

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 126 Jan - Apr 2026

PDF Edition from www.vfft.co.uk

UK £2.00 / US \$5.00



BACK THEM UP!

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ZAMOLY REVIEW - Ben Jones looks at the latest AF product

CLOSE COMBAT AND PILLBOXES - a rules analysis by Martin Vicca

CRUSADERS LADDER - updated

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COVER: A British propaganda poster from World War 2 encouraging support for the armed forces.

PREP FIRE

Welcome to another slightly late issue of *VFTT*. I've a couple of articles in the pipeline for the next issue so hopefully it shouldn't be too late!

With the sheer amount of new *ASL* product that is being released nowadays, how many of you are actually buying everything? Or are you like me and pretty much limiting yourself to just official MMP stuff (and even then I'm only really buying *Action Packs*, the annual *Winter Offensive* pack and the *ASL Journal*) And if people aren't buying everything, does that dilute the shared experience brought about by playing scenarios from products everyone else owns? Most players are probably familiar with 'Fighting Withdrawal', but how many know of 'Little Tin Can Opener'?*

So until next issue, roll Low and Prosper.

Pete Phillipps

** It's from Bounding Fire's Mannerheim Cross module for those who don't know*

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 127 should be out at the beginning of May 2026.

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.

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INCOMING

MMP MINT POLO

MMP have placed a new *HASL, Prelude to War: Marco Polo Bridge*, on pre-order. The module covers the action between Chinese and Japanese troops for the key railroad bridge over the Yongding River just outside the walled town on Wanping, China on 8 July 1937 which led to the start of the Second Sino-Japanese War. Two versions are being released, one for *ASL* and the other for *ASLSK*. Both include a 22"x34" historical mapsheet, five scenarios and a five date CG. The *ASL* version also includes a countersheet, Chapter MPB and Chapter Divider and will retail for \$44.00, while the *ASLSK* edition includes two countersheets, rules for rivers, railroads, bridges, hedges, roadblocks, OBA, night combat, and special broad-sword equipped Chinese Volunteer units, a Data Chart and a reduced-size copy of the map sheet and will retail for \$48.00. Ownership of *Beyond Valor* and *Rising Sun* is required to play the *ASL* version while only *ASL Starter Kit 4* (PTO/Japanese) is required to play the *ASL* edition.

All four *ASLSK* modules and *Decision at Elst* are due to be reprinted around Apr/May 2026 and can currently be pre-ordered.

Kharkov in Flames), a *HASL* covering the fighting between German and Soviet forces for the city in the winter of early 1943 is expected to be placed on pre-



order soon; no price has been announced.

Due for release at Winter Offensive in January 2026 is *ASL Winter Offensive Bonus Pack #17 (2026)* which will feature three new Pete Shelling scenarios a new board (99); It will be available for \$15.00, with all proceeds being donated to the WWII Foundation.

LFT OFFER ASL COMPANION

Now shipping from LFT is the first issue of *The ASL Companion*, Jim Stahler's long awaited magnus opus covering all aspect of *ASL* play. The contents are divided into 90 chapters grouped into 12 parts, with the first seven issues printing the first 16 chapters. It is available for €35.00. The second issue is expected to be released in March 2026.

ADVANCE BACK TO ZÁMOLY

Steel Fury at Zámoly II, the companion module to Advancing Fire's *Steel Fury at Zámoly*, is expected to be available soon. It covers the battles for the fortified outposts of the Soviet front line during the Battle of Zámoly in Hungary in January 1945. It will include four new mapsheets, nine scenarios, three CG, a half sheet of 1/2" counters and a half sheet of 5/8" counters. No price has been announced.

SPRING TIME FOR BUNKERS

Work is progressing on *Dispatches from the Bunker 61*, which is due to be released around Mar/Apr. at the end of September. As usual there will be four scenarios, articles and the usual regional *ASL* new and tournament information. 'Brush Fire' is a tournament sized East Front scenario while 'Over the Prosna' sees German and Polish forces (including some cavalry) clash. 'Dracula's Fangs' is a late war PTO scenio set in Burma and the final scenario 'Busting Bergeln' sees American and German troops clash at night in 1945.

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 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.

Bounding Fire Blackpool '25

Post Tourney AAR

Simon Staniforth, TD

This was our eight BFB tournament and the seventh held face to face. We meet every year during November at The Headlands Hotel, Blackpool, UK.

Great to see a much higher attendance this year with the hotel fully booked! As well as the many regulars at the event, it was pleasing to see a number of new and returning faces. I hope they enjoyed the gaming / social atmosphere and will join us again in 2026.

Of the 41 attendees, 28 entered the main tournament across the Heroic and Fanatic Divisions, up from 20 last year.

Early arrivals were there on Tuesday for free play. A few years ago there were just two of us on the Tuesday, this year it was 10. As the event becomes more popular, it seems players like to arrive early and grab a table.

The organised gaming got underway on Thursday. These were the Minis, again sponsored by our friends at Hazardous Movement with scenario choices by Andy Bagley. There was the usual choice of ETO or PTO with

20 players participating in groups of 4. The winners were Ian Ainsworth, Mark Blackmore and Matt Ellis (ETO) along with Alex Ashton and Paul Legg (PTO). Well played all.

The main tournament got underway on Friday with play across 4 rounds over 2 days, finishing Saturday evening. As always the scenarios are blind, the majority unpublished (3 of the 4 rounds this year), and all from our main tournament sponsor, Bounding Fire Productions. The format was the same as the last 2 years (if it isn't broke, don't fix it!) being a four round, random draw, straight knock out competition. There were both an "Heroic" Division of 16 players and also a "Fanatic" Division of the remaining 12 players who wished to play in the main tournament.

Whilst a knock out format, any losing players went into a repechage and / or BFP Special Mini secondary tournament thus ensuring that all entrants generally played at least 3 tournament games. Prizes were awarded to half of the starting players in both Divisions.

This year the unpublished scenarios were all from the next BFP product, *Gathering Storm I*, featuring actions involving the Allied Minor nations. Belgium, Holland and Norway were all represented this year.

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	7	4	3
Alex Ashton	6	3	3
Andy Bagley	4	2	2
Craig Benn	8	6	2
William Binns	5	4	1
Mark Blackmore	10	9	1
David Blackwood	10	6	4
Christopher Blair	2	2	0
Stuart Brant	7	3	4
Neil Brunger	6	3	3
Andrew Cochrane	4	1	3
Steve Cook	3	1	2
Scott Cowie	7	2	5
Michael Davies	1	0	1
Matthew Ellis	7	6	1
Bill Finlayson	5	1	4
Mark Finney	4	0	4
Eric Gerstenberg	5	2	3
Tony Gibson	4	2	2
Frazer Greenshields	4	2	2
James Hirst	4	1	3
Alan Hume	2	0	2
Andrew Kennedy	6	2	4
John Kennedy	3	1	2
Paul Legg	6	5	1
David Lincoln	3	0	3
Martin Mayers	5	2	3
Ian Morris	5	3	2
Gary Norman	6	3	3
Pete Phillipps	4	1	3
Ian Pollard	1	1	0
Ray Porter	9	3	6
Sam Prior	3	1	2
David Ramsey	1	0	1
Nick Ranson	2	0	2
Paul Saunders	5	1	4
Martin Vicca	4	4	0
Richard Webb	6	2	4



Simon Staniforth (left) and Andy Bagley take a break from tournament work for a relaxing game.



The hosts of popular YouTube channel [Illuminating Rounds](#) Martin Barker (left) and Dave Ramsey (who is also responsible for the [ASL Scenario Archive](#) website)

THE SCENARIOS

SCENARIO	ALLIED	AXIS
AP113 Maintaining the Box	1	0
AP192 Brush Off	0	1
AP50 Panzergeist	0	1
BdF4 Brief Breakfast	1	0
BFB2025-01 ROUND 1	4	11
BFB2025-02 ROUND 2	5	8
BFB2025-04 ROUND 4	2	5
BFP-152 No Vacancy	1	0
BFP-159 Machine Gun Alley	0	2
BFP-171 Teaching Superman	0	1
BFP-192 The Last Motti	0	1
BFP-30 Melee Near the Coast	0	1
BFP-38 Sugar Cane Shuffle	6	7
BFP-89 Relentless Pressure	0	1
DB120 Start Fall Gelb	2	0
DB195 Road to Promie	0	1
FrF58 Order 831	1	0
FT 334 Cpl. Anzac	1	3
HG-14 Tigers on the Hill	1	0
HP25 Duropa Plantation	1	0
J183 A Real Barn Burner	2	1
J189 Buckley's Block	0	1
J234 Buckley's Chance	0	1
J256 Mortal Wounding	3	2
J42 Grebbe End	1	0
MM 47 The Brickworks	1	1
NIB SCENARIO NOT IN DATABASE	1	0
O26 Drava Epic	1	0
OotB14 Pursing Kobayashi	3	0
SaP04 For the Motherland	1	0
SP250 Dare-Death and the Iron Division	0	1
V5 No Easy Victories	0	1
WC01 Bloody Burgberg	1	0
WC03 Earned, Not Given	1	0
TOTALS	92	51

Congratulations and well played to all the winners:-

BFP Special Mini winners

David Blackwood
Scott Cowie
James Hirst
Andrew Kennedy
Ray Porter.

Repechage Tournament Winner

Tony Gibson

The final and 3rd / 4th place play offs featured a tourney size action with Norwegian infantry defending a village against a German attack supported by early war armour with Ground Snow in effect. A balanced scenario with 2 wins for both the Allies and Axis, the Heroic final appropriately coming down to the final CC phase.

In the “Fanatic” Division

4th place	Stuart Brant
3rd place	Frazer Greenshields
Runner Up	Paul Legg
Winner	Matt Ellis

In the “Heroic” Division

4th place	Neil Brunger
3rd place	Mark Blackmore
Runner Up	Craig Benn
Winner	Martin Vicca

Other winners of the various tournament prizes on offer over the weekend included Andy Cochrane, Eric Gerstenberg, David Lincoln, Martin Mayers, John Robinson and Richard Webb.

None of this would have been possible without the generous support of our sponsors and supporters - Bounding Fire Productions (main tournament), Hazardous Movement (Minis), Advancing Fire, Dispatches From The Bunker, Ken Smith Fine Art, Lone Canuck Publishing, Second Chance Games, Mario Aceto dice towers and Ian Willey for his superb dioramas. Thank you.

BOUNDING FIRE BLACKPOOL will reconvene at the same location, 18th-22nd November 2026, for more friendly, intense ASL action - keep your eyes on the Blog (<https://boundingfireblackpool.blogspot.com/>) for updates.

Many thanks to all those who attended and I look forward to seeing you again next year.

Ω



TOP: Tournament Champion Martin Vicca
BELOW: Runner-up Craig Benn



Paul Legg and Matt Ellis remain focused despite the rabble behind them!



It's thirsty work playing ASL! Saturday 15 Nov 0413...



The Crusaders

Open ASL Tournament Ladder

BOUNDING FIRE BLACKPOOL 2025 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	Craig Benn	200	159-0-41	3950	31	Pete Phillipps	302	136-0-166	2995
2	Mark Blackmore	205	164-0-41	3935	32	Ian Pollard	219	91-1-127	2990
3	Martin Vicca	92	67-1-24	3785	33	Andrew Kennedy	12	7-0-5	2940
4	Michael Urquhart	12	10-0-2	3605	34=	Morris Legge	22	10-0-12	2935
5	Sam Prior	113	69-2-42	3480	34=	Rod Lobban	6	2-1-3	2935
6	William Binns	131	68-1-62	3470	36	Andrew Cochrane	7	3-0-4	2920
7	Martin Mayers	176	102-0-74	3410	37	Joel Ayres	21	11-0-10	2905
8	Tim Bunce	87	58-0-29	3405	38	John Martin	27	10-0-17	2855
9	Ian Ainsworth	90	52-1-37	3380	39	James Hirst	4	1-1-2	2850
10	Ian Morris	175	101-2-72	3365	40	Steve Lampon	9	4-0-5	2830
11	Simon Staniforth	162	95-1-66	3355	41	Ray Porter	100	17-1-82	2820
12	David Blackwood	169	70-0-99	3330	42=	Stuart Brant	119	44-2-73	2795
13	Richard Domovic	28	19-0-9	3320	42=	Peter Burberry	31	12-0-19	2795
14	Michael Davies	138	75-1-62	3315	44	Neil Stevens	85	34-2-49	2790
15	Richard Dagnall	24	12-0-12	3260	45	David Lincoln	3	0-0-3	2765
16	Tony Gibson	74	37-0-37	3205	46	Scott Cowie	7	2-0-5	2760
17	Matthew Ellis	95	47-1-47	3180	47	Frazer Greenshields	15	6-2-7	2745
18	Neil Brunger	123	45-0-78	3140	48	Paul Saunders	37	18-0-19	2705
19	Alex Ashton	25	9-0-16	3110	49	Paul Case	157	44-3-110	2695
20	Indy Lagu	45	19-0-26	3095	50	Bill Durrant	25	11-0-14	2685
21	Steve Cook	75	31-1-43	3090	51=	Richard Webb	21	8-0-13	2665
22	Andy Bagley	90	43-1-46	3085	51=	Christopher Blair	14	7-0-7	2665
23=	Bob Eburne	68	39-0-29	3070	53	Alan Hume	12	3-0-9	2640
23=	Michael Rodgers	5	3-0-2	3070	54	John Kennedy	58	17-0-41	2620
25	Paul Legg	340	141-4-195	3065	55	Bill Finlayson	15	3-2-10	2615
26	Eric Gerstenberg	51	25-1-25	3045	56	Nigel Blair	301	106-1-194	2520
27	John Tait	35	14-1-20	3035	57	Simon Taylor	38	10-1-27	2490
28	Martin Barker	59	28-1-30	3025	58	Mark Finney	18	0-0-18	2200
29	Gary Norman	81	33-2-46	3010	59	Nick Ranson	167	24-2-141	2060
30	David Ramsey	121	67-0-54	3000					

ZAMOLY REVIEW

Ben Jones

Ben originally posted this review on the GameSquad ASL forum (<https://www.gamesquad.com/forums/index.php?threads/zamoly-1-review.207138/>) It is reprinted here with his permission – Pete

THE GOOD Production, Beauty, Situation

THE BAD Nothing serious

ORIGINALITY 5 star

PRESENTATION 5 star

FUN 5 star

PLAYER'S VERDICT 9 'Superb'

Some Russians are fighting some Germans. I don't know why, all I know is that I must fulfil victory conditions.

Hungary has a Nazi problem and the Russians are approaching.

However, let's go back in time to the winter of 44/45.

Full Disclosure

I spent hundreds of hours playtesting this and received a free copy.

“Say hello to Ford and General Motors!”

Zamoly (which is pronounced Zamoy, so no more Holy Zamoly please) sees late-war Russians grappling with we-wish-the-war-was-over-because-we're-sure-we're-not-going-to-win-anymore Germans.

I'm not a big fan of this theatre, but this is the first East Front HASL I can think of (apart from Orsha) that brings a Russian force to the table that is at least the equal of the German.

The Russians have all their end of war toys; well-equipped infantry with captured German LATW and MOL, winter camouflage, a lot of artillery and guns, T34 85s and large calibre assault guns/TDs backed up 76mm bundles of lend lease.

The Germans field a similar mix but with slightly better infantry than the Russian and except for their Panthers, armour that is not really suitable for this fight.

The Russians show their don't-throw-it-away-until-it's-destroyed ethos, bringing ATRs and 45mm guns to the battle and The Germans show their late war desperation by turning up with wagons.

La Boîte

Well, there is a box. It's functional, it's pretty, it's identical to P! and Orsogna, except the images are different and the spelling is perfect.

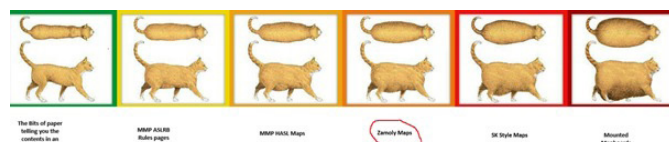


Pretty Boxes, Pretty Boxes

As always, the only reason to keep ASL boxes is because these maps are so massively chonky. If the box can keep in these beasts during international shipment its worth keeping on the shelf.

The Maps

The six maps are thick. The infographic below illustrates the comparative chonk of the Zam maps.



Zamoly Map Chonk Chart

The maps are numbered 2,3,5,6,8 and 9. I understand that the project was split into two at some stage, the designer is not dyscalculic. They are gorgeous. They are thick, 170 gsm paper, same as Orsogna. Again, they are numbered on the outer page so one does not need to unfold them to find the ID. Taken together, with the box, they could stop a bullet or at least double the lower die roll. The Russians should have strapped these to their tanks instead of mattresses.

The Terrain, being Hungarian, is Pro-Russian

The maps depict 10976 hexes of rolling farmland, a few minor settlements and the town of Zamoly. The maps together are 112 hexes wide by 98 long. Together they are indeed mahoosive.

Zamoly 1 10976

Orsogna 5546

SME 3696

RB+RO 3220

Ponyri 2769

Manila 8148

Zamoly 1 is nearly three times larger than the largest MMP map. The easiest way to envision the size is to lay three copies of *SME* next to each other (buy

Plexiglas shares) Or take 34 geo boards and make them into a phat square.

Most of the map is OG. There are large areas covered with vineyards, and some significant areas of light woods. However, neither of these are true covering terrain for an attack. The light woods invite indirect fire, and the vineyards do nothing to stop FLs and as half level hindrances do little to ameliorate plunging fire.

Even the safety of dead ground is rare. The red/black crestline system, largely eliminates plateau defilade.

One highlight for me, is how AF have treated Open Ground. Most of the terrain is OG. The first playtest maps were shockingly open and uninteresting. My (PT) partner and I questioned if we wanted to continue playing on such boring maps. When asked, the designer assured us that the terrain really is that open and historical accounts highlight this, as well as double 0 Agent Schwela's visit to Zamoly.

However, over the period of map development the designer managed to make even OG interesting.

There is some type of speckling effect across the OG hexes that breaks up their monotony, so each OG hex of each level is slightly different but immediately identifiable. Compared to other publishers' OG hexes the difference is startling.

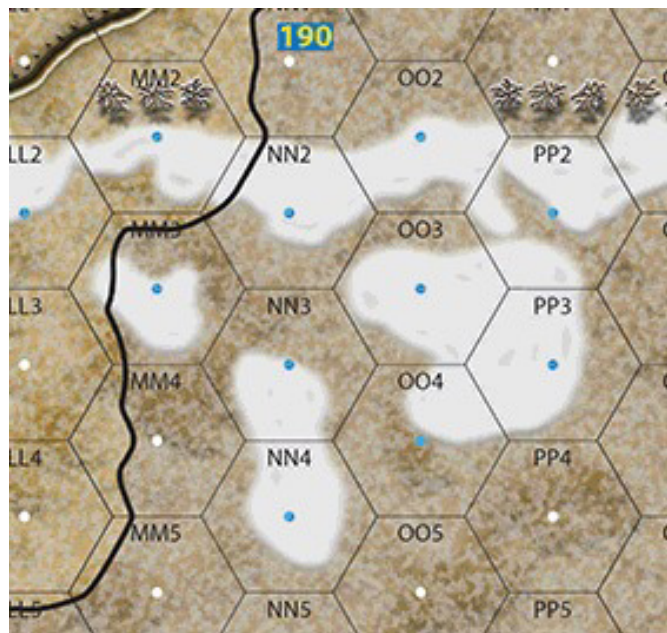


Comparison of OG hexes from Bitterest Day (left) and Zamoly.

The expanses of OG are broken up by areas of deep snow. These map or may not have a significant game effect based on the date. This is an elegant solution to a map that technically changes during play based on weather conditions.

The sole problem is that if one plays enough on the map, they start to look a bit Rorschachy. I can only be thankful that Repetti wasn't subcontracted to do the deep snow patches. We don't need that in our collective sub consciousness.

Shell holes, printed trenches, haystacks, (partial) orchard hexes and roads populate the map. Compared to the monotone nature of OG in most ASL maps AF have done an excellent job in enlivening open ground, which I didn't even know was necessary until I saw it.



In this image I can see your mother scolding you for using the IIFT

There are several pre-printed minefields on the map, like the Orsogna minefield. These also spice up the map as well as aiding the Russians. They are not impenetrable, entering a hex triggers a dr to see if they actually contain mines and if so which type/strength. It is possible to discover that they're dummies, it's possible to penetrate and clear them, but we didn't find it to be a workable strategy.

The hex size is normal geoboard size. As the terrain is so open stacking for the attacker is rare and with the amount of ordnance and OBA the defender rarely stacks although close fighting in the settlements might get sporty, but that's ASL. If you keep your stacks neat, aligned at 90-degree angles, and don't peruse your opponent's stacks with a blind welder's fingers (Craig) then it's manageable.

As in Orsogna, names and elevations are picked out in blue (or yellow depending on necessary contrast).



There is a lot of attention to detail, for example most contour heights are blue and yellow, but where the background would make blue hard to see they are in yellow.

Zamoly and Orsogna, as well as CH's TTB are the only maps where the towns look like towns. Some commentators will, and have already, complain about buildings that do not cover the

Excellent Attention to detail



Perfect King Tiger Terrain, Just Like The Little Corporal Intended

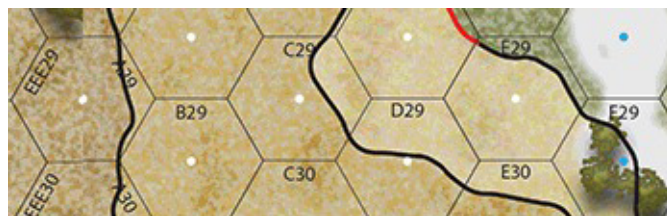
centre dot. As this is perfectly legal in ASL and creates much more interesting LOS that normal, I hope it continues. The town of Zamoly really rewards a defender that takes time to plan a defence. Particularly with HMGs that don't want to move.

There are ten levels on the map. Instead of using one colour gradation for all levels as Fox Hill does, or a simply horrendous palette in KGP, the designer has used three 'primary' colours each one graded three times. So each elevation 'band' has it's own grading rather than trying to grade the same colour ten times. Because most of the scenarios take place on relatively flat ground this works well and if one assembles all maps for the CG the lay of the land is clear. What does help is the labelling of different elevations across the map

The ground is snow covered, but unlike Hatten, most of the map is not white. I think that this decision was taken to account for the elevation levels. Whilst Hatten is flat, Zamoly decidedly rolls.

LFT managed a snow-covered map with a similar elevation range by leveraging shades of white and grey. I like both maps, but considering the size of Zam I think an all grey to white colour scheme may have been a bit much.

The Palette aside, the crest lines are very clearly marked in black or red. This is not just an effective aide de vision but also indicates the type of crestline like previous AF products. (I've seen some comments from colour blind gamers that this is not ideal, perhaps there is a more friendly option?)



ABOVE: Four elevation changes in Zam

BELOW: Four elevation changes in Fox Hill.



The red crest line rules bear some semblance to hillocks (the word hillock is mentioned only seven times in these rules) but it's unfair to tar these rules with the same ugly brush as AH's hillocks. These rules are easy to grok, and the in-game effects of movement, HD attempts and LOS become second nature whilst minimising the plateaus of regular hills.

A final note about the map and attention to detail, I could swear that each shell hole hex is different.

Germans versus Russians, again

The Russian force has not really changed from the beginning of the war, it's just been added too. 45 mm guns and ATRs fight alongside up gunned T34s and big tank destroyers, squads are the same as at the start of the war but now some of them have winter camouflage, PFs and smoke grenades. The leadership is much better at this stage. The Chapter H ratio for the Russians is 8:1, in Zamoly 1 the ratio is on average 3.7 squads to each leader. Although this sounds high, it is inflated by additional leaders to manage radios and is necessary in some defensive scenarios where the Russians are in widely separated positions

The German leadership ratio is at 3.5 to one, again artificially inflated by the same factors as the Russians.

ELR for both sides is uniformly 3. Only in one scenario are the Russians are dropped to 2 to simulate the panic of a successful German armoured attack.

In Zamoly 1 the Germans are mostly 8 morale cavalry units (best thought of as dragoons really). The Russians are about 50/50 8 and 7 ML.

In terms of armour the match up is, on paper, pro German Stugs, Mk IVs, Panthers and (a lot) of King Tigers match up against T34 85s, ISUs and SUs and (a lot) of Shermans.

Interestingly, lend lease Shermans are some of the best infantry support tanks in the game with ridiculous smoke making potential. A delve into the Chapter H footnotes indicates that we know very little about LL armour ammo capacity SM etc, so the designer knocks these values and capabilities down significantly. Also noteworthy is the preponderance of the 76L Sherman, the normally allied ratio of three 75 to one 76 is inverted in the Russian formations. I've tested scenarios with whole 76mm Sherman regiments attacking and the few 75s are relegated to supporting as if they were Pz IIIS.

Of the twelve scenarios, the Germans are attacking in nine of them. Consequently, the Russian OBs normally contain guns and fortifications. And, whilst both sides have combined arms forces its only the Russians who need to combine fortifications into their plan.

Many of the scenarios contain variable numbers of fortifications and dummies, I like this a lot. Advancing Fire does not like HMGs or mighty leaders. However, in Zam there are a quite a few HMGs. They are defensive in nature though and if moved during the game become MMGs. I like this too.

Several regular commentators have detracted from the relatively high concentration of SWs in AF's OBs. Sure, compared to geo board scenarios there are more than normal. But, because AFs maps are so big and realistically open, the SWs are needed to affect some type of fire zone past the regular 8 hexes for inherent firepower. Here in the open snowfields the HMGs stop infantry running around with impunity rather than stack together for high FP attacks. Light mortars plink away at enemy units in distant trenches until a lucky CH has some effect.

Again, because the maps are so big, and as the mainly OG terrain exacerbates the size, positioning of guns become more important. A 45LL won't hurt a Panther and because of the open nature of the maps the front covered arc really becomes massive, making sure that an AT gun really must be bypassed or set far out on a flank to get an effective side shot. So tempting a Panther to commit in one direction and ambushing it from another becomes a key tactic.

However, there is a lot of OG. This is mostly a force multiplier for the Russians. The 8ML of the attacking German troops is devalued when facing negative shots. The ability of a B11 Russian MMG to cause rout and FTR up to ten hexes away is a good reason not to risk a breakdown on a 4+1 shot.

That most of the scenarios take place on large maps with mutually supporting Russian setup areas,

means that a single smoke FFE is not enough to blind the entire Russian defensive system. The German player will need to orchestrate his armour, OBA, supporting fire and the terrain he can choose to attack through to nullify as much Russian fire as possible. This is challenging. There is really nowhere for the forces to hide. True blocking terrain is rare.

What does block LOS and aids both sides is the mist. It's nearly always misty in Zam. Mist is like KGP although it tops out at +1/4 hexes. I recommend keeping a post-it on the board for the modifiers so you're not spending your days dividing the range by 6/4/etc. As all the German AFVs have winter camouflage, there are times when they are shooting at Russian non camouflaged AFVs who, because of the camo and mist mods, cannot see them to shoot back. Best hope you have some infantry nearer to the King Tigers to strip their concealment or your armour will have a bad day.

The mist does detract in one way. It would have been very satisfying to fire King Tigers at T34s 78 hexes away. Alas, mist keep us to around 30 hexes.

Special thank you to the VASL guys. There were at least two features that we suggested from our experience in Zam that they put into VASL. The first was to display the range on linked ACQ counters, the second to differentiate the display of dummy stacks. Both features make Zam much easier to play in VASL.

The corollary of this winter camo/mist combination is an exacerbation of the black/red TH numbers interaction making Russian armour more vulnerable. I watched several PT games where the Russian went toe to toe with the German armour with predictable results.

Revetments, dead ground, OBA, smoke and the defender's inherent advantages make up for this challenge in some way, and it's often reinforcing armour that allows still HIP guns to turn the flank of a Panther.

Both sides face challenges. The Germans are attacking a peer level enemy who are dug in and adequately supplied and supported. The Russians are being attacked by better led infantry supported by better armour and more plentiful artillery.

Counting on Counters

At this stage in my ASL career new counters are about as welcome as a french kiss at a family reunion. But despite my pleas, I continue to be inundated with them.

Zam 1 contains 4 sheets of counters. In terms of admin counters, we have damaged wire, dummy trenches, light/non emplaced gun, revetment/'shallow' foxhole, some weather and turn markers and some control markers.



Large bright control markers
There are no Finns on Fenris

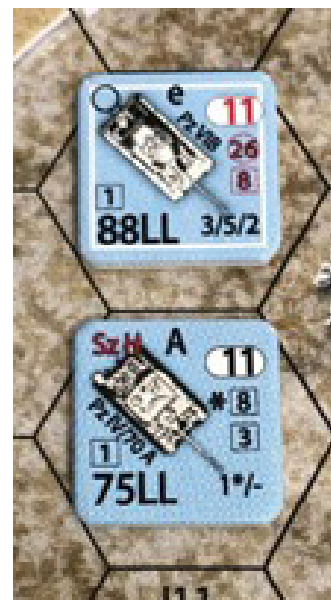


Most of these are necessary to deal with new rules introduced by AF (some returning from previous modules).

One thing to praise are the control markers. They are large and bright. Rather than having a small control counter atop a stack they form a coloured base which shows easily the status. Far superior to the regular small control markers. One gripe I do have however, and this applies to all publishers - we do not need control markers for all nationalities. We need an axis and an allied control marker. Even just a red/blue system would. AF is guilty of this sin here also. They produced the same style of counters in Orsogna but using different colours. Please publishers, stick to one type of control marker. I don't mind adding more of the same counter to my control marker receptacle, but I don't like needing more than one receptacle.

There are new squad types. For the Germans a mix of cavalry – the men not the horses. 658, 648, 548, 548AE, 468, 447, 436 as well as SMC. German cavalry appear in six of the scenarios as well as the CG and they do need to be differentiated from the non-cavalry capable units.

Vehicle counters introduce some new types for ZAM. Radio relay HTs facilitate AOTS, mortars en portee in wagons, AA HT, 'Porsche' Tigers and PzIV/70 TDs.



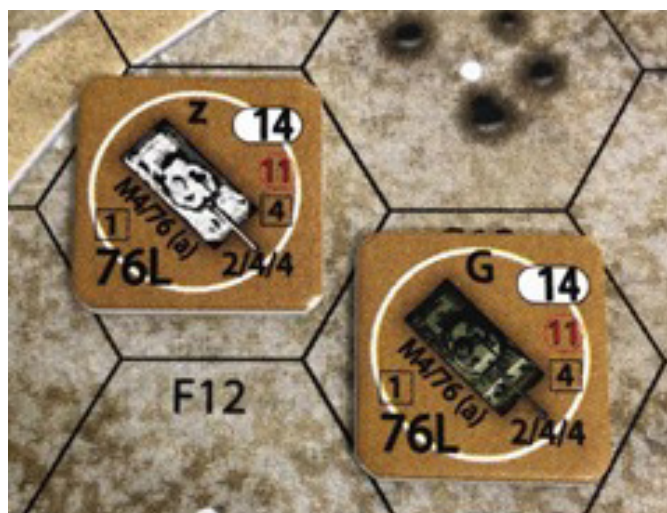
Cavalry, note how the unit icon is behind the squad depiction

There are fifteen King Tigers. It's worth putting up with the German player's self-satisfied smile as he sets them up just to know they're going to end up immobilised, malfed and in at least once case captured ten turns later.

The counters are great, pretty, clear, winter camo and even Sz status.

There are enough winter camo German vehicles to play all the scenarios using the new counters. Without checking too closely it looks like there are enough to play the CG although I can't guarantee that. Still twenty beautiful Panthers in winter white sure make an impressive sight.

The Russian 5/8 counters are a mix of the necessary – extra guns, the new - captured 88Ls. A lot of winter camo Russian vehicles, lend lease halftracks and Shermans (winter camo and regular). Even though the lend lease Shermans have some of the depletion numbers reduced by SSR the counters retain their official values so can be used in other publications (are there any official Russian colour lend lease Shermans?)



Very Clear, Very Pretty, Very Useful

The Russian infantry counters are a mix of regular troops in winter camo (to add to the ones from KGS), desantniki, cavalry and assault engineers as well as captured PSK.

You need The Rules....to Play the Game

The rules provided by AF are a mix of new and existent but tweaked. If this is not your first AF product, you'll be familiar with most of them, if not at least the ideas behind them.

In addition to rules that have become common in AF products – FHs dug during play give less TEM, revetments, red crest lines – there are new additions.

Some are more observations on existing rules, for example 76L ART guns have gun shields that give a +1 mod, because they did have small gun shields. A variety of Russian calibres have canister, because historically they did. A TC is needed for cavalry to remain mounted when they see an enemy unit, because the cavalymen weren't stupid. Riders might bail out if their transporting AFV crosses a trench or if the vehicle fires a large calibre MA.

Some rules fix ASL problems - vehicular crews once unhorsed are not as potent as in regular ASL.

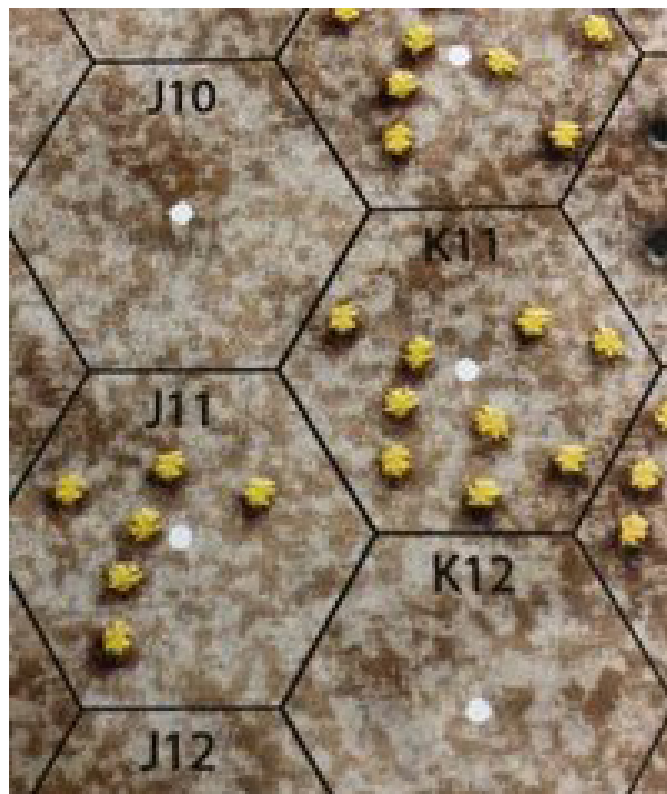
The designers OBA system is my favourite so far. Each battery has a number of fire missions. All batteries (Axis and Allied) share one draw pile and no card removed is ever permanently removed, you draw a red, you just put it back in the pile and try again next turn. This has a couple of benefits. One draw pile rather than one per battery – and there can be many batteries. One can never lose one's OBA due to poor card draws. It might be hard to get your missions when you want them, but you'll eventually get them. An elegant solution that fixes many problems of the basic and Pleva systems.

The terrain rules are pretty regular. Deep Snow get's a tweak; trenches are much closer in terms of utility to how I imagine them to be IRL. Fences make an appearance.

They Might Seem hard....But That's OK

There are two rules that gave me conniptions. Some of the worst terrain on the maps is Wooded Gullies with deep snow. The MF is enormous. I campaigned to have them as dry streams for ease of play. However, 00 Scwehla visited them and found them to be very lightly wooded gullies, enough woods for cover, but not enough woods in the gully portion to effect movement, so we have wooded gullies that are treated as dry stream for movement purposes. It works but takes some getting used to. (My playability argument once again gets run over by the reality bus).

Haystacks make a return, although they are not inherent terrain. They're a hindrance if LOS touches a haystack depiction. There's no way on God's Green (snow covered) Earth that I'm going to check if my thread touches a haystack. Thankfully there is an optional rule to treat them as inherent. Possibly added because a certain play tester moaned so much (thank you handsome stranger!)



Not. A. Chance.

Taken as a whole, through the filter of strict historical accuracy, the rules are cogent and fit with the product. To returning AF players they should require minimal study.

This is Already Five (Five!) Pages Long and I'm Not getting Paid

There is so much more to talk about; the vehicle and footnotes, the CG, the scenarios, the optional rules, the efforts made to cut down on ACQ counters, the forthcoming Zamoly 2. But that's for someone else.

The Positives

The Physical components are of the highest standard. Of that there is no doubt. The English is 99% perfect throughout and 100% understandable.

The situation is unique in that even though there are many late war east front scenarios they are all constrained by geo boards, there are none that give the feel of long range gun duels in the mist, the mass movement of armour across an empty, open battlefield. Even a harassing FFE is dwarfed on these

maps, showing artillery as the supporting arm it is, not something that can dominate a scenario.

The attention to detail in the rules and the map design is unbelievable. The commitment to historical accuracy is sure.

Observations

The complexity of the product is less than previous AF products but only slightly. The counters, whilst unwelcome to me are not as egregious as SaP. Most of the counters are existing counters modified somewhat. Most of the winter camo vehicles can sit in a tray with their regular counterparts. The lend lease colour vehicles are welcome, the SMC are brighter and more attractive than official versions. I do have space for forty Russian guns, they can fit in with the others I already have, and they're prettier.

The maps present what could initially be seen as a problem but upon closer inspection becomes a new way of looking at ASL maps.

The six maps together are too large to play on. Sure, an adult Masai with Mr. Tickle arms could comfortably play but thankfully the maps are not all needed at once. The CG uses three full maps and only a third of the other three. It's still massive.

What complicates the issue further is the nature of ASL as a tabletop game. The amount of HIP, whether its guns, BS, fortifications, hidden SMC and SW behave the player to use VASL.

Case in point is the use of ACQ. My suggestion was to do away with ACQ. Efforts were made to at least minimise the use of ACQ, I believe they're still ongoing. MMP faced the same issue in SaP. Their solution was to make more ACQ counters. There has got to be a better way. That way is VASL. Why then make so many maps? Why then even make a physical product. Because the scenarios use the map, and they are large but easily playable on the maps.

I will never play the CG on tabletop. I prefer VASL for such an undertaking, but I've played Orsogna and P! scenarios face to face. This does not make VASL a negative, it simply allows us to play beyond the possibility of traditional ASL.

Should asl products be offered digitally for VASL users? Absolutely, but that's a different discussion.

Negatives

I think I've already mentioned the negatives. New counters, complicated rules, big maps. These are traditional negatives in most reviews. But we're playing ASL. It's a game of counters and rules and maps. Now I struggle to see these factors as actual negatives, they're just the friction of wargaming.

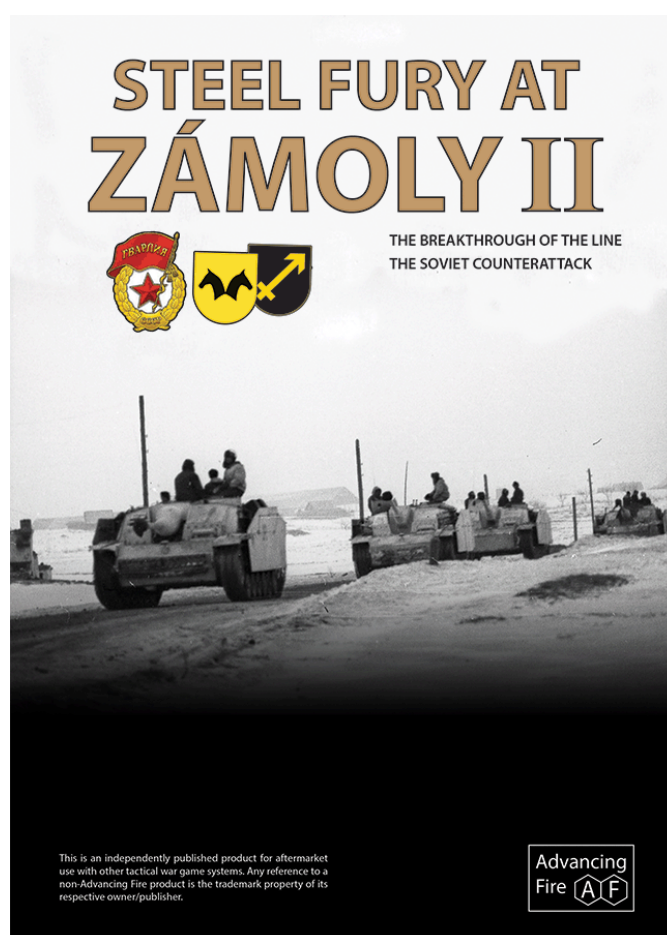
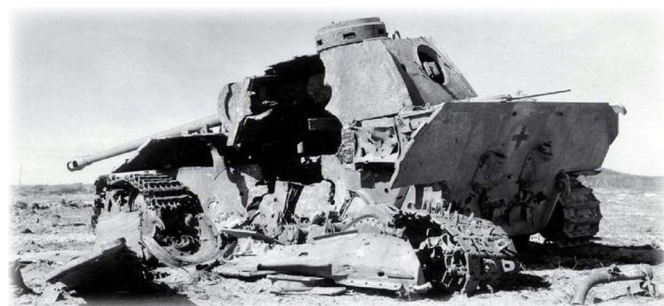
Will you like it?

If you've played for twenty years and you play geoboard scenarios only then no, You won't. If you've enjoyed AF's other projects, then absolutely yes. If you're a new player, then it's not a great place to start (shout out to the new player on FB learning LOS rules on these maps!).

There is my review of Orsogna on this forum, and as I don't want to repeat myself or hit fifteen pages of review, I would suggest reading that after this as there are many parallels between the two products. If you're not sure buy it. If you don't like it you'll be able to sell it in the future.

Enjoy killing Panthers

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Close Combat and Pillboxes

Martin Vicca

Pillboxes are perhaps the most complex fortification you are likely to regularly encounter. This being the case, I thought it worthwhile to discuss the effect they have on Close Combat.

Firstly, a Pillbox is a separate Location within a hex. Additionally, unlike other Locations, a Pillbox has a maximum stacking capacity which is not per side. Per B30.44 Infantry may never enter a Pillbox that is occupied by enemy Infantry. Even an SMC prevents entry. Infantry overrun is not permitted.

Close Combat between Infantry outside and inside the Pillbox is possible. Certain conditions need to be satisfied. No Close Combat against the Pillbox contents is possible as long as there is enemy Infantry in the hex outside the Pillbox (B30.6.) The contents of the Pillbox may neither be attacked nor attack as per errata in *ASL Journal II*).

If Close Combat vs the Pillbox contents is allowed, then it can never be Hand to Hand. Additionally if there are still any units in the hex at the end of the CCPh, no Melee occurs. Units will not have Line of Sight to each other and no Triple Point Blank Fire opportunity exists; thus both units may fire out of the hex.

Ambush

Pillboxes are easy to ambush. There is a +2 modifier to their Ambush dr and the contents never benefit from Concealment. As such, should you stumble upon one in the PTO (entering the hex will automatically reveal the Pillbox as per G.4) it is often worth your while advancing someone in. This creates an Ambush situation. Even with the +1 for the Attacker in Jungle, you gain a net -1 modifier. If you can manage a Concealed unit as well this modifies your chances. Those guys aren't getting any benefit from being Concealed apart from your inability to inspect the contents.

The contents of a Pillbox are capable of Advancing out of the Pillbox into their hex if it is occupied but cannot move/rout/withdraw into the hex. They can leave via a tunnel but not via an accessible Trench. If playing the Japanese, consider the wisdom of advancing out of the Pillbox to deal with an enemy in your hex. Remember G.6 specifies the Attacker gets a +1 to the Ambush roll whether he is entering the hex or not.

There can never be close combat between the units in a Pillbox and a vehicle and its PRC. You're Safe to run that half-track through a Pillbox hex's non-covered arc!

Finally remember that if you require to capture a Pillbox then you have to occupy it with Infantry, not merely clear it. For this reason gaining an Ambush can be very important as this allows you to Ambush Withdraw into the Pillbox if you successfully clear it of all units.

With this bit of knowledge and the effect a Pillbox has on ambush, consider carefully where you set up a Pillbox especially when PTO and G.2 is not in effect.

The Pillbox will be set up hidden initially but will be placed on board when the enemy has Line of Sight to it. Placing it in woods becomes a disadvantage as now the Location becomes Ambush terrain allowing an advancing unit to gain Ambush and possibly cleaning the hex in one turn.

In the PTO consider whether you will be firing from the Pillbox thus revealing it anyway. If you do so there are two potentially nasty traps you can set. First consider an HIP unit outside the Pillbox. He will benefit from Concealment and if Japanese Elite or First Line is Stealthy. -3 on the Ambush roll is kinda cool. Your enemy advances a 4-5-7 and 8-0 in with the +1 for jungle advance and you have a great ambush chance for the net -4 modifier. Then your HS can declare a HtH CC (remember you are outwith the Pillbox so it is an option) and on a 1:4 with a -2 modifier gets a Casualty Reduction on a seven and a kill on a six. Additionally, the Pillbox is likely to attract the fire from enemy units. This is a separate Location (we mentioned this at the start) so the guy outside the Pillbox is unaffected by most fire.

If Japanese, you also benefit from a tunnel for each Pillbox. The exit has to be on the same level as the Pillbox and cannot cross streams gullies etc. Work out where the enemy is likely to rout to and place the end of the tunnel there. You can pop out Concealed -2, Stealthy -1, +1 for jungle. They have +1 for broken... whack and withdraw back to the Pillbox and laugh as your opponent rages fruitlessly.

This is the reason I like to place a Pillbox on the edge of hills in Europe, hopefully to render any advancing infantry CX but I'm happy to see them on the flat in PTO.

With the release of *Mannerheim Cross* and the expanded Pillboxes just remember that Finns don't cower and are Stealthy. They may not be as sneaky as Japanese but they are very very effective...

Finally a short note about broken units. Unlike almost everywhere else a broken unit cannot be forced to rout from a Pillbox. Often the only option to remove them is CC. Although they are easier to Ambush and there is a -2 modifier against them I've seen a broken 6-6-6 hold a Pillbox for three turns against a striped Japanese Second Line squad. Long enough for his friends to come and rescue him. Destroying a brokie in a Pillbox is not always straightforward!

Ω

Drop Zone: Chef-du-Pont Review

Craig Benn

I mean how bad can it be for £30? After the eye watering prices of *Twilight of the Reich* and *Slaughter at Ponyri*, MMP has decided to have mercy on our wallets for a bit. You certainly can't argue with the price - which is slightly cheaper than a typical Action Pack. But as most of us have far more *ASL* than we'll ever play, is it going to hit the table?

Well only you and your tolerance for bodge can answer that. My overall feeling is that this is a great introductory product for newcomers with less to offer the veteran - but still enough to justify picking it up.

To bring the price down there is no box and no counters. I've stuck the contents in my St Mere-Eglise *HASL* box where there's plenty of room. None of the scenarios - or indeed the campaign game - are big enough to need additional counters.

What you do get is six scenarios, a 7 date Campaign Game, a 46 by 28.5 hex historical map, a campaign force organiser with a colour map on the back and 12 pages of rules.

The Scenarios

There are no large scenarios, all six are either small or medium (barely) with the largest pitting 14 US paratrooper squads vs 15 1st and 2nd line German squads. The smallest has only 8 German and 5 US squads. One scenario ('CdP5 - Desperate Defense') has vehicles - four ex-French tanks. Another ('CdP6 - Consolidation') has two German 75* Infantry guns. Other than that, there's a smattering of infantry SW but no HMGs.

One thing that does not appeal to me is the amount of overpowered leaders. Despite the low squad counts, in one scenario the US get a 10-3 and two 10-2's, in another a 10-3 and a 10-2, while one has a single 10-2 and two more get a 9-2. The best German leader is a 9-1. I can understand the design choice to an extent - I mean if Gavin doesn't get a 10-3 counter who would? But I personally would never voluntarily choose a scenario with a 10-3 in it. Simply because winning/losing a scenario with them becomes the coin toss of them passing/failing a couple of morale checks. The lack of US machine guns mitigates the effects somewhat - the US don't get any SW in the first two scenarios.

Possibly as some kind of compensation for their leaders, the Germans get a decent amount of LMG and MMGs - about 50% of their squad numbers in the first four scenarios and 33% in the last two (where they have tanks or guns). The US attack in two scenarios, the

Germans in three while one has simultaneous setup (but is really a German attack).

One scenario uses the full map, another two sizeable chunks of it, but with a low squad count there's generally plenty of room to move around. There are very few SSR's but the standard CdP SSR (described below) apply. In a couple of scenarios the US aren't allowed to fire at non-adjacent fully concealed stacks presumably to reflect ammo concerns - a nice twist. All of the scenarios take between 5.5 and 6.5 turns and all should be playable in an afternoon or less.

The Map

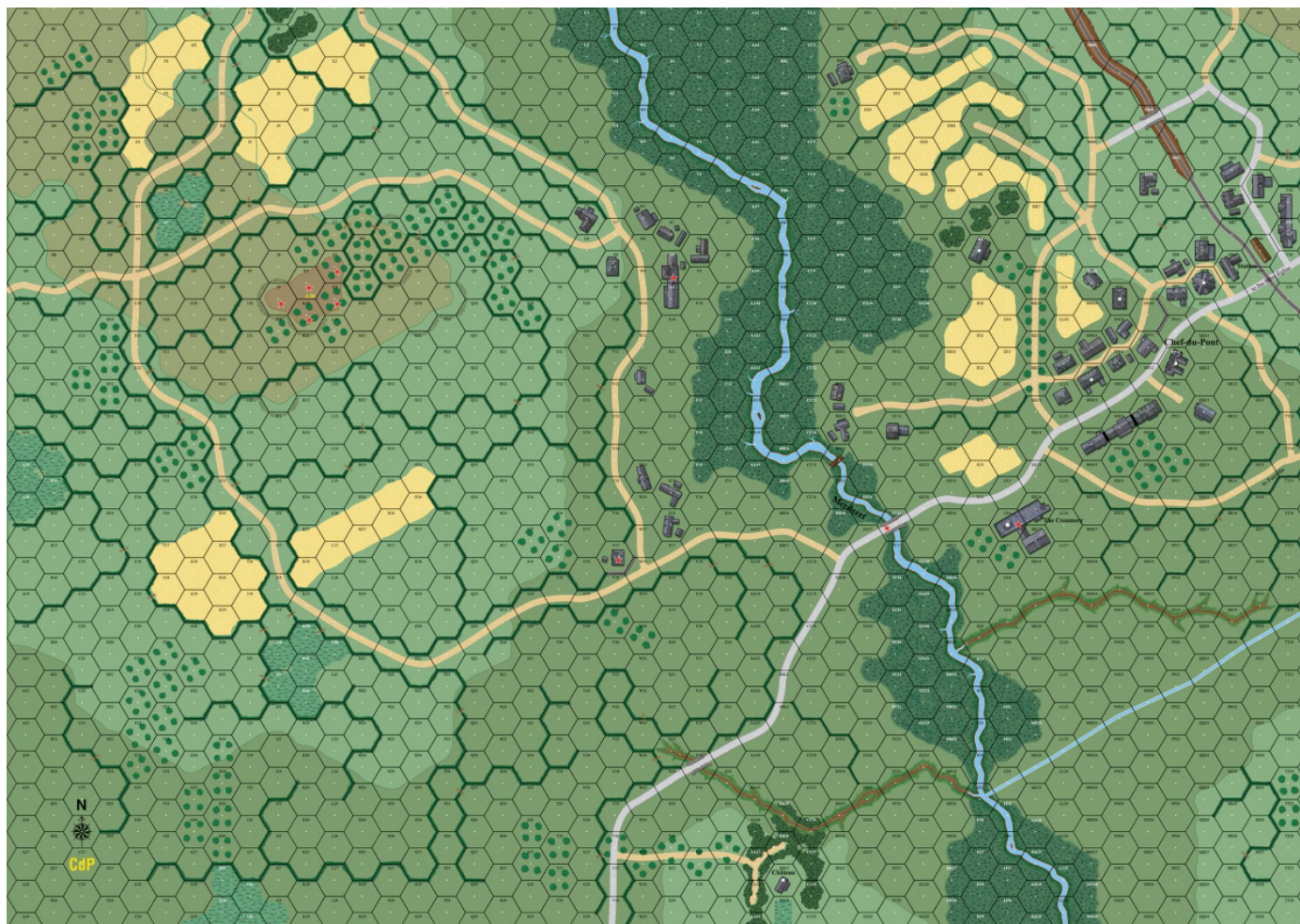
The map is big, particularly for the squad density and good looking. The main feature is the Merderet which roughly bisects the eastern third of the map (with the village of Chef-du-Pont) from the western two-thirds (with Hill 30). The river itself is treated as a marsh-stream hex that costs minimum move/hazardous movement to enter but is also surrounded by a belt of 1-5 hexes of marsh other than at the two bridges. By CdP SSR marsh is not concealment terrain and you lose concealment in marsh if anyone looks at you - presumably this represents flooded fields rather than 'true marsh'.

There's a lot of open ground on the map, or at least open ground surrounded by bodge. But with interesting patches of orchard, grain and brush. The ground rises from level 0 in the river valley to Level 3 or more accurately 3.75 (as slopes are in play) at Hill 30. Overall there's not much funky terrain apart from the slopes, although there's a sunken railroad in part of the map that won't be used.

This makes it a good starter for bodge - because only one scenario has vehicles the stranger rules effects won't be evident much. As for the slopes, only 8 hexes have slope hexsides, all around Hill 30. Three of the scenarios and the CG will use them, but there is a detailed example in the rules section using the actual mapboard hexes.

Although there's a lot of hexes, the hexes themselves are standard geoboard size. Given the small OB's and lack of vehicles, this shouldn't be a problem. The map itself is the same paper style as Drop Zone: St Mere Eglise that won't bear up to too many refoldings but probably won't need to.

Overall it looks like an interesting map to play on



– plenty of room to manoeuvre, not too many buildings and it looks like a real place worth fighting over.

The Rules

Again not that funky. No quarter, everyone starts concealed if setting up in concealment terrain. Limited use of Panzerfaust and Gammon bombs....and that's about it, apart from the terrain. The scenario SSRs are few and far between, but 'Cdp6 Consolidation' does let the Germans use their 75* regimental guns for onboard indirect fire at targets out of LOS.

The Campaign Game

The CG rules are pretty standard fare. Surprisingly the normal campaign rules of two snipers and two self-rallies is in play. As the squad count does not amount to even large scenario size that's a bit generous.

It's *KGP* rather than *Red Barricades* map control, except Strategic Locations have a 3 hex control radius. Victory is based on Location VP per CG date with 4LVP for buildings and bridges and from the second CG date – ten LVP for the five hexes of Hill 30. So the hill is the critical bit of terrain.

The campaign should play extremely quickly. The

first date has 6 US squads vs 4 German squads with no purchases and only lasts 4 turns! A micro-date. Both sides get a dozen squads reinforcements each for date two but it still only lasts 4.5 turns. The US attacks in both. Those of us who played the first day of *VOTG* with 90 squads a side and recycling Stukas will smirk slightly and puff up our chests.

On the third date both sides can idle or attack and the Germans actually get some element of choice over the number of squads/leaders/SW (foregoing one category to strengthen another) while the US forces are fixed. Going idle on the 3rd date gives advantages to reinforcement dice rolls on the 5th date and the US get a better chance of avoiding ammo shortage/ELR reduction.

The fourth date has a glider landing of one 57mm gun and crew – all the other US stuff comes on foot. The Germans attack on the fourth to seventh dates, getting three 75* guns on the fifth, and four ex-French tanks on the sixth (for one date).

Apart from the second date most US squads come from the east edge, while most of the LVP's are on Hill 30 in the west. It looks as if there will be an isolated US force the Germans are trying to squash while simultaneously trying to prevent reinforcements crossing the river to go to their aid. The best campaigns

give both sides a chance to attack and defend so that looks good.

Some of the Refit Phase rules could do with tightening up. I suggest you watch *Illuminating Rounds* episode 122 for a discussion. Basically it centres around US troops on the third date who are east of the Merderet either being removed (eliminated) or going to a holding box. This doesn't appear to have been resolved yet. I personally haven't managed to play it yet.

The Scenarios Again (which I have played)

CdP1 Gavin Take

So how does this rack up against golden oldie T1 which we've all played on board3? Yeah this is much better. The US gets two less squads than T1 but the Germans have to execute a fighting retreat towards the bridge. Essentially the bridge is the exit hex and the foxholes (outside the German setup area) are pre-positioned where they can't be used to block it off as people used to do in T1. It's fast, simple and a lot will depend on the MCs and shooting rolls of the squads stacked with Gavin. 7/10

CdP2 Rally Point

The smallest scenario with 8 German vs 3 US squads with another two US squads arriving as reinforcements. I knocked out one game of this in 45 mins and switching sides a second in 1hr 15mins. It's infantry 101 but it does have a couple of twists. The Germans can choose to move first, while extending the game length by half a turn but have to control an extra building hex. I'd always choose to do that. Surprisingly fun for its size. 7/10

CdP3 West of the Merderet

The largest scenario is a bit of a disappointment. Essentially it's two separate battles, one of which is pretty much a replay of 'CdP1 Gavin Take', and the other one is likely to be fairly meaningless. The US have to have 23 CVP in Good Order west of the river (more if the Germans occupy Lvl3 hexes), of which 18 CVP enters on that side. The Americans therefore have to get at least 5 CVP of the Gavin/Maloney/Ostberg Force over the river so it is here that the game will be decided. The other battle is only significant to the extent of casualties and broken US units at game end. If it goes defensive that won't be that many. I thought it very tough on the Yanks but at least it only took 3.5 hours. 6/10

CdP4 Defiance Before Hill 30

This is clearly related to *Paratrooper* scenario '11 Defiance on Hill 30' although note the name change. But is this relation a Sackville-Baggins or a brother-in-arms? Well...its pretty good. Probably better than

the original. The OBs are virtually identical, but the terrain does look completely different. You can see how constrained the early scenario designers were with only a handful of boards. On the historical map there is no Board 2 Hill equivalent – the battle takes place on low-lying ground with a shelf of higher ground on one side but the bocage prevents you seeing very far from it. It's quite a fun scenario – as the Germans it will test your ability to attack over open ground and use bocage to your advantage. You need to push hard early before the US reinforcements arrive but not be too careless. 7.5/10

CdP5 Desperate Defense

This is my favourite as both sides get tough choices. The Germans must get the best use out of crap AFVs while not exposing their infantry too much. While they outnumber the paratroopers in squads 14:9, in raw FP terms (ignoring SW) they're actually outgunned 56:63. The Germans need to infiltrate while not giving any easy shots to the inevitable MMG and -2 leader on top of Hill 30. The bocage does provide a lot of blind areas to LOS from the hill so this is manageable. The Yanks have to swing back slowly and with only one bazooka make maximum use of roadblocks and gammon bombs. If the Germans get a sizeable toehold in the buildings they should win but it's a long way there. 8/10 (Amusingly the US get four bazookas in the previous scenario when there are no tanks – but only one in this. I suspect this is a carryover from the Paratrooper scenario the OB is copied from when you could fire bazookas at troops behind bocage).

CdP6 Consolidation

5 US squads defend Hill 30 from 15 German with two 75* guns who can come from both sides before 6 US squads arrive as reinforcements. Unfortunately my play of this was a blowout due to dice with the US at start forces getting annihilated by Turn2. I think this was an outlier so it's difficult to judge if its balanced or not but the US should probably not setup on the hilltop itself.

In Conclusion

To sum up – well worth £30. Good looking product, more for the newbie than the veteran, meat and potatoes *ASL* – not a huge amount of replay value. While I enjoyed all of the scenarios, none made me think I really want to play that one again. This type of product – an accessible mini-*HASL* is a gap in the market. More products like this MMP but slightly bigger scenarios and more purchase choices in the *HASL*...

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"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.

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Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)
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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 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)
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Steve Lampon, 4 Red Cottages, Cambridge Road, Quendon, Essex, CB11 3XH (22 Sep 2024)
Martin Barker, Tradewinds, Wrating Road, Haverhill, Suffolk, CB9 0DA (22 Jan 2026)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)
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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 (14 Jan 2026)
Kevin Beard, 6 Leicester Close, Harbury, CV33 9LP (21 Aug 2025)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (14 Jan 2026)
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (04 Apr 2025)
Simon Staniforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (18 Dec 2025)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (18 Dec 2025)
Andrew Cochrane, 69 Pelaw Crescent, Chester le Street, County Durham, DH2 2HU (15 Oct 2025)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
Paul Healey, 19 Beechfield, Hoddesdon, Hertfordshire, EN11 9QQ (17 Aug 2021)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (28 Mar 2025)
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 (16 Nov 2025)
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)
Mike Bingham, 6 Bittern Close, Hull, East Yorkshire, HU4 6SQ (08 Dec 2025)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (19 Dec 2025)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (10 Jan 2026)
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (19 Dec 2025)
Damien Maher, 21 Cresttor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)
Andrew Murphy, 37 Mill Grove, Whissendine, Rutland, LE15 7EY (08 Apr 2025)
Patrick Dale, 33 Alvington Way, Market Harborough, Leics., LE16 7NF (18 Oct 2024)
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (19 Dec 2025)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (12 Jun 2024)
David Lincoln, 200a Tufnell Park Road, London, United Kingdom (+44), N7 0EE (06 Jan 2026)
Stuart Brant, 97 Ainsley Close, London, N9 9SH (18 Nov 2025)
Andy Irwin, 9 Whitton Place, Seaton Delaval, Tyne and Wear, NE25 0BJ (25 Jan 2025)
Andy McMaster, 19 Ventnor Gardens, Whitley Bay, Tyne and Wear, NE26 1QB (08 Jan 2023)
Colin Bell, RAF Cranwell, Sleaford, Linc, 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 (18 Dec 2025)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (30 Oct 2025)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (16 Dec 2025)
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 (17 Jan 2026)
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 Balcares 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)
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 Standon, Bedfordshire, SG16 6NF (20 Jan 2026)
Nic Grecas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (06 Jan 2026)
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 (08 Jan 2026)
Jackie Littlewood, 22 Barrow Avenue, carshalton, Sutton, SM5 4NY (08 Apr 2025)
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 (21 Oct 2024)
Jerome Hoffman, Graemar House, Graemar Lane, Sherfield 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, WestonCoyne, Stoke-on-Trent, Staffordshire, ST3 6PE (19 Sep 2025)
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (11 Oct 2025)
Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (11 Apr 2024)
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)
Neil Andrews, 37 Carrick Road, Falmouth, Cornwall, TR11 4PQ (18 Dec 2025)
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (17 Jan 2026)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (11 Jun 2024)
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (23 Sep 2025)
Dave Booth, 47 Dunning Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (18 Jan 2024)
Matt Dean, 64 Northfield Lane, Horbury, Wakefield, West Yorkshire, WF4 5JL (13 Jun 2019)
Matt Blackman, 10 Alford 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 (21 Jan 2026)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (29 Mar 2023)
Ian Morris, 5 Colman Close, Lichfield, Staffs., WS14 9YS (04 Oct 2025)
Michael Clark, 30 Portland Street, York, North Yorkshire, YO31 7EH (25 Jan 2025)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (02 Oct 2025)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (02 Oct 2025)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (01 Oct 2025)
James Hirst, 3 Northhill Park, Laurencekirk, Aberdeenshire, AB30 1EW (18 Dec 2025)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (18 Dec 2025)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (23 Jan 2025)
Pete Phillips, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (22 Jan 2026)
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 (04 Mar 2025)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (18 Dec 2025)
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2019)
Scott Cowie, 15 Montrave Crescent, Leven, KY8 4EG (20 Nov 2025)
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, Morebattle, Kelso, Roxburghshire, TD5 8AE (31 May 2024)

Wales

Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (11 Sep 2025)
Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (11 Sep 2025)

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

Ω

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 lasl.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!

FEBRUARY

SCANDANAVIAN ASL OPEN

When: 25 February – 1 March.

Where: Danhostel Ishøj, Ishøj Strandvej 13, 2635 Ishøj, Denmark. Accommodation is available at a cost ranging from 720 Danish Kroner (about €97) per person for a single room to 305 Danish Kroner (about €41) per person sharing a four person bedroom including breakfast, lunch and dinner – check the website or contact the organisers for prices and to arrange accommodation.

Fee: Range from 1800 Danish Kroner (about €240) for those arriving Thursday morning to 600 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. For the latest information visit the website at <http://www.asl-so.dk/>.

MARCH

HEROES 2026

When: 4 – 8 March.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates to be confirmed but started at £46.00 for a shared room or £50 for a single room in 2025 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 Philipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email heroes@vft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vft.co.uk.

JUNE

DOUBLE ONE 2026

When: 25 – 28 June

Where: Aylesford Priory, The Friars, Aylesford ME20 7BX. B& is £60 per night.

Fee: £40.00.

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 more information contact the organisers by email at asl.double.one@gmail.com.

OCTOBER

ASLOK XL

When: 4 – 11 October.

Where: The Bertram Inn & Convention Center, 600 North Aurora Rd., Aurora, Ohio 44202-7107. Tel 330-995-0200

Fee: \$50.00 for those pre-registering, \$60.00 after 28 Sep and on the door.

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

Notes: T-shirts are \$15.00 each (XXL \$18.00, XXXL \$20.00, 4XL \$22.00); sports and long sleeve t-shirts are also available.

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

NOVEMBER

GRENADE 2026

When: 4 – 8 November.

Where: Schacht III Event & Conference Center, Koststraße 8, 45899 Gelsenkirchen. Room rates start at €95 per night for a single room including dinner.

Fee: €15 per day. Due to the limited capacity of the venue, registration **MUST** be made by 26 October.

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.

BOUNDING FIRE BLACKPOOL 2026

When: 18 – 22 November.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates to be confirmed but started at £46.00 for a shared room or £50 for a single room in 2024 (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. For up to date information check out the web site at <https://boundingfireblackpool.blogspot.com/>.

HEROES 2026

ADVANCED SQUAD LEADER TOURNAMENT

4TH - 8TH MARCH (WEDNESDAY THROUGH SUNDAY) 2026

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 2025 bed and breakfast was available from just £46 per person for a shared room or £50 for a single room.

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 2026 (the fee is £20.00 after that date).

HEROES 2026 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							