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COVER: A German Panzerschreck team in action.

PREP FIRE

Well I had hoped to get this issue out early in September, but a combination of a full-time (albeit temporary) job contract and a dissertation proposal to put together for university meant I had little time to allocate to ASL. And while I’d like to see the next issue out at the start of January 2018 as scheduled, that really depends on you, the reader. Right now I’ve not really got any articles in a finished state to use in VFTT, and with several essays due by mid-December and a major (3,00+ word) section for my dissertation project to write before the end of the year, I don’t reckon I’ll have much time to spend on VFTT over the next few months :-(

‘Til next issue, roll Low and Prosper.

Pete Philipps

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

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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.

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 ASLers. Don’t be a silent voice.

Issue 102 should be out at the beginning of January 2018.

VFTT costs £2.00 per issue (overseas £4.00), with a year’s subscription costing £5.00 (overseas £10.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers should check their address label to see when their subscription ends. You can also download VFTT free from the VFTT web site.

Back issue are now out of print but can be downloaded for free from: http://www.vftt.co.uk/vfttpdfs.asp

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THE ASL MAILING LIST
The ASL Mailing List is devoted to discussion of Advanced Squad Leader, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to: http://lists.aslml.net/listinfo.cgi/aslml-aslml.net.

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ACTION PACK TO KOREA
MMP will be releasing Action Pack 13 at ASLOK. It will contain 11 scenarios and two new mapboards (78 and 79). It will be available for $22.00.
They also expect to release Forgotten War before the end of the year.

MORE FRIENDLY FIRE
Friendly Fire 11 will be released at ASLOK. As in previous years it will contain eight new scenarios. It should be available from several stockist, but can also be purchased direct from the Friendly Fire website at [http://www.friendlyfire.asl/ordering/](http://www.friendlyfire.asl/ordering/) for 110 SEK.

UP FROM THE CELLAR
Le Franc Tireur plan on releasing From The Cellar 8 in mid-November. It will contain 15 scenarios, with a focus on the Free French, and a 56 page magazine. Four of the scenarios can be linked to form a mini campaign. It will be available to order for €35 from the LFT website at [http://www.lefrantireur.org/](http://www.lefrantireur.org/), as well as the usual stockists.

SCHWERPUNKT DELAYED
Due to the effects of Hurricane Irma on Florida, it is unlikely that there will be any new product from Sherry Enterprises at ASLOK. It is expected that they should be back on schedule by the end of the year.
In June, over 30 ASL players celebrated the 8th year of DOUBLE ONE being held at Writtle College, with four days of ASL (and other) gaming. The weather was good (sunny but not the tropical humidity that can make even the hardened grognard too weak to pick up a d6) and the college once again went over and above service levels to make sure that everyone had an enjoyable weekend.

First arrivals pitched up around midday on the Thursday, and by 5pm, the vast majority of attendees had arrived, with several games already started. Simon Church and Darren Orwin were attempting the Action Pack monster ‘AP77 Texas Flood’ whilst Gordon Jupp and Paco Mainez looked to play the CH Stonne 1940 campaign game. A short ceasefire was declared shortly before 7pm as the now annual college hosted curry night interrupted proceedings. An all you can eat buffet for just £10 per head and drinks at student bar prices? Well it would be rude not too….

Friday morning and the main business of the weekend kicked off with the various one day themed minis. The China flavoured PTO mini was particularly popular, with Sam Prior eventually emerging victorious in the first mini after being pushed very hard by both Stuart Brant in round 1 and Will Binns in the final. The Hell of Stalingrad mini had an additional incentive, as Tim Hundsdorfer had kindly made a rather stunning diorama as a prize. Tim’s hopes of taking this diorama back home were cruelly dashed by Richard Dagnall in a laugher filled final.

As I had once again inadvertently booked DOUBLE ONE to coincide with the college’s presentation day, the college again provided a free buffet lunch which, despite our best efforts, come 2.30pm, there was still some food left over!

The final results from the Friday minis were as follows:-

Hell of Stalingrad - Richard Dagnall
China in your hands 1 - Sam Prior
China in your hands 2 - Nigella Blair
The Yanks decide to fight - Mick Essex
Action! - Gerard Burton

Another blue sky greeted us on Saturday morning, and the main tournament kicked off. For those who have not attended, attendees are organized into groups of 4 (roughly based on ladder rating), and then play in a Swiss system over 3 rounds. Round 1 was loosely based around the theme of bunkers (which proved to be quite prescient, given the article in the latest edition of the MMP Special Ops magazine.

Saturday afternoon saw the blind panic round, where everyone plays the same scenario. Previous years have seen snow, skis, swimming and airpower all make an appearance as the chosen scenario always has players scurrying to the outer reaches of the ASLRB. This year, Pete Philipps impressed with his detective skills as he correctly guessed that my warped sense of humour would deliver ‘FrF83 Phantom Army’. No real special rules per se, but a host of SSRs designed to reflect the Seydlitz troops as they infiltrated through the Russian lines. Those still standing at around 6pm were rewarded with copious amounts of free Dominos’ pizza.

The scenarios for Sunday morning are always chosen to be quick and dirty infantry affairs, and one group had already been decided on the Saturday evening, there was still all to play for on the Sunday in the remaining three. With no scenario more than 5 turns long, the vast majority of games were over by lunchtime, leaving the final standings as follows:-

Pool A - Martin Mayers
Pool B - Gerard Burton
Pool C - Tim Hundsdorfer
Pool D - David Blackwood
There were also some special awards as follows:

Further distance travelled - Indy Lagu
Services to PI detective work - Pete Philipps
Sportsman award - Stuart Brant

Thank you to everyone for coming and making the tournament such a great success. Dates for next year are now booked for Thursday 21 June to Sunday 24 June 2018. For those concerned that they miss the usual England quarter final defeat in an international football tournament, scenarios will be selected accordingly!

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**PLAYER RESULTS**

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**THE SCENARIOS**

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**TOTALS**

49 21 28
## The Crusaders Open ASL Tournament Ladder

**DOUBLE 1 2017 Update**

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Even in ASL, the PTRD anti-tank rifle is an exceptional weapon. It’s 6 “To Kill” is significantly higher than the vanilla 5 for most ATR. It is portable as well, being only 1PP. But is it given its due?

Designed after the original WWI German anti-tank rifle, the Soviets waited nearly until the outbreak of the war to begin production, allowing them to incorporate various improvements, the most important of which was the metallurgical improvements in the 14.5mm projectile. In addition to hardening, the projectile was also incendiary, increasing its lethality vs. soft targets and things like external fuel tanks.

The PTRD was a single shot weapon, and one of the two-man crew was responsible for loading and the other for firing. While under non-combat conditions, the effective rate of fire was 10 rpm, the practice was to fire five rounds and then re-position. The PTRS was, theoretically, semi-automatic, but in practice the heavy recoil really prevented this feature from being useful.

One thing I think is important to understand is that the anti tank rifle isn’t designed to destroy German tanks as much as disable or damage them. There are many firsthand accounts (both German and Russian) that describe how ATR teams aimed at vision portals, causing enough damage to recall the tank. Running gear was also a favourite target – a target that never became invulnerable even as the tank armour became progressively greater. In fact, the very reason the Germans deployed Schuertzen was not because of shape-charged weapons, but as protection from ATR. Schuertzen prevented the deliberate targeting of running gear and changed the trajectory of the hardened shell to prevent penetration. (Wow, did that sound dirty.) So it isn’t necessarily about killing the tank. This is pretty well represented in ASL by the opportunity to deliberately immobilize and, generally, the way the TK table increases the opportunity for immobilization, shock and possible shock (because of the bell curved shape of 2D6 outcomes.)

However, let’s look at the effectiveness of the PTRD, compared with the Lahti ATR and the German 37L anti-tank gun. Penetration is highly dependent on distance and the slope of the armour. It is also variable based on the quality of the ammunition. This is not so very important because in ASL, because it is built in to the To Kill process.

So, I decided to test this by firing 10,000 shots with each weapon and testing what the outcomes would be. Obviously, I used computer generated dice rolls. Each weapon used the same dice rolls and the mean (average) dice roll was, predictably, a 7. This was produced by generating two rolls between one and six and adding the results. In this way, we could recreate Rate of Fire. I also accounted for Critical Hits and Possible Shock (using an 8ML common to Eastern Front foes.) I did not keep track of improbable kills because this involves some subjective choices and is quite complicated to model for a very, very tiny probability of outcomes.

It’s pretty cluttered, and you can see it below in graph form.

The first thing we note is that despite the fact that the PTRD has a combat-observable penetration which is about 25% higher than the Lahti and about 70% of the 37L, its To Kill number is equal to the Lahti and 60% of the 37L. While at first blush, this is not a major difference, once we throw in the second chance damage provided by the Lahti’s ROF, the actual chances of damage are lower for the PTRD, about 20% lower, though this drops off quickly vs. higher armour factors.

So, you say, well, yes, but the Lahti was semi-automatic and should have a higher rate of fire. It must be remembered, however, that in practice, ATR crews usually
would fire no more than ten shots before moving out. Also keep in mind that the Red Army ATR counter also represents the PTRS, a semi-automatic version. Finally, the PTRD had, no doubt, a better rate of fire than the 37L.

Rate of fire becomes an important factor as MTK numbers go up, because the rate number (which is a component of the To Hit number) is multiplied by the To Kill probability. Technically, these are independent, because the To Hit and To Kill number are generated independently (although in the case of a Critical Hit one gets Rate of Fire if available and the To Kill number is doubled.) However, the second chance shot means that a weapon with Rate of Fire has that increases its benefit as the To Kill number gets higher – independent of Critical Hits.

You can see this from the comparison of the Lahti To Kill number vs. the PTRD. Against a 0 armour factor vehicle, the chances of a kill are 6% better for the Lahti, but when you go up to a 4AF vehicle, rate of fire only gives the Lahti a 1% advantage.

A slightly more compelling argument is that it requires multiple hits from an ATR to find a sweet spot to damage a vehicle. The book of A, chapter 13, verse 2:

ATR: Most ATR are not given a Multiple ROF because it is assumed that several such “hits” are necessary to generate a substantial chance of eliminating an AFV by striking it in a vital area. In essence, the extra “shots” have been traded for a higher likelihood of meaningful hits with one To Hit DR.

Actually, it’s in the footnotes, but you get the idea. But this is hogwash or does more to prove my point. If Rate of Fire is irrelevant for ATRs, why give the Lahti one simply because of its magazine? Penetration is penetration (at least that’s what my prom date said.) If the penetration for a PTRD is 80% of that of the 37L, it should have a BTK# that is 80% of the 37L’s. In reality, with only a 5mm difference in penetration (less than a quarter of an inch), the 37L should not enjoy a 300% greater chance of a kill – plus a rate of fire of 3, plus an opportunity to set up HIP and enjoy the advantages of emplacement. And the Lahti is even more ridiculous. With less penetration it is arbitrarily given a greater chance to kill. What’s more, it was a HUGE weapon that was towed around and only pushed for short distances – essentially, it had to be manhandled.

Two things: First, I will agree that the extreme weight and size of the Lahti carriage made its semi-automatic feature a little more useful. Second, the Lahti was very frequently used in an anti-aircraft role (although I have no evidence describing its effectiveness.) I wouldn’t necessarily argue that the Lahti is a bad weapon, but that the PTRD is a better one and there is little doubt which I would rather have carried into combat.

Finally, it should be recognized that incendiary or tracer rounds would have given ATRs an advantage over the 37L by setting fire to un-armoured vehicles and applique fuel tanks and soft storage on the outside of tanks. The PTRD was loaded with incendiary rounds and they were also available for the Lahti and Red Army 12.7mm machine guns. There are also many first hand accounts of using the PTRD against infantry in buildings and bunkers, making it seem likely that they should be allowed to pay TEM on a to-hit roll and ignore it on the results table.

It is well demonstrated that the PTRD is, in ASL, a drastically unappreciated weapon. Most ASLers think of it as worthless PP or a way to round out FP for Luddites who still cling to the fiction of the IFT. If they had outlived their usefulness, the Red Army wouldn’t have been carrying them as they brawled into Berlin and I think the evidence clearly shows that it is a better weapon than the Lahti and much closer to the 37L than the game designers gave it credit for.

Ω
INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2017 sees us enter our 23rd year and players of all standards are invited to attend.

**Format**
Depending on the numbers taking part, there will either be the well-established Fire Team Tournament on the Saturday and Sunday, or a simple knock-out tournament. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.
For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

**Venue**
Centrally located in Bournemouth, the Travel Rest offers both excellent gaming facilities and reduced accommodation rates (£39 per night for a single room or £69 per night for two people sharing a a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on 01202 555 889 (+44 1202 555 889 from outside the UK). You can also book online at [http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel](http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel).
For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

**Cost**
Weekend registration for the tournament is just £20, or just £15 if you register before 1st November. The tournament program listing the weekend's scenarios and events is available from mid-October to anyone registering in advance.

**Further Details / Registration**
Contact Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE. Telephone 0131 629 1260 (+44 131 629 1260 from outside the UK) or email [if@vftt.co.uk](mailto:if@vftt.co.uk).
In Europe in the 1920s and 30s a number there was a fairly optimistic belief that the bulk of any enemy armoured force would be neutralised by friendly armour, supported by guns, but the possibility that armour might actually avoid these to attack small Infantry units was also appreciated. Post War some Boys ATR were sold to Commonwealth troops to Korea, and were used to take optimistic Pot-shots at enemy troops.

The Boys ATR is very robust and surviving examples are still much sought after by collectors, and adventurous shooters. Often the weapon if fired from a prone position, usually against not very distant static targets.

**Ammunition**

The Boys ammunition was based on the .50 BMG round used by the Browning. Initial testing with the .50 (12.7 mm) round was disappointing so the casing was necked out to 0.55 hold more propellant and fire a larger bullet. The bullet was actually a little larger 0.565 (14.3 mm), and the casing 0.606 (15.39 mm). The improved casing was tested and proved satisfactory.

Most ammunition was produced by a Birmingham based company called Kynoch which was part of ICI at the time. Kynoch has considerable experience in designing and manufacturing some extremely powerful military and sporting rounds, some of which were currently penetrating the skull of a charging Elephant, Water Buffalo or Rhinoceros.

The Mk I round was a steel cored lead bullet sheathed in steel. It generated a Velocity of about 2,495 fps. A lower velocity ball version (1729 fps) was also available, and some tracer ammunition, both of which had lower armour penetration. It is likely most of the Boys ATR used by the Finns would have used Mk I ammunition.

A practice round with an Aluminium core was issued to allow slightly safer test firing, even so the practice round was lethal and during training were fired out to sea or towards the enemy. Parker Hale, another Birmingham based Company designed a .22 round that fitted within a .55 casing for training purposes.

The lower velocity ball ammunition was intended for use against soft targets, and had slightly less recoil making it easier to fire repeatedly. Despite the lower velocity even Ball ammunition was difficult to use safely on ranges.

There are instances of practice rounds being issued to front line troops, and being used in combat for lack of standard AP rounds. Although fairly useless against even the lightest armour, practice round would cause damage to personnel or soft targets.

The Mk II Round used more propellant to increase the muzzle velocity to 2,900 fps, and was capable of penetrating 23.2 mm of armour at 100 yards. Both AP bullets struggled against sloped armour, a feature emphasized in training.

In 1942 an experimental APCR round with a Tungsten core was tested. It never went into mass production, and probably wasn’t issued to front line troops. Its muzzle Velocity was 3,100 fps, it could penetrate 25 or 26mm of armour at 100 yards. By 1942 the ATR was usually being used against armoured cars, halftracks and targets of opportunity so there wasn’t much impetus to fully develop or issue the round. The slight improvement in penetration still wasn’t enough to make it effective against up armoured light and medium tanks.

In action the Mk II round was the most common. The extreme range of a round was close to 7,000 yards, at short range it could easily smash through 14 inches of brick, or 10 inches of sandbags. Firing repeatedly at a wall could create a decent sized hole, and it could blow a door off it’s hinges. The troops did use it against bunkers and pillboxes, fired through apertures round would bounce around inside, non penetrating hits could damage even concrete emplacements.

The magazine held five rounds, a rifle would have a ready ammunition supply of forty rounds in eight magazines, and a large ammunition box that held all eight magazines was sometimes used, with additional loose ammunition on the Platoon Truck. Loading magazines was fairly easy to do, and could be done faster than the Boys could fire. The original design was to load using a five round stripper clip, but the design changed to a top loading magazine. Stripper clips were still manufactured and distributed; they did allow ammunition to be carried in large canvas bandoliers, with less noise and potential for damage to the rounds.

**British & Commonwealth Vehicular Mounts**

Rolls-Royce Armoured Cars (H 47)

In the 1930s the British and Commonwealth Armies still operated some...
Rolls-Royce Armoured Cars, mostly dating to the 1920s but still running. Most mounted Vickers, Lewis or Antique French Hotchkiss machines guns. In Egypt the 11th Hussars (The Cherry Pickers), removed the Turrets to build a fighting compartment to mount a Bren gun, 4in smoke bomb discharger and a boys Anti Tank Rifle, virtually all the original engines were replaced with Fordson (Ford Tractor engines). By 1940 about 34 Vehicles were still available and they did fairly well against the Italians’, initially conducting a series of small aggressive raids, and later in a scouting role during Operation Compass. Against light armour and soft skin transport they proved surprisingly effective. Part of that success was down to the crews, part the freedom of action they were given, but the thin armour on Italian Armour, and it’s riveted construction also helped.

A similar number of Rolls-Royces were used in Iraq, as part of Iraqforce, but in all probability these would have been unmodified machine gun equipped Rolls-Royce Armoured Cars from the 1920s/30s.

Very small number of Rolls-Royces were used by Home Guard Units, again these would mostly be MG armed, and a handful were hand built from Standard Rolls-Royce Cars and either armour plate, or scrap.

Humber/Otter Light Reconnaissance Car (H 45)

Simple design made by putting light armour on a reinforced truck bed, but it was good enough for its role. Mks II & III was armed with a Bren gun and a Boys Anti Tank Rifle. First used in Tunisia and later Italy and Western Europe. Mainly it was for liaison, checking communications between units, guarding lines of communication and moving important people about. The nickname Ironside was a reference to General Ironside the Commander in Chief of Home forces; two other Nicknames were use Humberette, & Super Snipe Light Armoured Car. It carried a smoke discharger.

The Boys ATR was hull mounted, though could be removed by the crew. Later Marks produced in the final production runs the Mk IIda didn’t mount the Boys.

The Otter was a similar vehicle produced in Canada, but heavier due to being bigger with slightly thicker armour. Despite a more powerful engine it was slightly slower due to the additional weight. In the Field the factory fitted armament was sometimes replaced with a Browning, .303 MG, or a 20 mm gun.

For scouting and Liaison these were popular vehicles, capable of covering ground quickly, and providing minimal protection for their crews.

Standard Beaverette

The Beaverette was named after Lord Beaverbrook & not rabbit fur treated to look like beaver. It was simple a Standard Car protected by 9-11mm Steel backed by 3 inches of Oak. Most were armed with a single bren gun, but some mounted Boys ATR, and a few had a fully rotating turret for a bren or Twin Vickers Machine guns. About 2800 were produced as well as another 200 made in New Zealand.

British Beaverette was used for driver training, patrolling the UK Airfields and Coastline, and provided the Home Guard with a marginally effective vehicle for training and patrolling. It certainly boosted morale, but was barely bullet proof and difficult to drive. It’s doubtful any were sent overseas to fight during WW II, but they freed up better vehicles so contributed to the war effort.

Carrier B (H64)

Over 113,000 Universal or Bren Carriers were produced between 1934 and 1940. Around 57,000 were produced by 1945 in Britain, with another 29,000 made in Canada, 5000 in Australia, & 1,300 in New Zealand, the rest produced post WWIII.

Carriers were used in Reconnaissance Corps and Cavalry Regiments, & in the Carrier Platoon of Infantry Regiments Headquarters. Some were used to tow light guns. Ideally carriers were used as Infantry transport within the Infantry Battalion, with the unit most often used as either a mobile reserve for flank security. In the Cavalry and Recce units the carrier was intended to be a fighting vehicle. In practice crews tended to respond intelligently to the level of threat they faced and fight in or out of their vehicle as the situation suggested.

Infantry Carriers tended to have one Boys ATR per three vehicle section, Scout Carriers in Recce or Cavalry units usually had one Boys ATR per vehicle. In both cases the Boys was bow mounted. Unusually other carriers designated as Machine Gun carriers or Mortar carrier might also carry a Boys. From 1943 the number of Boys ATR in Carriers decreased dramatically as the weapon was largely replaced by the PIAT.

Morris CS9 Armoured Reconnaissance Car (H46)

A very small number, 99-120, Morris CS9 were produced by armouring a four wheeled truck, and fitting a small turret. They equipped the 12th Lancers in France, and the 11th Hussars in North Africa playing their part in Operation Compass. A Boys ATR was mounted in the turret, with a smoke discharger and a Bren LMG. In France the MG was fitted coaxially, in North Africa a pintel mounted AA fitting was more typical. Some Cars may have substituted a Vickers MMG for the Bren but this was not common. They were slightly more effective than the Rolls Royce Armoured cars, and tended to be issued to troop Leaders.

In the Desert they proved effective at moving across sandy terrain, but their thin armour and light armament was out matched by German Armoured Cars leading to them being replaced as heavier and better armed vehicles became available.

Marmon-Herrington Armoured Cars (H48)

The Marmon-Herrington Armoured Car was designed in South Africa using a 3 Ton Ford truck and Marmon-Herrington 4 wheeled drive, fitted with light armour and carrying light armament. It was built by the South African Railway, & South African Steel work from 1938 and proved popular with their crews, mainly for their mechanical reliability and performance. About 5,746 were produced, Mk II & Mk III were armed with a turret Boys ATR and coaxial Bren, and a pintel mounted Vickers machine gun. Some crews removed the Bren from the turret, and either stowed it within the vehicle or returned it to stores, and used the Vickers for Anti Personnel work.

Captured Axis weapons were fitted to some Armoured Cars. As you might expect the Italian Breda & Oerlikon 20mm gun were popular, crews also managed to squeeze in German 28mm & 37mm Guns, French 25mm, and British 2 pounder guns before a later MK was officially developed to carry it.

With a top speed of 50 MPH crews loved it for patrolling and liaison.

Most were used by South African Forces, with small numbers serving with the Free French, Greeks, and some used in India, Burma, Malaya, the Dutch East Indies, and several parts of Africa where South African Troops served. Captured
vehicles were used by the Japanese and Germans.

**India Pattern Carriers (H70)**

The India Pattern carrier was designed to make use of Industrial Resources in India along with some components supplied by Canada and Great Britain to make light armoured vehicles.

Canada supplied Ford & GMC Canadian Military Pattern (CMP) trucks with V-8 Engines, Marmon-Herrington All-Wheel Drive Conversion Kits, Armaments, and a number 19 wireless set. Tata Iron and Steel manufactured 14mm Plate, and the whole lot was assembled by the East Indian Railway Workshops. About 4,655 were produced, and they were used in North Africa, Syria, Malaya, Italy, India, Burma, & Singapore (some Mk I were used there by both the British 18th Infantry and Australian 8th Infantry Divisions).

About seven different Marks were manufactured most were armed with a bow mounted Boys ATR, and either a Bren gun or an Indian Manufactured Vickers-Berthier LMG which was pretty similar to the Bren though heavier. Some later models had a turret, which may have had all weapons firing from it. Keep in view any armament could be fired from the bow aperture or outside of the cockpit as the crew felt necessary.

Although lightly armoured and armed the IP carriers were useful for scouting, liaison and transportation.

The vehicles picked up the nickname Tatanagar after the Indian Railway Junction where the manufacturing works were located.

After WW2 some Vehicles remained in service with Commonwealth Armies and a few even made it to Korea.

### 30 cwt ATR (LRDG)

Initially the LRDG (Long Range Desert Group) was organised into Patrols of one or two 15 cwt Trucks, and ten 30 cwt Trucks. Initially the Patrol had 11 Lewis Guns, 4 Boys ATR, and a 37mm Bofors, as well as small arms, explosives and mines. Additional weapons were acquired. Pretty much any machine gun or small calibre gun might be used by a Patrol. Gradually the Boys ATR was replaced by the Browning .50 Machine gun and by captured Italian Breda 20mm Cannon which has similar capabilities against Armour but were much more useful against Aircraft.

Early in the war the Patrols used Chevrolet WB (30 CWT), these worked pretty well but it was decided to try the Ford F30 Canadian Military Pattern (CMP) four wheeled drive 30 cwt trucks. Four wheel drive was useful but range was limited by fuel consumption and after further thought the LRDG switched to Chevrolet 1533X2 30 CWT. This increased the range on a single tank of fuel from 150 to 240 miles, a dramatic improvement as it’s tank held 20 gallons compared to the F30s 25.

Most LRDG trucks had multiple weapons mounts, the Boys was usually mounted on a 360 degree Pintel mount on the back of a truck.

The LRDG had a generally low opinion of the Boys, and were often pleased to replace it with .5 Calibre Browning or Vickers Machine guns. The Boys’ was criticised for its low rate of fire, fierce recoil and limited effect. Further the LRDG tried to evade enemy Armour and attack softer targets.

### Training

Several Training manuals were issued. The main difference between them is a dramatic reduction in suggested engagement Range from 500 to 300 and finally 100 yards in 1942. The basic drills to clean and maintain the weapon did not change, but the increasing thickness of Armour forced combat at shorter range.

As the lethal range of a .55 Bullet was extreme, up to 7000 yards, most standard rifle ranges were not big enough for trainees to fire it safely. Training with live ammunition had to be practiced in woods, or on beaches firing out to sea. Sub calibre .22 ammunition was issued for training which could be used on standard rifle ranges. It was also possible to fix a .22 Lee-Enfield rifle fixed alongside the Boys, for short range target shooting against moving targets. This allowed very realistic training against moving targets, with lower cost ammunition. At some point in the training firing live rounds would be performed to prepare shooters for the tremendous recoil of the weapon. Troops had very little difficulty firing the Boys other than the recoil. Practice engaging moving targets were helpful as swinging the Boys on the monopod and remaining braced for recoil was difficult.

The Walt Disney Corporation famously prepared some unit Insignias and Plane Nose Art for Units during WWII. It also produced some training films. One in 1942 was for the Canadian Army, and starts with a cartoon of Adolf Hitler leading about 20 Panzer I/II in an attack on a village defended by Canadian Soldiers. The film details penetration and accepts that against medium and heavy tanks the firer should aim for the tracks, turret ring, or gun mantlet to try and get a mobility or gun kill. The film did emphasize concealment and surprise. Some of the animations are just beautiful, well worth a look if you get the time. I guess it would be possible to develop an ASL scenario based on the Cartoon, but I lack the skills to get it off the ground, good luck to anyone who wants to try though.

### Infantry Use

In 1940 Britain watched the Winter War with interest, and decided to offer some limited support to Finland in its fight against the Soviet Union. Some sources suggest a large number of “obsolete” Boys ATR were sent to Finland. The first shipment of 100 arrived in January 1940. About 30 were issued to Swedish Volunteers the rest were used by the Finnish Army. Another 100 were sent by the British not long after the fighting with the Soviets ended. After Dunkirk the Finns bought another 200 Boys ATR from the Germans, these arrived in December 1940. The Finns called the weapon the 14 mm pst kivi/37.

The Finns tended to use the Boys from very short range, from a tree at the side of a road or even closer. Against T26 & BT Tanks with thin armour the Boys worked, fire could also be direct against vision slits or open crew positions on account of the range and the accuracy of what was really just a big rifle. Effectiveness was limited by the use of Mk I ammunition, there’s been some debate about the armour penetration of the round estimates range from 12mm to 18mm at 100 metres, and we could expect higher figures for the range at which fighting was taken place. With the thickest armour on a T26 being 13-15mm even Mk I rounds were adequate. It’s doubtful Mk II rounds were available to the Finns till purchased Boys from the Germans, and even then Finnish writers tend to believe Mk I ammunition was supplied with the purchased guns. The Finns were aware of the limited armour penetration and the effect of rounds on penetrating the target. Another feature was the considerable muzzle flash, and it was noted the Bolt had to be worked fully or the weapon wouldn’t fire. To their credit the Finns just got on with it, attacking individual tanks from several directions with every available weapon.

Without the Boys ATR the Finns would have struggled against Soviet Armour in the Winter War. Although the Lahti L-39 (20mm) was a much better ATR only a handful, perhaps only two are known to have served in the front line.

It is almost certain the Boys ATR was used against personnel targets, both in fire fights and as a sniping weapon. It was accurate enough for both combat roles and lethal.

Eventually the Finns withdrew the Boys from front line service in 1944 roughly 336 of the original 400 were still serviceable. Some were limited to Coastal Garrisons for use against Patrol Boats, the rest were Warehoused. In 1956 the...
remaining stocks were either scrapped or sold to American Collectors and Gun Enthusiasts.

Boys ATR were issued to British Troops from November 1937 onwards. In Infantry Platoons the ATR was attached to the Headquarters section. It was not seen as a specialist weapon and in some units was called for by anyone who fancied firing it at the enemy. It was seen as a platoon asset. It’s doubtful the weapon was used against German Armour before the Invasion of France and the Low Countries, it’s highly likely units fired rounds at German positions and equipment.

The first documented use of the Boys ATR by British Troops was on St George’s Day (23rd April) 1940 in Norway. PSM Jon Sheppard of the Leicestershire Regiment noticed two German Tanks moving towards a Platoon of the Sherwood Foresters’. He picked up the platoon ATR and engaged both Vehi and from about 300 yards. There was a lively fire fight, the Germans sprayed the British Positions with Machine Gun fire suggesting they were in Panzer I tanks. Both tanks were silenced with three rounds each. Sheppard was awarded the DSM for the action. Sheppard engaged two more tanks later the same day but his first shot was met with more accurate machine gun and shell fire and was forced to take cover. The regimental Colonel Guy German immobilised one of the Tanks with a lucky shot that damaged the Tracks. The Action became known as the Battle of Tretten, despite the Leicester’s destroying two tanks and disabling a third the Germans did drive them out of the Village. Pretty much the Boys worked, but were overwhelmed by the scale and ferocity of the German attack. The Boys could defeat isolated German Armour but couldn’t defeat a ferocious attack.

After that Regimental Histories record the Boys being used with limited success against German and Italian Armour, and being used with more success against personnel, transport and equipment. There are accounts of the Boys being used against a wide variety of targets, including planes (in flight and on the ground), gliders, gas tanks, bunkers, a midget submarine, and by the Australian 106th Tank Attack Regiment in New Guinea, to kill crocodiles.

Boys ATR were issued to Commonwealth troops. There are limited accounts of their combat use, one report is of two Japanese Tanks being knocked out by the 1/14th Punjabis at a road block in Malaya but details are vague and some are reluctant to believe it happened. Other claims for the weapon being used for mouse holing in the PTO are also dismissed and are almost certainly confused war stories, perhaps based on the use of a 20mm or larger Anti Aircraft cannon to breach buildings.

US Marines and Raiders were equipped with a small number of Boys ATR manufactured in Canada. At most one Rifle was issued per Company. The guns received a mixed reception. The nickname Elephant Gun was a reference to large game Rifles. The Raiders liked the weapon. It was portable and hard hitting. It was fired at personnel, light fortifications, and boats. Two Sea planes were attacked and destroyed by Boys fire, something that would have been difficult to achieve with just small arms, the planes were static and numerous hits were required to destroy them. The Raiders found the large Boys rounds could be carried in Thompson ammunition pouches. Though the Raiders liked the weapon the Marine Corps didn’t. Considering it obsolete and only of use against fortifications. Generally the Raiders would only carry the weapon going into Action, fighting ferociously for a relatively short period then reforming for the next mission. Marine Corp units spent much more time moving through Jungle and felt the use of the Boys in combat was offset by its weight. The Regular US Army wasn’t issued with Boys ATR instead using .50 Browning against light armoured vehicles.

The Philippine Army and later Filipino Guerrillas used a small number of Boys, probably of Canadian Manufacture against the Japanese, and post WWII as late as Korea.

Post WWII some Boys found their way into Civilian Hands. To comply with Federal law and reduce the cost of purchasing a Boys ATR had their .55 Barrels replaced with heavy duty .5 Browning MG Barrels. This reduced the Tax liability of the purchaser and reduced some restrictions on ownership. Some U tube Videos of people firing Boys are firing adapted .50 calibre Weapons. Keep in view some will be self loaded round with less propellant than the original wartime .55. Just maybe public ownership of Boys ATR and some field experiments led to the Modern Heavy Calibre Sniper Rifles.

SOE discussed plans to recruit and infiltrate Ethiopians to fight against the Italians. Their equipment included a small number of Boys. The project fizzled out as the recruits did not respond well to training. Their Instructors were mostly Australian or British. In between training and operations some Instructors managed to shoot a Giraffe with a Bren and an Elephant with a Boys ATR. I doubt either animal survived, and in both cases the personnel involved were disciplined.

The Germans captured some Boys ATR in Norway and considerably more, together with stocks of Ammunition in France and the Low Countries. The weapon was known as the Panzerbüchse Boys 782(e), described as using Mk I ammunition, and listing Penetration as 12mm at 100 Metres. Some were issued to German troops; some were sold to Axis Allies notably the Finns.

China used some during the war and may have passed some on to Congolese Rebels fighting in the Democratic Republic of Congo 1964-65.

Luxembourg also had a few, but I’ve not been able to determine how these were obtained.

Most Boys ATR were used by British & Commonwealth troops, it is interesting that so many other Nations were still using the weapon over twenty years after it was declared obsolete, and that Collectors and Gun enthusiasts appear genuinely excited after firing the weapon. It is loud, has tremendous recoil and on impact send up a plume of metal fragments from the bullet and pieces of whatever it has impacted.

Conclusion
In addition to being the standard British and Commonwealth Platoon Anti Tank weapon the Boys ATR was in a fair few vehicles, Bren Carrier, Rolls Royce Armoured Car, Morris CS, Beaverrone, Morris Trucks used by the LRDG, India Pattern Carrier and others. Performance was modest, at best 23 mm of Armour at 100 Yards, 20 mm at 300 and 18 mm at 500. Any sort of slope would trash penetration. It was good enough to take out Panzer I, most scout cars, Halftracks, and early Italian & Japanese Armour. It struggled against anything else, maybe defeating the odd Panzer II and early Panzer III armour but beyond that it wasn’t really capable of doing much more than fracturing a vision slit, busting a light or splintering a tool box. It was hard to fire repeatedly, and after five rounds it was generally thought you deserved a medal. The main problem was few had any confidence in the weapon. Whereas the Finns used some and did fairly well by firing repeatedly at ranges under twenty yards, and supporting the attack with other weapons. The US Rangers also used the weapon aggressively and acknowledged it was useful.

The Boys would have been more kindly remembered if the tactics for its use had been refined, and effectiveness against soft targets given wider publicity. It was replaced by much better weapons, even the PIAT was much better. It is easy to forget that without the Boys British & Commonwealth Infantry would be fighting enemy armour using grenades, axes and short lengths of railway track.

Boys, it is unlikely any were issued to frontline troops.

View From The Trenches 100 - May - Aug 2017
Setting up VASL scenarios

Taka Muraoka

This tutorial explains how to add extra information to a VASL scenario, over and above just the Order of Battle. It takes a bit of time and effort, but it makes game play easier and more enjoyable, so for me, it’s worth it.

The screenshot in example 1 shows my setup for the classic “Urban Guerillas”, with all the information needed to play it:

- Victory Conditions
- ELR and SAN for both sides (because I’m constantly forgetting to check for these….)
- Special Scenario Rules
- Notes for each Gun and AFV

You can get this information by right-clicking on a piece and choosing “Show info”, but it’s often hard to even find your pieces when the counter density is high, and SSRs sometimes change how a piece works (I’ll put the updated details in the scenario setup). It’s also useful to have an overview of what your pieces do EG if you’re looking for something that can lay down some smoke.

- Information about Panzerfaust and ATMM checks, if applicable (something I also always forget about), complete with a counter for the number of shots left
- The Order Of Battle for both sides, with instructions on where, or how, they should set up
- Victory hexes are highlighted, just in case I forget where I’m supposed to be going
- Setup areas are also highlighted

I like to do these in green, since it’s fairly unobtrusive – they’re only needed during setup, and after that, they don’t uglify the board too much.

And with a bit of practice, you’ll be able to create monster setups like the one in example 2….

IMPORTANT NOTE: If you set up scenarios like this, you should be mindful about distributing them. The scenarios themselves are copyrighted by their respective publishers, and it’s considered bad form to distribute information that would let people play them without first purchasing them.
Adding labels to the scenario
Adding information to a scenario is done using labels. Open the Dragabble Overlays window, and drag a label onto the main window.

Labels come in two parts, which are accessible via the right-click menu, or press Ctrl-1 and Ctrl-2 to access each one. I always just use the first line, so I delete everything in line 2.

The thick black box indicates that the label is selected. If you click elsewhere on the main window, it goes away, and the label will remain in place even if you click on it, or try to drag it. To select it again, Shift-click somewhere in the box, and you will be able to move it around, or edit it. This can sometimes be difficult to find, since it’s not visible on-screen, but it will be in the middle (vertically and horizontally) of the label.

Type something into one of the label lines, and it will appear on-screen.

So far, so good, but things get much more interesting when we start using HTML.

Using HTML in labels
If a label line starts with <html>, VASL will interpret the label as HTML, which uses special codes to change the appearance of the text.

For example, the HTML code for bolding text is to wrap it with <b> and </b>. Setting a label to this:

<html> This is <b>bold text</b>, this is not. </html>

shows a label with bold text. Similarly, use <i> and </i> to italicize text, and <u> and </u> to underline it.

<html> This is <i>italicized</i>, this is <u>underlined</u>. </html>

To set up a bullet list, use <ul> and </ul>, and then <li> for each bullet point.

<html>
<ul>
  <li> Germans
  <li> Russians
  <li> Klingons
</ul>
</html>

Finally, use <table> and </table> to present stuff in a table i.e. rows and columns. <tr> starts a new row, while <td> starts a new cell within the current row.

<html>
<table border=1>
  <tr> <td> This one </td> <td> That one </td> Over here </tr> <td> Over there </td>
</table>
</html>

I added border=1 to the <table> tag, which is the HTML code for “show the table borders”. If you remove this, the information will still be lined up in a tabular format, but the border lines will not be shown.

The last two examples highlight a limitation VASL has when editing labels. It’s nice to write your HTML over multiple lines, so that you can see how it’s structured, but once you enter it into VASL, if you later want to change it, when you copy it out, VASL will have munged everything into one long line. To work around this, I keep all my HTML in a separate text file and edit it there, and copy it into VASL, label by label.

All this was a really quick intro to HTML, but there are loads of tutorials online that go into more detail. We’ll be using some more advanced features below, but I’ll explain them as we go along.

Adding Victory Conditions
This is the HTML template I use for adding Victory Conditions:

<html>
<b>(SCENARIO NAME)</b> (SCENARIO ID) <i>(SCENARIO DATE)</i>
<br>
<b>Victory Conditions:</b>

Just replace the placeholders with the correct information. The only new tag used here is <br>, which starts a new line.
Adding ELR and SAN
Adding a label for ELR and SAN is also straight-forward:

```
<html>
<table style="border:1px dotted #808080;background:#f0f0f0;">
<tr>
<td><b>Russian: ELR: 1<br>German: ELR: 2</b></td>
<td><b>Russian: SAN: 3<br>German: SAN: 4</b></td>
</table>
```

The `<table>` tag has a "style" CSS attribute, which tells VASL to draw the table with a dotted border, with the color #808080 (light grey), and a background color of #f0f0f0 (a lighter shade of grey).

Adding Order Of Battle labels
This is the template I use for adding Order Of Battle setup instructions:

```
<html>
<table>
<tr style="width:200px;border-bottom:1px dotted #91cdf5;background:#d3edfc;">
<td><b>SETUP INSTRUCTIONS</b></td>
</tr>
</table>
```

These are the color codes I use for each nationality:

- **border**
  - German: #91cdf5
  - Russian: #d68d1a
  - American: #cdf000
  - British: #e5cea0
  - Italian: #a6adb2
  - French: #41a5ff
  - Axis Minor: #1de256

- **background**
  - German: #d3edfc
  - Russian: #eabe51
  - American: #e5f700
  - British: #d9e6d1
  - Italian: #dde0e2
  - French: #a2ddf2
  - Axis Minor: #7cf5b1

Highlighting hexes
To highlight hexes, perimeter lines can be added from the Map Annotations tab in the Draggable Overlays window. Right-click on them to see the options for rotating them, and adjusting their length.

If you want add a lot of these, it’s often easier to add just a few of them to the board, Shift-click them so that they’re all selected, then clone them (Ctrl-K). It won’t be visible on-screen, but VASL will have made a copy of them, which can you then drag into their new position.

The “factory” marker in the screenshot is just a simple label, using red text:

```
<html> <font color=red>factory</font> </html>
```
### Adding Vehicle and Gun Notes

This is the template I use for adding Vehicle and Gun notes.

```html
<html>
  <table>
    <tr>
      <td colspan=2 style="border-bottom:1px dotted #d68d1a;background:#eabe51;">
        <b>Russian Vehicles</b></td>
    </tr>
    <tr>
      <td valign=top> <b>VEHICLE 1</b> <br>
        info 1a <br>
        info 1b</td>
    </tr>
    <tr>
      <td valign=top> <b>VEHICLE 2</b> <br>
        info 2</td>
    </tr>
    <tr>
      <td valign=top> <b>VEHICLE 3</b> <br>
        info 3a <br>
        info 3b <br>
        info 3c</td>
    </tr>
  </table>
```

This should be easy, by now. The colors can be obtained from the table above, and note the use of the `<br>` tag to present each piece of vehicle info (e.g. sD7 or CS 6) on separate lines.

The `colspan=2` attribute in the first `<td>` tag creates a table cell that spreads over 2 columns, while the `valign=top` attribute in the `<td>` tags vertically aligns text at the top of those table cells, instead of in the middle.

This is just a few examples of what you can achieve using HTML and labels in VASL. You can see even more (and download the templates for the examples in this article) on my website at [http://muraoka.info/vasl/setup-tutorial](http://muraoka.info/vasl/setup-tutorial).
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, 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!

**NOVEMBER INTENSIVE FIRE 2017**

**Where:** 15 – 19 November

**Where:** The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 899 or fax (01202) 789 576 to arrange accommodation. Room rates are £47 per night for a single room, and £57 per night for a double room.

**Format:** For £15.00 if registering with the organizers before 1 November, £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 October.

**Contact:** For more details or to register contact Pete Phillips, 19 Main Street, Kirkcaldy, Scotland, EH22 9AE. Phone (1053) 629 1260 (evenings only) or email dfp@vit.co.uk. For up to date information check out the UK ASL tournament web site at www.vft.co.uk.

**NEW YORK STATE ASL CHAMPIONSHIP**

**When:** 30 November – 3 December

**Where:** Best Western Sovereign, 1228 Western avenue, Albany, NY 12202, phone 518-489-2981. Room rates are $89 per night including breakfast.

**Format:** For $50 for the weekend or $30 for a single day.

**Contact:** For more details or to register contact Joe Leece, 39 Ashton Drive, Staten Island, NY 10302 or email aa726@ias.com. For up to date information check out the web site at http://www.asl-so.com.

**2018 MARCH HEROES**

**When:** 1 – 4 March

**Where:** Colosy Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates start at £30.00 for a single room or £42.50 for a single room and include breakfast. Bar meals and beer are also available at the hotel.

**Format:** For £15.00 if registering with the organizers prior to 20 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in January.

**Contact:** For more details or to register contact Joe Leece, 39 Ashton Drive, Staten Island, NY 10302 or email aa726@ias.com. For up to date information check out the web site at http://www.asl-so.com.

**SCANDANAVIAN ASL OPEN**

**When:** 1 – 4 March

**Where:** Danhostel Copenhagen Amager, Væljs Alle 200, 2808København S, Denmark. Accommodation is available at a cost of 1500 Danish Kroner (about €200) per person sharing a four person bedroom including breakfast, lunch and dinner. Other room options are available – contact the organizers for a price.

**Format:** For similar to 2017, which was 200 Danish Kroner (about €27).

**Contact:** For up to date information visit the website at http://www.asl-so.dk/.

**JUNE DOUBLE ONE 2018**

**When:** 21 – 24 June

**Where:** Writtle College, Chelmsford, Essex, CM1 3RE. 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. Breakfast bed rates start at £39.60 for a single room and breakfast.

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

**Contact:** For a booking form contact Derek Cox, Whitesay House, St Nicholas Road, Wîtham, Essex, CM8 2JE or by email at derek@doubleone-online.net. Check out the web site at http://www.doubleone-online.net/ for the latest details.
THE EVENT
Following its success in previous years HEROES continues in 2018 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

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

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

THE VENUE
The Colwyn Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

THE COST
The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before the beginning of 20 February 2018 (entry is £20.00 after that date).

HEROES 2018 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 COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

<table>
<thead>
<tr>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDRESS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NIGHTS ROOM REQUIRED FOR (tick each one)</th>
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</thead>
<tbody>
<tr>
<td>THURS</td>
</tr>
<tr>
<td>SINGLE ROOM</td>
</tr>
<tr>
<td>NAME OF PERSON SHARING WITH</td>
</tr>
</tbody>
</table>