

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 37

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BERSERK!



Berlin 1945
Budapest 1956
Prague 1968
Blackpool 2001

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BERSERK! 2001 - all the action from Blackpool

GENESIS 48 - CH's long-awaited Arab-Israeli module reviewed

THE UGLY - Toby Pilling looks at campaign games

COMMANDO ASL - using the *ASL Annual '92 SL* rules in ASL

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PREP FIRE

Another *View From The Trenches*, so soon after the last one, there must surely be something wrong!! But no, apart from the BERSERK! report, most of this issue was ready even as the last issue was being posted out. I've got plenty of material in draft status lined up for the next issue as well but that doesn't mean you don't have to keep on sending me stuff. The more stuff you lot write the less I have to, and the less I have to write the more likely *VFTT* is to continue.

With this issue *VFTT* enters its seventh year. That's a hell of an achievement, especially when you think that very few *ASL* 'zines get past two years. Probably only *Critical Hit* (just under eight years) and *On All Fronts* (something like 16, 17 years) have managed to publish any longer. For half of its time, *VFTT* has managed to stick to a regular 20 page bi-monthly format as well (well, most of the time!). Thanks to everyone who's contributed to the success of *VFTT* for the past six years, here's to another six.

See you all at HEROES in July I hope. Until then roll low and prosper.

Double 1. My last, best hope for victory.

Pete Phillipp

COVER: The t-shirt for this year's BERSERK! event, as designed by Derek Tocher.

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@multimanpublishing.com with the body of the message reading:

subscribe advanced-sl

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:

subscribe advanced-sl-digest

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.

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

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 *ASL*ers. Don't be a silent voice.

Issue 38 should be out at the beginning of July 2001.

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VIEW FROM

J3, SASL II ON WAY

ASL Journal 3 is at the printers now and should be available in the next few weeks. Now price has been announced yet. Following on its heels will be *SASL II*. Plans for a *SASL* update kit have been scrapped as everything except the two countersheets and the box have been updated. Individual components will be available as parts for those who do not wish to buy the new module.

CH LAUNCH PHASE II

Phase II is CH's name for its series of new scenario packs. In addition to scenarios, each pack will feature a sheet of new die-cut counters, overlays or a small map and be priced around \$15.00.

Total East Front Pack 1 includes 8 new scenarios and a sheet of three new color overlays. Four of the scenarios depict action during the battle for Vienna, 1945 and can be played as a mini campaign (although they are designed to be stand-alone). The price is \$13.95.

Total Pacific Theatre Pack 1 includes 8 new scenarios and a sheet of 140 color die-cut counters, providing new Australian squads and leaders. The price is \$14.95.

CH Magazine Volume 6, No. 3 is the latest special edition, this one focusing on *Genesis '48*. It will include a new historical HASL map of the disputed Arava Valley (between Jordan and Israel) and a sheet of counters, and numerous post-1948 scenarios. It will cost \$24.95 – if you buy it direct from CH you will also receive an additional set of *Genesis '48* counters.

Busting the Bocage is a brand new map pack focusing on the battle for Pointe du Hoc after the initial landing. For \$19.95 you get six new scenarios, a version of the map from *PdH* using larger hexes, a tips and tactics article and a small sheet of counters. A 'lite' edition containing without the map will be available for \$8.95.

Right off the bat it looks pretty good - you get lots for \$15.95 (even less at the subscription rate).

The 32 page booklet is no longer in magazine format and is more of a booklet. The paper weight is lighter than in the past, although the scenarios are now on card stock. Inside you get two *Stonne* CG's, 12 new scenarios (four of which are from an older *Paddington Bears Pack*), a copy of their *Hexagon Time* newsletter, a copy of their rules to *Combat Stalingrad* (as a teaser I guess) and a counter sheet for *PdH*.

Inside the magazine is an article on *Stonne*, an analysis of the *Stonne* scenarios, designer notes by Pedro Ramis, a list of errata and a bibliography. Away from *Stonne* there is a report from the UK's Mad Vet convention, and the usual letters to the editor, news, and View from the Turret column.

THE SCENARIOS AND CG

Stonne #7 Down on the Streets: largish combined arms battle on the town portion of the *Stonne* map. French get OBA 10 Chars 10 H39(L)s and 18 squads against 16 Germans squads, OBA ATguns and 13 Tanks. Your basic capture the town scenario.

Stonne #8 Shattered Lines: infantry battle for *Stonne* on the *Stonne* map. 18 French squads against 14 German squads. The French get OBA.

CH 129 A Few Rare Men: the first in a three scenario series. Boards 18 and 20, 9 German squads plus an AT Gun try to kick out 7 French squads from a board 20 building. Germans get OBA.

CH 130 St. Homme Skirmish; second in the three scenario series. The French counterattack on board 42 with 6 squads against 3 German squads. Small unit action.

CH 130 No Quarter at Queniau; the third in the three scenario series. Board 10. French with 8 squads and a couple of AT Guns have to capture the 10Z6 building from 5 German squads.

The Mini CG is basically playing the above three scenarios in order. Similar to the Market Garden scenarios.

CH 131 Blood Brothers: Boards 13 and 40. A river assault by 15 German squads and a couple of INF guns against 13 French

and British squads with some carriers and Light Tanks and a 25lber. The Germans get some OBA.

CH 132 Defense of Orphanage Farm: boards 11 and 33. 12 German squads, 4 tanks, OBA and Air Support try to capture the board 33 farm building from 9 British squads with some AA and AT Guns.

CH 133 Group Iron: boards 40 and 18. German glider troops try to capture a bridge before the Belgian defenders can blow it up. 7 German squads begin the scenario assaulting the bridge when 9 German glider squads arrive in mid game to assist. The Belgians get some fortifications and a couple of guns. Looks like time for a Coup De Main.

CH 134 Sturmtruppen: boards 22 and 33, the only late war scenario of the bunch. 9 German squads and a couple of Stugs have to clear a couple of Russian squads and 3 tanks. Russians get some fortifications and some infantry reinforcements.

CH 135 The River Dance: boards 40 and 44. A river crossing by the Germans against the Poles. Germans get 12 squads and 6 tanks plus units they can purchase. Poles get 12 squads and a couple of infantry guns. German can either assault the river in boats or rafts or repair a broken bridge under fire. Varied purchases make this one unique.

CH 136 Desperate Stand: a night scenario set on board 3 set during the assault on Hong Kong. 12 British squads with an AT Gun, fortifications and a couple of carriers try to hold off 14 assaulting Japanese troops with armour and OBA.

CH 137 Assault on Fornebu: board 11 and 14. Germans try to land transport aircraft at the board 14 airfield against Norwegian resistance. Germans get 12 squads landing in transport aircraft against 8 Norwegian squads with HMGs.

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Going BERSERK! in 2001

Trev Edwards

BERSERK! 2001 started a bit early for me this year. Late on the Tuesday evening, with the tourney still two days away, I was at Manchester Piccadilly station picking up Sam Belcher. Sam is an American ASL player (who frequents tourneys in the American West, OKTOBERFEST and the ASL Internet Mailing list) who had spent the day travelling by train up from the south of England. Sam had been staying with various British ASLers that previous week and was arriving early in the NW of England so as to take in another museum on his whistle-stop tour of some of the best UK attractions. The next day he and I went to the Royal Armouries in Leeds which is an excellent museum. This is the purpose built overflow for the arms and armour from the Tower of London where display space was limited. Although it only touches briefly on WWII, it has an amazing collection of weaponry both ancient and modern. One of the 'interpretations' we saw was the account of one of the Swordfish pilots at Taranto harbour. Entertaining and enlightening. That evening Sam and I got some PTO practice in since everybody in the BERSERK! tourney would be playing scenarios involving the Japanese.

THURSDAY

We arrived at the Skye Hotel in Blackpool in the mid-afternoon of Thursday to find a couple of the guys already setting up a game. By the evening we had a dozen or more familiar faces. For the first time at BERSERK! an event had been arranged by someone other than the main tourney organisers: Shaun Carter's Fog of War team competition tryout was also the first structured contest of any kind organised on the Thursday evening. One problem with ASL is that the commander of a given side in the vast majority of scenarios knows exactly what the enemy will field down to the last rivet. As I understand the situation, three players on each team were briefed about and given orders for a situation on the East Front late in the war. What they then encountered was often different to what they had been led to expect and, crucially, they were not necessarily aware of their opponent's Victory Conditions, which all added to the fun. I'm being deliberately vague here so as not to ruin it should the event prove popular enough that it gets run at other weekends. All six of

those who played that Thursday gave Shaun the thumbs up and that positive feedback has encouraged him to develop it further.

Dave Scofie gave me a lift up to Blackpool on Thursday getting me there in plenty of time to catch Shaun "Why use an armoured platoon when a Brigade will do" Carter's fog of war event. Man, was it foggy. I was part of the Brandenberger Division defending against the 3rd Guards TANK army. Note the caps on the word tank.

Ben Jones

Late Thursday evening I went home to Preston, a few miles inland from Blackpool. It was convenient for me to sleep at home since the next morning I was back in Manchester, or rather on the outskirts, at Ringway Airport. Three Israeli ASL players had contacted me by email and expressed a desire to come to our event. These guys were coming a long way just to attend BERSERK! so it was the least I could do to offer them a lift (especially since the trains in the UK are poor these days).

Still shagged out and bleary eyed after a nine hour train journey back from Blackpool (courtesy of a signal failure outside of Birmingham, or was it engineering works, or was it the arrest of some miscreants on a platform in Gloucester or... whatever, the excuses were coming thick and fast).

Bill Eaton

Ran Shiloah and the brothers Daniel and Josh Kalman chatted excitedly with me about ASL as we drove back. This would be their first event and they were wondering what it was going to be like. They had spent their ASL time mostly just playing each other. They arrived with only a few minutes to spare for the kick off of the tourney proper. Over the weekend these boys gave a very good account of themselves with one, Daniel, coming a commendable third. Seeing their reactions to some rules that they had been playing 'differently' from the norm was a reminder to myself what it felt like when I attended my first event, the first INTENSIVE FIRE back in '95 and to realise that I had been playing some rules quite wrong.

THE SHOW BEGINS

At the weekend, we had a couple of no-shows (we received apologetic messages from most of them) and it was apparent by the time our tourney started off that we would have a field of 30, the smallest we've had since the first year we ran BERSERK! The way we run the tourney is to initially pair people so the top rated players (as listed on the UK ladder) play the top players from the second half of the field. This avoids having the best players playing the weakest but can unfortunately still throw up a contest or two where one player is heavily outmatched. As the weekend progresses across five rounds, players continue to play opponents of the same or similar record. The idea being that



The prizes at BERSERK! 2001.



you can rate everybody from the top to the bottom of the group, sometimes using the win-loss record of opponents played to distinguish between those with a like record.

The first round started on the Friday afternoon, with a set of short scenarios from *Schwerpunkt*. A couple of our better players, hopeful of getting into the top placings at the event, expressed some disquiet about having such short scenarios in the tourney since a single unlucky DR in such a scenario can sink even the strongest player. The reason we had these shorter scenarios was to allow us some meatier scenarios in the evening. These were some medium sized Russian Front scenarios from the *ASL Journal* which I had been dying to get into tourney play. Unless we had a first round of shorter than usual scenarios, these would never have been played.

SATURDAY

The Saturday morning round was made up of scenarios that we had only relatively recently got hold of. At the end of a January that we lost in *ASL* playing terms due to my having been ill all month, Steve Thomas (my co-Tournament Director) and I were beginning to get a little worried because we had two rounds of scenarios yet to set. Time was getting short, but then came along three scenario packs from Canada's Winnipeg *ASL* players club, one of general themes and the other two based on the exploits of the 1st SS Division. Steve and I selected three that looked promising based on game length and counter density and tried them out. We found them all to be interesting and to be pretty well balanced (after two playings of each scenario) and so we were able to make up a lot of lost ground in not much more than a week by using these three. There was a small easily resolved erratum in one of the scenarios and an SSR that needed to be clarified with the publishers (George Kelln of WASLC replied within 24 hours to my emailed enquiries and conformed that we were on the right track). I did get an email in early March from one of our perennial contenders for the top spots to the effect that he had looked at two of these and didn't think them very balanced. I assured him we had thoroughly tested them and he was reassured.

"Aggressive play through lunch-time drinking"
David Tye

Saturday afternoon came around and with that the fourth round. By now we only had two unbeaten players in the tourney, Toby Pilling and Mike Rudd. It was nice to

have Mike attend again. He had been to some of the early UK tourneys and had an excellent win/loss record but his job has apparently kept him away in later years. Toby had won **BERSERK!** the previous three years in a row. The third round scenarios were a set which had one or more Pershing tanks in a US OB. The idea of including these, quite apart from them being fine scenarios anyway, is having the German uber tanks be the under dogs, or at best be on an even footing for once. However one of the three was a Paddington Bear classic, 'First To See Will...' (with the usual CH added errata) set in Korea with a brace of Pershings with Sherman support doing battle with T34-85's, their path crossing minefields and rice paddies. The NKPA are represented by Commissar led Russians and a couple of dare-death squads thrown in for added fun. A few eyebrows went up when the VC's clause that a draw is possible was noted and players asked us if this would cause any trouble with the placings. Actually, with the style of the tourney we run, the extra half-game can make it easier to split people up to rate them. In any case, as things transpired, the draw results made for a better final round. Toby and Mike had chosen this scenario and the result was a draw. This meant that they remained the only unbeaten players in the game. Although I have a great deal of faith in the 'Swiss' system we use, it would have been a shame for one of these two to be the only unbeaten player and be expected to play again on the Sunday, with the possibility that he could still fail to win the event. Although it would have fitted the system, it would have been galling if the only unbeaten player after round four had lost first place in the final round. This is the problem with having only 30 entrants. Toby and Mike played again on the Sunday morning.

SUNDAY

Sunday morning saw the fifth and final round, with two PTO scenarios and a 'PTO but non PTO' scenario from *BR:T*. These scenarios had been the last we had chosen and included the classic 'The Glory Road' from the first *CH Rout Pak* and 'The Green House' from *Schwerpunkt* (another year where the Florida guys provided a load of scenarios for us). By

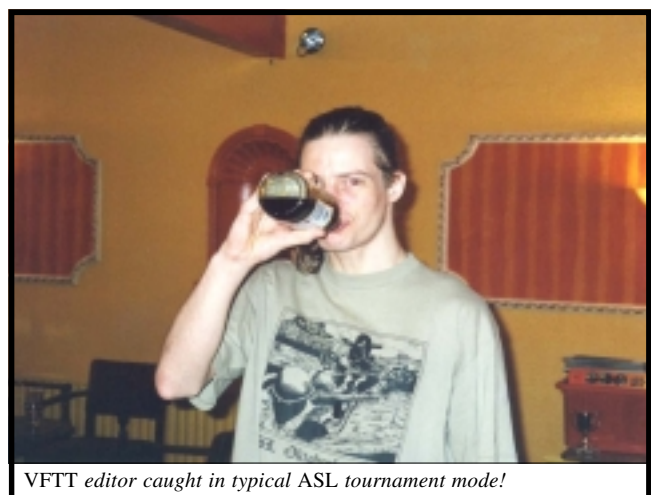
the end, Toby emerged victorious in the scenario and also in the tourney with a 4-0-1 record. Mike's draw meant he slipped out of the top three but he seemed pretty relaxed, gracious in defeat. We had three players tied on 4-1 and we separated them by looking at the win loss ratio of the opponents they had played. This meant that Dave Schofield came in second with Daniel Kalman in third. Derek Tocher missed out by a narrow margin to come fourth with Mike Rudd fifth.

I think it is important to recognise that the system we use for deciding between two players of like record is very arbitrary and is open to fair criticism. A lot depends on who you have as your first round player when you are not really in a position to choose who you play. Broadly speaking, the players are left to their own devices in the later rounds but we allocate the first round as I described earlier.

In a desperate attempt to get over the stream the three CHI-HAs drive over the wire and into the minefields. If he is to get all three across the British will need to fail to roll a '1' on eighteen die rolls. In fact two of the tanks are eliminated by the AT mines and a third immobilised.

Derek Tocher

The prizes were up to our usual standard, even if I do say so myself. Toby received a signed, framed print of the ABTF cover artwork which had been sent by MMP for the previous year's event but had arrived late. It had been framed with a surround that really set the picture off, a buff colour. Second place saw a silver cup (just meant to be a token really) and a £25 voucher from our good friends at Second Chance Games of Wallasey for Dave, which will probably cover the price of the upcoming *ASL Journal* 3. Andy of Second Chance had done some brisk business, shifting a load of second



VFTT editor caught in typical ASL tournament mode!

edition *ASL Rulebooks* on the Saturday and the voucher is his 'thank-you' to us for access to that market. Third place and a smaller bronze cup to Daniel, who had obviously had a great time all weekend, despite jet lag and the sheer exhaustion that comes from international travel. He was also presented with a Sam Belcher special, a hand made wooden dice tower. I have one (a present from Sam) and they are really excellent. Mike Standbridge received the booby prize (some toy soldiers) with good grace. We had also received a copy of the first edition of *Paratrooper* from Leisure Games for use as a prize. However, since everybody seemed to already have it, we've decided to break it up to provide a couple of sets of system counters for people who have travelled a long way and couldn't bring theirs.

AWAY FROM THE TOURNAMENT

That covers the tourney side of the event but there was more to BERSERK! than just the tourney. Two players decided to try one of the *Blood Reef: Tarawa* CGs and that was played over most of the weekend. There are also a number of us who aren't in the tourney for various reasons who are at the hotel (*do you mean me :-)* - Pete), and folks who can only drop in for one day. In past years we have been able to accommodate some late comers to the tournament but this year things didn't pan out as before. I had warned Andrew Dando of this in advance and he was pretty relaxed and came prepared for some free gaming. He had brought the boards and overlays for a scenario which he had read Brian Youse recommending on the *ASLML*: 'Forth Bridge.' Andy and I played this on the Friday evening and Saturday morning and I can certainly recommend it to anyone looking for a little novelty. The scenario involves a bridge laying Churchill funny and is very well paced and balanced. Tension mounted as my bridge laying tank took some damage to the bridge superstructure, making laying it an uncertainty. As it worked out, the bridge got placed OK and I won the scenario, but it was a really good experience and also a nice introduction to playing Andrew whom I have known since the first BERSERK! but never played. It is spity that 'Forth Bridge' is way too big to be in a tourney.

I had played Domininc McGrath before but had been trying to arrange a rematch over the BERSERK! weekends for a while. We chose a scenario from HOB's *High Ground* pack (none of which I had actually played despite getting the pack when it was issued). The scenario 'Speed Bumps

AN AMERICAN ASLER IN BLACKPOOL

Sam Belcher

Had a great time in Ireland and England. My daughter's wedding went off without a hitch, met the in-laws, etc. We drove over toward the West and saw some of the Irish countryside - stayed at a nice bed and breakfast, etc. Then I went to England and I was hosted and guided around by some very nice people.

Lee Brimmicombe-Wood: Picked me up at the airport, fed me, gave me a place to sleep for three nights AND Lee took me downtown and we saw Motors Books (you HAVE to go if you get to London, but expect to be carrying books when you leave), the national Gallery, the national portrait gallery, Trafalgar Square, the British Museum (don't forget to try our the echo in the reading room!), went to see "Enemy at the Gates" (entertaining film, BTW), and dinner at a restaurant with a French name that serves Polish and Mexican dishes. (And that was just the first day!) In the end, I decided to stay with my wife.

David Schofield: This man doesn't seem to have a "real job", but he put me up in his game annex and slaughtered me in a couple of quick games. I was very glad I went, because I got to see the tank museum in Bovington. Fabulous museum - go even if you're not into tanks. David is a first class guy and a good ASL player to boot.

Trevor Edwards: Geeky Guy First Class: This guy has every *Star Trek* product ever made. As well as every *X-Files* product, and quite a few *Star Wars* items too. Oh, yeah, he's also a heck of a nice guy and was kind enough to pick me up at the train station in Manchester (instead of Preston - because Britain's rail system is "interesting"). We went to the museum (Armoury at Leeds) and that was cool - but the gift store was closed for inventory. The sign said they were "sorry for any inconvenience" this might have caused. Inconvenience!!!!??? I travel 4000 miles and am going to be there exactly one day and that's the day they pick to do inventory? They had some cool stuff at the store -

like reproductions of guns (rifles, pistols, etc) and a pewter model of an 88 about 12 inches long... And I couldn't buy any of it. :(

But Trev made up for it. He took me to the "flea market" in Preston where I found some way cool planes (woodworking planes, not flying ones) that I bought for next to nothing. These were old wooden tools and might actually be worth big bucks in the states - but if not, I can use the tools.

Trev slaughtered me in a PTO scenario - but it was good review because I'd be playing Japanese at BERSERK! too.

Then there was BERSERK!. Nice tourney, nice people. Baaaaaaad bathroom in the bar. Might as well pee on the wall. :)

Ian Daghish: Ian took be home after the Berserk! tourney. Met his family, enjoyed their hospitality and learned a little bit of history of the area from Ian. On Monday, we went to Chester and saw a "Roman Experience" museum, shopped, etc. Met one of Ian's friends at a pub, had a very nice time.

Finally, I returned to Dublin for another day in town. Shopping, walking around, got to the National museum and the Natural History Museum. The national museum has some very interesting stuff - from stone age to Vikings to war of Independence.

Once again, my tanks to all who hosted me, even those of you who beat me (wait, that was all of you). I've left out TONS of things I saw and did - but people were extremely nice and went out of their way to help me out. Belonging to the ASL community is kind of like being a member of a small church - wherever you go you have this "connection" with some of those geeky, nerdy, ASL-dudes....

I'll be back (to Europe, I mean).

Ω

Along The Tiddam Road', has a small force of Japs defending the hill from an all-sides assault by Ghurkhas on foot and other Brits in loads of carriers. Dominic suffered greatly as I rolled really low with long range MMG fire and shots from HIP units revealing themselves, causing great casualties to his leaders especially. I had misread the British entry conditions and found



Andrew Dando (left) takes on Trev Edwards in 'Forth Bridge'.



myself having to scramble to make the 360 degree defence work, but the hill is so large that I got a turn or two before the Carriers were up close. I was able, over the whole weekend, to finish this one and I can recommend it also, as well as Dominic who took the loss well.

I was also able to get a full game in against Sam Belcher on the Thursday which I won and finally I got another game in against Pete Phillipps. We chose a scenario from the new *Total East Front Pack* from CH and Pete was unlucky enough to get the attacking Russians in what at first looked like a nice late war Guards vs SS city fight in Vienna, 'The Last Waltz.' However, it soon became apparent that the Germans could easily defend their buildings by deploying into a load of HS and physically blocking the stairwells with these and their broken units to hold out. I think its balance is questionable at best.

As mid-day approached I popped to the pub across the road, drawn by the lure of the Man United-Liverpool game live on SKY. Which was a great game, shame about the result :- (Just before half time I was joined by Bob Eburne and Wayne Baumber, and at half time Liverpool fan David Schofield also arrived. Defeat in the football was followed by defeat in ASL later on when I played Trev Edwards in 'TEF#1 1 The Last Waltz'.

Pete Phillipps

So, on a personal note, I went 4-0 and saw my rating on the UK ladder leap to a lofty 12th from a poor 70th on one weekend because Dominic and Andrew were way ahead of me on the list prior to the event. Of course, I don't expect this to last long. At IF I'll be playing the stronger players on the other team each time.

ASL From The Promised Land

Ian Daghish

And lo, out of the East came the Israelites unto the place of the Rock and the Tower which was Black. And their dice were great. And their white die was as unto the house of twenty cubits, and their coloured die was as unto the brick outhouse of twenty five cubits.

And said they unto the Keeper of the Inn of the Heavens under the Skye, "Witness our great dice, and know ye that when cast they do follow the way of the snake. And follow they never the way of the boxcar."

Whereupon the multitude did look with great wonder at this thing. And loud were the lamentations and they turned to the Keeper saying "Wherefore hast thou brought us unto this place of the Rock and the Tower which is Black knowing yea that the Israelites do come with their great die of twenty cubits and their coloured die of twenty five cubits which doth resemble a brick outhouse?"

And wisely spake the Keeper unto them. "Know ye not the dice by the measure of their cubits, nor yet by the foretelling of the way of the snake. Verily say I unto ye that ye measure the dice by their dots and not by their cubits be they ever so great; measure ye them by their dots on the table of the place of the battle."

And the Multitude were quieted and did return to the tables of the Inn of the Heavens Under the Skye saying "We fear not these dice, nay, notsoever be they forty cubits or fifty cubits, nor if they be as the public washhouses of Beersheba or of Preston."

For the Keeper's words echoed to them the writings of the Fathers of the Green Wood and of the Hill, who begat the great Mac, who begat the prophet whose name was Cocke who did cast out the Blasphemer whose name is as the Fruit of the Fortress.

And then it came to pass that out of the West came the one whose name was Belcher. And the multitude came again unto the Keeper saying unto him, "Is this not a strange and great thing that one has come from the West unto the tables of the Inn of the Heavens Under the Skye that is called by name Belcher?"

And the Keeper was troubled for he knew not the one who was called Belcher. And he grieved knowing not the tablets that Belcher worshipped. For there were among the Multitude many who followed the tablets of old and yet besides were there many who followed the tablets of the Temple of Many Columns. In fear did the Keeper weep and rend his vestment in lamentation, for he suffered not the followers of the Table of Many Columns to enter into the Inn of the Heavens under the Skye.

But Belcher calmed the Keeper, and quoth unto the Multitude, "Rest ye and be attentive. I speak of the Way that is to come. Know ye verily that in my land of the West is a warrior of the Club and the Sling and yea also of the mighty Ball who is called Curt. And he has seen the great light and has exalted the the prophet Cocke who did overcome the Blasphemer whose name was as the Fruits of the Fortress. And the warrior and the prophet have vouchsafed unto us the Word. And the Word is that ye may follow the tables of old and yea be brothers unto they who follow the Temple of Many Columns."

And the Multitude rejoiced, and all but the Keeper did rejoice; though he rejoiced not, having lived in great fear and dread of the Temple of Many Columns.

Here endeth the Lesson.



Toby Pilling (left) and Mike Rudd in the final, while in the background Ulric Schwela can be seen sorting out his counters.



As usual, Toby receives the first prize at BERSERK!

THE SCENARIOS

Looking at the scenario results I'm rather surprised to see the results we got for some of them. 'An Arm And A Leg' was 14-12 on ROAR (an Internet record of playings we look at when setting the scenarios) prior to the event, while 'High Tide At Heiligenbeil' was 15-15, so there was little to make us expect results like the 8-0 and 6-0 these returned at Berserk! The result for 'Off To The Crossroads' made me jump though! This scenario sees a Canadian force of seven Shermans and supporting infantry attacking some Fallshirmjager who are reinforced after a while by four PZIVF2. These German tanks must take a TC each time one of their number is destroyed, failure of which will see all of the remaining tanks recalled. There is a +1 DRM for each tank lost. This made a few players question the balance since it seemed to put the Germans at a great disadvantage. So, despite being convinced that this was really well balanced, going into the weekend I feared a set of results heavily favouring the Canadians. As the results came in, some players of the German side in this scenario reported that they had indeed had their AFVs recalled after losing only one but in all cases, enough damage had been done to the Allies to prevent the win. And all the results went the German's way. Who would have thought?

AFTERMATH

Well, that's it for another year. My one

BERSERK 2001 PLACINGS			
Pos.	Name	Record	Opponents
1	Toby Pilling	4-0-1	
2	Dave Schofield	4-1	(33)
3	Daniel Kalman	4-1	(27)
4	Derek Tocher	4-1	(24)
5	Mike Rudd	3-1-1	(36)
6	Josh Kalman	3-1-1	(19)
7	Neil Stevens	3-1-1	(28)
8=	Wayne Baumber	3-2	(28)
8=	David Tye	3-2	(28)
10	Paul O'Donald	3-2	(27)
11	Dominic McGrath	3-2	(25)
12	Steve Crowley	3-2	(24)
13	Keith Bristow	3-2	(21)
14	Paul Kettlewell	3-2	(19)
15=	Russell Gough	2-2-1	(28)
15=	Brian Hooper	2-2-1	(29)
17	Ben Jones	2-3	(29)
18	Ran Shiloah	2-3	(26)
19=	Bob Eburne	2-3	(25)
19=	Justin Key	2-3	(25)
21	Adrian Catchpole	2-3	(24)
22	Ian Daglish	2-3	(22)
23	Nick Quinn	2-3	(22)
24	Ulrich Schwela	2-3	(18)
25	Bill Eaton	1-2-2	
26	Shaun Carter	1-3-1	
27	Sam Belcher	1-4	(26)
28	Paul Legg	1-4	(24)
29	John Kennedy	1-4	(18)
30	Mike Standbridge	0-5	

point of concern at the moment is the ever decreasing numbers we're seeing at ASL events as time goes on. This year saw our lowest attendance figure since the very first years of BERSERK! in '97 and '98 and INTENSIVE FIRE last year fared almost as bad as we did. I did get a lot of apologetic emails from one or two of the faces we'd regularly see apologising for being too tied up with house moves, new kids and the like and it is apparent that the weekend falling on the financial year end didn't help. But the guys from Blackpool were practically no-shows as well. What a shame.

I get a lot of thanks directed at me during and after the BERSERK! weekends, but I find myself having to remind people of the fact that the event itself is largely controlled over the actual weekend by my partner in crime, Steve Thomas. For the second year in a row Steve didn't play a single game whilst the tourney was on. He deserves full credit for what he does each year.

Many thanks to Trevor Edwards and Steve Thomas for running an excellent and enjoyable tournament. Thought the 'atmosphere' was most convivial and great to see all the guys again. Scenarios worked very well.

David Schofield

Shortly after I arrived at the hotel at the weekend, the proprietor took me to one side and told me that he had sold the hotel and that he had stayed on just long enough

BERSERK 2001 - SCENARIOS			
Scenario	Allied	Axis	Draw
SP 29 Schloss Bübingen*	1	2	
SP53 Thorne In Your Side*	3	4	
SP 18 An Arm And A Leg*	8	0	
J23 Kampfgruppe at Karachev*	3	3	
J27 High Tide at Heiligenbeil*	6	0	
J33 The Slaughterhouse*	1	2	
WP3 Off To The Crossroads*	1	6	
WP7 Struggle Out Of The Scheidswald*	3	4	1
LSSAH15 Shot Off With Too Weak of A Bullet*	0	0	1
SP43 Deadeye Smoyer*	5	3	
AP14 Ace In The Hole*	2	2	1
PBP10 First To See Will...*	1	1	2
RP2The Glory Road*	4	3	
SP14 The Green House*	5	2	
BRT5 Didn't Have To Be There*	1	0	
WP6 Ils Ne Nesseout Pas	1	0	
HG3 Bumps Along The Tiddam Road	0	1	
WCW 8 The Last VC In Europe	1	0	
V Auld Lang Syne	0	1	
J34 Men Of The Mountain	0	1	
PBP 25 First And Inches	1	0	
A42 Commando Hunt	0	1	
FT 14 Les Mille Fourches	1	0	
U11 Thrust And Parry	1	0	
BB14 Forth Bridge	1	0	
A 28 The Professionals	0	1	
CH 6 Armored probe	1	0	
TEF1#2 The Last Waltz	0	1	
Totals	51	38	5

* Tournament scenario

for our weekend. The new owner came to see me that weekend (promising that he was prepared to do this) and we agreed to talk this summer about next year's event. He seemed quite keen and we're both hopeful that the event can only get better in terms of facilities, quality of beer (*no problem there, they stock up on Newky Brown just for me :-) - Pete*) and light levels.

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THIRD PARTY PRODUCERS UK AVAILABILITY

As well as editing VFTT I also help to distribute 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:

Leibstandarte Pack 1	£7.00
Leibstandarte Pack 2	£7.00
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O/S - Out of stock temporarily	

Add 50p per item for postage 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 (as usual evenings when Man United are not playing are your best bet!), or email me at pete@vftt.co.uk.

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

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SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at 2ndcgames@currantbun.com.

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



The Crusaders Open ASL Tournament Ladder

BERSERK! 2001 Update

Derek Tocher

There have now been 1300+ games played at the INTENSIVE FIRE and BERSERK! tournaments over the last five years and there are 46 players who have played 20+ games and 18 who have played 40+. The largest number of games recorded is 72 (by your laddermeister). The top 10% of players have ratings of 3285+ while the upper

quartile are rated 3160+. Those in the lower quartile have ratings below 2830 while the bottom 10% of participants are rated 2695 or less. These numbers have remained essentially invariant over the last three years and the distribution of results is essentially Gaussian about 3000.

The hot news after BERSERK! 2001

is that once again we have a new ladder leader. Toby Pilling has regained his top slot after going undefeated yet again (though he did 'suffer' a draw result against Mike Rudd in the fourth round). Toby's points score, 3900, is the highest ever achieved on the ladder and he is 120 points clear of his nearest rival, Mike Rudd.

Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
1	Toby Pilling	39	35—1—3	3900	44	Ray Woloszyn	28	16—1—11	3155
2	Mike Rudd	34	29—1—4	3780	45	Jeremy Copley	9	6—0—3	3150
3	Steve Thomas	42	32—1—9	3755	46	Nick Edelsten	22	14—1—7	3145
4	Dave Schofield	63	42—0—21	3645	47	Frenk Van Der Mey	4	3—0—1	3135
5	Simon Strevens	46	36—1—9	3640	48	Chris Courtier	13	7—2—4	3130
6	Derek Tocher	72	51—1—20	3625	49=	Lee Brimmicombe-Wood	12	8—0—4	3120
7	Aaron Cleavin	6	6—0—0	3565	49=	Paul Ryde-Weller	10	5—1—4	3120
8=	Peter Bennett	14	12—1—1	3560	51	Mark Walley	4	3—0—1	3115
8=	Bjarne Hansen	28	21—0—7	3560	52	Luc Schonkerren	5	3—0—2	3110
10	Carl Sizmur	16	11—0—5	3515	53=	Paul Haesler	6	3—0—3	3105
11	Michael Hastrup-Leth	30	19—0—11	3375	53=	Simon Morris	11	6—0—5	3105
12	Trevor Edwards	54	27—1—26	3370	55=	Nigel Brown	26	11—0—15	3095
13	Paul O'donald	62	43—1—23	3360	55=	Mikael Siemsen	6	3—0—3	3095
14	Bernt Ribom	5	5—0—0	3350	57=	Kevin Beard	13	9—1—3	3090
15	Joe Arthur	21	13—0—8	3305	57=	William Hanson	6	3—0—3	3090
16	Frank Tinschert	15	10—0—5	3295	57=	Peter Michels	3	2—0—1	3090
17	Philippe Leonard	9	7—1—1	3285	60	Paulo Alessi	6	4-0-2	3085
18=	Will Fleming	3	3—0—0	3280	61	Dirk Beijaard	5	3—0—2	3080
18=	Daniel Kalman	6	5—0—1	3280	62=	Robin Langston	9	4—2—3	3075
18=	Ralf Krusat	6	5—0—1	3280	62=	Andrew Saunders	32	15—1—16	3075
18=	Alan Smee	4	4—0—0	3280	64=	Jean-Luc Baas	3	2—0—1	3070
22	Dave Booth	7	5—0—2	3270	64=	Serge Bettencourt	3	2—0—1	3070
23	Neil Stevens	36	15—2—19	3250	64=	Robert Schaaf	3	2—0—1	3070
24	Daniel Batey	4	4—0—0	3235	67=	Alexander Rousse-Lacordaire	4	2—1—1	3065
25	Andrew Dando	41	22—2—17	3230	67=	Bob Runnicles	3	2—0—1	3065
26	Christain Koppmeyer	15	8—0—7	3220	67=	Jes Touvdal	14	8—0—6	3065
27	Tom Slizewski	5	4—0—1	3215	70=	Josh Kalman	5	3—0—2	3060
28=	Klaus Malmstrom	4	3—1—0	3210	70=	Patrik Manlig	16	9—0—7	3060
28=	Nils-Gunner Nilsson	5	4—0—1	3210	72	Stefan Jacobi	11	5—0—6	3050
28=	Yves Tielemans	3	3—0—0	3210	73=	Steve Grainger	5	3—0—2	3045
31=	Francois Boudrenghien	3	3—0—0	3205	73=	Scott Greenman	8	3—1—4	3045
31=	Dominic Mcgrath	64	33—0—31	3205	75	Steve Pleva	6	3—0—3	3035
33	Aaron Sibley	43	26—0—17	3195	76=	Keith Bristow	19	10—1—8	3030
34	Jean Devaux	3	3—0—0	3190	76=	Ian Pollard	41	19—0—22	3030
35=	Armin Deppe	13	7—1—5	3185	78=	Luis Calcada	28	13—1—14	3025
35=	Bob Eburne	41	25—0—16	3185	78=	Russell Gough	32	16—3—13	3025
37	Bill Durrant	5	4—0—1	3180	78=	Peter Hofland	4	2—0—2	3025
38	Jonathan Pickles	8	5—0—3	3175	78=	Jon Williams	13	6—0—7	3025
39=	Grant Pettit	7	4—1—2	3170	82	Vincent Kamer	4	2—0—2	3015
39=	Paul Saunders	18	9—0—9	3170	83=	Raurigh Dale	9	5—0—4	3010
39=	Bruno Tielemans	3	3—0—0	3170	83=	Colin Graham	5	3—0—2	3010
42	Steve Linton	4	3—0—1	3165	83=	Paul Sanderson	30	15—0—15	3010
43	Mel Falk	9	5—0—4	3160	86=	Nick Brown	3	1—1—1	3000

The tournament saw the participation of three Israeli ASLers and one of them, Daniel Kalman, went 5-1 for the weekend and appears at 18th on the ladder. The American celebrity ASLer Sam Belcher (well known to all subscribers to the Internet ASLML) also attended and went 3-5 and ended up in 116th place with 2880 points. The strongest performance of the weekend though went to tournament director Trevor

Edwards, who went 4-0 in 'friendly' games and collected 315 points, promoting him from 70th to 12th place. Other strong performances were shown by Wayne Baumber (+255), Ben Jones (+240), Dave Schofield (+205 and a 7-1 record, only losing to Toby) and Paul Kettlewell (+200). On the down side Shaun Carter lost 300 points almost exactly wiping out his improvement after INTENSIVE FIRE 2000. Mike

Stanbridge lost 255 points over the weekend and picked up the prize for bottom place, and your laddermeister went 4-2 but nevertheless lost 215 points to drop him from top slot to sixth. Pete 'VFTT' Phillipps continues his recent slide losing 130 points and dropping 30 places.

Without further ado here is the ladder as of 6 April 2001.

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Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
86=	Martin Hubley	4	3—0—1	3000	130=	Mike Daniel	5	2—0—3	2825
86=	Ian Kenney	4	2—0—2	3000	130=	Brian Hooper	57	18—1—38	2825
86=	Phil Nobo	11	6—0—5	3000	132	Mark Chapman	6	2—0—4	2820
86=	Duncan Spencer	4	2—0—2	3000	133	Justin Key	22	8—1—12	2800
91	Eric Baker	2	1—0—1	2985	134=	Bill Eaton	12	4—2—6	2790
92=	David Farr	4	2—0—2	2980	134=	Alistair Fairbairn	3	0—0—3	2790
92=	Malcolm Rutledge	3	1—0—2	2980	134=	Nick Ranson	5	1—0—4	2790
92=	Ran Shiloah	5	2—0—3	2980	134=	William Roberts	3	0—0—3	2790
95	Steve Crowley	32	13—0—19	2965	134=	Nick Sionskyj	8	3—0—5	2790
96	Michael Maus	7	3—0—4	2955	139	Nigel Ashcroft	42	16—1—25	2785
97=	Laurent Forest	3	0—0—3	2945	140=	Chris Littlejohn	14	3—2—9	2780
97=	Alex Ganna	2	0—1—1	2945	140=	Martin Mayers	10	2—0—8	2780
97=	Pedro Ramis	6	3—0—3	2945	142	Graham Worsfold	3	0—0—3	2775
100=	Derek Briscoe	1	0—0—1	2935	143=	Lee Bray	14	3—0—11	2770
100=	Tim Macaire	17	7—0—10	2935	143=	Richard Kirby	7	2—0—5	2770
100=	Iain Mckay	38	18—0—20	2935	145=	Wayne Baumber	14	5—0—9	2765
103=	Andrea Marchino	1	0—0—1	2930	145=	Bill Hensby	31	10—0—21	2765
103=	Andy Price	3	1—0—2	2930	145=	Ulrich Schwela	23	8—0—15	2765
105	John Sharp	8	3—0—5	2925	148	Andrew Hershey	10	4—0—6	2760
106=	Steve Allen	6	1—1—4	2920	149	Peter Neale	3	0—0—3	2750
106=	Tim Collier	17	7—0—10	2920	150	Burnham Fox	23	10—0—13	2740
108=	Shaun Carter	44	20—1—23	2915	151=	Rupert Featherby	3	0—0—3	2735
108=	Edo Giaroni	3	1—0—2	2915	151=	Nick Quinn	14	5—0—9	2735
110=	Joel Berridge	3	1—0—2	2910	153	Gareth Evans	4	0—0—4	2730
110=	Brian Martuzas	5	2—0—3	2910	154	Steve Cocks	4	0—0—4	2720
110=	Andy Smith	4	0—0—4	2910	155	Malcolm Hatfield	11	3—0—8	2695
113	Paul Kettlewell	27	11—0—16	2905	156	Simon Hoare	4	0—0—4	2690
114=	Jakob Norgaard	6	1—1—4	2885	157	Jeff Howarden	7	2—0—5	2685
114=	Bernard Savage	21	9—1—11	2885	158	Christain Speis	5	1—0—4	2680
116	Sam Belcher	8	3—0—5	2880	159	Pedro Barradas	7	1—0—6	2655
117	Ian Daglish	59	27—1—31	2875	160	Paul Case	51	14—0—37	2645
118	Pete Phillipps	60	24—0—36	2870	161	Adrian Catchpole	11	2—0—9	2625
119	Simon Croome	11	5—0—6	2865	162	Martin Bryan	14	4—0—10	2620
120=	Peter Ladwein	21	9—0—12	2860	163=	Neil Brunger	20	8—0—12	2615
120=	Lutz Pietschker	4	1—0—3	2860	163=	Arthur Garlick	21	2—5—14	2615
120=	Neil Piggot	4	1—0—3	2860	165	Bryan Brinkman	9	1—0—8	2610
123	Nick Angelopoulos	5	1—0—4	2850	166	John Fletcher	6	0—0—6	2585
124=	Patrick Dale	9	3—0—6	2840	167	Michael Rhodes	43	10—0—33	2545
124=	Oliver Gray	2	0—0—2	2840	168	John Kennedy	18	4—0—14	2540
124=	David Tye	19	7—0—12	2840	169	Paul Legg	35	13—0—22	2515
127=	Ben Jones	25	9—0—16	2835	170	David Ramsey	9	1—0—8	2435
127=	Dave Otway	5	1—0—4	2835	171	Mike Stanbridge	31	8—1—22	2405
129	Jackie Eves	9	4—0—6	2830	172	Roger Cook	27	7—2—18	2350



The Ugly

A personal view of ASL from Toby Pilling

This concluding part of my article trilogy is going to look at Campaign Games. To be honest, that's about the only introduction it needs. One thing I will say is that I haven't actually played that many CGs. In fact, by the end of this I'll have summarised my thoughts and recollections of every single one I have ever tried. So without further ado, let us begin with my first, and biggest. The "Mother of all Campaign Games": *Red Barricades*.



Red Barricades

I shall always have a fondness for this game. I even remember buying the module, I think from the Leisure Games stand at one of the two big war games conventions in the country, Salute or Colours. The box was shop soiled, so it was reduced in price, which was the final factor that persuaded me to buy it. Seldom have I made such a wise purchase.

My love of historical map boards is now well known and this was the first. In various flats I have lived in the *Red Barricades* map has even adorned my bedroom wall as decoration. How sad is that? It is beautiful though – a work of art

It was against Mike Rudd when I was living in Newcastle that I played *Red Barricades*. We had been playing normal scenarios regularly, with me getting soundly

thrashed but incrementally improving my ability as time wore on. I can't remember what catalyst persuaded us to give a Campaign Game a go but I do remember our practice scenario on the maps. We had a go at 'HASL 7 The Red House', which is a night scenario.

To use a phrase of Mike's I put "all my eggs in one sewer". Not really in the mood for a long game, I picked up on his now infamous comment when I saw he had no men in cellars and informed him of his possible oversight.

"Oh, sewers are in play are they?" he replied. Suffice to say I risked all on a sewer infiltration attempt and ended up losing all. I capitulated after a multiple MMC stack hidden in a cellar decimated my brave Russkies. I had indeed been out sneaked.

It was obviously an inauspicious initiation. We began the Campaign proper going for the biggie – 'CG 1 Into the Factory'. I was the Russians.

I remember it taking me forever to set up a defence. Sadly it took a fraction of that time for it to collapse. I recall an enormous German assault on the Western edge, preceded by a 150mm OBA barrage, which landed on target with full battery access, even after an extra chit draw. My only other memory of that first date was my AT gun in a fortified upper level building location, ping-pong shots off a STUG, which shrugged them off contemptuously before lurching out of sight. Not a marvellous start. To fill the widening gaps in my lines I opted for the conscript option but it was all to no avail. I think the game lasted about three dates before I bowed to the inevitable.

It's funny how certain incidents in scenarios stick in your mind. I recall regarding it as a great moral victory when I managed to set up to avoid a Nebelwerfer attack. I correctly guessed Mike would use one and even predicted the hex he would pre-register. The only casualties were a few dummy counters. My only other consolation was exploding a HIP demo charge set in a cellar, which rubble an entire building onto the heads of some German assault engineers.

By far the most amusing episode though was when Mike and I incredibly each

set up an enormous stack of HIP Assault Engineers on either side of a factory interior wall. On turn one he revealed his, placing a demo charge to breach the wall. I could only stare in amazement as the subsequent attack revealed and pinned my men, just in time for his flame-thrower to open up...

Despite my hammering I did enjoy the campaign and learnt a few lessons. Those were of course my formative ASL years.

I like *Red Barricades* for many reasons. The atmosphere is awesome – you can almost smell the brick dust and cordite. One moves German counters around gingerly, expecting at any moment to blunder into mines or the line of sight of a hidden HMG. When playing Russian, one's visage tends to set into an implacable poker face. Each German move is slowly contemplated, with an occasional raised eyebrow or smirk for unspoken commentary. A silently raised hand to indicate the opponent should pause momentarily sees his shoulders tense in anticipation. The subsequent terse nod to indicate he may continue does not see him relax.

This is a war of nerves, make no mistake.

As for the actual mechanics, the close in nature of the fighting makes it a very brutal game. The uncertainty of war is captured very well in the endless possibilities for fortification purchasing the Russian is allowed. It presents opportunities for combined arms battles, even involving aircraft. Night assaults are also available, which is always a positive factor.

The game does have weaknesses and flaws though. I never liked the way that during the Refit Phase both sides have complete freedom of movement to reposition their forces behind their own lines. This is a factor that is not only unrealistic given the close quarter nature of the fighting but gives a large advantage to the attacker. I would also agree with Mike Rudd's view that the preponderance of machine gun kill stacks is unrealistic and obscene. Lastly, the sheer scale of the game can be a drawback as well as an attraction. Playing the whole thing, assuming one player did not concede before

the end, would take forever. One campaign date alone takes several evenings to complete.

Having said that, *Red Barricades* is still the rule by which all other Campaign Games are measured. It should be the ambition of every ASL player to attempt to complete it once in his or her lifetime.



Kampfgruppe Peiper I

In the early nineties, I spent a year on the dole. As well as polishing off a part-time course at University and conducting a perfunctory search for employment I played *KGP 'CG I Clash at Stoumont'* against Mike. That campaign game is my abiding memory for that whole, otherwise uneventful year. With so much time on my hands I became completely absorbed in it. My weekly visit to the benefits office should have sounded like this:

“So Mr Pilling, what work have you been looking for?”

“Work? I haven’t got time for that! The 1st Waffen SS, Liebstandarte Adolph Hitler Division requires all my energies. The breakthrough in the Ardennes won’t happen by itself, you know!”

I’m not quite sure they would have appreciated my honesty.

Anyway, with regard to the game itself, it is a corker. The map is another beautiful one, introducing a couple of innovations for the first time – slopes and barbed wire fences – both welcome additions. I also really like the colouring of

the various hill contours, where green lightens to yellow, which darkens to orange and red/brown as the levels rise. I’ve always found it simple to appreciate at a glance the lay of the land because of that. My main gripe with *Stonne Heights* from Critical Hit is that it did not follow the same pattern.

Ironically, though the terrain is the most open of all the official CGs, the dense mist turns this game into another close quarter battle. It does require constant and decent mathematical computation to work out the LV hindrance levels for each shot. The movement of vehicles is also restricted a lot by the soft ground but at least there are plenty of them available.

As for how the campaign panned out, well, I did better than my *Red Barricades* efforts (but that’s not saying much). I attacked too cautiously with the Germans and although I eventually took the sanatorium, it was too little too late.

Several events of note occurred: I remember purchasing a 150mm OBA module to blast him out of the sanatorium, only to roll box cars with my first contact attempt. Mike then set up a Sherman in the sanatorium, which I managed to brew up. The ensuing blaze caught hold and burned the whole building down! My SS panzer grenadiers were later huddling in the smoking rubble when the Amis counterattacked. The most hilarious event was when he purchased fighter bomber support. I thought the mist would protect me, but it gradually decreased in severity until on the exact turn they arrived, it vanished. Not only that, but he had to get three of them, with bombs...

I don’t want to bemoan my misfortune though. I was outplayed but enjoyed the whole experience thoroughly.

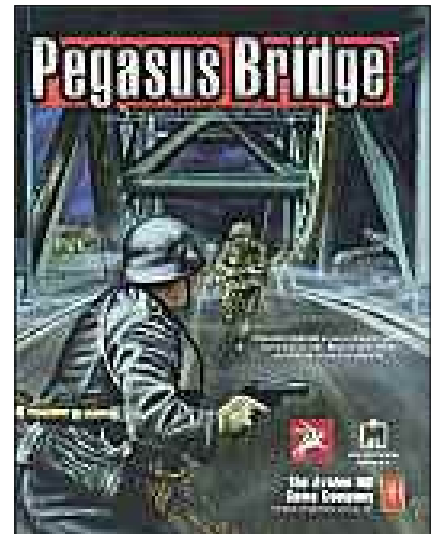
The great thing about this CG is that each side gets to both defend and launch a major assault. There are also lots of different purchase options and neat kit to buy.

It does have a major drawback though. Or rather, it *did* have.

When *KGP II* came out, the purchase scheme for the first game had been amended. It wasn’t errata. Rather it was changed because the campaign I had played had been found to be unbalanced towards the Americans. I’d always thought that they were allowed heaps of cheap infantry. This was now made more expensive.

Full marks to Avalon Hill for belatedly realising this, but it did make me feel a bit sour. I’d played the whole thing with the odds stacked against me.

Hey, perhaps I wasn’t outplayed after all (grin).



Pegasus Bridge

I’ve actually played both the Campaign Games in this module. The first, ‘Coup de Main’, was against Mike just before I left Newcastle for good. It’s the one that starts at night with the glider landing and I played the Germans.

The interesting thing was that a year or two before, we’d played the Pegasus Bridge tournament scenario, which I somehow managed to win. I think having one of Mike’s gliders plummet into the canal was a contributory factor! I don’t actually remember that much about the campaign, mostly because we never completed more than a couple of dates. I certainly didn’t get a hammering though, as my defenders fell back, containing the British as best they could.

The second game, ‘Hold Until Relieved’, was a little more memorable. This was against Peter Bennett and is the one that starts at dawn, after the glider assault has already taken place. I played the British this time and recall making my first objective to wipe out any remaining Germans in Le Port. Peter then surprised me by sending in a company at an added six CPPs to reinforce them. The close in nature of the buildings however makes mopping up this group eminently possible for the high morale, high firepower paratroops. After erasing them, I turned my attention to building a strong wall of troops in Benouville and even managed to launch an offensive there. Again I think this campaign then ended as Peter resigned, feeling that although he could play on, it

would only be for the sake of it.

Those then are my memories of the games. Both very short, with no time really to get my teeth into them. That was a shame, because I do feel this campaign has a lot to offer.

The map sheet itself isn't the most inspiring. It is good, functional and accurate but not as pleasing to the eye as many others. The good thing about it though is that as there is only one sheet, you don't have to worry about matching up the hex rows of two separate maps.

It is definitely one of the smallest official *HASL* CGs, but I see that as an advantage. It is ideal for the less experienced player to try as an introduction to campaigning. It is also eminently finishable in a few evenings, not therefore requiring the labour of love commitment of *Red Barricades*. Each side has opportunities for defence and attack with armour and infantry, though there is no OBA available. I suppose the fun to be had in planning purchases is rather denied to the British player whose force schedule is laid out for him, which is a shame but understandably necessary. It also has the deleterious effect of giving the German player perfect knowledge about his enemies capabilities.

On the minus side, I'm not the greatest fan of the first game, 'Coup de Main'. The problem is that the freedom the German has in setting up west of the canal with the bridge force encourages unhistorical gamesmanship. It becomes much harder for the British to do as well as they did in the actual event with a fire lane running down the bridge, for example. For that reason I feel it is better to play the historical night scenarios in the module to gain a taste of that struggle. For a decent campaign, just play the second game. Apart from the lack of OBA and the aforementioned dearth of reinforcement choice the British suffer from, it is excellent.



Gavutu-Tanambogo

Inserting this mini *HASL* map and campaign in the *ASL Annual '93b* was stroke

of genius. The map overlays are very nice and the game concept is a good one. Both sides have some very interesting choices to make and it is almost the perfect precursor for anyone who wants to play the Tarawa campaign. For a long time I'd wanted to play it and finally got the opportunity against Peter when we thought we'd have a bash at reading the cave and sea borne assault rules.

We had a couple of practice scenarios set in the ETA – 'Mike Red' for a D-day landing and 'Monte Castello' for some caves – a ploy I'd encourage others to use.

In the 'Sand and Blood' campaign itself, I set up a Japanese defence to await the Marine assault. It seemed to make sense to me to concentrate my defence on the smaller island, Tanambogo, with only nominal delaying forces on Gavutu.

When Peter made his choice to attack the obviously stronger island, I raised an eyebrow. If I couldn't dish out some damage at this point, I never would.

To be frank, it was carnage. I shredded a lot of his landing craft and his men took a hammering as soon as they set foot on solid land. Peter conceded a few turns in.

It was certainly a risky strategy and one that obviously didn't work. I think I would have gone for the more cautious mop up of Gavutu first. Having said that the game masked a factor, which is extremely important for the determination of eventual victory but never came into play. A factor that I never saw mentioned even in the article written by the play testers: Demolition charge numbers.

The Americans basically have to destroy all the cave mouths if they want to win. Ok, they may get one with naval OBA or an aerial bomb if they are lucky but usually it will come down to blowing them up with demolition charges. There are twelve cave mouths and a total of nineteen possible demo charges. It seems to me that if the number of demo charges ever drops below the number of cave mouths, the Americans will find it almost impossible to win. The Japanese player can also deliberately target demo charge carrying landing craft and units to reduce that number. This is a weakness I feel of an otherwise excellent little campaign game.

Gembloux – The Faint

'Lost Sentinels' is the name of the campaign game in this set of scenarios. They depict some fighting in Belgium in 1940



between the French and Germans, especially the armoured clashes. Pedro Ramis, who also wrote the *Stonne Heights* pack for Critical Hit, wrote *GTF*.

This was the first campaign I played using the *Platoon Leader* system operated by Critical Hit. It is largely based on the campaign rules from the official AH/MMP CGs, though with one important change: redeployment between CG dates is limited.

I mentioned earlier my dislike of the ability of units to switch position between fights, at least behind their own interior lines. Wily players digging or purchasing foxholes to link up set up areas through a string of strategic locations often exacerbated this problem. To their credit, Critical Hit attempted to correct the position somewhat. What they did was insert virtually another phase after the completion of a CG date but before purchases. This involved re-deploying units within certain limitations, so that infantry could be moved a few hexes with AFVs a few more and guns a few less. A good idea, which I generally support, even though it can be time consuming. What I don't like though is having to roll for each unit as it re-deploys, on the off chance I get a double six. I would recommend ignoring this rule for units within their own set up areas to save time. The only other problem I have with *Platoon Leader* is the preponderance of leaders that tend to be generated and their inevitable battle hardening. Leaders with minus 2 or 3 leadership modifiers can dominate campaigns; especially the smaller ones that Critical Hit tend to concentrate on. Again I think it may be wise to institute a house ruling banning 10-3s and allowing a maximum of one 9-2 per side.

The campaign I played against Peter was another unfortunately brief affair. This time it was my turn to concede in a handful of turns as I found it impossible to take out the French Somua tanks. To be fair I think I made a hash of the German initial purchases, so it shouldn't be seen as completely

unbalanced. It does use the normal geomorphic map boards to represent the terrain, which was interesting to try though obviously not as good as historical map sheets. It seems worth giving a go but I imagine these days that players wanting a 1940 CG will simply go for the *Stonne Heights* option, despite the dodgy colour of the hill levels (grin).



The Grain Elevator

Another mini-*HASL* campaign found in a magazine. This time it was from the *Critical Hit 1997 Special Edition*, featuring the grain elevator in Stalingrad.

At least in this one Peter and I got one CG date completed! That was our lot though. I played the Germans and inched forward throughout the first period. Come round two, the game came to a swift conclusion as a hidden demo charge exploded in a hex I'd just set up in! It was left over from the previous date. As that took out a good proportion of my best troops, I resigned with disgust.

I suppose the moral of the story is to always search, which is fair enough. Has anyone noticed though that the search rules seem to imply that only ground level and above locations end up revealing their contents? How does a HIP demo charge in a cellar get revealed, in that case? Does it lose HIP as a fortification? In which case it becomes revealed by a LOS to it, which seems rather pointless. It is a part of the rules that I've never been clear on.

I'm really only covering this CG for the sake of completeness. The map isn't beautiful to look at but the game itself seems playable. Looking back though, I think I'd have preferred just playing the historical scenario based around it, rather than the CG.

Readers may find it interesting to note that no campaign game I have ever played

has ever gone the full distance. Most have lasted a fraction of that. Is this a common experience, I ask myself?

Conclusion

That then concludes my look at scenarios and campaign games in *ASL*. I hope readers may have found it vaguely interesting, amusing or thought provoking. One of these days I'll open myself up to universal criticism when I move in to scenario and campaign design myself.

One of these days...

Leaders Are Stout II Another counter-intuitive rule

Wayne Hadady

I use "reality fantasies" to help me remember the game mechanics. Last issue I told you how a few situations, on first encounter, had me thinking, "Yeah, right". Here's a new one.

An SMC can carry two DCs 5 hexes without CX. A stack of 5 SMCs could carry 10 of them. But a HS (ostensibly about 5 men) possessing 10 DCs cannot move even one hex, owing to the load.

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JASL is a Java program that allows you to play *ASL* against your computer. The current version only allows you to play as the attacker in 'The Guards Counterattack' or 'Commando Schenke', and only the basic rules have been implemented so far. There are also a number of bugs to be worked out but the initial release is very promising.



GENESIS '48

Taking ASL Beyond WW2

Ben Jones

I lived in Jerusalem for a while and have been really looking forward to this for ages.

The packaging is the standard CH folder and feels really heavy, makes you feel like you may be getting your moneys worth. At £42 it's not cheap but I think that for a "module" where you get the entire Israeli OB up to 1956 it is fair enough. The cover is of some flag raising somewhere – anyone know where? Inside is a historical map of map of Jerusalem, 15 scenarios, three counter sheets, a rules booklet, and a scenario turn counter/perimeter map - this is done in shades of blue and may be hard to photocopy.

JERUSALEM

The map is the standard CH size with an added extra 4 inches on the left with inside-RB-cover-style-explanation-of-counters-diagrams. CH really seem to have tried hard to distance themselves from ASL imagery, the counters are totally different but well explained and it takes about 5 minutes to get used to them. The map shows the entire old city. The only problem I have with this are the streets, they are all narrow - this is correct, you couldn't drive a car up them - the Arabs have tiny tractors to move merchandise up the streets to stalls today. However the streets are not straight and LOS is severely restricted - I remember that if you go up on the walls the Israelis have OP/MG posts at the head of many of the streets that have great LOS.

The map has 12 levels from 1 in the south east to 12 in the west, level 12 being topped by 3 level Notre Dame - so 15 levels in all - get your LOS calculations sorted.

It's a shame the map doesn't include Mount Scopus or Mount of Olives - great LOS into the city but this would have been too big. I understand the fighting in 1967 involved these hills and maybe the next module will include them. Overall the map is great, real infantry territory but with enough OG outside the walls for Arab AC's to cause terror.

The kibbutz overlay is a really big 'Waco' compound. Bring on the flame tanks.

COUNTERS

Israeli infantry 436 (C), 437 (2nd) 457

THE TRENCHES

(1st) 558 (E) and 638 (E or paratroopers) loads of leaders and SW's. Vehicles - loads of Sherman variants, home-made AC's and armoured trucks, AMX tanks and assault guns. Ordnance – home-made mortars and other variants. Egyptians - use Russian infantry and variant armour for 1956 including Centurions (sweet). Lebanese and Syrians - use French infantry and variant armour. ALA - use Italians counters. The Arab Legion use British counters. It seemed a waste to include the non-Israeli infantry as you don't really get enough to play more than the scenarios with. I think that it would have been better to flesh out the Israeli OB more. Still good quality counters and I am glad I have the Israeli OB.



RULES

The rules booklet is contains CG rules and SSR's for new territory, as well as vehicle and ordnance notes. One of the funkiest rules is the advent of the Israeli "Molotov Cocktail Tank Hunting Hero". Just like a Japanese THH but with a Molotov. Sweet.

Loads of vehicle notes and interesting-to-read-bits. The French eh, crazy - they design a nice little fast tank like the AMX 13 (20mp, 75LL gun 4/2 AF) and they give it a loopy 12 shot magazine autoloader that means when they run out of ammo (B10, or option to record 12 shots) the crew have to *get out of the tank to reload* - mad.

SCENARIOS

Sons of Galilee 40 43, defend the kibbutz (home of Moshe Dayan) against Arab combined arms.

Locust Swarm - defend a hill (just by my first kibbutz!) from 13 Egyptian AFVs in various states of disrepair

Etziongrad - defend fortified Kfar Etzion against 14 Arab squads and 11 vehicles; historically the defenders failed and were massacred, should provide a bit of impetus to defend well.

Buying Time - defend Yad Mordechai against the combined Arms Egyptians driving on Tel Aviv. looks a good one.

Triple Play - seems pretty non-descript, 33 + 43 olive groves and loads of mines.

Trapping Nasser - Night attack by good quality Israelis on dug in Egyptians, let your flame-throwers light up the night. looks a good one.

Fatih Allah - river crossing i think, looks pretty non-descript.

I dream of Jenin - a big one, boards 13 24 15. 29 Arab squads and 8 vehicles defend and attack 24 Israeli squads and 10 vehicles, both get to attack and defend, looks great.

Gate Crashing - one of only 2 scenarios set on the Jerusalem map smash an Israeli convoy into Al-Quds at night against molotov throwing Arabs. Interesting SSR - the Israelis have their IPC reduced to 2 to represent the supplies they were carrying for the isolated defenders.

No time to be Thamed - 1956 Sinai, desert scenario, 2 AMX 13's and 8 1/2's with 8x 638 para squads must rush past/overrun 14 Egyptian squads with *loads* of SW and 3 82mm Recoilless while attacking out of the sun in a classic desert scenario. Both sides have good toys.

Ambush at Mitla - My favourite based on looks alone. represents Ariel "trouble - who me?" Sharon's ill advised battalion sized small patrol into Egyptian held Mitla Pass. Loads of paratroopers halftracks in convoy suddnely hit from both sides by entrenched Egyptians. I will play this soon and let y'all know what happens.

Final Act - 5 t34/85's against 4 shermans and an AMX 13 and some BAZ squads in the desert.

The Monastery - Short of ammo israelis defend the Notre Dame monastery on the Jerusalem map.



Edge of the Sword - kibbutz defence again.

The Whiskey Wager - Big Night city fight in Haifa, 23 45 20.

O JERUSALEM!

The CG is six CG dates long and sees both sides battling for control of the Jerusalem in May 1948. The Israelis start off isolated in the southern portion of Old Jerusalem with their backs to Mount Zion while the Arabs control the rest of the city and the majority of the rest of the map. The Israeli Friendly Board is edge is the west edge, the Arab FBE the north and east.

I bought 2 irregular platoons (436 fanatics with MOLs) and a Palmach 1st Line platoon (558 w. DC). they were brought to rush Mount Zion and secure Zion Gate so my benzonim don't suffer from the Increasing Ammunition shortage.

Wayne bought 3 ALA (Arab Liberation Army) platoons (346's with MOL) and an ALA youth platoon (336's w. MOL). His MMG and HMG were set-up to cover Jaffa Gate and the open ground which I would have to cross to get Mount Zion.

The game starts with Wayne's reinforcements rushing from the North and East to Secure Notre Dame (and Thus Damascus Gate) and two platoons sprinting to get to Zion Gate. Some probing movement around my positions next to Jaffa gate doesn't really get him anywhere.

My reinforcements come on in the South West with 3xLMG's + 1/2 squads w. 9-2 taking up position to gun down the MMG squad covering the approaches to Mount Zion. Wayne seems to have forgotten mandatory fire direction so his HMG doesn't get a shot and his MMG rolls high thus letting my guys rush across the Bethlehem road and up mount Zion - one HS HOB's twice so now I have a hero and a mighty 237 HS.

In the city the Arabs jump into some H2H CC and get stuck in some time consuming Melee.

Meanwhile on Mount Zion a foot race has developed between the conscript Arabs and Jews, 3MF sucks, especially when your Israelis have to pass a TC to shoot over their normal range.

The Israelis win the footrace and when Wayne mistakenly AM's in open ground - sneaky LOS, and I manage to break the rest of the platoon he is in trouble and Mount Zion is mine. I rush a Hero and leader forward and a couple of squads and fail to rout a whole platoon and leader and scavenge his LMG.

Meanwhile within the walls the fighting is starting to take shape. The Arabs are disadvantaged by the looting TC, whenever conscript Arab squads take a Building from the Israelis they have to pass a TC unless accompanied with a leader other wise they become TI while looting. This leads to movement in stacks with a leader. This leads to whole stacks breaking. when this happens they rout back 6MF through the stone buildings. Next turn the Israelis double time and surround them Failure to Rout and H2H CC being the big killers. I learn from this and begin to deploy my platoons to counter this - 2 squads up front, another behind and finally a leader in the rear.

A couple of times I move my Irgun squads next to my Haganah and Wayne reminds me that they should actually break - represents the animosity between them.

At the end of the game Wayne has taken a whole load of casualties - H2H and FTR. I have Zion Gate and Mount Zion and the Jews are not isolated.

It seems quite easy against the Irregular Arabs, but I'm not sure it will be so easy against the Arab legion when they arrive in a week or so.

SUMMARY

There seem to be a couple of CH mistakes - the SSR about the Arab wall guard is not clear and it appears the Arab Legion Artillery can be used way before the legion themselves appear - from email exchanges with the designer it appears this is because Glubb Pasha had Legion forces in the area but was reluctant to commit anything but artillery support until it was evident that the Jews were gonna take control of the Old City.

Overall this a good purchase, and the Israeli OB will come in handy for future scenario design - they do a lot of fighting don't they!

Please, someone come up with the assault on the Golan Heights. Been there, walked the heights now I wanna fight there.

I picked up this module at BERSEKR! and was discussing the battle with the Israeli guys who were attending. One of them offered me some advice on opening moves:

"Take these spots of land, here, here and here; in 50 years they'll be worth millions!"

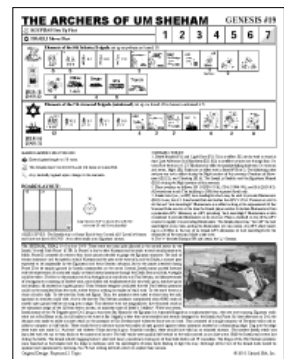
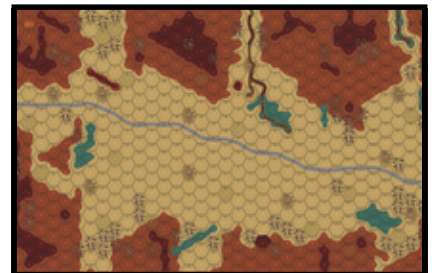
Good to see no-one takes it too seri-

ously. I don't know how I'd feel about a CG set in Liverpool:

"Take these spots of land, here, here and here; in 50 years they'll be worth bugger all and you won't be able to sell 'em either!"

My final word is that it is a shame many of you won't buy this cos you are all put off by some CH bias - did you give up women cos you had a bad experience with one?

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Some of the components from the forthcoming CH Magazine Vol 6 No 3, which will compliment Genesis '48.

Naval Operations In The Baltic

Michael Wierzbinski

I have a number of books on naval operations in the Baltic and in view of Charles Harris' article *VFTT34/35*, have decided to share with everyone some of the less known uses of NOBA, since there seems to have been some interest. This is for all those who are true military buffs and would like to recreate some of these actions in *ASL*.

Defence of Westerplatte, Gdansk (Danzig), Poland, Sep.1 - Sep.7, 1939

Around 2500 German troops (Naval Assault Company, Wehrmacht, Danziger SS-Heimwehr, Schutzpolizei, coast guard) assaulted the Naval Transit Station defended by a 182 strong infantry company. The defenders held out for 7 days (originally they were supposed to hold for 12 hours). The Germans were using NOBA from the battleship "Schleswig-Holstein" (stationed 600m !!!! from the shore, on the other side of the harbour, perhaps more like direct fire from 4x 280mm, 10x150mm and 4x 88mm), the torpedo ship "T-196", and the ship-base "Von der Groeben" in addition to regular artillery and Luftwaffe support.

A CG depicting this action, complete with historical map and CG rules was available on the web a few years ago, but seems to have sunk without trace now (no pun intended!) (this is supposed to have been printed by Critical Hit last year according to the web site – Pete).

Battles at Kepa Oksywska, north of Gdynia, Sep.12 and Sep.14, 1939

On those two occasions, the Polish troops were supported by NOBA from the minesweepers "Jaskolka", "Czajka", and "Rybitwa" although not very strong. On the 14th they were laying down preparatory bombardment for a counter attack from Kepa Oksywska towards Rewa.

Battles at Kepa Oksywska and Hel, north of Gdynia, ~Sep. 14 - Oct.2, 1939

The Germans used NOBA from "Schleswig-Holstein", another battle cruiser "Schlesien", and some smaller ships in the last stages of the campaign.

Defense of Tallin, Estonia, August 1941

The Russians used NOBA from the cruiser "Kirov" and some other ships to support the defence.

Defence of Hanko (Hango in Finnish), Finland, summer of 1941

Now here is something of a novelty, Finnish NOBA from the coastal cruisers "Ilmainen" and "Vainamoinen" supporting Finnish troops attempting to take the Russian base at Hanko.

Siege of Leningrad

Russian NOBA from the Baltic Fleet stuck in Leningrad due to German/Finish blockade in support of Russian Army.

Moonsund Islands, Fall 1941

The Germans used NOBA from the cruisers "Emden", "Lipzig", and latter "Koln" during the taking of the islands. The two above mentioned Finnish ships were also there, although I do not think they engaged land forces. These battles also had some German naval landings. Could be interesting for *ASL*.

Moonsound Islands, Fall 1944

The Germans had some NOBA from pocket battleship "Lutzow" during their defence of the islands.

Prussia, Jan. - Feb 1945

The Germans were using NOBA from the cruiser "Prinz Eugen", pocket battleships "Lutzow" and "Admiral Sheer" plus some smaller ships.

Kolobrzeg (Kolberg) and Gdansk (Danzig), March 1945

Once again Germans had NOBA from pretty much the same ships as in the example above.

COMMANDO GAME ASL VERSION

Paul Coons

I am currently playing the Commando Campaign Game. Here's the conversion table we are using. I did the analysis 3 ways. One came out slightly lower and the other slightly higher. This was mostly due to panzerfausts (and year) which are handled differently in *SL* and *ASL*.

My opponent and I are currently on mission 5 and the campaign is close. Very exciting in my opinion. Its another world when each eliminated squad is one less that you have tomorrow. The Germans are tough in that a 'conventional' defense is nearly useless. You have to react very quickly. Purchasing for the Germans is especially difficult as the exact weather and time of day is not known.

If anyone wants the entire set of rules we wrote to play Commando in *ASL* email me (coons@ti.com) and I'll send it to you.

German Purchase Points are converted as per the table below. If a scenario says a minimum of points must be spent on infantry this number is ignored (*ASL* Purchasing balances the inequities that required this rule). The conversion ratio is >4 *SL* points to 1 *ASL* point.

Point Conversion Table

<u>SL</u>	<u>ASL</u>
800	200
900	225
1000	250
1100	275
1200	300
1300	325
1400	350
1500	375

I would be glad to let you print them. But if you are going to do that, can I make some changes/updates before you do? I would have done them by now but things have been a little wild here lately. Are you in hurry or do I have a few days?

If you have any questions contact me by email at coons@ti.com.

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"THIS IS THE CALL TO ARMS!"

This is the latest edition of the UK ASL Players Directory.
It is broken down by country. Within the country, players are listed according to the county they live in.

ENGLAND

Pete Bennett, 84 Littlebrook Avenue, Burnham, Bucks., England
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, England
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, England
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Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent, England
David Ramsey, 8 Kerr Close, Knebworth, Herts, England, A17 1HE
F. B. Dickens, 62 Yarnfield Road, Tulse, Birmingham, W. Mids., England, B11 3PG
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., England, B44 0UU
Garry Cramp, 25 Ferndale Road, Hall Green, Birmingham, W. Mids., England, B92 8HP
Jeff Hawarden, 9 Laburnum Road, Helmsboro, Rossendale, Lancs., England, BB4 4LF
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., England, BD13 1PS
P. A. Jacobs, 8 Thoresby Drive, Gomersal, Cleckheaton, W. Yorks., England, BD19 4RL
Phil Ward, 7 Burnall Mews, Silsden, Keighley, W. Yorks., England, BD20 9NY
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, England, BH21 3UR
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, England, BH22 8TY
Shaun Carter, 3 Arnside Grove, Breightmet, Bolton, Lancs., England, BL2 6PL
Charles Markus, 23 Melrose Road, Little Lever, Bolton, Lancs., England, BL3 1DX
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., England, BL8 1EG
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, England, BN1 6WG
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, England, BR2 7QQ
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, England, BR3 1QG
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, England, BS14 9DN
Brian Hooper, Basemant flat, 125 Redland Road, Redland, Bristol, Avon, England, BS6 6XX
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, England, BS7 8HF
Gaute Strokkenes, Girton College, Cambridge, England, CB3 0JG
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., England, CB3 9LW
Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, England, CM1 2RD
Robert Harris, 64 Wedgewood Drive, Church Langley, Harlow, Essex, England, CM17 9PY
Nick Ranson, 34 Mill Lane, Witham, Essex, England, CM8 1BP
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, England, CO11 1QE
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, England, CO12 3TA
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, England, CR4 3SD
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, England, CR7 7RX
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, England, CT10 3BU
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, England, CT6 6SN
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., England, CV1 4BS
Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., England, CV23 0DE
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., England, CV32 7EN
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., England, CV4 9FG
Iain McKay, 8 Southfields Close, Wyburnury, Cheshire, England, CW5 7SE
Ian Pollard, 8 Fiveash Road, North Fleet, Kent, England, DA11 0RE
Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, England, DA11 7PU
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, England, DE6 1LH
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, England, DH2 1SG
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, England, DH9 9DQ
Philip Bohin, 2 Manor Road, Northorpe, Gainsborough, Lincs., England, DN21 4AA
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., England, DN22 7PY
Roy Quanton, 8 Basseys Road, Branton, Doncaster, S. Yorks., England, DN3 3NS
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Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, England, EC1V 7DH
Simon Brooks, 3 St. Annes Mews, Lower North Street, Exeter, England, EX4 3ET
Mike Egan, 26 King Edward Street, St. Davids, Exeter, Devon, England, EX4 4NY
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., England, FY2 0TJ
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., England, FY3 7NN
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., England, FY8 1TA
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., England, FY8 3RF
Russell Gough, 4 Berrells Road, Tetbury, England, GL8 8ED
Tim Bunce, 3 Wren Close, Yateley, Hants., England, GU46 6NZ
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, England, GU7 1DQ
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, England, GU7 3EU
Simon Croomie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., England, HA0 1AJ
Jackie Eaves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., England, HA0 1AJ
Kevin Beard, 36 Oxford Road, Harrow, Middx., England, HA1 4JQ
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., England, HA5 1RD
Bob Runnicles, 34 Albury Drive, Pinner, Middx., England, HA5 3RE
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., England, HP20 2UG
NICK Edelsten, 22 Wey Lane, Chesham, Bucks., England, HP5 1JH
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, England, HU1 1SE
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, England, HU13 0NA
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, England, HU16 4NB
Ruairigh Dale, 13 Swinemoor Lane, Beverley, Humberside, England, HU17 0JU
Tony Maryou, 41 Benton Road, Ilford, Essex, England, IG1 4AU
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, England, IG10 2DD
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, England, IP13 8LA
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, England, IP14 2PD
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, England, IP16 4BW
Andy Smith, 3 Egerton Road, New Malden, Surrey, England, KT3 4AP
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, England, L24 4BA
Andy Ashton, 62 Earliston Drive, Wallasey, The Wirral, Merseyside, England, L45 5DZ
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, England, L66 1JA
Ulric Schwela, 9 St James Court, Meeting House Lane, Lancaster, England, LA1 1UN
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., England, LE16 8XA
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., England, LE3 2SA
Pete Phillips, 49 Lombardy Rise, Leicester, Leics., England, LE5 0FQ
Chris Tomlin, 19 Moorgate, Lancaster, Lancs., England, LN1 3QF
Karl Bown, The Games Store, The Manor House, Lincoln, Lincs., England, LN6 9DG
John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., England, LS23 7JD
Lee Johnson, 26 Methley Mount, Chapel Allerton, Leeds, England, LS7 3NG
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, England, LS8 4EE
Santiago Lopez, TF 1.7 Owens Park, 293 Winslow Road, Fallowfield, Manchester, England, M14 6HD
J. W. Overton, 12 Didsbury Park, Manchester, England, M20 5LJ
Bernard Savage, 73 Penryn Avenue, Middleton, Manchester, England, M24 1FP
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, England, M40 3WL
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., England, MK16 0PR
Paul Layzell, 5 Sparholt Close, Emerson Valley, Milton Keynes, Bucks., England, MK4 2HJ
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, England, N11 1RF
Laurent Forest, 8 Mossborough Close, North Finchley, London, England, N12 8PF
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, England, N22 4RU
Martin Legg, 51 Beacon Glade, South Shields, Tyne & Wear, England, NE34 7PS

Michael Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, England, NE65 7YY
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., England, NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., England, NG2 6FQ
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., England, NG2 7GQ
L. Othacebe, 17 Russel Drive, Wollaston, Notts., England, NG8 2BA
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, England, NN15 5HT
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, England, NN4 9UE
Nigel Ashcroft, 5 Gasmere Way, Thornwell, Chestow, Gwent, England, NP16 5SS
Clive Haden, 2 The Drove, Taverham, Norwich, England, NR8 6FT
Steve Joyce, 23 South End Close, London, England, NW3 2RB
Peter Fraser, 66 Salcombe Gardens, Millhill, London, England, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, England, NW9 3UH
Darren Clahanne, 40 Atswell Close, Wallingford, Oxon, England, OX10 0LJ
Grant Hewitt, 44 Waltham Gardens, Banbury, Oxon, England, OX16 8FD
Toby Pilling, 30 Alexandra Road, Botley, Oxford, Oxon, England, OX2 0DB
John Sharp, 3 Union Street, Oxford, Oxon, England, OX4 1JP
Alan Anderson, Penmaree, Maddever Crescent, Liskeard, Cornwall, England, PL14 3PT
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., England, PO14 3RA
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, England, PO4 8DB
Keith Bristow, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., England, PO5 3JJ
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., England, PO5 3JJ
Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, England, PO7 7QR
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., England, PR1 4YJ
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., England, PR1 4YL
Phil Draper, 8 Chesterman Street, Reading, Berks., England, RG1 2PR
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., England, RG1 7XD
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, England, RG14 2LL
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, England, RG21 7RH
Kevin Croskey, 3 Crockham Close, Southgate West, Crawley, W. Sussex, England, RH11 8TP
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, England, RH15 0NF
John Barton, 194 Chantombury Road, Burgess Hill, W. Sussex, England, RH15 9HN
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, England, RM15 5JL
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, England, S17 4FR
David Higginbotham, 18 Westfield Garden, Brampton, Cheshire, England, S40 3SN
Andy Osborne, 42 Atlantis Close, Lee, London, England, SE14 8RE
Simon Horspool, 60B Granville Park, Lewisham, London, England, SE13 7DX
Martin Edwards, 127 Pepps Road, London, England, SE14 5SE
Michael Rhodes, 23 Ash Grove, Melbourn, Royston, Herts., England, SG8 6BJ
Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, England, SK12 1BB
Andrew Dando, 52 Redhouse Lane, Disley, Cheshire, England, SK12 2HP
Martin Mayers, 38 Syddall Street, Hyde, Cheshire, England, SK14 1JH
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, England, SK7 1DW
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, England, SK9 7DP
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., England, SL6 7RX
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, England, SM6 0TF
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., England, SN12 8QJ
Neil Stevens, 26 Larch Road, North Colerne, Chippenham, Wiltshire, England, SN14 8QG
Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., England, SN14 8QG
Bill Gunning, 14 Eagles, Faringdon, Oxon, England, SN7 7DT
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., England, SO45 1ZW
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, England, ST4 5LE
Julian Blakeney-Edwards, 1 Elmbourne Road, London, England, SW17 8JS
Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, England, SW19 6SL
Christopher Chen, Flat 11, 14 Sloane Gardens, London, England, SW19 8DL
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, England, SW2 3SN
Jean-Denis Martin, 33 Rothesay Avenue, London, England, SW20 8JU
David Utway, Department of Chemistry, Imperial College, South Kensington, London, England, SW7 2AY
Jean-Pascal Paoli, 51-60 Evelyn Gardens, London, England, SW7 3BH
Chris Courtiour, 17b Hargwyne Street, London, England, SW9 9RQ
Paul Case, 60 Staunton Road, Alcombe, Minehead, Somerset, England, TA24 6EA
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, England, TF5 0NW
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, England, TN4 8ET
Mike Batley, 2 The Gables, Argos Hill, East Sussex, England, TN6 3QJ
Roger Cook, 2 Town Close, Dartmouth, Devon, England, TQ6 9ES
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, England, TQ9 5BA
38 Park Avenue, Hounslow, London, England, TW3 2LX
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., England, UB10 8NQ
Phil Nobo, 6 Milton Road, Ickenham, Middx., England, UB10 8NQ
Bob Nugent, 49 Thornhill Road, Ickenham, Middx., England, UB10 8SQ
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, England, W5 3NY
Dave Booth, 47 Dunnook Grove, Oakwood, Warrington, Cheshire, England, WA3 6NW
Mike Kerfoot, Rugby Tavern, Rugby Street, London, England, WC1
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., England, WD2
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., England, WD2 3SY
Sandy Goh, 12 Mornington Road, Radlett, Herts., England, WD7 7BL
Michael Murray, 34 Bell Road, Walsall, West Mids., England, WS5 3JW
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., England, WV6 8QN
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Ian Percy, 1 Polmuir Road, Aberdeen, Scotland, AB11 7SP
Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, Scotland, AB12 3EY
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, Scotland, DD1 4AQ
Mark Chapman, Flat 2F3, 265 Gorgie Road, Edinburgh, Scotland, EH11 1TX
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, Scotland, EH12 9AK
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, Scotland, FK2 0PF
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, Scotland, G21 4QA
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, Scotland, G46 7LW
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, Scotland, KY15 4JQ
Andrew Cowie, Elzleza, High Street, Errol, Scotland, PH2 7KJ
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, Scotland, ZE2 9LE

WALES

Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP
C. Jones, Deer Park Lodge, Steppaside, Narbeth, Pembrokeshire, SA67 8JL

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

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VIEW FROM



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!

JUNE

ASL RING 2001

When: 2 - 3 June.

Where: LCR des chaumières, allée Chantilly, Villeneuve d'Ascq, France.

Fee: 60 FF.

Format: Five rounds with three scenarios each. Round three includes two new scenarios.

Contact: Francois Boudrenghien by email at francois.boudrenghien@libertysurf.fr

ENFILADE

When: 1 - 3 June.

Where: Best Western Executive Inn, 5700 Pacific Hwy. East, Tacoma (Fife), WA, United States.

Fee: \$20.00 for the weekend, or you can register for a single day (Friday \$5.00, Saturday \$15.00, Sunday \$10.00).

Format: Players will match up vs. another with a similar record. The Tourney Director (Sam Belcher) can help arrange matches if needed. The official play list will be drawn from *ASL Journal #3*. There will be a "Bid System" (modified DYO) sub-tourney on Saturday afternoon for those who are interested and out of the running for the main tournament, and Sam Belcher will be supervising a special "Newbies" tournament for novice players.

Notes: See <http://www.nhms.org/> for more info. Enfilade is a large tourney held every year by the a miniatures wargaming group. ASL is the only board game allowed. :)

Contact: Sam Belcher by email at sambelcher@earthlink.net

2nd ANNUAL BATTLE OF ATLANTA

When: 15 - 17 June.

Where: Crowne Plaza Hotel, 6345 Powers Ferry Rd. NW, Atlanta, GA 30339. Phone (770) 955-1700 Discount rooms are available at \$79.00 per night, be sure to mention Warfair 2001 when registering to get the discount.

Fee: \$15.00 during pre-registration and \$25.00 at the door. To qualify for pre-registration your check or money order must be postmarked by May 15th.

Format: The tourney will feature themed rounds and will be run by Mike Black. Prizes will be awarded. The tournament is being run in conjunction with Warfair 2001, a miniatures convention.

Contact: Barry Johnston by email at CplJohnst@aol.com. Send your check or money order to Warfair 2001, 105 Asbury Way, Fayetteville, GA 30215, and mark on your registration that you are coming for the ASL Battle of Atlanta.

BOREAL THUNDER

When: 22 - 24 June.

Where: The DECSA building, 11713 82 St., Edmonton, Canada. Contact the organisers for local hotel details.

Fee: \$15 before 7 June, \$20.00 thereafter.

Format: 5 Rounds of hard hitting ASL action as contenders battle for the inaugural title of Boreal Thunder Champion as well as several special award certificates. The scenario list is available upon request.

Contact: Sean Spence, Boreal Thunder, 3510 78 St., Edmonton, AB, T6K 0E9, Canada. You can also email him at sjspence@telusplanet.net.

9th ANNUAL ASL TEAM TOURNAMENT

When: 22 - 24 June.

Where: Best Western Seville Plaza Inn, south-east Austin, Texas. Tel (512)-477-5511. If reserving rooms before June 18th mention you are with the Central Texas ASL Club and you will get a discounted rate of \$59.00 plus tax per double room w/two people.

Fee: \$25.00 for the entire weekend or \$15.00 for Saturday only. Fee includes "No %*#^ there I was" BBQ Banquet Saturday night.

Format: Evenly paired two man team tournament competing for the Austin Memorial Cup (only open to those who pre-register). There are also prizes for best player, best newcomer and most ASL played over the weekend.

For those on a tight schedule there will be a Saturday only "Texas Heat" mini-Tournament which starts at 9am.

Contact: Mike Seningen, C/O INTRINSITY, Inc., 11612 RM 2244 Suite 200 BD II, Austin, TX 78733. Tel (512)-288-3778 or email him on mikes@intrinsity.com. See more tourney details at Mike's web site <http://www.angelfire.com/tx2/seningen>

JULY

St. LOUIS ASL TOURNAMENT

When: 27 - 29 July.

Where: Kirkwood Inn, St. Louis, Missouri, United States of America.

Fee: \$15.00 pre-registered, \$20.00 at the door.

Format: 5-6 rounds of short to mid length scenarios. Single elimination with points being awarded each round. Special scenario prizes.

Notes: For more information visit our web page at <http://home1.gte.net/jaburris>

Contact: Jim Burris, tel (636) 916-3020 or by email at jaburris@gte.net

THE TRENCHES

AUGUST

SISSUKONI 2001

When: 24 - 26 August.

Where: Parola Finnish Armor Museum, near Hämeenlinna, about 50 miles north of Helsinki, Finland.

Fee: 100FIM, which includes bed and breakfast, tournament entry, sauna and a tour of the museum.

Format: Five round tournament with the first round starting at around 1800 hrs on Friday, three on Saturday and the final round finishing by 1500 hrs on Sunday.

Notes: Among the vehicles on display at the museum is an ISU-152.

Contact: Eero Viheraari email at aslguru@icenet.fi

SEPTEMBER

CANADIAN ASL OPEN

When: 21 - 23 September.

Where: CFB Winnipeg, Manitoba, Canada. Limited accommodations can be had on-base and are about CDS\$20.00 per night.

Fee: To be announced soon.

Format: To be announced soon. The playlist will be sent to pre-registrants 2 months in advance of the tournament.

A mini-tournament is possible depending on the number of participants at the event.

Contact: David Hall by email at Cpl.DJ.Hall@dnd.ca

OCTOBER

OKTOBERFEST ASLOK 2001

When: 2 - 7 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates for ASLOK 2000 were \$85.00 for 1-4 occupants and are likely to be similar this year.

Fee: Likely to be similar to last year, about \$20.00 or \$25.00.

Format: Same as always. Weekend tournament plus numerous mini-tournaments.

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 2001

When: 26 - 28 October.

Where: The Kiwi Hotel, West Hill Road, Bourmemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Accommodation is available for £31.00 per night (or £26.00 for a shared room) and includes service and breakfast. Normal rates apply if booking after 30 September.

Fee: £6.00. Players registering will receive a tournament program in September.

Format: three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

Notes: Prizes are awarded to winning 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: For more details or to register contact Pete Phillipps, 49 Lombardy Rise, Leicester, LE5 0FQ. Phone (0116) 212 6747 (evenings only) or email if2001@vft.co.uk.

NOVEMBER

GRENADIER 2001

When: 8 - 11 November.

Where: Hergarten, near Zülpich, Germany.

Fee: The registration fee will be around DM 100.00 including entrance fee and bed and breakfast for two days.

Format: To be announced.

Notes: Friday is for free playing and/or making ground visits to nearby historical locations such as La Gleize and Stoumont.

Contact: Christian Koppmeyer, Hagebüttenweg 9, 41564 Kaarst, Germany, or by email at Christian.Koppmeyer@gerling.de. Additional information can be found on the GRENADIER webpage at <http://asl-grenadier.webjump.com>

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INTENSIVE FIRE 2001

26-28 Oct 2001



INTENSIVE FIRE is Europe's premier **Advanced Squad Leader™** tournament. Now in its 7th year, INTENSIVE FIRE attracts people from all over the world to Bournemouth's Kiwi Hotel for a weekend of non-stop ASL action. Whether you are interested in taking part in the Fire Team tournament, one of Friday's mini-tournaments or simply enjoying some friendly ASL gaming INTENSIVE FIRE has something to offer everyone. Admission to the event is just £6. Pre-register and receive a tournament program in September.

The hotel offers bed and breakfast for the special rate of £31.00 for a single room or £26.00 per person for a double room if you book prior to 1 October (just quote "INTENSIVE FIRE" when reserving accommodation). Normal rates apply thereafter. They also offer snacks during the day, and the hotel bar is open 'til late in one of the gaming rooms for those who need to drown their sorrows after another defeat!

KIWI HOTEL, West Hill Road, Bournemouth, BH2 5EG

Tel: 01202 555889

Fax: 01202 789567

Pete Phillipps

49 Lombardy Rise

Leicester

LE5 0FQ

Tel: (0116) 212 6747 (evenings only)

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