH Case A, unless  
Case N applies (D2.321)
- Leadership: +x (A7.531)

### C6 TARGET-BASED HIT DETERMINATION DRM:

- J. Moving/Motion (C.8) Vehicle (C6.1).....+2
- K. vs Concealed Target (or Area Fire; C.4) (C6.2).....+2
- L. Point Blank Range (Non-Stopped/Motion target, Case E NA)  
(C6.3)...[2 Hex Range: -1].....-2
- N. Acquired Target (NA to Case G) (must have Gyro) (C6.5)....-1/-2
- P. Target Size Modifier (C6.7).....-2 to +2
- Q. TEM (C6.8).....Per TEM
- R. LOS/LV Hindrance (C6.9; E3.1).....Per LOS/LV Hindrance

#### Notes:

If a vehicle fires any weapon other than its MA during the MPPh it may not fire its other weapons/PRC during the AFPPh.



# Scenario Design Thoughts

John Phelps

*I'm not sure where this came from, as it's one of several different articles all in one document dated from October 2001. The fact that it mentions the CH module Cemetery Hill, which was published in 1996, as an example suggests it originated some time in the late 90s – Pete*

I am not hung up on the historical accuracy. Dealing with a bunch of overlays to get the terrain as close as possible to the historic setting is a drag. Don't get me wrong, one or two overlays to make a significant change is not bad at all, and actually more interesting (an example being the *Cemetery Hill* package, or the escarpment overlay). However, multiple changes to the terrain are a pain to have to remember to deal with as you are playing the game.

Also, not having exactly the right number of squads and/or SW, or the exact model of AFV involved, doesn't bother me. Most of the time, formations did not operate at full TO&E strength, nor did they necessarily use the issued equipment. Sometimes they used old stuff, sometimes they "borrowed" stuff from another unit, and sometimes they used captured equipment. Besides, how would you make the leader determination? ASL helps that now, in the DYO section, but that is still an guesstimate.

For balance, I'd prefer a scenario that is a close fight BY THE VICTORY CONDITIONS that could go either way at some point during the game. I don't really like a scenario that one side is going to win most of the time, with the only difference being how much they win by, nor do I like a scenario where it's close fought, but every time you play, no matter what tactic you try, it comes down to the last turn to decide.

Good balanced scenarios are loose enough that either side has the force (or the victory conditions) to win the battle, but good tactics could shorten the battle, or make the victory easier. In other words, if I try something neat, and it works, I could win halfway through the "scheduled" duration. If it blows up in my face, the game could be over right there against me, or I may still have time to eke out a win anyway (but it's a lot tougher). Another example: the victory conditions are such that the game is uncertain, even if I'm getting my rear end handed to me. I might still prevent the other guy's VC, if I can stop the bleeding. However, I don't want a scenario where if I make ONE mistake (or one bad roll), it's over. Balance should be forgiving to some degree. Both sides should have to work at winning, with a little margin

either way for error, or excellent play.

Of course, I realize that balancing a scenario is one of the hardest things to do! Just remember, balance doesn't mean it's an even fight. Balance means that achieving the victory conditions are an even chance for both sides.

To balance a potential scenario we use to play it a few times without specific victory conditions, just a general VC of "take that village/crossroad/hill/bridge", or "kill enemy forces" or "break through enemy lines". Then, we played it 3 to 5 times, and recorded how we did, making slight changes to the forces each time. Then based on those records, we would put together specific conditions and play it a couple more times to maybe tinker with the forces a bit more. So, we did more playtesting against the VC than we did the force selection. Of course, by the time we had done all this, we were tired of that scenario, and switched to something else. :)

Scenarios should feature something, a cool vehicle, a cool setting, whatever. I think one of the articles in *Critical Hit* or an *ASL Annual* said this, I wholeheartedly agree. However, I'll take a brief mention of something, and make a scenario up around it, rather than try to do a lot of digging to research the details of a battle. I don't have a lot of free time, and I'd rather spend it playing than researching.

For instance, in *Cross of Iron*, there was a brief paragraph about the T-35-2 which says the Germans encountered it in some brief action against Army Group South in the first weeks of the invasion. So, we made a scenario for it. We had one of them, 2 or 3 T-26S, and some infantry

holding board 3. The Germans entered from board 2, and board 4 was in between. We knew the southern area of the frontier south of the Pripet Marsh was reasonably flat, so we said none of the hills on board 2 were in effect. The date was basically July 1941. The Germans had some infantry, a couple halftracks, 3 or 4 Panzer IIIs, a Panzer IV, and I think a couple of small AT guns. I think it was about a 3 to 2 advantage in points to the Germans, with the Russians only allowed to purchase Wire and Foxholes for defensive fortifications. That's it. We just played. We had fun. That tank is a dog. :)

We have a lot of *ASL* scenarios available. However, we have a whole bunch of counters that don't appear in any of them. A lot of the scenarios seem pretty damn similar to me. When I look through scenarios, I look for a hook. Something to grab me and say "play me!". A board I haven't played on, a unit I haven't seen yet (there's a lot of those currently, just because I haven't played much *ASL* yet), a cool sounding setup or VC, and so forth. The historical description or aftermath is NOT one of the things I look at when I'm doing this skim.

I've rambled enough I guess, so I'll close with this:

Give us more scenarios with a neat thing, I'd rather you NOT spend a bunch of hours researching the exact situation. Especially, give us some more mini-campaigns, even hypothetical ones are okay. I would much rather you spend time balancing than researching.

Ω





# 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!

## 2019 FEBRUARY SCANDANAVIAN ASL OPEN

**When:** 27 February – 3 March.

**Where:** Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. Accommodation is available at a cost ranging from 510 Danish Kroner (about €70) per person for a single room to 210 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – contact the organisers for a price.

John Sparks, Taunton, Somerset, TA2 8QG (29 Jan 2012)  
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (25 Jan 2015)  
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)  
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29 Apr 2001)  
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02 Sep 2008)  
Gerard Linschan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)  
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (06 Feb 2019)  
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)  
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 6EW (03 Sep 2008)  
christopher bourne, 52 horsenden lane north, greenford, middlesex, ub6 0pa (04 Dec 2014)  
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31 Dec 2004)  
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04 Mar 2002)  
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)  
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)  
Dave Booth, 47 Dunock Grove, Birchwood, Warrington, Cheshire, WA3 6NW (24 Jan 2018)  
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)  
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (14 Mar 2008)  
Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TG (23 Sep 2008)  
Peter Burbury, 18 Charles Way, Malvern, WR14 2NA (02 Mar 2019)  
Ian Morris, 5 Lichfield Cottages, Muckley Corner, Lichfield, Staffs., WS14 0BG (27 Feb 2019)  
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30 Mar 1999)  
Andy Evans, 232 Bushbury Road, Wolverhampton., West Midlands, WV10 0NT (27 Apr 2010)  
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W.Mids., WV6 8QN (31 Dec 1995)  
Michael Clark, Wold View, East Haslerton, Malton, N. Yorks, YO17 8RN (12 Feb 2002)  
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02 Sep 2008)

## Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17 Jun 1999)  
Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)  
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (22 Feb 2019)  
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (29 Jan 2018)  
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (01 Sep 2018)  
Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12 Sep 2002)  
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (09 May 2018)  
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01 Dec 2005)  
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07 Dec 1998)  
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (11 Mar 2019)  
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)  
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)  
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6hr (03 Feb 2013)  
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (17 Feb 2017)  
Stewart Thain, 77 Birrell Gardens, Muiriston, Livingston, West Lothian, EH54 9LF (25 Oct 2007)  
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16 Jun 2001)  
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)  
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)  
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)  
Steve Mackintosh, 54 Firthview Drive, Inverness, IV38QE (27 Jan 2013)  
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2009)  
Garry Marshall, 24 Allardice Crescent, Kirkealdy, Fife, KY21 5TY (21 May 2001)  
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)  
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (19 Jan 2019)  
Jonathan Williamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

## Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)  
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22 Nov 2002)  
Chris Dalgety, 4 Library Street, Canton, Cardiff, CF5 1QD (30 Dec 2014)  
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)  
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)  
Nick Rijke, Aneddfa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)  
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL (31 Dec 1995)  
Emyr Phillipps, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

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

**Fee:** Similar to 2018, which was 200 Danish Kroner (about €27).  
**Format:** The tournament will be a five round Swiss style affair.  
**Contact:** Michael Hastrup-Leth, Favrhølmvænget 15, 3400 Hillerød, Denmark, or email at [hastrupleth@gmail.com](mailto:hastrupleth@gmail.com). For the latest information visit the website at <http://www.asl-so.dk/>.

## MARCH HEROES 2019

**When:** 7 – 10 March.

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £15.00 if registering with the organisers prior to 24 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in January.

**Format:** Four round tournament beginning Friday morning, with three scenarios to choose from in each round. There will be an additional round on Friday after if the number of participants warrants it. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

**Contact:** For more details or to register contact Pete Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email [if@vfft.co.uk](mailto:if@vfft.co.uk). For up to date information check out the UK *ASL* tournament web site at [www.vfft.co.uk](http://www.vfft.co.uk).

## JUNE DOUBLE ONE 2019

**When:** 20 – 23 June.

**Where:** Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates start at £39.60 for a single room and breakfast.

**Fee:** £15.00 if paid before 30 April, £20.00 thereafter.

**Format:** A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments will be run on Friday, and friendly games will also be available throughout the weekend.

**Contact:** For a booking form contact Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE or by email at [derek@doubleone-online.net](mailto:derek@doubleone-online.net). Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

## OCTOBER ASLOK XXXII

**When:** 6 – 13 October.

**Where:** Four Points by Sheraton, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850.

**Fee:** To be confirmed, but in 2018 it was \$30.00 before 28 September, \$40.00 thereafter and on the door.

**Format:** Same as always. Weekend tournament plus numerous mini-tournaments. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

**Notes:** T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

**Contact:** Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email [damavs@alltel.net](mailto:damavs@alltel.net). Check out the web site at [www.aslok.org](http://www.aslok.org) for the latest details.

## NOVEMBER BOUNDING FIRST FIRE 2019

**When:** 21 – 24 November.

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £10.00 if paid by the end of August, £15.00 thereafter.

**Format:** To be confirmed but expected to be similar to 2018, IE a five round tournament beginning Friday morning, with an unpublished scenario from Bounding Fire Productions in use in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

**Contact:** For more details or to register contact Martin Meyers or Simon Staniforth by email at [boundingfirstfire@gmail.com](mailto:boundingfirstfire@gmail.com). For up to date information check out the web site at <https://boundingfireblackpool.co.uk/>.

## DECEMBER NEW YORK STATE ASL CHAMPIONSHIP

**When:** 5 – 8 December.

**Where:** The Best Western Albany Airport Hotel, 200 Wolf Road, Albany, NY 12205, phone 518-458-1000. Room rates in 2018 were \$80 per night including breakfast. The hotel has a free shuttle to and from the airport (5 minute ride). The shuttle also picks up at Amtrak station (10-15 minute ride).

**Fee:** To be confirmed but in 2018 it was \$50 for the weekend or \$30 for a single day.

**Format:** Six round tournament beginning Thursday morning, with three scenarios to choose from in each round. All scenarios will make use of the Pleva Bidding System. There will also be a three player mini tournament on Saturday and Sunday.

**Contact:** For more details or to register contact Joe Leoce, 39 Ashton Drive, Staten Island, NY 10312 or email [asl726@aol.com](mailto:asl726@aol.com). For up to date information check out the web site at <http://nys-asl.com/>.

# Double One 2019



Thursday June 20<sup>th</sup> to Sunday June 23<sup>rd</sup>

The London ASL tournament "Double One" is set for the weekend of June 20<sup>th</sup> to 23<sup>rd</sup>, returning to the regular venue, Writtle College.

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

## The weekend

The tournament starts on the Thursday evening with a curry evening at the college.

The gaming room opens at 8.30am on Friday 21<sup>st</sup> June. We will be running several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

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

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in early 2019.

## The venue

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

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

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

Participants intending to stay overnight should book their B&B accommodation directly with the college (£34.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

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

## Attendance fees

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

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

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

[derek.cox@dsl.pipex.com](mailto:derek.cox@dsl.pipex.com)

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

We look forward to welcoming you to Double One in 2019

