

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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## IN THIS ISSUE

THE SCENARIOS OF *BLOOD AND JUNGLE* - all 47 scenarios examined

AP191 EAST WIND - scenario analysis

BETWEEN A ROCK AND A HARD PLACE - Estonian units in *SASL* TOURNAMENT REPORTS - HEROES, DOUBLE 1

SCENARIO DESIGN - Chris Doary muses on a forthcoming Battleschool scenario pack

CRUSADERS LADDER - updated

# IN THIS ISSUE

PREP FIRE	2
INCOMING	3
HEROES 2024	4
DOUBLE ONE 2024	5
THE CRUSADERS	
OPEN ASL TOURNAMENT LADDER	6
BETWEEN A ROCK AND A HARD PLACE	8
THE SCENARIOS OF BLOOD AND JUNGLE	12
THE DARE DEATH TOURNAMENT	26
AP 191 EAST WIND SCENARIO ANALYSIS	28
SCENARIO DESIGN	32
“THIS IS THE CALL TO ARMS!”	38
ON THE CONVENTION TRAIL	39

**COVER:** Troops from the 2nd Battalion South Staffordshire Regiment entering Oosterbeek on 18 September 1944 on their way towards Arnhem.

# PREP FIRE

Hello and welcome to *VFT T122*, incorporating *VFTT 121*. Yes, issue 121 was so late that I made this issue a double-sized issue.

In the end the delay has worked out well as it has allowed me to produce all of Craig Benn's long look at the 47 scenarios of Bounding Fire's *Blood and Jungle* module in a single issue rather than split it over a couple of issues.

Hopefully there won't be as long a wait for the next issue but as always much depends on material I have available to publish.

So until next issue (whenever that is!), roll Low and Prosper.

Pete Phillipps

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

Issue 123 should be out at the beginning of Jan 2025.

All issue of *VFTT* can be downloaded for free from:  
<https://www.vftt.co.uk/vfttpdfs.asp>

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



# INCOMING



## MULTI-MAN PRODUCTIVE

MMP have announced the release of the *ASL Arnhem 2024* scenario pack, sales of which will support the Airborne Museum at Hartenstein and the Airborne Museum at Arnhem Bridge. It contains four scenarios and will be available for \$10.00.

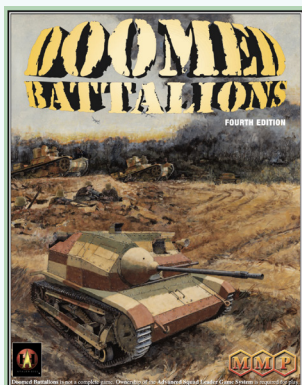
Out now is *Action Pack 19: Roads to Rangoon*, the

follow-up to *AP9 To the Bridge*. It covers actions between Japanese and allied forces against the British and Commonwealth troops in Burma between March and April 1942. It contains 10 mostly tournament-sized scenarios and three double-sided 11" x 16" mapboards. It is available now for \$44.00.

MMP have also released a reprint of *Doomed Battalions*. The new fourth edition of *Doomed Battalions (DB4)* expands the prior edition with the addition of eight more out of print scenarios, new MMC types for the Poles, and the inclusion of the new rules for late-war SS, Polish MMC, Rail Cars, and Debris originally issued in *Twilight of the Reich*. It also includes an updated National Capabilities Chart and an updated Chapter B Terrain Chart. It is available for \$172.00.

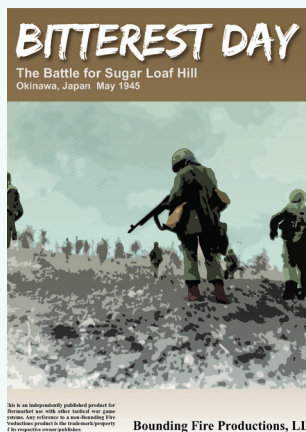
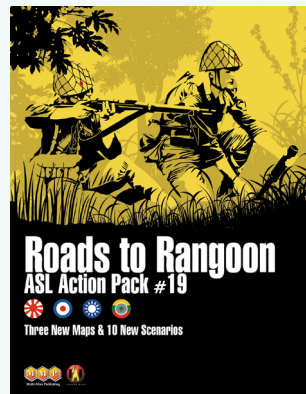
A reprint of *Armies of Oblivion* is due to be released any time now. It will be identical to the previous (2018) printing except that it will also include the updated Chapter A pages from *Twilight of the Reich*. It will also be available for \$172.00.

*Special Ops 12* contains a mini *HASL* set during the fight to relieve the Korsun Pocket in Jan-Feb 1944, with three scenarios taking place on the included winterized *HASL* map. There is also a fourth *ASL* scenario as well as two *ASLSK* scenarios and articles for both systems. The featured game is *Warriors of England*, a quick playing game of the 1455-1487 War of the Roses. It is available for \$44.00.



## BOUNDING FIRE BITTER

*Bitterest Day* is a *HASL* from Bounding Fire that covers the battle for Sugar Loaf Hill on Okinawa in May 1945. It includes a *HASL* mapsheet, a countersheet, nine scenarios and a six-date Campaign Game. It is available for \$89.00 (\$109.00 for non-US customers).



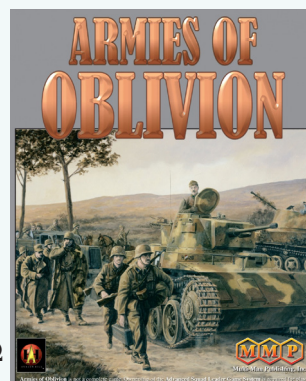
## SCHWERPUNKT ASLOK

The Tampa *ASL* Group plan on releasing *Schwerpunkt Volume 24* and *Rally Point Volume 21* at ASLOK 2024 in October. Both focus on German Volksgrenadiers and make use of the new squad type released by MMP in the *DZ:SM* and *TotR* modules. *Schwerpunkt Volume 24* is expected to contain a dozen scenarios and an article on Volksgrenadiers, while *Rally Point Volume 21* will include 10 scenarios. No price has been announced for either product.

## SEPTEMBER BUNKER

*Dispatches from the Bunker 58*, is expected to be out late September. As with the previous issue it will include scenarios set on East Front, the West Front, the PTO, and the desert. There will also be the second part of Carl Nogueira's analysis of the desert in *ASL* and the usual regional *ASL* new and tournament information.

A four issue subscription is \$20.00 (\$18.00 if renewing an existing subscription), while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is \$75.00. You can pay by PayPal to [PinkFloydFan1954@aol.com](mailto:PinkFloydFan1954@aol.com) or by sending a cheque/money order payable to Vic Provost to Vic Provost, Dispatches, 20 King St, Pittsfield MA 01201. If you wish to contact them they can be emailed at [aslunker@aol.com](mailto:aslunker@aol.com).





# HEROES 2024

## Tournament Report



People Came  
 People Played  
 People Won  
 People Lost  
 People Drank  
 People enjoyed themselves

People will be back to do  
 the same again next year

Ω



### PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	6	4	2
Andy Bagley	7	6	1
Craig Benn	4	3	1
Mark Blackmore	10	10	0
David Blackwood	9	3	6
Stuart Brant	5	1	4
Neil Brunger	7	4	3
Peter Burbery	4	0	4
Steve Cook	3	1	2
Michael Davies	1	0	1
Richard Domovic	5	3	2
Bob Eburne	3	2	1
Matthew Ellis	7	3	4
Bill Finlayson	5	1	4
Tony Gibson	4	1	3
Frazer Greenshields	2	0	2
Alan Hume	1	1	0
John Kennedy	4	1	3
Rod Lobban	5	2	3
Pete Phillipps	1	1	0
Ian Pollard	1	0	1
Michael Rodgers	5	3	2
Paul Saunders	5	2	3
Simon Staniforth	3	1	2
Neil Stevens	1	0	1
John Tait	5	2	3
Martin Vicca	3	2	1
Richard Webb	2	1	1

Upper left: Ian Ainsworth (left) and Paul Saunders looking over scenarios.

Bottom left: Mark Blackmore (right) receives the Tournament Champion trophy.

Upper right: The Friday night meeting of ASLers Unanimous.

Bottom right: Tournament runner-up Rich Domovic (right) with his trophy.

### TOURNAMENT RESULTS

POS.	PLAYER	P	W	L	CRUS	
1	Mark Blackmore	4	4	0	0	3272.5
2	Matthew Ellis	4	3	1	0	3171.7
3	Richard Domovic	4	3	1	0	2861.7
4	John Tait	4	2	2	0	2975.0
5	Stuart Brant	4	1	3	0	3115.0
6	John Kennedy	4	1	3	0	2955.0
7	Peter Burbery	4	0	4	0	No Wins
8	Martin Vicca	3	2	1	0	2990.0
9	Craig Benn	3	2	1	0	2927.5
10	Andy Bagley	3	2	1	0	2840.0
11	Neil Brunger	3	1	2	0	3115.0
12	David Blackwood	3	1	2	0	3095.0
13	Tony Gibson	3	1	2	0	2955.0
14	Paul Saunders	3	1	2	0	2730.0
15	Steve Cook	3	1	2	0	2730.0
16	Ian Ainsworth	2	2	0	0	2977.5
17	Rod Lobban	1	1	0	0	2810.0
18	Richard Webb	1	0	1	0	No Wins

The CRUS column is the average Crusader Ladder rating of the opponents beaten.

### THE SCENARIOS

SCENARIO	ALLIED	AXIS	
105 Going To Church	0	1	
122 Extracurricular Activity	1	0	
A25 Cold Crocodiles	3	1	
A32 Zon with the Wind	0	3	
AP12 Cream of the Crop	1	3	
AP147 Frivilligkompani Benckert	0	1	
AP149 Lions and Tin Men	0	1	
BFP-75 Schreiber's Success	0	1	
BFP-84 Kreida Station	2	0	
BFP-95 Obian Highway	1	0	
BtB4 Firestorm in St Manvieu	1	0	
CH41 Test of Nerves	2	1	
FrF4 Barbarossa D-day	1	1	
HazMo32 Destined to Defeat	1	0	
Hazmo38 High Ambition	0	1	
J167 Hart Attack	2	2	
J178 Old Friends	2	2	
J200 One Story Town	0	1	
J207 Unhorsed	1	0	
J208 Panzerpioniere!	0	1	
J242 Courage of Cowan	1	0	
J63 Silesian Interlude	3	2	
Q21 Hold Pokhlebini!	1	0	
RPT73 Sausage Hill	0	1	
S The Whirlwind	0	1	
S1 Retaking Vierville	1	0	
S2 War of the Rats	1	0	
S3 Simple Equation	0	1	
S56 In Pursuit of the French	0	1	
SP181 The Elephant of Surprise	4	1	
SP97 Twilight of the Reich	3	0	
<b>TOTALS</b>	<b>59</b>	<b>32</b>	<b>27</b>





# DOUBLE ONE 2024

About 25 *ASL* players gathered at Writtle College at the of June for a weekend of *ASL* gaming, with the majority arriving by early Thursday evening to be entertained (badly!) by England's Euro 2024 game against Denmark and enjoy the (earlier than advertised) curry night.

Although there were a few games played on Thursday, the main action started on Friday morning with the mini tournaments. These are straight forward two round knock-outs with four groups of four players (although group D ended up with just two players).

## Group A

Andy Bagley  
Michael Urquhart – group winner  
Dave Ramsey  
Paul Legg

## Group B

Martin Barker– group winner  
Bob Eburne  
Alex Ashton  
Indy Lagu

## Group C

Stuart Brant  
Bill Durrant  
Joel Ayres– group winner  
Simon Taylor

## Group D

Steve Lampon – group winner  
Chris Blair

There were only four groups of four players for the main tournament on Saturday and Sunday

## Group A

Andy Bagley – group winner  
Simon Staniforth  
Tim Bunce  
Dave Ramsey

## Group B

Bob Eburne  
Martin Barker  
Paul Legg  
Michael Urquhart – group winner

## Group C

Bill Durrant  
Alex Ashton  
Joel Ayres – tied 2-1  
William Binns – tied 2-1

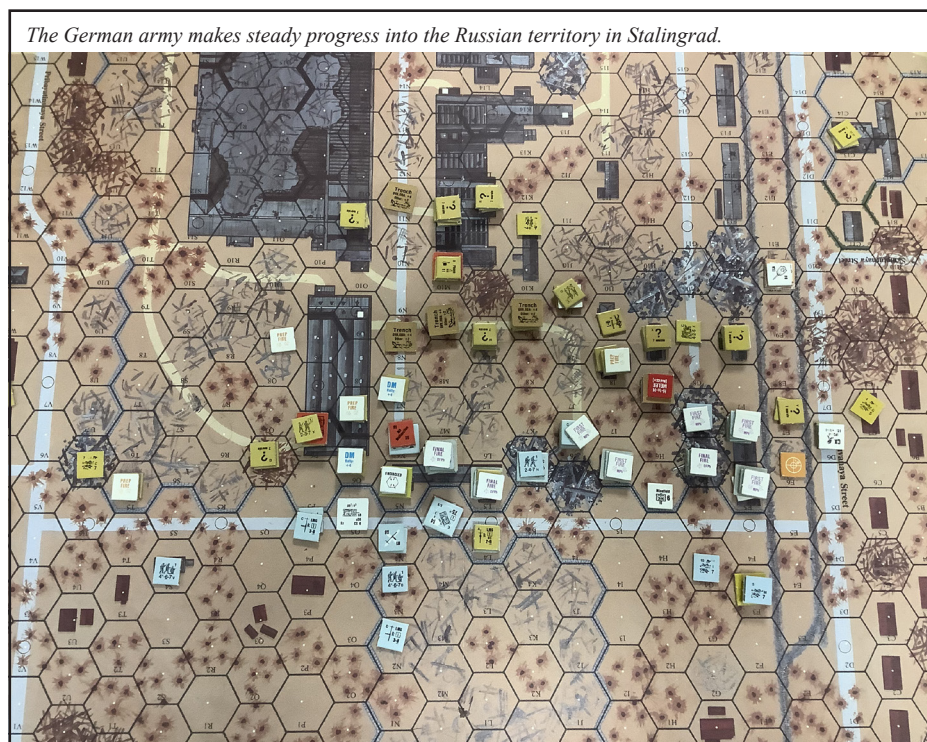
## Group D

Stuart Brant  
Steve Lampon – group winner  
Nick Ranson  
Chris Blair

I did not take part in the main tournament as I spent the weekend having a blast playing the first Red Barricades scenario, 'RB1 One Down, Two to Go' against my long-term RB foe Richard Dagnall.

Although nothing has been announced yet, DOUBLE 1 2025 is expected take place at Writtle College over the usual June weekend which would be Thursday 20th to Sunday 23rd June.

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## PLAYER RESULTS

PLAYER	P	W	L
Alex Ashton	5	2	3
Joel Ayres	5	3	2
Andy Bagley	5	3	2
Martin Barker	5	2	3
William Binns	3	2	1
Christopher Blair	5	2	3
Nigel Blair	1	1	0
Stuart Brant	5	2	3
Tim Bunce	2	1	1
Richard Dagnall	1	0	1
Bill Durrant	4	1	3
Bob Eburne	5	2	3
Indy Lagu	2	1	1
Steve Lampon	4	4	0
Paul Legg	5	3	2
Morris Legge	2	0	2
Gary Norman	2	2	0
Pete Phillipps	1	1	0
David Ramsey	4	1	3
Nick Ranson	3	0	3
Simon Staniforth	3	1	2
Simon Taylor	1	0	1
Michael Urquhart	5	5	0

## THE SCENARIOS

SCENARIO	ALLIED AXIS
A34 Lash Out	4 1
BMW3.4 Fire on Top Bastion	0 1
DB135 The Krinkelterwald	2 1
Fr70 An Estonian Interlude	0 4
Fr94 Death From Above	4 3
J164 Aiding the Local Constabulary (3 player)	1 0
OA13 Brief Breakfast	2 0
RB1 One Down, Two to Go	0 1
RPT69 Twilight of the Reich	1 2
SP198 Fish in a Barrel	0 3
SP43 Deadeye Smoyer	2 1
WO11 Across The Isseel	2 2
WO34 Feast Day	1 1
TOTALS	39 19 20



# The Crusaders

## Open ASL Tournament Ladder

### DOUBLE 1 2024 Update

This is a list of all active players (IE those who have attended a UK ASL tournament in the last two years).  
The full ladder can be viewed on the VFTT website at

<https://www.vftt.co.uk/ukladder.asp?type=full>

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	98	89-2-7	4120	35=	Tony Gibson	65	32-0-33	2970
2	Mark Blackmore	178	141-0-37	3960	35=	Eric Gerstenberg	42	20-1-21	2970
3	Craig Benn	179	140-0-39	3770	37	Gary Norman	74	29-2-43	2955
4	Martin Vicca	83	60-1-22	3630	38	Paul Saunders	32	17-0-15	2950
5	Michael Urquhart	12	10-0-2	3605	39=	John Tait	31	12-1-18	2935
6	Gerard Burton	184	109-5-70	3540	39=	Morris Legge	22	10-0-12	2935
7	Martin Mayers	169	99-0-70	3525	39=	Rod Lobban	6	2-1-3	2935
8	Joe Arthur	148	83-3-62	3505	42	Magnus Rimvall	45	19-0-26	2930
9	Andy Bagley	82	41-1-40	3445	43=	Russell Gough	91	47-4-40	2910
10	Tim Bunce	87	58-0-29	3405	43=	Ulric Schwela	74	33-3-38	2910
11	Jim Bishop	9	6-0-3	3400	45=	Joel Ayres	21	11-0-10	2905
12	Michael Davies	135	75-1-59	3365	45=	John Mcloughlin	3	0-0-3	2905
13=	Paul Legg	323	133-4-186	3320	47	Ian Pollard	213	88-1-124	2890
13=	Richard Domovic	28	19-0-9	3320	48	Mike Bingham	2	0-0-2	2860
15	Simon Staniforth	159	93-1-65	3270	49	John Martin	20	7-0-13	2850
16	David Ramsey	115	65-0-50	3265	50	Eoin Corrigan	8	2-0-6	2835
17=	Ian Ainsworth	72	43-0-29	3260	51=	Richard Webb	14	6-0-8	2830
17=	Richard Dagnall	24	12-0-12	3260	51=	Steve Lampon	9	4-0-5	2830
19	Matthew Ellis	75	37-1-37	3110	53	Wayne Baumber	112	49-0-63	2825
20	Indy Lagu	45	19-0-26	3095	54=	Peter Burbery	31	12-0-19	2795
21	Neil Brunger	110	40-0-70	3085	54=	Alex Ashton	13	4-0-9	2795
22	Pete Phillipps	290	129-0-161	3075	56	Neil Stevens	85	34-2-49	2790
23=	Ian Morris	154	88-2-64	3070	57	John Kennedy	48	14-0-34	2695
23=	Bob Eburne	68	39-0-29	3070	58	Bill Finlayson	7	1-2-4	2690
23=	Michael Rodgers	5	3-0-2	3070	59	Bill Durrant	25	11-0-14	2685
26	David Turpin	14	9-0-5	3065	60	Frazer Greenshields	11	4-1-6	2670
27	Mick Allen	53	30-0-23	3050	61	John Turpin	12	3-0-9	2660
28	Martin Barker	57	27-1-29	3045	62	Stuart Brant	103	37-1-65	2605
29	Steve Cook	66	27-1-38	3040	63	Mark Finney	6	0-0-6	2575
30	Peter Catchpole	24	10-3-11	3020	64	Christopher Blair	11	5-0-6	2565
31	William Binns	122	61-1-60	3010	65	Nigel Blair	301	106-1-194	2520
32	David Blackwood	150	59-0-91	2990	66	Simon Taylor	38	10-1-27	2490
33=	Stefano Cuccurullo	29	13-0-16	2985	67	Tim Hundsdorfer	33	13-0-20	2465
33=	Alan Hume	7	3-0-4	2985	68	Nick Ranson	163	24-2-137	2080





# Bounding Fire Blackpool 2024 The Headlands Hotel November 13th - 17th

The scenarios to be used in the main tourney have been supplied by BFP, fully play tested, from upcoming releases .

The tournament will be run with 2 rounds on Friday, 2 rounds on Saturday and a Final on Sunday.

Time limits for play will be generous but also enforced to be fair to all participants.

Regular visitors to the existing Blackpool tournament, HEROES, will know our welcoming host Charles and his staff.

The venue offers a large gaming area with separate restaurant and bar.

The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

BFP have been a strong supporter of the ASL scene for many years and we gratefully acknowledge their support of this event. Further information on BFP and their products is available on their website: <http://www.boundingfire.com/>

## Contact Us

Do you have questions about the Tournament? Send us a message to [boundingfirstfire@gmail](mailto:boundingfirstfire@gmail), and we'll get back to you asap.

# Thank you for your interest.



# Between a Rock and a Hard Place

## The Baltic States in ASL

Nick Smith

### Introduction

The Baltic nations of Estonia, Latvia and Lithuania are something of an unusual grouping in Europe. Each has its own language and cultural identity, though Estonian is akin to Finnish and Lithuanian is perhaps the closest living relative to the lost language of Indo-European. The Baltic area was among the last to be converted to Christianity in Europe, in the mid- to late Middle Ages, and then much of the conversion was by force or diplomacy rather than individual choice.

The fate of all three nations in the Middle Ages and into the modern period was to be dominated if not directly ruled by larger nations or groupings: the Holy Roman Empire, the Teutonic Order, Sweden and finally Russia. Although Lithuania was at one time part of a Polish-Lithuanian kingdom, its power (together with that of Poland) waned, and by the nineteenth century most of its territory had been absorbed by Tsarist Russia, Estonia and Latvia having gone the same way earlier in 1721. The three nations broke free of Russia in 1918 and by the end of the Russian Civil War had gained recognition as independent states. However the small population and industrial base of the three nations made them vulnerable. When in 1939 Hitler decided to make a marriage of convenience with Stalin he had no qualms about including the Baltic states in the Soviet sphere of influence, despite long-standing historical ties (not always welcomed by the natives) of Estonia and Latvia with Germany. Stalin duly forced “mutual defence” agreements on the three nations in 1939 and in June 1940 simply occupied them and declared them to be Soviet republics. Although the armed forces of the Baltic nations were ordered to surrender by their own governments to prevent pointless bloodshed, on 21 June 1940 there was a gun battle lasting several hours between the Estonian Independent Signal Battalion, the Red Army (supported by 6 AFVs) and a pro-Soviet militia. The battle ended with dead and wounded on both sides. Many Latvians initially welcomed the Soviet invaders, having never been pro-German partly as a result of the long domination by the “Baltic barons”. However after a year of Stalin’s rule, which included mass deportations and executions, most Balts welcomed the invading Germans as liberators rather than occupiers, and many helped to drive out Soviet forces in the Russian retreat of summer 1941.

Unfortunately for the Balts, senior Nazis mostly had no intention of granting them self-determination, cynically regarding them as a useful pool of recruits

which could then be disregarded at the end of the war. The three nations fell under the Reichskommissariat Ostland (which also included Belarus or White Russia), in theory run by the Nazi ideologue Alfred Rosenberg (who did press for some limited autonomy for the Balts) but in practice controlled by Hinrich Lohse, the Reichskommissar. As in other Nazi-occupied areas of Europe, genuine German efforts to raise a national force to fight the Soviets were undermined by the brutality and bureaucratic in-fighting of the occupiers, which extended to extermination of Jews and other minorities, plus attempts and plans to “Germanise” the countries. Nevertheless many Estonians and Latvians did join national units to resist the return of the Soviets, although the Lithuanians were less keen, perhaps realising that they were regarded as racially inferior by the Nazis. It is at these national contingents and their representation in *ASL/SASL* that we will now look.

(Note: this historical overview will not include criminal groups such as those wilfully assisting in genocide, which also gave the Soviets an excuse to tar all Baltic fighting units with the same brush, something that still crops up on Russian television).

### Estonia

Upon the German advance into the Baltic states, about 12,000 “Forest Brothers” independently and without coordination with the Germans liberated Estonian towns and cities and attacked Red Army garrisons. They assisted in the liberation of Tallinn in 8/41 and then Estonian offshore islands before disbanding in 11/41. However the “Forest Brothers” were reorganised into so-called Self-Defence (Omakaitse) units in 1941, being put on a permanent basis in 8/41. There were four territorial battalions,



*A group of Forest Brothers in northern Estonia, 1941*

each of four companies, with a total strength of 32,000 men achieved by 7/43. Until 10/43 membership was voluntary, but in that month the Estonian Civil Administration declared that anyone otherwise unaffected by general mobilisation had to join the Omakaitse. In 2/44 these were organised into combat units, fighting mostly in civilian clothes with foreign (ie captured) arms and with only an armband to designate them as combatants. All were destroyed or dispersed in 9/44 fighting the Soviets. Part of the raison d'être of the Omakaitse was anti-Communism, and thus inevitably it attracted a number of undesirable volunteers: a small percentage were culpable in guarding concentration camps and assisting in, directly or indirectly, the deaths of several hundred Jews and Gypsies and several thousand Soviet POWs.

Perhaps because of their blondness and relation to the Finns, who were also advocates of the Estonian cause, the Germans were better inclined towards the Estonians than towards the Latvians or Lithuanians. Another formation set up for Estonian recruitment was the Estonian Security Battalion, numbering some 700 men. Five of these were set up (nos. 181-185, plus the 186. Depot Battalion). Originally intended for guard duties, from 10/41 they fought in the front line with 18th Army and achieved a good reputation. In 10/42 they were reorganised as 658-660 Eastern Battalions, 657 Company and Eastern Depot Battalion "Narva", and saw service at Leningrad and Volkhov. From 7/43 the battalions were successively transferred to the Waffen SS. A further confusing development was the reorganisation of police auxiliary battalions in 11/41 as Schutzmannschaft battalions. These are not to be confused with the Estonian battalions since the former were poorly trained and armed but still were occasionally used at the front. As if this were not confusing enough, the Germans also raised Estonian Defence Battalions (a total of 21 out of the planned 26). These were renamed Estonian Police Battalions in 12/43, and some saw service outside of Estonia. The duties of the Schutzmannschaft, defence- and police battalions were primarily anti-partisan duties.

In 1/43 the three best police battalions were disbanded to release personnel to the Estonian Legion (see below) or to other battalions. From early 1943 the battalions began to be merged into larger units, and in addition many of their members volunteered for the Legion. In 4/44 four battalions were used to form the 1st Estonian Police Regt which was assigned to coastal defence. A 2nd Regt was formed in 7/44 from a further three battalions and incorporated into Kampfgruppe Jeckeln. The 2nd Regt was badly hit by the Red Army and retreated into Estonia where it disbanded in 9/44, survivors joining the Estonian 20th SS Infantry Division (see below). This in fact was generally the fate of the



police battalions, which from 2/44 were sent to the front where some were destroyed and others disbanded in 12/44, survivors likewise joining the 20th Division.

The Estonian Legion was formed in 8/42 and formally established in 10/42 under German command. Lacking a formal national army, enough Estonians volunteered to form it as a regimental-sized unit, initially the 1st SS Volunteer Regt. In 4/43 its 1st Bn ("Narva", not to be confused with the aforementioned depot battalion of the same name) was detached to the 5th SS Panzergrenadier Division "Viking", with which it fought well until joining the 20th Division in 7/44. In 5/43 the Germans expanded the Legion to brigade size and in 10/43 redesignated it 3rd Volunteer SS Brigade, its composition now 45th and 46th Infantry Regts with a total size of about 5,000 men. However, some of the men were conscripts rather than volunteers. In 11/43 the brigade fought Soviet partisans near Velikiye Luki, then saw front line service in 12/43 under the German 16th Army at Staraya Rusa. In 1/44 it was sent to the Narva front in Estonia and expanded to become the 20th Estonian SS Volunteer Division, finally becoming the 20th SS Infantry Division in 5/44 and gaining a third infantry regiment, the 47th, made up of veterans from the Eastern/Estonian Battalions.





*A platoon of the Estonian 3rd Battalion defending the Mannerheim Line while serving as part of the Finnish 18th Infantry Division in October 1942.*

The Finnish 200th regiment is worth mentioning here. This was a Finnish Army unit composed of about 2,000 Estonian men who had fled to Finland because of unwillingness to be conscripted by either the Nazis or Soviets. Although the Estonians began crossing the Gulf of Finland in early spring of 1943, it was not until 8/2/44 that the 200th Regiment was created. It was composed of two four-company infantry battalions (1-8), the 13th Mortar Company and 14th Anti-Tank Company. The 200th Regt was sent to the front on 10/6/44 as part of the Finnish 10th Division and saw defensive fighting around the Bay of Viipuri against the Soviet 1944 summer offensive. At the beginning of 8/44 it was however clear that the war between Finland and the USSR was nearly over, and the Estonian government asked the Estonians to return. In the end about 90% of them did so.

In 1/44 the Estonian Civil Government declared a general mobilisation in the face of the advancing Red Army and raised six Frontier Guards Regiments and a Depot Regiment, each regiment consisting of 2,800 men in three battalions. Unfortunately these men received a mixture of foreign (IE captured) light arms and were sent almost immediately to the front. Although formed into or serving with divisional units, these regiments were (despite being redesignated “SS Frontier Guards Regiments (Police)”) so badly mauled by the Red Army that all were virtually wiped out by 9/44, survivors retreating to Germany or escaping to join the resurgent Forest Brothers.

The fate of all Estonian units serving under

German command obviously hung on the Soviet campaign in the Baltic. Although the front was static for some time, in 7/44 the Red Army opened its offensive. The 20th Division initially repelled the attack, but in 8/44 the Soviets broke through. Crisis was reached in 9/44 when the Red Army was deep into Estonia: the 20th Division together with German units in Estonia was evacuated to Prussia, but the Omakaitse fought in the defence of Tallinn which fell later in the month. By 9/44 all of Estonia was back under Soviet control. At this point Estonians wishing to resist the Russians had two choices, to join the Forest Brothers or stick with the Germans. Some chose one, some the other option. The 20th Division was reformed in 11/44 near Breslau (now part of Poland) and from 1/45 saw hard fighting on the Silesian front in which its commander, Augsburg, was killed (3/45). The Division finally surrendered to the Soviets in 5/45 at Prague.

About 10,000 Estonians joined the Forest Brothers (Metsavennad) from 8/44 onwards to resist what is now known as the Second Soviet Occupation. The whole organisation was collectively designated the Armed Resistance League. These fighters included veterans of the earlier Forest Brother movement, together with those who had fought under the Germans, some who had been parachuted back into Estonia by the Germans, and civilians. The Estonians enjoyed some success against the Soviet Army (as it was then renamed) and the hated NKVD 1944-48, but irreplaceable losses and the sheer weight of Stalinist oppression told against them.



## Recreating the Estonians in *ASL*

When recreating the actions of the Estonians fighting under German command in *ASL*, essentially five groups need to be considered:

- the Omakaitse;
- the first Estonian, or Eastern, battalions;
- the Police Battalions;
- the SS Legion, later the 20th SS Infantry Division;
- the Frontier Guards Regiments

The Finnish 200 Infantry Regiment would best be represented by Finnish counters (6-4-8s if you don't have *Hakkaa päälle!*, or more realistically, the normal Finnish First Line counter if you do), with Finnish SW tables and DYO organisation.

Of the rest, taking the Omakaitse first, these would seem to have been largely a guerilla force. For this reason it is probably simplest to use Partisan counters to model them and the Forest Brothers. ELR is normally 5 for Partisan units, although a case could be made for lowering it in some battles where the Omakaitse are fighting in the front line in 1944 to reflect the fact that conscription had given them the unhealthiest and possibly less than enthusiastic segment of the levy. However this should probably not apply to their last-ditch defence of Tallinn, nor to subsequent fighting against the occupying Soviets. All Partisan rules should apply to Omakaitse units, the IMF bonus in woods being especially appropriate. To reflect the hand-me-down weapons they were given, Ammunition Shortage should be in effect even when fighting as a normal front-line unit.



*A soldier of the Estonian 20th Waffen SS Infantry Division on the Narva front in September 1944.*

Estonian/Eastern battalions were among the first units to fight alongside the Germans, which suggests motivation if nothing else. Represent these with Axis Minor Elite infantry counters 10/41-9/42, and then German infantry counters using the 4-6-8/2-4-8 as the basic squad type from 10/42 onwards to reflect German reorganisation. An ELR of 4 would probably be appropriate to reflect the voluntary nature of the units.

The Schutzmannschaft and Police Battalions can probably be considered together. These were not supposed to be front-line units, although some were on occasion deployed as such. The levels of training and armament were poor and so these units should be represented by Axis Minor infantry and SW, the better units perhaps by German 4-4-7 and 2-3-7 (using these in preference to the Axis Minor 4-4-7 since the latter would be Elite, which the police battalions were not). ELR should be 3 for the better units and 2 for the remainder, except for 1944 when an ELR of 3 would apply across the board to reflect the desperation of fighting to prevent a return of the Soviets.

The Estonian 20th SS Infantry Division should be represented at MMC level with 6-5-8 counters from 2/44 onwards. This is because the division was equipped with German infantry weapons and presumably had some training in German tactics, and many of its men were veterans of previous units. It is also worth noting that according to the Wikipedia article on the division, the Germans also supplied 24 Hetzers to it plus some Raupenschlepper Ost, Schwimmwagens and SdKfz 10/4 AA half-tracks, which suggests that the Nazis thought this was a unit worth supporting. SS rules should apply to the unit, not least because of the Estonians' dislike of the Soviets and fear of falling into Russian hands. However a portion of the division was made up of conscripts, so ELR could be lowered to 4 (still underlined) to reflect this.

The Frontier Guards Regiments, as we have seen, were the result of general mobilisation and received an unsatisfactory mixture of weapons. For this reason I suggest using Axis Minor infantry and SW, since the latter usually have a higher breakdown number than the normal 12. The esprit de corps of these units was probably nevertheless higher than in some other historically badly-equipped last ditch forces, given the fear of Soviet occupation, so an ELR of 3 would probably be appropriate.

Latvia and Lithuania will be covered in subsequent issues of *VFTT*.

# The Scenarios of Blood and Jungle

Craig Benn

Well this article has been a long time coming - it's taken me no less than 13 years to play all 47 scenarios from *Blood & Jungle*. Only slightly better than three a year! Just not enough PTO love from my opponents I suppose.

It is without a doubt my favourite scenario pack of all time, and the wide range of forces and locations mean there is no risk of 'sameyness'. It has a few flaws of course – mainly too many large and not enough tournament sized scenarios. But it's easy to forget how little PTO was available back in 2010-2011, and what a shot in the arm this big and brash product was. It upped the bar at the time and holds up very well today in terms of physical quality.

I've rated all the scenarios from 1 to 5 stars for Fun, Balance, Complexity, Originality and also listed the size. The overall score for each scenario is out of 15 (Fun+Originality+Balance). Complexity is neutral for me – I like all kinds of scenarios, similarly with size.

It's probably worth me explaining my thinking and giving you some idea of my prejudices...

...but to cut to the chase – the best scenario in the pack is 'BFP 67 Coke Hill, closely followed by 'BFP-29 Hueishan Docks'. 'BFP- 54 Shenam Pass' and 'BFP- 63 Typhoon of Steel' are also favourites but just a little bit behind. There are lots of other good ones, and the only scenario I didn't really enjoy was 'BFP-46 The Shan Capital' even though it scored higher than some others in my scoring system.

**Fun:** This is inevitably subjective. Personally balance does impact fun for me, but they are not quite the same thing. I don't mind fairly static defences where the fun is in creating a fiendish defence in pre-game setup. What I want is interesting choices for both sides, a fair amount of toys but not too many ROF3 weapons with -2/-3 leaders. But the amount of fun I have with any scenario can be dependent on my opponent and the amount of fun he's having, or how good/bad a day I'm having – so don't take this too seriously.

**Balance:** On the one hand no designer believes their baby is unbalanced - it's the players fault for not grokking the subtleties. On the other hand plenty of players do believe every scenario they lose is a dog. But clearly some scenarios are more balanced than others. We have (somewhat imperfect) objective data in ROAR to show this after all. My ratings are largely ROAR based (at time played) with some modifications for my own thinking, particularly when the sample size is low.

I do think there are two balances for every

scenario. One for strong players who can attack to a timetable/ defend by knowing every sneaky trick - and another for those who haven't quite mastered either skill. A scenario might be balanced for one matchup but not the other, but it's nigh on impossible to be balanced for both. My score is definitely for the strong v strong category. I would note any large scenario count is going to have a few dogs – no one is immune, and BFP quality in that respect is similar to MMP.

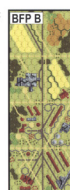
**Originality:** I don't want a scenario that feels the same as lots of other scenarios. Points for obscure or underused nationalities (INA, Kachin's, Filipino etc), innovative SSR's or terrain, rules and VC's. Points off where the same clash is covered by other publishers.

**Complexity:** Start at 1 for a non-PTO, all infantry affair and add points for guns, vehicles, caves, aircraft, overlays, OBA etc. I have a high threshold for rules so you might consider the scores a little low, but if so - you lack moral fibre.

**Size:** Each squad equivalent is 1, with crew and gun and vehicles also 1 each. Small is 29.5 or less Medium is 30-55, Large 55.5 and over.

BFP-26

Designed By:  
Chas Smith



## ARMORED SAMURAI

Blood and Jungle

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### BFP – 26 Armored Samurai

The opening scenario has an early 30s feel by virtue of no Banzai or Dare Deaths, low FP troops and Hand-to-Hand being voluntary. The Chinese defend some factories in a railroad yard, the Japanese get some crap FT-17 variants and unarmoured trucks that can Fire Group as half-tracks. It's solid enough without being extraordinary. In my one playing the Japanese gave up early having misjudged LOS and paid heavily for it. This was more my opponents PMC than any failings with the scenario.

Fun 3/5

Balance 3.5/5

Complexity 2/5

Originality 3.5/5

Size Medium (40)

BFP-27

### CHAPEI CHOCKBLOCK

Blood and Jungle

Designed By:  
Chas Smith

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#### BFP – 27 Chapei Chockblock

Really enjoyed this one despite losing to Mark Blackmore – so it must be good! The attacking Japanese are 2nd line so not Stealthy and can't Banzai, and their armour struggles to negotiate the narrow warren of streets. I was impatient and had some horrendous CC dice rolls to begin with, compounded by poor individual movement TCs. Mark was able to bring all his reinforcements to the one remaining VC building and run down the clock. Nothing wrong with the scenario which is perfectly balanced on ROAR.

Fun 4/5

Balance 5/5

Complexity 2/5

Originality 3.5/5 (new boards)

Size Medium (47)

BFP-28

### MARCO POLO BRIDGE

Blood and Jungle

Designed By:  
Chas Smith

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#### BFP-28 Marco Polo Bridge

One of those scenarios which I have a mental block on. At time of writing it's 18-1 pro-Japanese on ROAR. None the less I contrived to lose it as the Japanese to Trev Edwards many years ago. The memories are sketchy but I had a leader and 'kill stack' disappear to 12s on MCs and felt swarmed by the nearly 40 Chinese squads. Something I'm not grokking.

Fun 2/5

Balance 1.5/5

Complexity 2/5

Originality 2.5/5

Size Large (64.5)

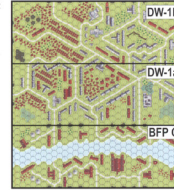
BFP-29

### HUEISHAN DOCKS

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Designed By:  
Chas Smith

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#### BFP-29 Hueishan Docks

One of the best scenarios in the pack. Both sides get to attack and defend and there are plenty of toys on both sides. Extra Dare Death, oodles of crap AFVs on both sides, three Japanese flamethrowers, DC heroes – it's a nail biter to the end. All this on three (at the time) new boards. Both sides will struggle to use armour in the constricted streets of Shanghai. I won attacking with the Chinese but felt like I was losing most of the game.

Fun 5/5

Balance 4.5/5

Complexity 2.5/5

Originality 4/5

Size Large (85.5)

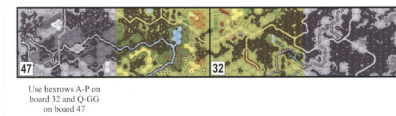
BFP-30

### MELEE NEAR THE COAST

Blood and Jungle

Designed By:  
Chas Smith

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#### BFP-30 Melee Near the Coast

According to ROAR the most played scenario in the pack, and very evenly balanced too. Listed on many individuals top scenarios from the pack too.... but I have to admit I fail to see what the fuss is about. Its solid and enjoyable but didn't particularly stand out for me from many other scenarios – perhaps losing to Martin Vicca makes me biased on this one. Update; played with Eric Gerstenberg – beginning to think it might be a tad pro-Japanese despite ROAR.

Fun 3/5

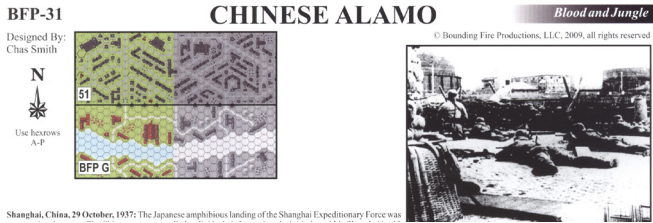
Balance 4/5

Complexity 1.5/5

Originality 2.5/5

Size Medium (35)

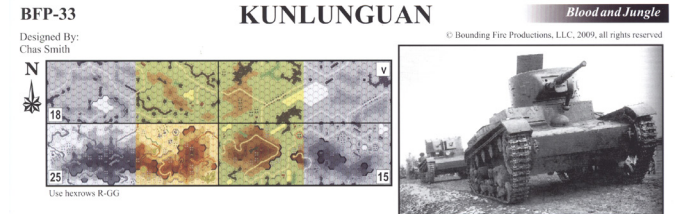




### BFP-31 Chinese Alamo

This is the same battle as MMP's 'AP54 800 Heroes'. The BFP version has fewer Japanese AFVs and less foliage, and is a bit pro-Japanese I think. As the Chinese you might think of sticking some MGs on the far side of the river so they can't get overrun. I won easily enough as the attacker, although my opponent had some bad rolls.

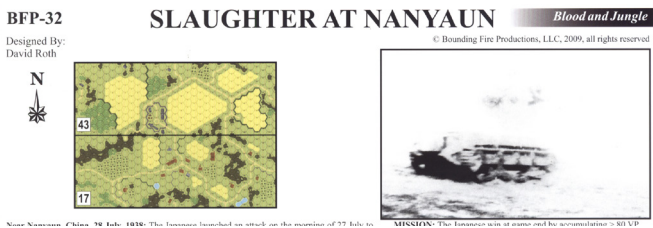
- Fun 3.5/5
- Balance 3/5
- Complexity 2.5/5
- Originality 2/5
- Size Medium (31)



### BFP-33 Kunlunguan

Outnumbered Japanese defenders have to hold one of two hill masses against elite Chinese with fairly decent (for 1939) tanks and 120mm OBA. I've played and won with both sides against decent opponents – Mark Blackmore and Ben Jones – and felt under the cosh both times. As the defender holding one hill, while keeping a HIP unit or two on the other board makes the most sense. You will have to spread out a little though to avoid getting smoked in by the mild breeze.

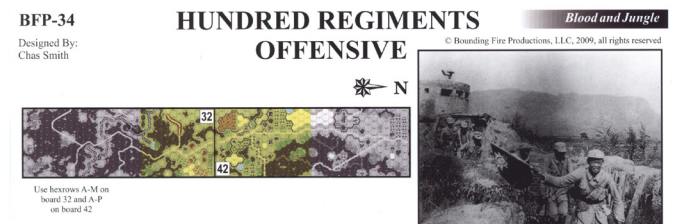
- Fun 4/5
- Balance 4.5/5
- Complexity 2.5/5
- Originality 3.5/5
- Size Medium+ (45.5)



### BFP-32 Slaughter at Nanyaun

This is a really difficult puzzle for the Japanese attacker, who is outnumbered 27:18 in infantry, of which nearly half are powerful 5-3-7 squads. To cap it the Chinese get 6 guns, two of which are 150mm - whose HE will knock out any Japanese AFV barring Duds. Full use must be made of flamethrowing engineer tanks and OBA WP, while keeping the rest of their tin can armour alive and hunting down the Chinese tin cans. 80 CVP + Exit VP seems a hell of a lot, and although I took 50 VP of losses in 6 turns of my game with Simon Staniforth, I would take the Chinese.

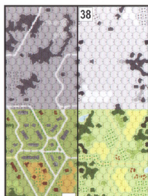
- Fun 3/5
- Balance 2.5/5
- Complexity 3/5
- Originality 3.5/5
- Size Large (70)



### BFP-34 Hundred Regiments Offensive

I really like the line up of 2nd line Japanese vs CCP Partisans – both sides have advantages and disadvantages and need to be used wisely. I successfully defended against Ray Porter's Chinese and it looks as if I had the favoured side. The Chinese probably need the balance. It's a simple infantry vs infantry clash and the scenario card doesn't particularly stand out but somehow this is really good fun.

- Fun 4/5
- Balance 2.5/5
- Complexity 1.5/5
- Originality 3.5/5
- Size Medium (42)

**BFP-35**Designed By:  
Chas Smith**MAI PHU***Blood and Jungle*

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**BFP-35 Mai Phu**

This is the same action as 'J90 The Time of Humiliations'. I love French vs Japanese scenarios and this didn't disappoint. I even got to fulfil one of my *ASL* bucket list items by overrunning a wounded Japanese leader with a FT-17 (he passed the morale check though – I wanted him crushed by the tracks!). Sadly though it's a bit easy for HIP French half squads to mess up the VC conditions as the Japanese have just a bit too far to go in 6.5 turns.

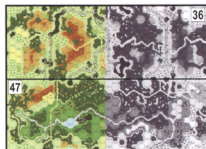
Fun 4/5

Balance 2.5/5

Complexity 3/5

Originality 3.5/5

Size Medium+ (45.5)

**BFP-36**Designed By:  
Chas Smith**WANNAN INCIDENT***Blood and Jungle*

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**BFP-36 Wannan Incident**

Communist vs Nationalist Chinese, with the Kuomintang having to leave no Good Order MMCs south of a path in seven 7 turns. It was 11-1 pro-Communist when I played it although I did win with the Nationalists so it is possible. I enjoyed the terrain and match up, but a decent defender should be able to hold out. As the attacker you need to make full use of Dare Death squads and probably Human Wave to get 8MF where you can.

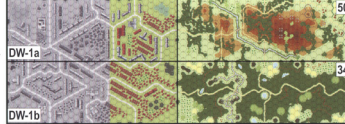
Fun 2.5/5

Balance 1.5/5

Complexity 1.5/5

Originality 4/5

Size Medium (40)

**BFP-37**Designed By:  
Chas Smith**DEBACLE AT YEANG DANG***Blood and Jungle*

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**BFP-37 Debacle at Yeang Dang**

If you're looking for obscure battles – a vehicle heavy French vs Thai action in Jan 41 is certainly going to hit the spot. Although maybe not that obscure as 'J35 Siam Sambal' covers the same action. Unfortunately, although great fun IMO its less balanced than the ROAR 10-7 (at time of writing) suggests and is strongly pro-Thai. The French need the balance in most cases – I did squeeze a hard fought win out of them without it but it was very tough. The key is a bit of tactical patience and not being gung ho with your unarmoured vehicles.

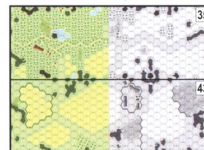
Fun 4/5

Balance 2.5/5

Complexity 2.5/5

Originality 4/5

Size Large (60)

**BFP-38**Designed By:  
Chas Smith**SUGAR CANE SHUFFLE***Blood and Jungle*

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**BFP-38 Sugar Cane Shuffle**

My opponent attacked with nearly everything on one side, and walked right into hidden wire and criss-crossing Fire Lanes. That and the halftracks keeping at arms length from Tank-Hunter Heroes meant I could wear down the Japanese with step reductions. Despite the odd Banzai it ended a fairly comfortable Filipino win but could see it playing out differently.

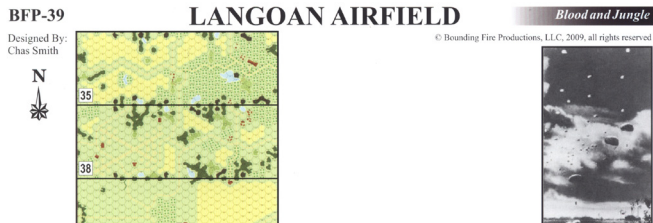
Fun 3/5

Balance 4.5/5

Complexity 2/5

Originality 3/5

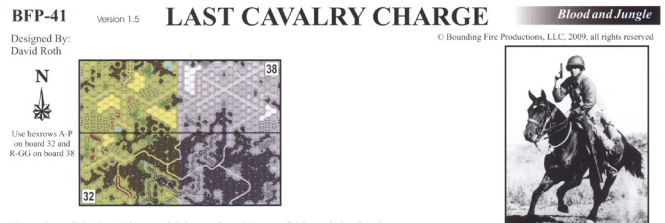
Size Medium (41)



### BFP-39 Langoan Airfield

Played and lost this three times as the Dutch admittedly against strong opponents. This is fairly evenly balanced on ROAR but I can't see how! Unless you have a really really bad drop, and don't know how to Banzai you should win as the attacker. The Dutch are very fragile and the MG's have to start in pillboxes so can't fire at the descending paratroopers.

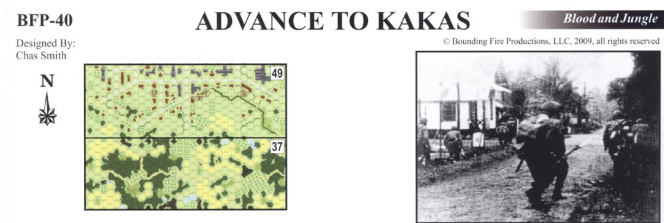
Fun 3.5/5  
 Balance 2/5  
 Complexity 3.5/5  
 Originality 4/5  
 Size Small (25)



### BFP-41 Last Cavalry Charge

Despite the extra VP for inflicting casualties via cavalry charge, you should get off the horses as quickly as possible and fight dismounted. This quickly becomes a swirling fight with small groups worrying about their flanks and lots of movement. It's fun but a bit random – seems a bit difficult to come back from early bad dice/poor play. Yes I did lose!

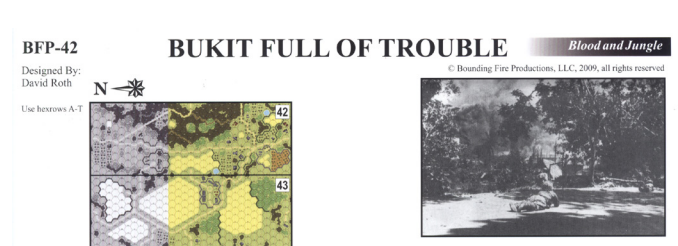
Fun 3.5/5  
 Balance 4/5  
 Complexity 2.5/5  
 Originality 3/5  
 Size Medium (32.5)



### BFP-40 Advance to Kakas

This is in the 'best of the rest' category. While the Dutch are outgunned and qualitatively inferior, the Japanese have to attack on a broad front. The defenders only have to be successful in holding out in one place, and there's not enough time to switch troops all the way from one end of the battlefield to the other. This makes for a very tense end game even though it seems like the Dutch are collapsing – well worth playing through to the last turn. I won with the Japanese but some bad close combat dice made it look iffy and caused me to say bad words.

Fun 4/5  
 Balance 4/5  
 Complexity 2/5  
 Originality 3.5/5  
 Size Medium (49.5)



### BFP-42 Bukit Full of Trouble

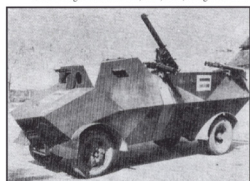
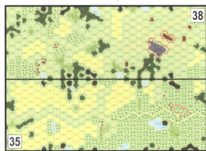
I played the Australians against a rank newbie with an upfront defence and slaughtered my opponent who conceded by the end of Turn2. But don't be misled by this, it's heavily pro-Japanese and the ability to bring down pre-registered WP on the Board 43 farm complex means a forward defence is a non-starter against competent opposition. It has plenty of toys for the Japanese and enough for the Aussies to keep things interesting, but don't play it if you're looking for balance.

Fun 3/5  
 Balance 2/5  
 Complexity 3/5  
 Originality 3/5  
 Size Medium (35)



**BFP-43**Designed By:  
Chas Smith**AERODROME P1***Blood and Jungle*

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**BFP-43 Aerodrome P1**

A mix of RAF ground personnel and Dutch colonials with ELR2 face off against 20 Elite Japanese squads – but eight are 2-2-8 squads armed with pistols and grenades. The joker for the Allies is three Bofors 40mm under Ammo Sshortage with IFE of 8FP. The Allied infantry is very fragile but the Japanese have to attack over Open Ground and eat a lot of -2 shots. The 2-2-8 paratroop squads are like (fast) zombies – not very effective but can take a lot of damage. Probably a bit too easy for the Japanese but I did enjoy it a lot, although not much replay value.

Fun 3.5/5

Balance 2.5/5

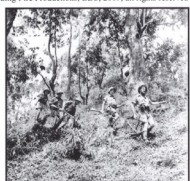
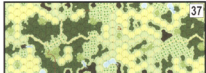
Complexity 2/5

Originality 3/5

Size Medium (38)

**BFP-44**Designed By:  
Chas Smith**CLAWS OF THE SPARROW***Blood and Jungle*

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**BFP-44 Claws of the Sparrow**

A large Japanese force attacks a small Australian rearguard before it in turn receives heavy reinforcements. The key for the Japanese is to break through the board37 chokepoint where swamp/bamboo channels the attack before those reinforcements get there. I was able to do so by pushing hard early and some good MC rolls. Dutch AFVs and DC heroes make it a bit more interesting. Didn't seem as unbalanced as ROAR suggests to me.

Fun 3/5

Balance 3/5

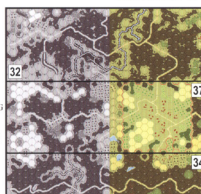
Complexity 2/5

Originality 2.5/5

Size Medium (41.5)

**BFP-45**Designed By:  
Chas Smith**BIA'S FIRST BATTLE***Blood and Jungle*

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Use hexrows R-GG  
on board 32  
and A-Y on  
boards 37 and 34**BFP-45 BIA's First Battle**

This is fairly vanilla, with the one exception being that the BIA can designate 10 squads as Dare Death. Given you have seven 6 morale conscript squads and ELR2 you'll want to take full advantage of this. Except...with only two at start Leaders, you're not going to activate more than a fraction to 10 morale Berserk status before they get killed or captured. Despite this the Brits have a long way to reach the rearmost huts in 6 turns.

Fun 3/5

Balance 2.5/5

Complexity 1.5/5

Originality 3.5/5

Size Medium+ (43.5)

**BFP-46**Designed By:  
Chas Smith**THE SHAN CAPITAL***Blood and Jungle*

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Use hexrows I-GG  
on DW-1a  
and A-Y  
on board 42**BFP-46 The Shan Capital**

Right thinking Hipsters (of the craft beer variety) will want to like this as a Chinese vs Thai matchup certainly gets points for originality. Unfortunately this is my least favourite scenario of the pack. It's far too easy for the Thai to zip around with vehicles and numerical superiority. Once the ELR2 Chinese break you never get them back and there are too many covered avenues of approach for the attackers.

Fun 1/5

Balance 2/5

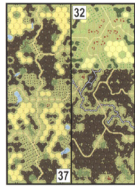
Complexity 1.5/5

Originality 4.5/5

Size Medium (34)

**BFP-47**Designed By:  
Steve Swann**SEIZING VIRU HARBOR***Blood and Jungle*

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**BFP-47 Seizing Viru Harbor**

This didn't quite work for me. If the Japanese set up the AA guns in the NE corner, and tightly deploy around them, then there is very little manoeuvre. USMC advance, largely break, rally, slowly chip away at Japanese – lots of Prep Fire. It then comes down to the Task Checks from turn 3 onwards – a single DR of 10+ (or 9+ if you're sensible enough to Banzai and kill your best leader) and you should be able to get 10CVP off the north edge. That didn't happen in my playing – we agreed a draw on turn 5 when it could have gone either way. Too dependent on a single roll.

Fun 2/5

Balance 3.5/5 (It can be balanced even if dependent on the TC's)

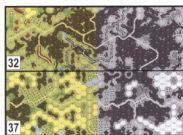
Complexity 2/5

Originality 3.5/5

Size Medium (37)

**BFP-48**Designed By:  
Steve Swann**NINTH TANKS***Blood and Jungle*

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Use hexes  
A-Q**BFP-48 Ninth Tanks**

My memories of this are a bit hazy, but I had a fairly comfortable win with the Americans only losing one tank and making full use of canister. ROAR suggests its very evenly balanced. Fun enough without standing out particularly. Nice to see a New Georgia scenario.

Fun 3/5

Balance 4.5/5

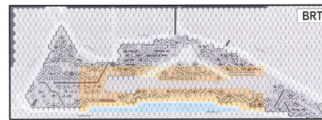
Complexity 2.5/5

Originality 3.5/5

Size Medium (39)

**BFP-49**Designed By:  
David Roth**JUST A DRIVE ALONG THE****BEACH***Blood and Jungle*

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Use hexes C-L and hexes numbered 15-50

**BFP-49 Just a Drive along the Beach**

This is not a scenario you can just pick up and requires a lot of careful reading beforehand. Despite PTO terrain not being in effect, you need Chapter G for beach, palm trees, seawalls etc as well as Chapter F for sand, Chapter T for various other features, as well as the *BRT* SSR but not *BRT* CCG rules. Confusingly the setup instructions have Collapsed Hut counters, even though there are no huts. By *BRT* SSR no fortifications except A-T mines are HIP. You get AP mines – I'd guess this is simply an oversight – in the original *BRT* scenarios and CG I don't think you get/can purchase AP mines so that is why the *BRT* SSR is worded that way. There doesn't seem to be any logical reason why AT mines would be HIP but not AP ones!

The Japanese will be concentrated in the SE corner. Half the USMC force comes in on the west edge on turn 1 some 25-30 hexes from this area. The Japanese win by having 4 or more MMC in Good Order south of the airfield after 8 turns. The terrain costs more MF than you think so the western Marines will have to use the runway or beach (hard sand costs less) or use tank riders to get where they need to be (palm trees don't knock riders off like orchards). But the Japanese can HIP 2 squads so 4 half squads (IE enough to win) as a distraction. I wouldn't take the Marines.

Fun 3/5

Balance 2/5

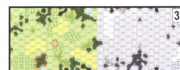
Complexity 5/5

Originality 4/5

Size Medium (48)

**BFP-50**Designed By:  
Chas Smith**ALLIGATOR TANKS***Blood and Jungle*

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Use hexes  
R-GG

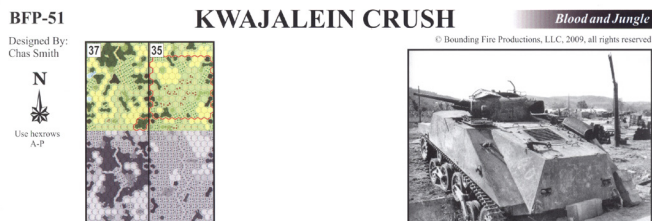
Kwajalein, Marshall Islands, 1 February, 1944: The Japanese initially saw the Marshall Islands as expendable.

**BFP-50 Alligator Tanks**

I played four (of eight) turns of this with Gerard Burton and we agreed a draw. I enjoyed setting up a particularly fiendish Japanese defence – and you really need to spend time beforehand on this one. Gerard's Americans took a good kicking for the first few turns, but he cleverly exploited a hole caused by some bad DRs and had broken the back of my defence by turn 4. It would then have become a bug hunt to find and control my

pillboxes which were well back. We both really enjoyed it up to this point, but I suspect the bug hunt half of the game would have been tedious.

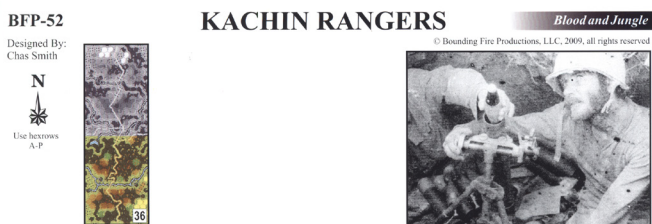
Fun 3.5/5  
 Balance 3.5/5  
 Complexity 3/5  
 Originality 3.5/5  
 Size Medium (35)



### BFP-51 Kwajalein Crush

The Japanese will struggle to hold on long enough against a much superior American force until their turn 5 reinforcements arrive. But if they can knock out some of the US armour, there's an intriguing end game where they will struggle in turn against the reinforcing Japanese tanks. Very evenly balanced on ROAR too.

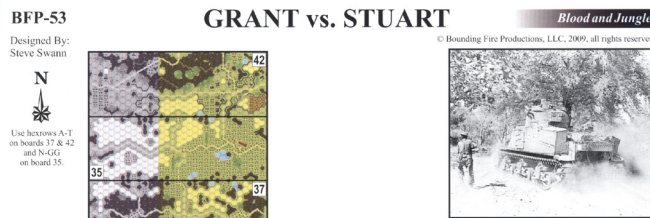
Fun 3.5/5  
 Balance 5/5  
 Complexity 2.5/5  
 Originality 3.5/5  
 Size Medium (40)



### BFP-52 Kachin Rangers

This was one of the first in the pack I played so I confess my memory is a little hazy. At the time it had a good rep, and I remember thinking it deserved it. The fact it only costs 1.5MF in Jungle for the Kachin guerrillas and friendly units stacked with them opens up all sorts of possibilities (EG no CXing to Advance uphill into Jungle.) A lot more manoeuvre options but still at heart a very simple all infantry clash.

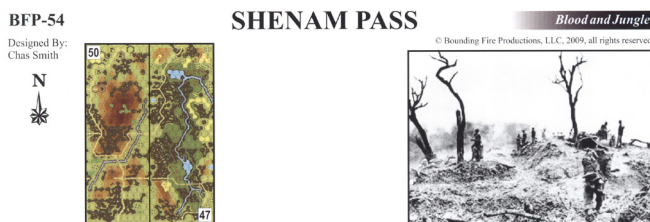
Fun 3.5/5  
 Balance 4.5/5  
 Complexity 1.5/5  
 Originality 3/5  
 Size Small (29)



### BFP-53 Grant v Stuart

I had good fun playing this and even won as the British, but in reality it's *probably* broken. It's far too easy for the Japanese to make a dash with their AFVs and get three into the VC area for an instant win. It is nice to see a scenario where the defender sets up second, and a HIP captured Stuart. Some interesting ideas but ultimately flawed in execution. My opponent had the cheek to claim victory by counting a dead tank that made it to the VC area before dying ('by accumulating 15VP...'). The scenario designer confirmed that wasn't the intent (or somebody could drive out and back in and count twice...)

Fun 2.5/5  
 Balance 1.5/5  
 Complexity 2/5  
 Originality 4/5  
 Size Medium (40)



### BFP-54 Shenam Pass

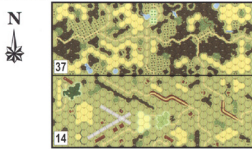
This is one of my favourite scenarios from the pack – both sides get plenty of toys, a module of OBA, plus there's Gurkhas, Indian National Army and no less than 8 Japanese tanks. The terrain constricts the avenues of approach to close range smash mouth fun. However I think it's one of those scenarios that while you're playing appears more finely balanced than it actually is and more often than not will swing in favour of the Brits right at the end. A complete blast to play though.

Fun 5/5  
 Balance 2.5/5  
 Complexity 3.5/5  
 Originality 4/5  
 Size Large- (64)



**BFP-55**Designed By:  
David Longworth**USED AND ABUSED***Blood and Jungle*

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**BFP-55 Used and Abused**

A Japanese tank attack on Biak that also featured in 'CH6 Armored Probe'. It's one of the smaller and easy to pick up and play scenarios. But also one of the least balanced (15-4 on ROAR at time of writing). I enjoyed attacking with the Japanese, and punishing the Americans fighting withdrawal – I suspect it's a lot less fun for them.

Fun 3/5

Balance 1.5/5

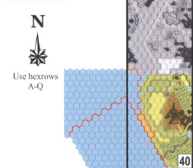
Complexity 1.5/5

Originality 2/5

Size Small (27)

**BFP-56**Designed By:  
Steve Swann**WHITE BEACH 1***Blood and Jungle*

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**BFP-56 White Beach 1**

So who exactly is going to play a seaborne assault with caves, NOBA and panjis? Well in actual fact this is a great deal less complex than it first appears and a real gem. The seaborne forces are LVTs rather than landing craft so much simpler, there are no cave complexes and the caves have to have LOS to an Ocean hex (so can't be set up in depressions) – not hard at all really. The panjis are in part of the map that won't really be used, and the NOBA gives the US player something to do while his thin skinned LVTs are suffering. Of course it's dicey – the USMC will suffer on the way in but if they get sufficient forces ashore they should clean up. That's the nature of seaborne landings, and there's a nice twist with the multi-headed VC's where they have to capture two caves and exit so have to balance both objectives. A great introduction to the subject.

Fun 4.5/5

Balance 4/5

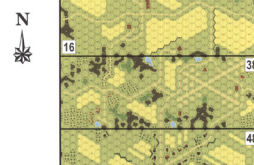
Complexity 4.5/5

Originality 5/5

Size Medium (32)

**BFP-57**Designed By:  
Steve Swann**LAST DROP***Blood and Jungle*

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**BFP-57 Last Drop**

The second (and last) Japanese paratroop in the pack has some interesting victory conditions. The paras have to inflict mayhem rather than survive with extra points for kindling aircraft or buildings. I can't speak for balance as I had one of the worst possible drops with something like 2/3rds of my force dropping offboard. This allowed the defenders to reposition and deal with my forces piecemeal. Obviously airborne landings are dicey but I think my try was a statistical anomaly for how bad it can get. I think it's probably good fun in most circumstances.

Fun 4/5

Balance 3/5

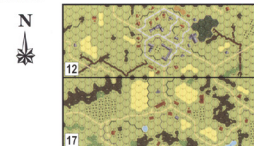
Complexity 2.5/5

Originality 4.5/5

Size Medium (39.5)

**BFP-58**Designed By:  
David Roth**SAN MANUEL MELEE***Blood and Jungle*

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**BFP-58 San Manuel Melee**

My US opponent gave up after 4 turns so it's difficult to assess this properly. Machine guns on the Level 2 vantage points on board 12 proved deadly, but I think this was premature as the armour battle hadn't really developed by that point. My gut says 10 turns is too long for the Japanese to last without striping away to nothing, but at time of writing 11-4 pro-Japanese on ROAR. I suspect the US may have given up too quickly in a lot of them.

Fun 3/5 (too long but interesting OB)

Balance 3/5

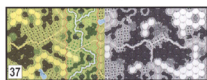
Complexity 2.5/5

Originality 4/5

Size Large (56)

BFP-59

Designed By:  
Chas Smith



## GEKI CACTI

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### BFP-59 Geki Cacti

This has the unusual situation of Japanese armour fending off lots of US infantry well equipped with bazookas, DCs and other SW. LOS is terrible and the Japanese need to pay careful attention to setup. Armour may be overstating the case – there are two unarmoured trucks, a captured US 75 halftrack and another halftrack, with a thin skinned and OT assault gun (unarmoured turret sides and rear). The assault gun does have a 105mm main armament though. You need to check your vehicle notes carefully, and use your full bag of Japanese tricks but if you do they definitely have the edge.

Fun 3.5/5

Balance 3/5

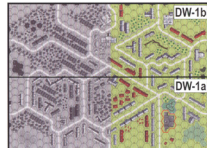
Complexity 2/5

Originality 4/5

Size Small (28.5)

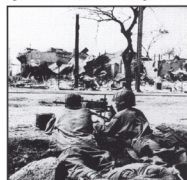
BFP-60

Designed By:  
Chas Smith



## THRILLA IN MANILA

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### BFP-60 Thrilla in Manila

Like Stalingrad, only much much better. The Americans have 8 turns and obscene firepower to advance 7-8 hexes and dig the Japanese out of a large multi-story building. How obscene? Well two 155s firing over open sights, two .50cals, flamethrowing Sherman, four other AFVs, two flamethrowers...but the Japanese can mine the VC building, with tunnels to get in and out and have their usual bag of tricks with HIP pillboxes, A-T Set DCs and Tank Hunter Heroes. Maybe a little pro-Japanese – but not much – and only if they know what they're doing.

Fun 4.5/5

Balance 4/5

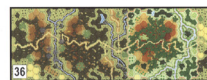
Complexity 3/5 (PTO terrain not in effect)

Originality 3.5/5

Size Medium+ (44)

BFP-61

Designed By:  
Chas Smith



## FLAMING ARSEHOLES

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### BFP-61 Flaming Arseholes

I like the title, but it's not a particularly exciting scenario. The terrain is difficult to move in so it becomes a point blank shooting match. I found it hard going as the Brits but won (ROAR has it 8-3 pro-British at time of writing). One of those scenarios that doesn't really stick in the memory.

Fun 2/5

Balance 2.5/5

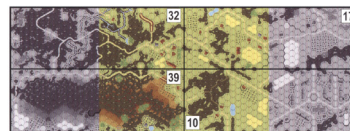
Complexity 2/5

Originality 3/5 (not many INA scenarios)

Size Medium (32)

BFP-62

Original Design By:  
Derek Ward



## CURLY AND THE BRIGADIER

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### BFP-62 Curly and the Brigadier

I was really looking forward to this as it is the only scenario in the pack with a (single) cave complex. A few others have just caves but that's like bacon without brown sauce. Unfortunately it didn't quite live up to expectations. The Aussies axis of advance missed the caves completely and ended up attacking through fairly open ground into my pillboxes field of fire. They then got shot to pieces, with large numbers broken, consistently failed to get Infantry Smoke and just couldn't get close. The Aussies are quite light on SW and the 6-4-8s aren't as scary as they seem. The reinforcing Matildas are quite slow and not a game changer. It was a poor attack and only has 4 playings on ROAR so I'm guessing a bit on balance but I suspect it is somewhat pro-Japanese.

Fun 2.5/5


Balance 3/5

Complexity 4/5

Originality 4/5

Size Medium- (31)

**BFP-63** **TYPHOON OF STEEL** *Blood and Jungle*  
 Designed By: Chas Smith  
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North of Shuri, Okinawa, 11 May, 1945: The fighting on Okinawa had been brutal, and U.S. Army divisions slugged it out against the Japanese main defenses throughout April. The 1<sup>st</sup> and 6<sup>th</sup> Marine Divisions began entering the American attack zone on 1 May, and immediately engaged in offensive action. The Marines attacked nearly every day, and planned two major attacks for 7 and 11 May. They were forced to fight in rainy weather conditions, making movement even more difficult.

MISSION: The Americans win at game end by Controlling all level 4 hexes of Hills 766 and 792.

OPTIONS:  
 ● Delete a 7-6-8 and FT from the American OB


### BFP-63 Typhoon of Steel

What a wild ride. This is almost a perfect scenario but loses out for the minor irritations of terrain transformation, using board 25 again (I've been up those slopes a hell of a lot) and the randomness which is also its strength. Twenty eight USMC squads with a load of supporting arms take on only 13-15 Japanese squads (admittedly with lots of Guns, Crews and Fortifications.) The twist is extra Japanese squads might be generated by foregoing a sniper attack. The amount of extra squads arriving is going to be crucial to whether the Japanese hold out or not. Due to US firepower, most of the defence is going to be reverse slope/ HIP shenanigans, but the Japanese are low quality and have ELR2. This means lots of conscript squads failing their ELR and going straight to broken half squads rather than stripping.

Towards the end - and it will take a long time for the USMC to get up to the hill due to crags/gullies - both sides are going to sweat every dice roll. While the scenario is well balanced overall, these extra squads are a big swing factor - probably unavoidable to change this without losing the flavour of the scenario. Remember hidden caves are immune to OBA and take the 75L AA gun for heavy AA from the at start options. Great fun for both sides.

Fun 5/5  
 Balance 4/5 (loses a bit for the randomness)  
 Complexity 4.5/5  
 Originality 4/5  
 Size 60+ (variable can be bigger)

**BFP-64** **FIGHTING WITH THE DEVIL** *Blood and Jungle*  
 Designed By: David Roth  
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Use hexrows M-GG on boards 7, 8, 36 and A-1 on board 2


### BFP-64 Fighting with the Devil

US army with a Sherman and three flamethrowing light tanks attack a ridge covered in dense jungle counters. The vehicles are channelled through three one hex gaps in the jungle which can be mined - a better move is to try and create a trailbreak with the 8-1 Armour Leader (who can't be immobilized) - but make sure you search for Tank Hunter Heroes. This has fun OBs including

caves with tunnels, and plenty of WP for the US but they need too many VPs to win.

Fun 3.5/5  
 Balance 1.5/5  
 Complexity 4/5  
 Originality 4/5  
 Size Medium (38)

**BFP-65** **FROGS IN THE POCKET** *Blood and Jungle*  
 Designed By: Derek Ward  
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Use hexrows P-GG on board 36 and A-R on board 37

### BFP-65 Frogs in the Pocket

This was one of the first I played against Trev Edwards. I remember slaughtering the bulk of defenders with the flamethrowing Matildas and then a desperate race against time to find enough of the last few HIP Japanese to get the 35CVP. After destroying a 37L in Close Combat (so I couldn't capture it for double VP) I realized the only way to win was to capture the last Japanese squad...which I did...only they passed a Hari Kiri TC and killed themselves to leave me 1VP short. I actually thought that was a fantastic way to end a scenario and sums up *ASL* perfectly.

Fun 4/5  
 Balance 4/5  
 Complexity 3/5  
 Originality 3.5/5  
 Size Medium- (32.5)

**BFP-66** **SIGNAL HILL** *Blood and Jungle*  
 Original Design By: Derek Ward  
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### BFP-66 Signal Hill

Having only played one *Deluxe* scenario before this one, boards 'b' and 'd' were unfamiliar - I suspect *Deluxe* veterans might be sick of them. By SSR there are randomly placed Shellholes and Rubble, and all buildings are single storey which makes it a bit different. I'm a convert - I've always sworn off *Deluxe* on the basis that there was no manoeuvre and it was a bit silly having vehicles that could run right round the board several times in a single turn. But this really gave a feel for platoon level tactics particularly with extra



Japanese HIP, and the need to conserve CVP to meet the exit requirements. Really good.

Fun 4/5  
Balance 4/5  
Complexity 2.5/5  
Originality 4/5  
Size Small (29.5)

BFP-67

Designed By:

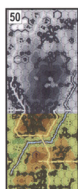
Chas Smith

Use hexrows

R-GG

N

50



### COKE HILL

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### BFP-67 Coke Hill

My favourite of the pack simply because it crams a hell of a lot of *ASL* into a small package. The Australians have twice as many squads, morale 8 vs 7, an OBA module and a flamethrowing Matilda...but the Japanese have every sneaky trick in the book. HIP, pillboxes, tunnels, panjis, mines, A-T Set DCs, Booby Traps and Bore Sighting as well as a -2 leader. It's real asymmetric fighting that will tax both sides skill levels.

Fun 5/5  
Balance 4.5/5  
Complexity 4/5  
Originality 4/5  
Size Small (28)

BFP-68

Designed By:

Chas Smith

N

50



### FIRST DAY AT FUCHIN

Blood and Jungle

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### BFP-68 First Day at Fuchin

Brute force – with no less than 38 Russian squads and 5 T-34s - against 17 Japanese squads and lots of Guns and Fortifications and OBA on both sides. The Russians have no long range SW so are encouraged to close quickly. This should be a fun match up but unfortunately the VCs are a bit too unforgiving. If the Japanese concentrate their defence in the south and east, the Russians will normally run out of time given the need to search for HIP and pillbox tunnels (yes you can't Search for tunnels but you can find the pillbox) or garrison VC buildings against a last minute rush. My opponent conceded on turn 5 when it was clear he was not going to get anywhere near in time. The Russians definitely

need to concentrate their Board 40 starting forces in the south.

Fun 3/5  
Balance 2/5  
Complexity 4.5/5  
Originality 4/5  
Size Large (65.5)

BFP-69

Designed By:

Chas Smith

N

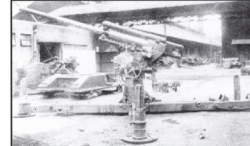
50



### FUCHIN FORTIFIED

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### BFP-69 Fuchin Fortified

My opponent complained I had more SW than he had squads, and numbers wise the Russian hordes look fearsome. Key to a Japanese defence is separating the tanks from the infantry and then bogging down the infantry with mines. Check the Gun notes for the Japanese 75L – AP6 is pre-44, AP is unlimited for this scenario and with TK17 it is your main anti-tank asset. Fortified Buildings can be swapped for tunnels – you want a sneaky entry route for your turn 5 reinforcements. Russians should ignore the Booby Traps by deploying as much as possible and take the casualties needed to advance fast, to get behind the VC buildings and interdict the Japanese reinforcements. I liked it a lot but I was attacking. Despite the size it plays fast.

Fun 4/5  
Balance 3.5/5  
Complexity 3.5/5  
Originality 4/5  
Size Large (80)

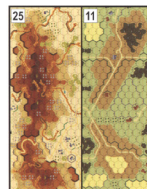
BFP-70

Designed By:

Chas Smith

N

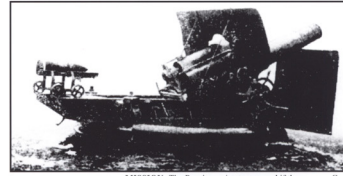
25



### EMPEROR OF SHOZU HILL

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### BFP-70 Emperor of Shozu Hill

The Japanese defend the board 25 hill mass with no less than three 240mm and two 'tiny' 150mm guns. I only played about three turns of this and didn't manage to finish. It felt like one of those scenarios designed by an enthusiastic teenager excited by the latest Warhammer faction – lots of big stuff – SU152s and really big guns – but not much subtle art of manoeuvre in evidence.

Fun 2/5

Balance 3/5 (felt a bit hard on Russians)

Complexity 3.5/5

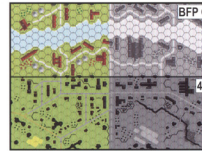
Originality 3/5

Size Medium+(46.5)

BFP-72

Designed By:  
Chas Smith

N  
Use hexrows  
R-GG



## POLICE ACTION

Blood and Jungle

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MISSION: The Dutch win at same end by Controlling the

## BFP-71 Surabaya Slugfest

BFP-71

Designed By:  
Chas Smith

N  
Use hexrows  
R-GG



## SURABAYA SLUGFEST

Blood and Jungle

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This really gives a professional army vs a fanatic enraged mob feel. The Brits get Shermans, OBA and aircraft while the Indonesians get Tank Hunter Heroes, some HIP and a melange of poorly maintained Japanese, Dutch and US vehicles and Guns. The Brits have to push fairly hard but also watch out for HIP Indonesians reclaiming VC buildings at the tail end of the game. In contrast the defender must stay calm, delay and avoid a stand up fight except right at the end. Very good.

Fun 4/5

Balance 4.5/5

Complexity 4/5

Originality 4.5/5

Size Large (68)

## BFP-72 Police Action

And finally in July 1947 it ends with a solid but fairly vanilla infantry clash. Well there are storage tanks and potentially an Indonesian DC Hero but compared to what has come before this is lightweight. The setup is quite restrictive for the defenders – I recommend sacrificing a conscript in the most exposed position and pulling some of the others back as soon as you can. It's not going to win any awards but is one of the few in the pack you can finish in a couple of hours.

Fun 3/5

Balance 3.5/5 (maybe a little pro-Dutch)

Complexity 1.5/5

Originality 3/5

Size Small (27)

Ω





### Ratings for the scenarios of *Blood and Jungle*

BFP	Name	Fun	Balance	Complexity	Originality	Size	Score (/15)
26	Armored Samurai	3	3.5	2	3.5	40	10
27	Chapei Chockblock	4	5	2	3.5	47	12.5
28	Marco Polo Bridge	2	1.5	2	2.5	64.5	6
29	Hueishan Docks	5	4.5	2.5	4	85.5	13.5
30	Melee Near the Coast	3	4	1	2.5	35	9.5
31	Chinese Alamo	3.5	3	2.5	2	31	8.5
32	Slaughter at Nanyaun	3	a2.5	3	3.5	70	9
33	Kunlunguan	4	4.5	2.5	3.5	45.5	12
34	Hundred Regiments Offensive	4	2.5	1.5	3.5	42	10
35	Mai Phu	4	2.5	3	3.5	45.5	10
36	Wannan Incident	2.5	1.5	1.5	4	40	8
37	Debacle at Yeang Dang	4	2.5	2.5	4	60	10.5
38	Sugar Cane Shuffle	3	4.5	2	3	41	10.5
39	Langoan Airfield	3.5	2	3.5	4	25	9.5
40	Advance to Kakas	4	4	2	3.5	49.5	11.5
41	Last Cavalry Charge	3.5	4	2.5	3	32.5	10.5
42	Bukit Full of Trouble	3	2	3	3	35	8
43	Aerodrome P1	3.5	2.5	2	3	38	9
44	Claws of the Sparrow	3	3	2	2.5	41.5	8.5
45	BIA's first battle	3	2.5	1.5	3.5	43.5	9
46	The Shan Capital	1	2	1.5	4.5	34	7.5
47	Seizing Viru Harbor	2	3.5	2	3.5	37	9
48	Ninth Tanks	3	4.5	2.5	3.5	39	11
49	Just a Drive along the Beach	3	2	5	4	48	9
50	Alligator Tanks	3.5	3.5	3	3.5	35	10.5
51	Kwajalein Crush	3.5	5	2.5	3.5	40	12
52	Kachin Rangers	3.5	4.5	1.5	3	29	11
53	Grant vs Stuart	2.5	1.5	2	4	40	8
54	Shenam Pass	5	2.5	3.5	4	64	11.5
55	Used and Abused	3	1.5	1.5	2	27	6.5
56	White Beach1	4.5	4	4.5	5	32	13.5
57	Last Drop	4	3	2.5	4.5	39.5	11.5
58	San Manuel Melee	3	3	2.5	4	56	10
59	Geki Cacti	3.5	3	2	4	28.5	10.5
60	Thrilla in Manila	4.5	4	3	3.5	44	12
61	Flaming Arseholes	2	2.5	2	3	32	7.5
62	Curly and the Brigadier	2.5	3	4	4	31	9.5
63	Typhoon of Steel	5	4	4.5	4	60	13
64	Fighting with the Devil	3.5	1.5	4	4	38	9
65	Frogs in the Pocket	4	4	3	3.5	32.5	11.5
66	Signal Hill	4	4	2.5	4	29.5	12
67	Coke Hill	5	4.5	4	4	28	13.5
68	First Day at Fuchin	3	2	4.5	4	65.5	9
69	Fuchin Fortified	4	3.5	3.5	4	80	11.5
70	Emperor of Shozu Hill	2	3	3.5	3	46.5	8
71	Surabaya Slugfest	4	4.5	4	4.5	68	13
72	Police Action	3	3.5	1.5	3	27	9.5

### Craig's Top 5 *Blood and Jungle* scenarios

BFP	Name	Fun	Balance	Complexity	Originality	Size	Score (/15)
29	Hueishan Docks	5	4.5	2.5	4	85.5	13.5
56	White Beach1	4.5	4	4.5	5	32	13.5
67	Coke Hill	5	4.5	4	4	28	13.5
63	Typhoon of Steel	5	4	4.5	4	60	13
71	Surabaya Slugfest	4	4.5	4	4.5	68	13

# The Dare Death Tournament

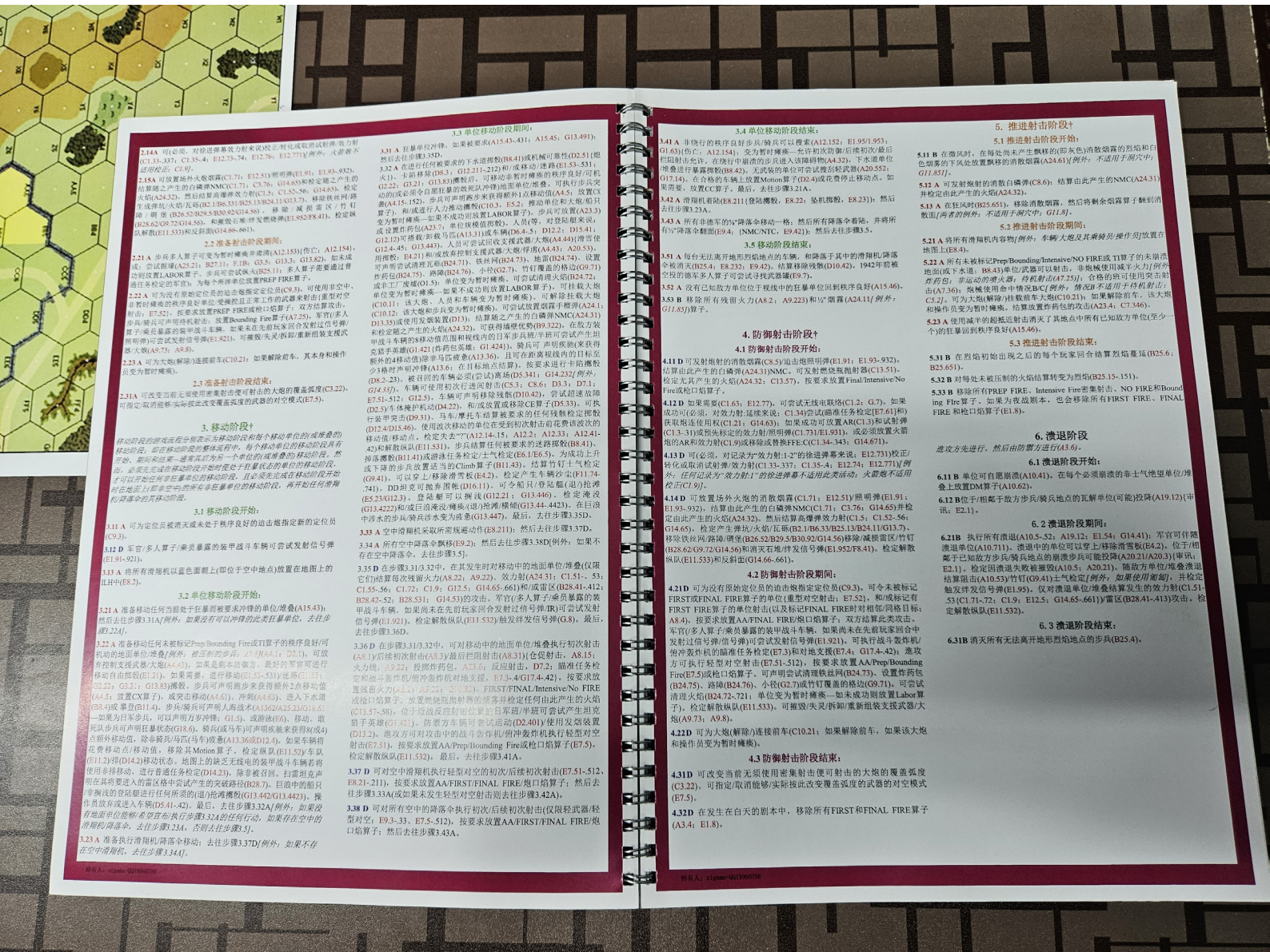
George Tournemire

As Chinese visa requirements for some countries in Europe have been waived as long as the touristic trip does not exceed 15 days (this relaxation does not concern British citizens), I included a stop to attend the annual Dare Death tournament. This year, the tournament took place in Wuhan, located in central China. Wuhan is a very large city, best known for its strong industrial specialisation and the occasional pangolin.

Going from the international airport to downtown was made easy using the pristine underground system recently built. The tournament location itself was conveniently located at a walking distance from hotels. That said, I was grateful that a local player picked me up to walk to the location nested within a residential block.

The organisers did a very good job to find a suitable place, which happened to be at a boardgame club displaying a lot of wargames including a strong ASL component. Between rounds, it was possible to open boxes and look at the local production of boardgames, with excellent counters, maps and other components of even sometimes higher quality than those found in GMT games. Some games also displayed the South China Sea and other locations that might occur there in the future.

Despite the scorching conditions outside, the air con ensured that we played in pleasant conditions. The organisers also ensured big bowl and coffee delivery. We all went to a restaurant at night to enjoy an extensive menu of local BBQ food.













The key German weaknesses are the need to defend the entire board length and a lack of effective anti-tank weapons. Given the landers have no less than four anti-tank guns this sounds strange but bear with me.

I think the optimum setup is all your infantry and leaders on the edge of board q at ground level and punch through the left or the right or the centre. Normally a narrow front attack like that is supported by a long-range fire group that prevents other parts of the defender's line repositioning.

But other than tanks and rocket OBA – which for various reasons have other jobs – you don't have anything to do that. So Urah Stalin! and don't think nor give heed to the man that is struck....

Always remember every unit that can't exit because it does not have the MF/MP to do so in time, is just as bad as being eliminated. Focus on those victory conditions.

I like sticking 2 squads with all 4 LMG's and the 9-2 leader and moving them as a stack last. Your 6-2-8's are awesome. In my one playing of this scenario, I was unfortunate enough to have two 6-2-8s from a human wave shrug off MC after MC and get into the defender's hex. That is no less than twenty FP in the advancing fire phase just from those two boys ( $6 \times 3/2 = 9 + 1$  for assault fire).

## The Armour Battle

The T-34 M41 has a number of shortcomings. The RST two man turret can't be fired while CE, it stalls on 11's, it's mechanically unreliable and radio less. But the armour and firepower more than make up for it.

11(inferior turret)/6 armour means the German ATR can't be used for deliberate immobilisation and the other German anti-tank weapons will struggle to penetrate. The StugIIIB's are virtually no use as there is no HEAT ammo pre-May 1942(C8.3), AP TK is only 10 (but depletion number is 7) and HE TK7. The Stugs are most definitely for fighting infantry.

That leaves the 50Ls which have an AP TK of 13 and APCR TK of 17 (depletion of 5). The real problem for the Germans is that with extreme winter, every shot has a 1 in 6 chance of malfunctioning the gun. That includes a failed attempt at getting APCR so you have to think about every shot. If you're in woods and need to change CA to fire, the first arc change is doubled to +6 – almost a certain miss with +2 motion, and possibly falling snow mods. In normal circumstances you'd accept a miss, and hope ROF3 reduced to ROF2 for the arc change would allow subsequent shots that phase. But is it worth it if that gives a 16.6% chance of a malfunction?

I would say – normally not. Better to change your

CA without firing (C3.22) if you can. Similarly if you have reasonable chances of a kill with normal AP with a side shot don't risk trying for APCR – there's only a 27.7% chance you have it anyway, but you take an additional 16.6% chance of a malf. APCR should be reserved for situations where you can only hit the front of a T-34 before it exits.

From the Russian point of view, you'll want to move in platoons as you're radioless, but also because you only take one mechanical reliability DR for the entire platoon (D14.21). It's random selection if you fail, but this also applies to Bog checks.

If the T-34's avoid the village, most of the German defenders they face will be in +1 woods TEM. Tactics should be to drive adjacent, giving 6+1 on the IFT and hitting with main gun on 4's (+4 Bounding fire, +1BU, +1TEM, -2 point blank). A platoon of two T-34's has a pretty good chance of breaking a single morale7 defender. If not then start again, VBM sleaze and if you can combine with a human wave do so. The Germans are spread thin so even breaking a single defender can open a hole. The T-34's should always end the turn in motion – anything that increases the number of shots that need to be taken and the associated 1 in 6 malf chance.

## Rocket OBA

The Russian player has a choice of trying to bring this down straight away (no spotting rounds for Rocket OBA) or saving it to bring some fire down on board 91 for the exit. The radio contact number is only '6' (C1.2) and without a pre-registered hex it will automatically miss and deviate 1-6 hexes. 80mm rockets are 16FP but there is only one fire mission.

So don't get your hopes up that this will be particularly useful – it's fickle even for OBA. However I think saving it for Board 91 is the answer. That's where the A-T guns probably are and you might reveal them, but if you see a concentration of Germans before then it might be worth using it early. Don't leave it till too late to use as you have over 50% chance of not making radio contact in any player turn and try not to block off any potential exit areas.

## German Considerations

You might think you have the advantage with superior range and lots of open ground, but you don't. However you setup, the Russians will most likely concentrate on the weakest part of your line, attack it with overwhelming numbers and tanks and break through.

If your opponent takes his eye off the ball, gets bogged down with clearing the central village and killing your units then you can breathe easy. It's all

about the victory conditions. You can still win even if all your units die. Victory is about slowing the Russians down. What you will need to do is form a new line with your Turn3 reserves and re-position most/all of your at start troops to get the Russians in a fire-sack.

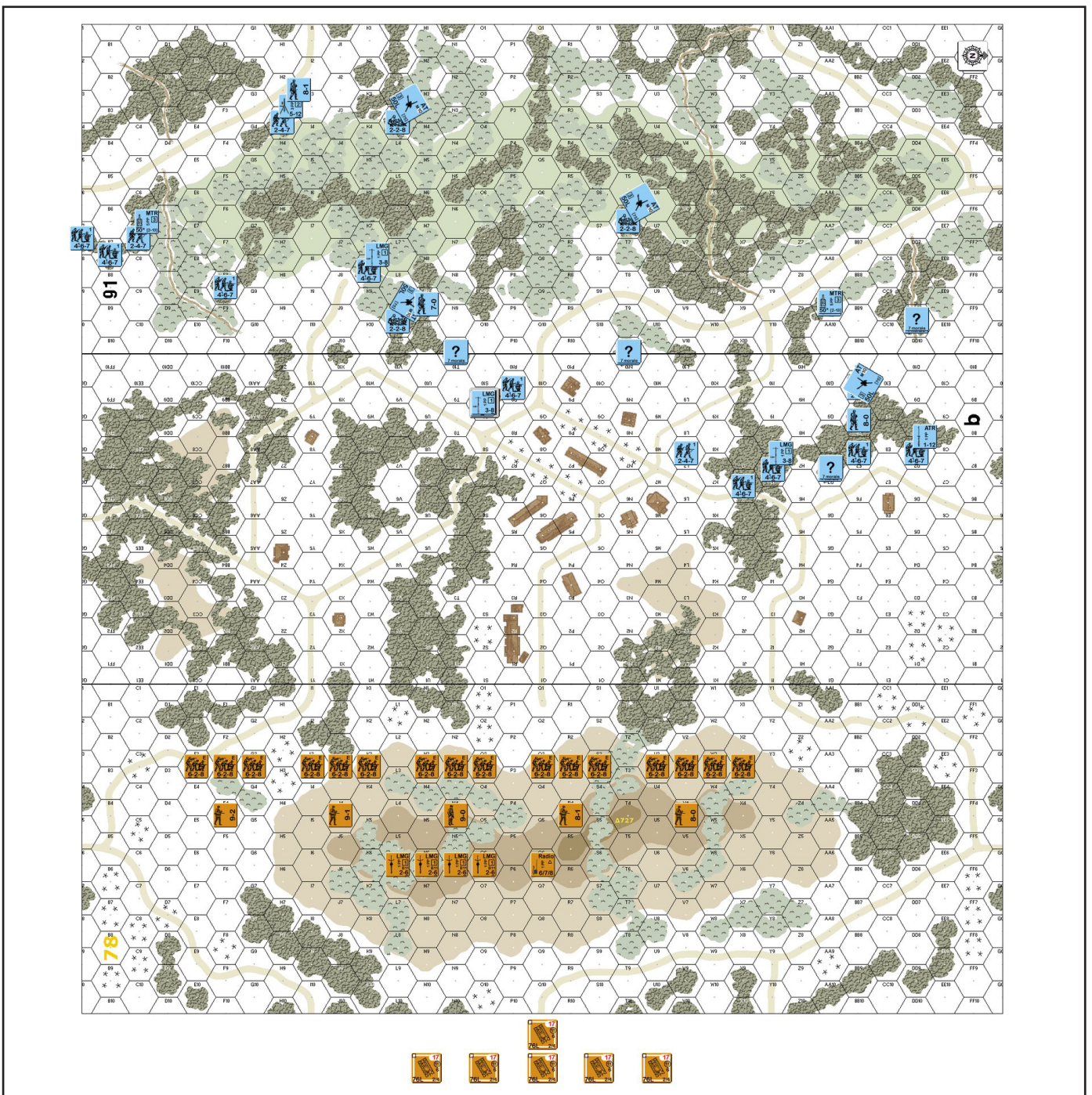
As discussed above, your anti-tank capability is limited. With 17MP's the T-34's can zoom about and get out of any fire zone very quickly, while even if you hit them with your guns kills are not guaranteed. With only four guns which have to be distributed across your entire line, if the Russians use a single Schwerpunkt, you might only have 1-2 guns in the right area. One extreme winter malf (1 in 6 chance per shot) and things will look extremely bleak.

So the key to defending is not knocking out the

T-34's which is difficult but separating the infantry from the armour. The Russians only get 12VP from armour, so have to exit at least 8VP of infantry, more if you luck out with a couple of tank kills or breakdowns.

So slow the Russian infantry down!

- 1) Initial set up more than 8 hexes from the Russian setup area so no human waves.
- 2) Try not to let the Russians voluntarily break forward with commissars, by showing KEU's on the flanks when you have nobody in front.
- 3) Target the leaders.
- 4) Plenty of residual. Fire lanes are a bit more problematic. While you attack everyone in each hex of a human wave when placed, it's a bit easy for a T-34 to CE and drive up and down until your machine gun breaks.





VBM sleaze is going to be a real problem. I suggest looking at my article in VFTT77 for some ideas on how to combat it. Mutually supporting positions is the best answer.

## German set up

Your big decision is whether to put your 50L's forward to try and protect your infantry or try and cover the exit zones. There are disadvantages to both strategies. Forward and you will probably get taken out by enemy infantry quickly. Rearwards and your infantry is going to suffer. On balance I tend towards rearward as hopefully the element of uncertainty will cause some caution.

As you start concealed in concealment terrain, and you have eight dummies, you can guess which side the Russians attack and put dummies on the other. On the face of it, the German right/Russian Left is more likely as there is less open ground to cross and more cover. But it's a high risk strategy and the Russian might attack on the other side just in case you do that. I think better to weight the defence a little to your right but not too much.

Here is a sample set-up (all units start concealed or HIP)

## Board Q

D7 4-6-7 + Atr, F7 4-6-7, F8 8-0, F9 2-2-8 + 50L CA E9/E10, G7 2x?, I7 4-6-7+LMG, J6 4-6-7, L7 2-4-7, N10 2x?, R9 4-6-7, S9 Lvl 1 4-6-7+LMG, T10 2x?

## Board 91

A7 4-6-7, B7 4-6-7, C7 2-4-7+50\*Mtr, F8 4-6-7, H3 2-4-7+MMG, 8-1 K8 4-6-7+LMG, L3 2-2-8+50L CA K4/L4, L9 2-2-8 +50L CA K9/K10, M9 7-0, T6 2-2-8+50L CA T7/S7, AA9 2-4-7 + 50\*Mtr, DD9 2x?

I make no pretensions that this is a perfect defence. Like any setup there are compromises and it's impossible to be strong everywhere – your defence has to be mobile.

You will note two things a) that the defence is quite deep with no attempt to hold the centre-right (German POV) of board q; b) The centre is weak while the flanks are relatively strong.

This is deliberate. In any scenario where you have to defend a long line but the attackers can concentrate on one point, you want to postpone the first clash. Any delay allows you to re-position and is also a turn nearer your reinforcements arriving and reducing the force imbalance.

If the Russians do go for the centre, then that is less distance for both flanks to reposition and means they will have to go through the Board 91 depression

and not be able to avoid 2MF terrain. The deep centre-right prevents human waves on the first turn. Although it's possible on the left, the very open terrain discourages it.

This position should maximize your range advantages, while fighting in the right hand woods or village will allow the Russians to bring all their inherent firepower to bear.

You need to get your terrain eye in – none of the terrain in the Board 91 Depression affects shots from Level0 so you can fire right across it without hindrance/obstacle.

The weakest point of this defence is the F9 gun. This stops tanks barrelling through the B7 gap in the woods – if they go hell for leather for the exit zone, then you should get flank shots. On the other hand it's quite far forward and vulnerable to being overrun by infantry. Unfortunately there's not many places nearby that offer the chance of flank shots – which is what you need.

You might consider putting one of the other guns in 91 GG7. This would catch any Tanks coming through the left in a crossfire but if they don't attack there it's completely out of position.

The 4-6-7 + LMG in 91K8 is bait for the T-34's. Extreme Winter means you can't entrench him unfortunately. The S9 4-6-7 is at Lvl1 so can get long range shots on the hills and forces any T-34 to CE if they want to VBM him.

## StuGs

Are for fighting Russian infantry not T-34s. While you can do DI shots, better to make Motion attempts, conceal yourself in brush and save yourself for the end game. Bear in mind your Smoke and the mild breeze eastwards. You might be able to cover 4 hexes with +1MF preventing a last turn dash.

## Conclusion

I'm not going to make comments on balance from my one playing. The Russians attacked on the right where I had set up fairly forward and won, despite hurting themselves badly with their own Rocket OBA! What stood out to me was how vulnerable my panzerfaust-less infantry were to the T-34s. A couple of bad rolls with the anti-tank guns and they could really swan about. I think probably it's easier for the Germans to give themselves a self-inflicted loss, but the Russians need to be ruthless about the victory conditions and not get distracted. This is old school fun anyway....

# Scenario Design

## What's in the Mix?

Chris Doary

(This is taken from Chris' blog at <https://asl-battleschool.blogspot.com/2023/12/molotov-manchattan.html> and is printed here with his permission – Pete)

A neighbour introduced me to the Manhattan a couple years ago. It was a new experience. Not because I don't imbibe mixed drinks now and again. I do. But I've seldom strayed beyond a humble highball, a Screwdriver for example, or its hardly more sophisticated offspring, the much-maligned Harvey Wallbanger. (The latter had already fallen out of favour by the time I sampled my first in the mid 80s and was thus a pleasant surprise to my neighbour's wife when I whipped one up for her a few years ago.) A good cocktail, regardless of whether it appeals to you or I, is a balanced cocktail. Since their revival in the early aughts, cocktails have become ever more complex and nuanced. This evolution is due to many factors, not least the wider availability of ingredients, new techniques, and bespoke glassware.

A couple of weeks ago, I had my neighbour over for a drink. I mixed him a Black Manhattan. It was a new experience for him. Not because he lacks experience with Manhattans. They are his goto drink when company drops by. Rather, he hadn't had a Manhattan based on Rittenhouse rye whiskey and flavoured with molasses-like Averna Amaro, a Sicilian



digestif with notes of orange and liquorice. Nor had my neighbour had the pleasure of tasting Regan's orange bitters that I used to replace half of the usual measure of Angostura bitters. I also snuck a quarter ounce of Fabbri Amarena syrup into the mixing glass. Wow, he said. I grinned.

Just the other day I crafted a French Manhattan. Buffalo Trace bourbon gives the drink a lighter body, while Chambord and Cocchi de Torino sweet vermouth combine with orange bitters to take your senses in a new direction. A fine cocktail not only balances sweet and sour, but also bitters, and in some cases salts and savoury, or umami. Each taste contributes in its own way to the mixture. And yet each ingredient retains something of its original character, aromas and tastes that can be detected as the cocktail is sipped.

An old-school, *Advanced Squad Leader* (ASL) scenario is a bit like an Old Fashioned cocktail. The bartender muddles a sugar cube with aromatic bitters and a small amount of water in the bottom of an old-fashioned glass, better known as a rocks glass. Muddling infuses the additives into the water allowing them to combine more readily with the base spirit, in this case American whiskey. In its least pretentious form an orange peel suffices as a garnish. Like the modern Old Fashioned, which purportedly dates to 1880s Kentucky, scenario designs of 1980s Maryland tend to be relatively simple affairs with few departures from the tried-and-true formula established in late 1970s *Squad Leader*. As the long-lived popularity of the Old Fashioned attests, simple recipes are not necessarily bland. That said, the Old Fashioned would not exist if some apothecary-cum-mixologist had not let curiosity get the better of him.

### To the Bar(ricades)!

In similar fashion yours truly has taken it upon himself to mix things up a bit, and not just behind the bar. In mid 2022 I set out to design ten scenarios with interesting hooks. There is no shortage of published scenarios to pick from these days, their number increasing faster than anyone can possibly attempt to keep up. In light of this, I have tried to find situations that are a little unusual. Situations where I can use a mix of terrain transformations, modified orders of battle (OB), and Scenario Special Rules (SSR) to create cards with heaps of colour and nuance. I realize that this approach will not appeal to everyone, or even most people. I am confident, however, that at least some of the cards will appeal to a good many players. Let me



give you an inside look at what I have been up to.

I make no pretence to having developed a strong design philosophy. I am too new to this aspect of the game. While I have designed a half-dozen (as yet unpublished) scenarios over the years, the current project is my first attempt at a concerted, albeit loosely themed, set of scenarios with an overarching design concept. Granted I am old(er). But my aim is to deliver something that is anything but old-fashioned.

The pack focuses on engagements that one might classify as “early war.” I wanted to capture some of the peculiarities of the period beginning roughly in 1937—with the Sino-Japanese War, and extending into the first quarter of 1942. Granted the last scenario in the pack takes place in April 1943, but it is nonetheless characteristic of 1940-41 combat.

The early-war period may be characterized as an admixture of come-as-you-are forces, last-war doctrine, obsolescent equipment, and all manner of ad hocery. Fortunately, *ASL* admirably translates many of these attributes into a workable rules framework, peppered with a host of quirky armoured fighting vehicles (AFV). This is not to suggest that the *ASL* rule set is



comprehensive, either in its treatment of the early-war period or in its coverage of the weapon systems then in service, or necessarily accurate. Consider the Dutch VCL M1936 below.

The *ASL* system nevertheless provides players and designers with a palette from which to recreate, however imperfectly, not only the challenges posed by a particular military problem, but also the atmosphere in which decisions are made. Players become invested characters, each playing his or her part in a tactical dilemma. One draw of early-war scenarios is the added tension created by the brittleness of troops, their unreliable weapons, and especially their thinly

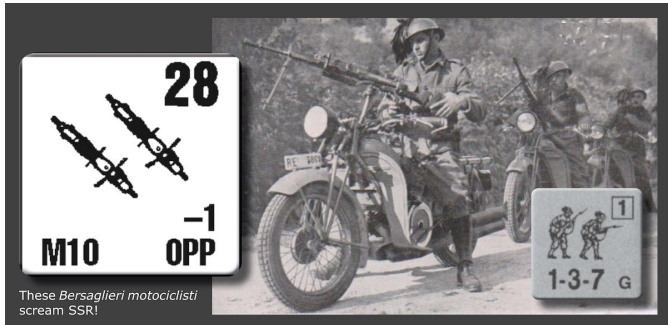


**VCL M1936(b)**

The VCL M1936(b) counter published by MMP (above) is a curious amalgam of two different Vickers Carden-Lloyd models in Dutch service. The vehicles above right are shown in the Dutch East Indies during vehicle trials of 1938. The amphibious model on the right is armed with a single, shrouded 6.5mm Vickers machinegun. The closest match in the “official” *ASL* counter set would be the Soviet T-37 (at right). The vehicle with saluting commander sports twin 7.7mm air-cooled Colt Brownings. The Dutch counter above is more representative of this vehicle, albeit without the amphibious capability afforded the counter.

armoured vehicles, which are surprisingly vulnerable to machinegun, and occasionally small-arms, fire.

Still, the many low-velocity weapons then in use often failed to penetrate the weak armour of the early war years. Contrast this with the lethal hit-equals-a-kill environment of 1945 where a scenario can, and occasionally does, come to a premature end. And so, as counterintuitive as it may seem, early-war scenarios have a certain amount of elasticity, at least in so far as the ability of AFV to absorb hits goes. The resultant uncertainty can be nerve-racking for both sides. However, the tension is not confined to AFV combat.



Cavalry, bicyclists, and motorcyclists are largely restricted to the beginning of the Second World War. On the one hand, these Riders (D6.2) are extremely vulnerable to enemy fire. On the other hand, their mobility on the battlefield alters the usual dynamics of *ASL* play. Ignoring Skiers moving downhill (E4.31), an Infantry stack can never move more than nine hexes on foot during the course of a Movement Phase (MPH), and then only along a road. Cyclists can travel much farther on roads, while Cavalry can traverse as many as 20 hexes in a single turn. These mounted units invite wide flanking movements and encirclement, their mere presence a threat-in-waiting.

Another appealing facet of the early-war period is the trove of belligerents, each with its own peculiar traits. At present, the cast of characters in my scenario pack runs to more than a dozen. Scenario locales range from the Far East to the Near East, from Africa to Finland, from western to eastern Europe, and points between. Combatants will occasionally do battle in desert-like conditions, in a tropical settlement, or in a snow-covered mountain hamlet. For the most part, however, players will find themselves commanding

troops in temperate climates. Let's take a closer look, shall we?

Although the first scenario in the pack is set in the Pacific Theatre of Operations (PTO), it does not involve PTO Terrain (G.1). "Chop Suey!" takes place in China and recreates a rare, Chinese night action. Fear not! The night rules required to play are limited. There is no Straying (E1.53), for instance, and only Japanese leaders may use Starshells (E1.92). This infantry-only action serves as an introduction to both night operations and the Japanese. The hook is the novel Chinese force, which is not represented by the usual GMD counters (G18.2). Due to the company-sized orders of battle (OB) on each side, the game plays quickly, confined to the hill portion of board 5a.



**Objective** The Allies win immediately if there are no roadblocks on the S6-T5-X5-Z5 road, or at game end, if there are no Good Order German MMC/SW within normal range and unhindered LOS of this road.

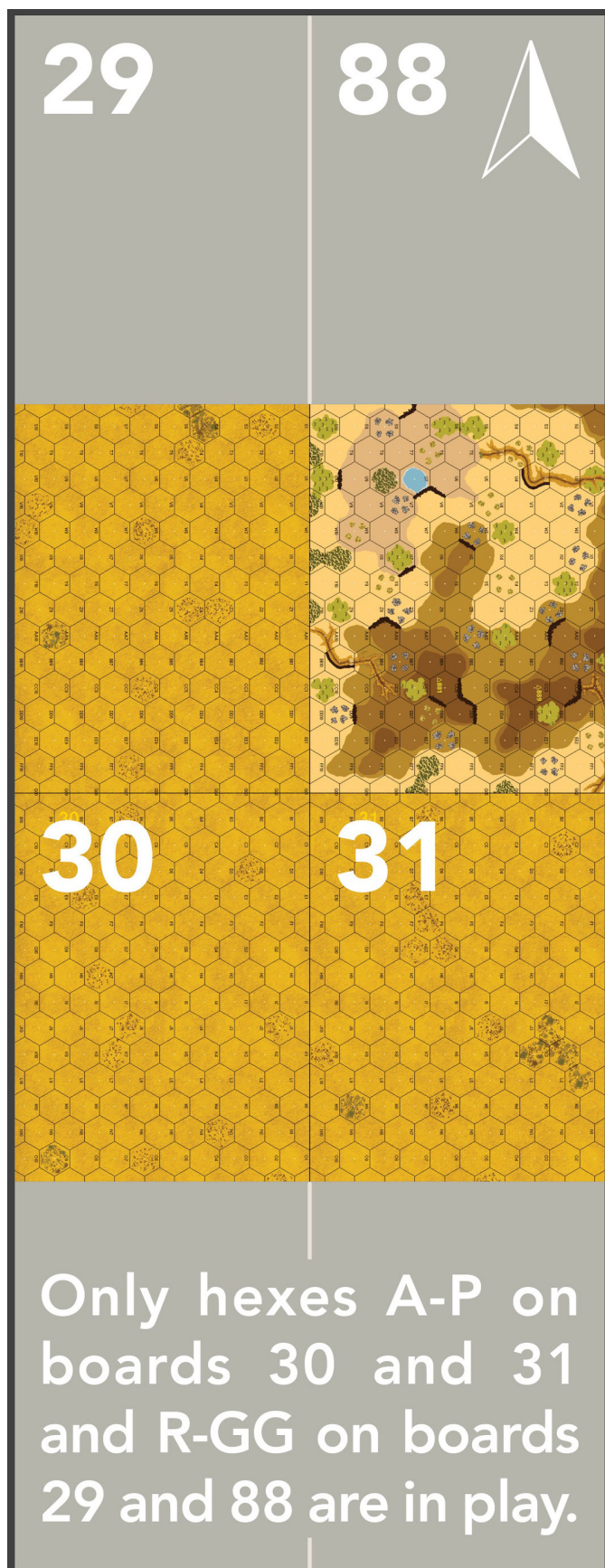
Another scenario in the pack is unusual in that it requires one of the attacking forces to withdraw from the playing area midgame, leaving its ally to finish the job of clearing a road in the Ardennes. While the Belgians are constrained by Convoy movement, the Landsers must take care not to "activate" all or part of the Convoy lest the small German force finds itself fighting on two fronts. Again, the scenario plays quickly, this time on board 66.

The sole "desert" scenario is set in East Africa and is largely an African fight with opposing imperial commanders calling the shots. The scenario is also

● Elements of 113th Infantry Regiment, 111th Infantry Brigade, 106th Division, IX Corps, Central China Expedition Army set up on/between hexrows C5-D4-E4-F3-G3 and I16-J15-K15-L14-M14-N13 with ≤ 2 MMC per hexrow on/parallel to these coordinates and with ≤ 3 MMC on each level 3 hill mass; units in suitable terrain may set up Entrenched (B27.1) (SSR 3)

<b>SAN 3</b>	9-0	8-0	1	2	2	MMG	LMG	MTR
<b>ELR 2</b>			3-4-7	3-4-7	2-3-7	3 PP B11 4-11	1 PP B11 2-6	4 PP 2
			2	3	6			50* [1-16]





one of only two cards in the pack that feature prepared defensive positions. Notwithstanding their formidable cave-like bunkers high above the surrounding plain, the defenders are on the back foot. Weakened by days of bombardment, extreme heat, and a lack of water, they are treated as “walking wounded.” Steep Hills (W1.3) keep enemy armour at bay, but cannot save the defence

from tenacious enemy infantry.

I have taken the liberty of including a *Deluxe ASL (DASL)* offering in the pack. One advantage of deluxe boards is their roominess. Incidentally, overlays, which do not appear in any other scenario, are less fiddly to place on the big hexes. Good to know, because I decorated the playing area with the many of the latest overlays. The large format also allows for a high counter density, which I have capitalized on in this design. Twenty-three Greek squads face an almost equal number of beleaguered Italians in a winter wonderland. The attackers receive three pre-registered Fire Missions to soften up enemy defences—the only scenario in the pack with Offboard Artillery (OBA). An SSR simplifies the manner in which these Fire Missions are carried out, dispensing with much of the standard OBA procedure. The Greeks have the added option to use Bayonet Charge (W.6).

Due to adverse weather conditions visibility is extremely limited at start, and unpredictable thereafter. Movement is likewise restricted, channelled to some extent by a frigid Water Obstacle (B20.7) and Steep Hills (W1.3). Together these environmental and topographic factors make an already confined space feel downright claustrophobic.

The *DASL* scenario is the biggest of the bunch, but an outlier. Most cards can be played in four or five hours, and occasionally less. “Day of the Jackals” is closer to six. Set in Syria, “Jackals” is currently the most popular card among playtesters. I designed it in late 2022. It covers the latter part of the battle for Kuneitra in June 1941. Astute observers will note the similarity with “Vichy Strikes Back,” a scenario released by Le Franc Tireur in 2023. Aside from the opportunity to field a menagerie of French tin cans, I was drawn to the subject by Quneitra’s present-day status as a ghost town. The city was largely destroyed during the Yom Kippur War of 1973. Coincidentally, I lived a few hundred metres outside the city limits during my tour in the Golan Heights a decade later.

The British position looks indefensible. Labouring under Ammo Shortage (A19.131) and a paucity of effective anti-tank weapons, the Fusiliers are threatened on three sides by marauding Circassians and virtually unstoppable tanks to their front. A special hero who sets up hidden at start and a pair of armoured cars can catch unwary French units off-guard. (The Brits also have cocktails, for throwing, not drinking.) But for the most part, the defenders need to fallback carefully and conserve their forces. The Circassians have much to do in six turns. A good defender will force the French to split their infantry and risk not having enough men in the right place at the right time. Securing the last building frequently comes down to the last turn.



Elements of *Groupement d'escadrons légers (tcherkesses)* and *42e Groupement d'escadrons motorisés (tcherkesses) du Levant* enter Turn 1 on the north/east/west edges (SSR 4)

SAN 2  
ELR 3

8-1	8-0	7-0	# 2	LMG
			4-4-7	1 PP B11 2-6
2		18		3

Elements of *7e Régiment de chasseurs d'Afrique* enter on/after Turn 1 on the north edge (SSR 5)

R35	FT-17.75BS	FT-17M	AM Dodge(1)	AM Dodge(2)
8	*5	*5	25	*23
37* -12/1*	75*	CMG	*37*	37* -14
6	2	2	2	2

Free French MMC are **Circassians**. Except as otherwise stated, treat them as Vichy French (A25.5 -58). Circassians are Stealthy (A11.17), become Fanatic (A10.8), if they Battle Harden (A15.3), berserk (A15.4) on a Final Heat of Battle DR ≥ 12, and are considered to have an underscored Morale Factor (A19.13).

## DAY OF THE JACKALS

In the only tropical scenario—think Bali, and think again—a key SSR transmogrifies one nation’s infantry into another’s. From where I am sitting—in the second coldest capital in the world—the change is an elegant way to represent colonial troops. Other substitutions were less satisfactory, such as using Italian vehicles to represent Dutch armoured personnel carriers. So I dispensed with these vehicles altogether. I realize that I could have called for the use of third-party counters, but I made a pact with myself to stick with “official” MMP components. My designs are esoteric enough without subjecting prospective players to more anguish than I already have. I am looking at you Panjis!

As the foregoing SSR for Circassians illustrates, I am fond of using special rules to add a wrinkle or three to a scenario card. In the scenario set during the

Continuation War, the Russians may purchase a range of fortifications, including a personal favourite: Prepared Fire Zones (PFZ). The PFZ are essential for clearing fields of fire on boards 10a and 71, giving the Finns a taste of their own medicine. The Reds also receive a special fortification represented by Panji counters. I can hear the wailing already. They are not the Panji (G9.1) that you have come to loath. Okay, they are Panji-adjacent, a unique fortification brought to you by ingenious Soviet engineers.

There are, of course, several other scenarios in the pack, a couple still in development, but most in playtest. However, I want to make something clear before I wrap up. At least one reviewer has expressed concern about “the SSR heaviness” of one or more scenarios. Guilty as charged! I do not apologize for this. It is built into all



Elements of *58a Divisione "Legnano"* set up on boards g and o (SSR 3)

SAN 2

9-1	8-0	6+1	1	MMG	LMG	MTR	?	AT	INF	AA	Sangar	
			3-4-6	2-2-7	1 PP B11 4-10	1 PP B11 2-5	45* [2-13]	7 morale	M12* 47/32	B11 M10 65/17	M11 20/65	1S or Gun OBA: +3* Other: +1*
18		6	6		2	2	21	2	2	2	9	

ELR 3

Elements of *2o Reggimento Bersaglieri*, and *131a Divisione "Centauro"* enter Turn 4 on/ adjacent to oA5/gO3

8-1	E	1	LMG	13	12
			1 PP B11 2-5	L335 0	L31F 0
4-4-7		3-4-7	*BMG	4/-	B11 BF32 2-7-



of my scenarios, with “Chop Suey! getting off lightest. (Consider this an enticement to play at night.)

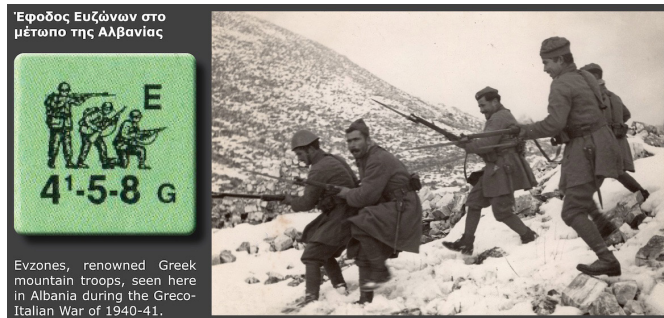
I accept that some may accuse me of having fallen into the trap of first timers, of having far too many SSR. In my defence, my scenarios have less SSR overhead than a Historical scenario (*HASL*), like those found in *Festung Budapest*, which rely on an overarching set of module-specific SSR. Unlike *HASL* scenarios (or the recent *Hazard Movement* scenarios that rely on a separate page of SSR that are in addition to those on a given scenario card), I have confined my SSR to one column. I have also kept their number low and the font size consistent across all cards. And I have stuck to one side of the card. No cheating. These self-imposed limits have compelled me to question the value of each SSR, and in the process I have shortened most and removed several.

But for the sake of full disclosure, let me show you the worst offender (below) and let you be the judge. The last scenario in the pack is a tussle between Axis security units and organized Soviet partisans. The alternation of the building Terrain Effects Modifier (TEM) excepted, the first SSR is relatively “bog standard,” as far as SSR go. The second SSR is hardly onerous and concisely defines the special capabilities of the Axis force. The third SSR does the same for the Partisans. The exception for the spade mortars (Russian Ordnance Note 1.1) makes more sense given that the Partisans armed with them must set up in Crest Status (B20.9) of the stream, not to mention the fact that these glorified grenade launchers lacked a bipod.

#### Scenario Special Rules v4.0

1. EC are Wet with no wind at start. Bridges do not exist. Gully is a stream. Buildings have a +1 TEM. Plowed fields/shellholes are Bog hexes (D8.2).
2. Treat Hungarian counters as German for all purposes. Only units of *Ost-Pionier-Bataillon 672* may use FT without penalty (A22.3). All Axis Cavalry (A13.1) and Riders (D6.2) are Fanatic (A10.8).
3. All units in the Allied OB are Partisans (A25.24). Partisans may create  $\leq 3$  Suicide Heroes, as if KPA (W6.4) [EXC: HIP (G1.422) is NA]. Contrary to B20.95, mortars may fire from Crest Status.
4. Minefield factors may neither be exchanged for A-T Mines (B28.5) nor set up in a building hex. Minefield attacks are resolved at halved FP.
5. **Any** MMC that Battle Hardens becomes Fanatic (A10.8). **All** units are immune to Disruption (A19.12), **all** MMC are considered to have an underscored Morale Factor (A19.13), and **all** units have an ELR of 3 (A19.132). Therefore, a squad that suffers ELR failure is Replaced by two of its respective HS, while a HS is not Replaced, only broken.
6. After all setup, but before any “?” placement (A12.12), each player (partisans first) alternates breaking (and placing under DM) an enemy MMC in a building Location (stacks may be inspected), until each side has three broken MMC. No Quarter (A20.3) is in effect for both sides.

The fourth SSR sparingly models the equally sparse minefields laid along the village approaches. (Of all the SSR, this is the one that I am ready to sacrifice for the greater good.) I readily concede that the fifth SSR is a sentence longer than it need be. However, playtesters appear to appreciate my having spelled out the consequences of the SSR rather than leaving it up to



them to decipher my intent (and rule A19.13).

The final SSR has evolved over time. The initial rationale was to create random “disruption” among opposing forces in the village, immediately prior to the intervention of newly arrived resistance fighters. The original universal NMC in the village has been replaced by a set number of player-generated breaks. I like this pregame activity. It allows the Partisans to bust a hole in the German lines in preparation for their attack. For their part, the Germans must set up in a way that mitigates the impact of these pre-game “attacks,” and at the same time, carefully select Partisan targets that will most benefit the Axis when it gets to return the favour in the second half of Turn 2.

## Helping Hands

Designing is work, stacks of work. Research is incredibly time consuming. Yet all that digging occasionally uncovers a hidden treasure, another design in the rough. It has been both fun and rewarding. Another way to enjoy the hobby. It has also been a treat to observe the progress of each card as it evolves during the course of development and playtesting. Testers and reviewers have done much to further this progress, providing valuable feedback that has measurably improved each design.

Much remains to be done though. A couple of scenarios are still in the design phase as research is incomplete. (I must have consulted a dozen sources when drawing up “Day of the Jackals,” and yet I still had to adjust the British OB after I discovered important new information a year later.) That said, the majority of scenarios are undergoing testing as I write.

I would like to self-publish the pack late this year, in the autumn of 2024. Some time before publication, I plan to release one of the scenarios on Sitrep. In doing so I am following a wonderful precedent set by Chad Cummins and Chuck Hammond of Hazardous Movement Gaming. It is my hope that players will overlook my penchant for unusual designs and explore some new *ASL* terrain.

If you are an experienced proofer or tester interested in lending your expertise to the project, do get in touch – you can reach me by email at [battleschool@rogers.com](mailto:battleschool@rogers.com).

# "THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory, and includes all UK *ASL*ers whose information has been confirmed within the last ten years (as shown by the date [in dd mm yyyy format] at the end of each entry.) It is broken down by country and then by postal code region.

## England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (27 Nov 2023)  
Martin Castrey, 32 Swallowfield, Tamworth, Staffordshire, B79 7SG (02 May 2020)  
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (10 May 2017)  
Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)  
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)  
Matt Quinton, 28 Rosehill Drive, Bransgore, Christchurch, Dorset, BH23 8NP (21 Aug 2023)  
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (02 Nov 2019)  
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)  
Ian Kenney, 53 Witheaden Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)  
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018)  
Steve Lampon, 4 Red Cottages, Cambridge Road, Quendon, Essex, CB11 3XH (22 Sep 2024)  
Martin Barker, Tradewinds, Wrating Road, Haverhill, Suffolk, CB9 0DA (31 Mar 2024)  
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)  
Ian Ainsworth, 17 Lichfield Drive, Great Sutton, Ellesmere Port, Cheshire, CH66 2WF (22 Jul 2024)  
Joel Ayres, 3 Oldbury Avenue, Chelmsford, Essex, CM2 7EB (20 Sep 2024)  
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (16 Jun 2024)  
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (15 Jun 2024)  
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)  
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (16 Jun 2024)  
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (20 Jul 2024)  
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (23 Sep 2024)  
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (06 Jun 2024)  
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)  
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)  
Paul Healey, 19 Beechfield, Hoddesdon, Hertfordshire, EN11 9QQ (17 Aug 2021)  
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)  
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (01 Nov 2023)  
Richard Munroe, 104 St. Andrews Road South, LYTHAM ST. ANNES, Lancashire, FY8 1PS (04 Mar 2020)  
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (13 Aug 2024)  
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4PL (13 Jun 2017)  
Russell Gough, Belclare, New Road, Cheltenham, Gloucestershire, GL52 3NX (19 Jan 2024)  
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03 Apr 2019)  
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb)  
Neil Andrews, 40 Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (17 Aug 2020)  
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)  
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (09 Sep 2024)  
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)  
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (27 Aug 2020)  
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)  
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (02 Feb 2024)  
Damien Maher, 21 Crestor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)  
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)  
Patrick Dale, 28 Bancroft Road, Cottesingham, Market Harborough, Leics., LE16 8XA (17 Sep 2024)  
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)  
Andy Bagley, Four Pines, Elmete Crest, Middles, Leeds, West Yorkshire, LS15 4BE (03 Jun 2024)  
Rob Bywater, 66 Firs Road, Sale, Cheshire, M35 5EJ (19 Sep 2016)  
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (12 Jun 2024)  
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)  
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)  
David Lincoln, 200a Tufnell Park Road, London, United Kingdom (+44), N7 0EE (10 Oct 2021)  
Stuart Brant, 97 Ainsley Close, London, N9 9SH (21 Jul 2024)  
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)  
Andy McMaster, 19 Ventnor Gardens, Whitley Bay, Tyne and Wear, NE26 1QB (08 Jan 2023)  
Colin Bell, RAF Cranwell, Sleaford, Lined, Ng34 8hb (24 Jan 2017)  
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20 Feb 2018)  
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (09 Apr 2024)  
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)  
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (27 May 2024)  
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Feb 2022)  
Bill Durrant, Firs Cottage, Fyfield, Abingdon, Oxon, OX13 5LR (23 Sep 2024)  
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (16 Mar 2022)  
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (28 May 2023)  
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)  
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)  
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)  
Jeremy Howison-Haworth, 15 Balcarres Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 2017)  
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)  
Nick Rijke, 59 York Road, Newbury, Berkshire, RG14 7NR (28 Nov 2020)  
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)  
Kevin Croskery, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (09 Aug 2021)  
Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (12 Jun 2022)  
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (17 Mar 2024)  
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (10 Dec 2018)  
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)  
David Ramsey, 9 Pollards Way, Lower Stondon, Bedfordshire, SG16 6NF (02 Oct 2023)  
Nic Greacas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)  
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (08 Sep 2024)  
Andrew Campen, 15B Mauldeth Close, Heaton Mersey, Stockport, Cheshire, SK4 3NP (08 Feb 2018)  
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (03 Apr 2019)  
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (20 Sep 2024)  
Adrian Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (04 Jul 2019)

Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)  
Peter Catchpole, 8 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (05 Feb 2024)  
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)  
Jerome Hoffman, Graemar House, Graemar Lane, Sheffield English, Hampshire, SO516FW (12 Jan 2022)  
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (30 Jul 2022)  
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)  
Mark Finney, 28, Caverswall Rd, WestonCoyney, Stoke-on-Trent, Staffordshire, ST3 6PE (02 Jun 2024)  
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)  
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)  
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Jan 2024)  
Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (11 Apr 2024)  
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (25 Jan 2015)  
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)  
Michael Clark, 25 Ravenswood Avenue, Tunbridge Wells, TN2 3SG (24 Feb 2021)  
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)  
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (22 Dec 2023)  
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (11 Jun 2024)  
Christopher Bourne, 52 Horsenden Lane North, Greenford, Middlesex, UB6 0PA (04 Dec 2014)  
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)  
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (25 Sep 2024)  
Dave Booth, 47 Dunnock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (18 Jan 2024)  
Matt Dean, 64 Northfield Lane, Horbury, Wakefield, West Yorkshire, WF4 5JL (13 Jun 2019)  
Simon Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019)  
Greg Jameson, 86 Fulbeck Ave, Wigan, WN3 5QL (23 Jan 2020)  
Peter Burbury, 18 Charles Way, Malvern, WR14 2NA (08 Mar 2024)  
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (29 Mar 2023)  
Ian Morris, 5 Coltman Close, Lichfield, Staffs., WS14 9YS (26 Aug 2024)

## Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (06 Feb 2024)  
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (29 Jan 2024)  
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (02 Feb 2024)  
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (06 Mar 2024)  
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (01 Jun 2024)  
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (21 Jul 2024)  
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)  
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (12 Feb 2024)  
Rod Lobban, 69/2 Grange Loan, Edinburgh, EH9 2EG (03 Jun 2024)  
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (20 Jul 2024)  
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)  
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2019)

James O'Neill, Flat 73 Woodside Tower, Motherwell, Lanarkshire, ML1 2HX (16 Jul 2020)  
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)  
Neil Stevens, Linton Mill Farmhouse, Morebaithe, Kelso, Roxburghshire, TD5 8AE (31 May 2024)

## Wales

Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (12 Aug 2024)  
Chris Dalgety, 4 Library Street, Canton, Cardiff, Cardiff, CF5 1QD (30 Dec 2014)

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

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## LASL

London's Advanced Squad Leaders (LASL) welcome ASL/ASLSK players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating. We usually meet on the first Saturday of each month from around 9am until around 5.30pm. We are located at The Penderel's Oak, 283-288 High Holborn, Holborn, London, WC1V 7HP. More details can be found at <https://londonasl.siterubix.com/>. Send your name and contact details to [lasi.double.one@gmail.com](mailto:lasi.double.one@gmail.com) to arrange a game and ensure there are no last minute problems.



# 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!

## OCTOBER GRENADIER 2024 - CANCELLED

**When:** 2 – 6 October.

**Where:** Schacht III Event & Conference Center, Koststraße 8, 45899 Gelsenkirchen. Room rates start at €92 per night for a single room including dinner.

**Fee:** €10 per day. Due to the limited capacity of the venue, registration **MUST** be made by 2 September.

**Format:** The main tournament is a Swiss style five round tournament running from Friday to Sunday. There will be no mini tournaments in 2023.

**Contact:** Check out the Grenadier web site at <https://www.aslgermany.de/> for up to date information.

## ASLOK XXXVIII

**When:** 6 – 13 October.

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

**Fee:** \$30.00 for those pre-registering, \$40.00 on the door.

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

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

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

## NOVEMBER BOUNDING FIRE BLACKPOOL 2024

**When:** 13 – 17 November.

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates to be confirmed but started at £40.00 for a shared room or £45 for a single room in 2022 (breakfast included. Bar meals and good beer are also available at the hotel.

**Fee:** £20.00.

**Format:** Five round tournament beginning Friday morning, with an unpublished scenario in use in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. A mini tournament will run throughout the Thursday, and there will be similar minis throughout the weekend for later arrivals who cannot make the main tournament but would like a structured tournament setting. There'll be plenty of opportunities for friendly play for those who would prefer it, and Starter Kit mentoring sessions/refereeing for anyone interested in attending who is relatively new to the game.

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

## 2025 FEBRUARY SCANDANAVIAN ASL OPEN

**When:** 27 February – 2 March (TO BE CONFIRMED)

**Where:** Danhostel Ishøj, Ishøj Strandvej 13, 2635 Ishøj, Denmark. Contact

the organisers for information on accommodation; in 2020 accommodation was available at a cost ranging from 615 Danish Kroner (about €82) per person for a single room to 205 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – check the website or contact the organisers for a price.

**Fee:** Range from 1800 Danish Kroner (about €240) for those arriving Thursday morning to 700 Danish Kroner (€95) for those arriving on Saturday morning – check the website or contact the organisers for full information.

**Format:** The tournament is a five round Swiss style affair, running from Friday to Sunday with one or two days of optional friendly gaming Wednesday and Thursday.

**Contact:** Michael Hastrup-Leth, Tofthoejvej 14, 3650 Olstykke, Denmark, or email at [hastrupleth@gmail.com](mailto:hastrupleth@gmail.com). For the latest information visit the website at <http://www.asl-so.dk/>.

## MARCH HEROES 2025

**When:** 5 – 9 March.

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £40.00 for a shared room or £45 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £15.00 if registering with the organisers by 25 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in mid-February.

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

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

## JUNE DOUBLE ONE 2025

**When:** 19 – 22 June (T BE CONFIRMED)

**Where:** Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates are likely to be similar to 2021 (EX: £39.60 for a single room and breakfast).

**Fee:** £15.00.

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

**Contact:** For a booking form contact the organisers by email at [lasl.double.one@gmail.com](mailto:lasl.double.one@gmail.com). Check out the web site at <https://londonasl.siterubix.com/> for the latest details.

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# HEROES 2025

**ADVANCED SQUAD LEADER TOURNAMENT**

**5<sup>TH</sup> - 9<sup>TH</sup> MARCH (WEDNESDAY THROUGH SUNDAY) 2025**

**HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND**

## THE EVENT

Since 2004 HEROES has offered a chance for UK ASL tournament action in the first half of the year. As normal the action starts on Wednesday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

## STARTER KIT

ASLSK players need not feel left out as there will be an ASLSK mini tournament.

## BOOT CAMP

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

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

## THE VENUE

The Headlands Hotel is familiar to those who have attended in recent years and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

Room rates will be confirmed closer to the date - in 2022 bed and breakfast was available from just £40 per person for a shared room or £45 for a single room, but this is expected to be higher for 2023 due to the cost of living crisis.

## THE COST

The entry fee for the weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register by 22 February 2025 (the fee is £20.00 after that date).

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## HEROES 2025 HOTEL BOOKING FORM

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

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