

# ASL TEAM TOURNAMENT

21-23 APRIL 2023

VICTORIA (LANGFORD), BC, CANADA



## BLOODY DECEMBER

THE GULLY, ITALY 1943

# THE GULLY – SPECIAL RULES

(In effect for all Gully Scenarios unless otherwise stated in SSR)

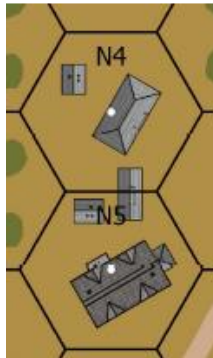
**1. LEVELS:** On each Gully Map the various levels are represented by the following colour pallet so that all map levels are consist with each other.

Level	-1	0	1	2	3	4	5	6
Colour								

**2. SOFT GROUND** to reflect the sodden conditions, each vehicle must expend one additional MP per hexside (as per **E3.9**) unless crossing/traversing a road hexside or entering a building/woods/rubble obstacle. The minimum Road Entry MP cost is one MP – not ½ MP. In addition, each Bog Check receives the Soft Ground DRM (**D8.21**).

**2.1 HE Attacks:** Due to the cushioning effects of Soft Ground, there is a **+1 TEM** (cumulative with all other applicable TEM/Hindrance DRM) to all HE (not HE Equivalency; **C8.31**) attacks that are resolved in a non-Rubbled/Debris/Building location [EXC: Mine, Air Bursts, Specific Collateral Attacks, Direct Fire ordnance vs a vehicle (and its PRC)/pillbox (and its occupants)]. The Residual FP of such an attack is reduced by one IFT column (**A8.26**). FFMO still applies normally.

**3. HEXSIDE BUILDINGS** Some hexsides contain small buildings. A building that is in two hexes is still a one level building if there are other buildings in those hexes that touch the center dots. Such a building is not an extra Location for Victory Conditions.



**3.1 LOS:** LOS is affected normally. If rubble is placed in one of the two hexes, rubble blocks LOS along that hexside normally.

**3.2 Movement:** Bypass movement by any unit is NA along a hexside with a hexside building depiction.

**3.3 Snap Shot:** Snap Shots (**A8.15**) are NA to a Hexside Building hexside.

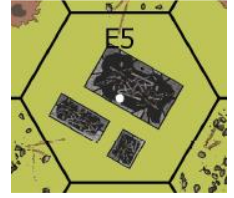
**4. PRINTED RUBBLE** on the map is treated exactly as if a corresponding rubble counter were in that location. Ignore small portions of the artwork extending across a hexside into an adjacent non-rubble location.



**4.1 Clearance:** For clearance purposes (**B24.71**), the only printed rubble that is considered Fallen is that which lies in a road Location. Furthermore, the last of **B24.71** is negated for all scenarios.

**5. GUTTED BUILDING** Any building containing Roofless Building artwork is a Guttred Building, representing a roofless building that was burnt-out during the previous bombing. Guttred Buildings are never created during play.

**5.1 TEM:** The TEM of a Guttred Building is +3 Stone (+4 if fortified) [EXC: vs Aerial attacks (**B7.6**) and Indirect Fire (**B7.7**)].



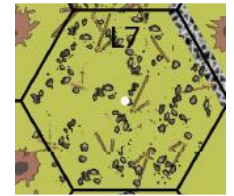
**5.2 Entry:** The cost for Infantry to enter a Guttred building Location is increased by 1 MF. AFV entry of a Guttred Building is handled per normal building entry rules (**B23.4-23.41**).

**5.3 Kindling:** A Guttred Building Location may never catch fire in any way (i.e., it is not Burnable Terrain) [EXC: if Rubbled].

**5.4 Aerial:** The Sighting TC DRM versus a unit in a Roofless Location of a Guttred Building is a +2; versus a unit in a non-Roofless Location of the building the DRM is a +3. Aerial fire versus a unit in a Roofless Location of a Guttred Building receives a +2 TEM, even if fortified.

**5.5 Indirect Fire:** Indirect Fire versus a Roofless Location of a Guttred Building receives a +2 TEM (even if fortified). Indirect Fire is allowed from a Roofless location of a Guttred Building (but AA fire versus Aerial units is not).

**6. DEBRIS** represents scattered trees, turned up earth, destroyed fences, as well as other light rubble caused by the heavy shelling and bombing. Any hex containing small grey rocks and brown timbers is a Debris hex. Debris is Inherent Terrain (**B.6**).



**6.1 LOS/TEM:** Debris is a half-level LOS Hindrance. Same level fire traced through a Debris hex is subject to a +1 LOS Hindrance for each such same-level hex [EXC: see **A6.7**]. A Debris hex has a +1 TEM; a vehicle may gain WA (**B9.32**) in a Debris hex.

**6.2 Movement:** Infantry enters a Debris hex at a cost of 2 MF. The only type of vehicle that may enter a Debris hex is fully-tracked AFV and a half-tracked AFV; both of which must expended ¼ (FRU) of its total MP allotment to enter a Debris hex. Such an entry requires an immediate Bog Check (**D8.2**) with a +1 DRM. There is a +1 DRM, if the vehicle is gaining elevation and entering a Debris hex. Dash (**A4.63**), Road Bonus (**B3.4**), and the half-MP Road Rate are NA. A Gun may set up in, enter, or exit a Debris hex only if dismantled or carried as a Passenger (i.e., not Towed).

**6.3 Fortifications:** The only fortifications that may be placed in a Debris hex are Mines, Pillboxes, Wire, and Entrenchments.

**6.4 Concealment:** Debris is Concealment terrain.

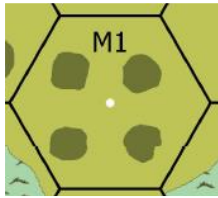
**6.5 Kindling:** Debris is non-Burnable terrain.

**6.6 CA Change:** The Case A TH DRM (**C5.11**) is not doubled for being in Debris.



# THE GULLY – SPECIAL RULES

7. **OLIVE GROVE** represents terrain containing groups of olive trees with little or no undergrowth. Any hex containing green clusters is an Olive Grove hex. Olive Grove is inherent terrain (B.6) and never out of season.



**7.1 LOS:** An Olive Grove is not a one-level LOS Obstacle between same-level units. However, an Olive Grove is considered a one-level obstacle to any LOS to/from a higher elevation and consequently can create Blind hexes.

**7.2 Same Level Hindrance:** Although an Olive Grove does not block same-level LOS, it does Hinder it by adding +1 DRM for each Olive Grove hex [EXC: see A6.7] between firer and target.

**7.3 TEM:** An Olive Grove hex has a +1 TEM; a vehicle may gain WA (B9.32) in an Olive Grove hex.

**7.4 Movement:** Infantry enters an Olive Grove hex at a cost of 2 MF. A vehicle must expend double its MP allotment (consider Open Ground) to enter an Olive Grove hex.

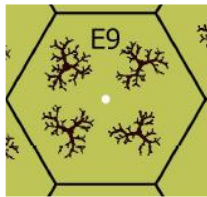
**7.41 Road:** Entrance of a hex containing both Olive Grove and road symbols through a road hexside is identical to movement along a road. Hindrance rules do not apply to such hexes if that portion of the LOS from fire to target within those hexes never leaves the road depiction regardless of the relative elevation of the fire/ target. Otherwise, Olive Grove road hexes are identical to Olive Grove hexes in every respect.

**7.5 Fortifications:** The only fortifications that may be placed in an Olive Grove hex are Mines, Pillboxes, Wire, and Entrenchments.

**7.6 Concealment:** Olive Grove is Concealment terrain.

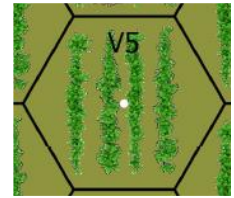
**7.7 Kindling:** Olive Grove is non-Burnable terrain.

8. **BOMBED-OUT OLIVE GROVE** is an Olive Grove that has suffered the effect of a heavy bombardment. Any hex, or half-hex, containing brown branches is considered a Bombed-Out Olive Grove hex. A Bombed-Out Olive Grove is inherent terrain (B.6) and is considered an Olive Grove except as follows.



**8.1 LOS/TEM:** Each Bombed-out Olive Grove presents +1 LOS Hindrance for each such same-level hex; In addition, each Bombed-Out Olive Grove hex presents a +1 Hindrance to any LOS drawn through it to/from a Location higher than the base level (not the obstacle height) of the Bombed-Out Olive Grove hex. However, if the LOS is drawn to/from a Location > one level higher than the base level of the Bombed-Out Olive Grove hex, only one +1 Hindrance DRM applies, and only if the LOS crosses an Bombed-Out Olive Grove adjacent to the ground level target/firer.

9. **VINEYARD** represents low growing vine crops, such as grapes; any hex containing parallel olive-green leafy lines is a Vineyard. A Vineyard hex is Inherent Terrain (B.6)



**9.1 LOS/TEM:** A Vineyard is a half-Level LOS Hindrance. Fire traced through a Vineyard hex is subject to a +1 for each such same-level hex [EXC: see A6.7]. Entrenched units treat a Vineyard hex as half-level Obstacle (A6.21). Vineyard has no TEM, but because it is not Open Ground it negates Interdiction and FFMO.

**9.2 Movement:** Infantry enter a Vineyard hex at a cost of 2 MF. A vehicle must expend 2 MP to enter a Vineyard hex. A Vineyard hex is a Bog hex (D8.2).

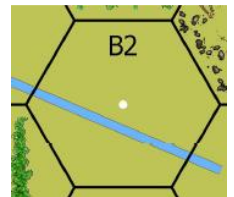
**9.21 Road:** Entrance of a hex containing both Vineyard and road symbol through a road hexside is identical to movement along a road. Hindrance rules do not apply to such hexes if that portion of the LOS from fire to target within those hexes never leaves the road depiction regardless of the relative elevation of the fire/target. Otherwise, Vineyard road hexes are identical to Vineyard hexes in every respect.

**9.3 Fortifications:** The only fortifications that may be placed in a Vineyard hex are Mines, Pillboxes, Wire, and Entrenchments.

**9.4 Concealment:** A Vineyard is Concealment terrain. Ambush may occur regardless of the presence of Concealed units.

**9.5 Kindling:** A Vineyard is non-burnable terrain.

10. **IRRIGATION DITCH** represents narrow, shallow, water-filled channels. Any hex containing  $\geq$  one solid blue line is an Irrigation Ditch hex. Irrigation Ditches are not Water Obstacles.



**10.1 LOS/TEM:** Irrigation Ditches are neither an obstacle nor a Hindrance to LOS. Irrigation Ditches are considered Open Ground. An Irrigation Ditch has a conditional TEM of +1, which is never cumulative with any other possible TEM. Only Infantry may utilize this conditional TEM [EXC: *Infantry manning/ Manhandling Guns never receive the protective TEM benefits of an Irrigation Ditch*].

**10.2 Movement** Infantry may enter an Irrigation Ditch hex at the COT of the other terrain in the hex or it may expend that COT and one additional MF. If it only expends the COT of the other terrain to enter an Irrigation Ditch hex, it may (barring other terrain in the hex) be subject to FFMO (or Interdiction in the RtPh) in that hex, during that MP until Pinned. If an Infantry unit either starts the phase already in an Irrigation Ditch hex, or it expends the additional 1 MF when entering the hex, it is considered to be taking cover in an Irrigation Ditch and may claim the conditional +1 TEM (thereby avoiding any FFMO penalties).

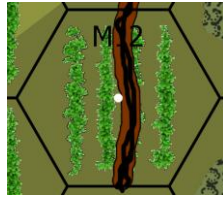
**10.21 Guns** may be Manhandled into an Irrigation Ditch hex across a non-road hexside at a cost of 2 MF plus COT.

# THE GULLY – SPECIAL RULES

**10.3 Fortifications:** Entrenchments cannot be placed in an Irrigation Ditch hex.

**10.4 Kindling:** the Kindling/Spread numbers of other terrain in an Irrigation Ditch hex are increased by two.

**11. PATHS:** A vineyard, woods, brush, or orchard hex containing a thin brown & black lines such as shown here is said to be crossed by a path.



**11.1** A path allows entry of that hex through the path hexside by Infantry at a cost of one MF—not two. Otherwise, a path has no other effect on a hex (i.e., inside the woods outline, the path is woods; outside the outline it is not).

**12. ASSAULT ENGINEERS:** Designated German 8-3-8 / 3-3-8, 5-4-8 / 2-3-8 and British 4-5-8 / 2-4-8 MMC are Assault Engineers (**H1.22**) with Sapper Capabilities (**B28.8**).



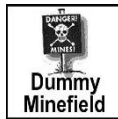
**12.1** Assault Engineers have their Morale underlined, an ELR of 5, and their Smoke Exponent increased by 2.



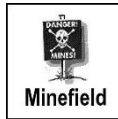
**12.2** Assault Engineers are the only MMC that may use a FT/DC without the Non-Qualified Use penalty (**A22.3, A23.2**) applying.



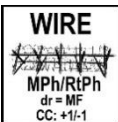
**13. KNOWN MINEFIELDS:** For every 24 Known Minefield factors (**B28.45**) the German sets up, he receives one Dummy Minefield counter and makes a secret dr (halved, FRD), receiving an additional number of Dummy Mine counters equal to the result.



**13.1** Known/ Dummy Minefields must set up on map at game start (representing minefields discovered earlier by reconnaissance).



**14. BREACHING WIRE / MINEFIELDS:** Any Unbroken, Non-Pinned Infantry unit with a DC ADJACENT to a Wire/Minefield Location may attempt to Breach the Wire/Minefield Location during its MPh by declaring he is “Breaching” the Wire/Minefield location.



**14.1** A SMC uses a DC by adding +1 to its attack DR. A Hero forfeits his inherent FP in the following AFPh.



**14.2** The MF cost of placing a DC in a Wire/Minefield Location is double the COT of the location the Wire/ Minefield is in (there is no additional cost due the Wire or attack from the mines).



**14.3** If successfully placed the DC attack is resolved **Area Fire** vs. the Wire/Minefield location (only with normal TEM applying to attack) during the AFPh. If the DC detonates, it will Breach the Wire/Minefield location with a NMC or better and eliminates the Wire/Minefield on a KIA on the IFT, and using the same Original IFT DR, will attack any units in the

same hex with full TEM [*EXC: to both, if the DC Malfunctions*].

**14.4** Place a Trail Break counter across the Wire/Minefield location from the hexside, which the DC was placed, to the opposite hexside. Units may enter a Wire/Minefield location via a TB at twice their normal MF/MP cost without suffering the effect of the Wire/Minefield but are subject to the TB Defensive First Fire –1 DRM (**B28.61**).

**15. MACHINEGUN (MG) NEST:** The foundation of every German Stützpunkt (Strongpoint) was the MG Nest, housing a 7.92mm *Maschinengewehr* (Machinegun) 42. The MG Nest was constructed of 20 cm (8”) diameter side wall logs and roofed over with 15 cm (6”) diameter logs. The roof was capped with 5 cm (2”) of clay for waterproofing and 30 cm (12”) of soil. A rear entry trench connected the MG Nest to the main trench system. The MG Nest was well-stocked with ammunition, spare parts, and equipment to keep the machine gun in operation.

**15.1 Setup:** Each allocated HMG with its (1-2-7/2-2-8) crew must set up in a 1+3+5 Pillbox.

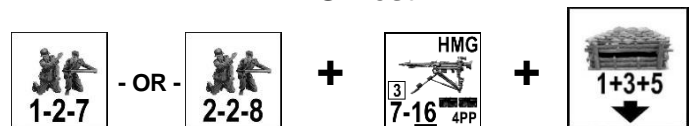
**15.2 Fanatic:** Each (1-2-7/2-2-8) crew in possession of an HMG and in a MG Nest Pillbox is Fanatic (**A10.8**).

**15.3 Removal:** When a HMG is removed from the Pillbox it is *automatically replaced with a MMG*. When a MMG is returned to a Pillbox by a Good Order German infantry unit, it is *automatically replaced by a HMG*.

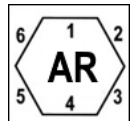
**15.5 Repair:** A 6 on a Repair dr does not eliminate an HMG in a MG Nest Pillbox (**A9.72**).

**15.6 Concealment:** A MG Nest may set up in Concealment terrain using HIP as per **G.2**.

## MG Nest



**16. OFFBOARD ARTILLERY:** All OBA Battery Access is never lost permanently due to drawing two Red Chits (**C1.21**). If a Red Chit is drawn (including the first one) when attempting Battery Access, the Red Chit is returned to the Draw Pile and an additional Red Chit is added to the pile.



**16.1 Radio/Phone malfunction** on a Contact / Maintenance DR of 12. A Radio/Phone has a R# value of 1 and have no X# (**A9.72**).





# **BLOODY DECEMBER**

## **ASL Team Tournament**



**21-23 April 2023**

### **The Bloody December Team ASL Tournament**

The Bloody December (BD) Team ASL Tournament will be a change from the standard ASL tournament format. The BD Team ASL Tournament will involve three players joining up in a team to play against another team in a series of scenarios. The scenarios are played on custom designed Mediterranean Theatre maps, with a force that is primarily infantry based (some AFVs and OBA are present) that is supported by machine-guns, guns, and mortars. Defenders can expect to use wire, mines, and pillboxes to construct their strongpoints.

### **How does the Tournament Work?**

The BD Team ASL Tournament is played over four rounds. The length of time for each round is 6-7 hours. In each round a series of three scenarios is played on specific Axes of Advance, with each side accumulating Tournament Points (TP) during the scenarios. The tournament concludes at the end of the fourth round. The total number of TP won by each team is tallied up and the team with the most TP wins the Tournament.

### **TIMINGS**

#### **Opening Ceremony**

Opening Ceremony                      1730-1800, Friday, Day 1

#### **Round One**

Round Start                                1800, Friday, Day 1

Round Ends                                2400, Friday Day 1

#### **Round Two**

Round Start                                0900, Saturday, Day 2

Round Ends                                1600, Saturday, Day 2

#### **Round Three**

Round Start                                1700, Saturday, Day 2

Round Ends                                2400, Saturday, Day 2

#### **Round Four**

Round Start                                0900, Sunday, Day 3

Round Ends                                1500, Sunday, Day 3







#### **Closing Ceremony**

Closing Ceremony                      1515, Sunday, Day 3 (or 15 minutes after last game finishes)

## Playing the Tournament

### Step 1: Choose Teams

Players will be grouped into 3 tiers (High, Medium, Low) based on their ASL Rating. Teams will consist of three players (one per tier) with the selection of the players done randomly. Ideally there will be an even number of teams participating in the BD ASL Team Tournament – however, if not some rearranging may occur to accommodate all the players participating. Teams will then select a Team Captain and a Team Name.

CAMPAIGN #1		CAMPAIGN #2		CAMPAIGN #3	
 Canadian Team	 German Team	 Canadian Team	 German Team	 Canadian Team	 German Team
1.	1.	1.	1.	1.	1.
2.	2.	2.	2.	2.	2.
3.	3.	3.	3.	3.	3.

### Step 2: Choose Side to Play

Teams will be matched up and Team Captains will make a DR, with lower roll getting to choose the side (Germans or Canadians) their team wants to play for the tournament.

### Step 3: Choose an Axis of Advance

There are three Axes of Advance (each with four scenarios) to choose from. Each player is assigned an Axis of Advance to Attack or Defend.

Axes of Advance	Scenario 1	Scenario 2	Scenario 3	Scenario 4
<b>Inland</b> ➔	Attack on La Torre	End Around	Valour at Casa Berardi	Villa Grande
<b>Centre</b> ➔	Road to San Leonardo	Misunderstood	Orange Blossom	A Most Unhappy Christmas
<b>Coastal</b> ➔	Battle of San Donato	Royal Canadian Avenue	Vino Ridge	Storm's Fury

In order to provide some variety; each player on the Canadian Team will be assigned to a fixed Axis of Advance for all four rounds; however, each player on the German Team will shift Axis of Advance, playing a different Axis of Advance each round. For the fourth round, the Team Captains will secretly decide on the which player will play each scenario.

### Step 4: Playing a Scenario

For each round, the paired players will set up to play the scenarios listed on their Axis of Advance. Each side has an “At Start” Force, (may or may not have) a Reserve/Reinforcement Force, and will have a Variable Force. The Variable Force will be secretly rolled for and added to the “At Start” Force or to a side’s Reserve/Reinforcement Force – the scenario card will give instructions in the Special Rules for the scenario.

The BD tournament uses the official ASL 2nd Edition Rules, players are to consider and agree on ALL Optional rules before making scenario choices (E.g., IIFT, BI, PF usage etc...). Any variable scenario information (E.g., VCs, Bore Sighted hexes, etc...) will be written down on a side record for verification.

**Set up:**

- a) Players are to verify their opponent's OB and the orientation of the map before set up begins;
- b) Players are to ask their opponent if he has considered all set up restrictions for HIP units before set up;
- c) Verify the legal set up of all non-HIP units before the game begins. All HIP units will have their locations written on a side record for verification; and
- d) If a player has violated set up restrictions after play has commenced, any illegally set up units **WILL** be removed from play.

**NOTE:** these rules are meant to ensure a fair playing of the scenario. They are NOT intended to be a vehicle for unethical play. Please make sure that both players are aware of the OB and set up restrictions. If you are aware of an error in the OBs or in your opponent's set up, you **MUST** make this error known to your opponent.

**Rules Disputes:** Any rules dispute should be:

- a) Resolved first by the players involved;
- b) If players cannot agree on a rule, the Tournament Director (TD) will decide on the rule in question; and
- c) Any decisions by the TD are final!

**Kibitzing:** to give unsolicited or unwanted advice; make unhelpful or idle comments, especially to someone playing a game – will not be tolerated! Absolutely no comments on any game in progress!

**Dice:** All dice will be 1/2" to 5/8" (12.5mm to 16mm) standard 6 sided ASL dice. Any worn or damaged dice will not be allowed in the tournament. Please have a good look at your dice, and if needed, replace them.

**Rolling the Dice:** Some kind of dice-rolling-equipment is required; you can use a:

- a) Dice-cup
- b) Dice-tower
- c) Box top
- d) Something similar

Whatever the method used, your opponent must be able to see the result at the same time that you do. There will be no free-range dice rolling on the maps/tables as space may be limited.

**Sponsors:**

A huge thanks goes out the number of companies that have provided gift certificates, scenario packs, dice, etc., as prizes for the BD ASL Team Tournament. Please show your thanks for their support by making a purchase from them – and don't forget to mention the BD ASL Team Tournament.

**Tournament Goal:**

Yes, it is a competition and score is kept, but the Goal of the BD ASL Tournament is to have **FUN!** Ask yourself, "*What can I do to make it fun?*"

**Step 5: Record Result**

At the end of each round, Team Captains are to submit their team’s score cards to the TD for tabulation.

**Scoring**

In each scenario, a side accumulates TP (negative totals are possible):

**Tournament Points:** +5 to the Scenario Winner

**Casualty Victory Points:** +/-1 Point per 5 CVP\* (FRD) amassed to the Scenario Winner  
 \* To determine CVP = CVP Amassed minus CVP Suffered

**Bonus Tournament Points** +X/Y Bonus Tournament Points to the Scenario Winner  
 X = for unique strategic tasks accomplished during the scenario  
 Y = if a side concedes the scenario before the end of Turn 4, the winning side receives +1 TP per 5 CVP of the conceding side’s entire Order of Battle for the scenario

Players are to ensure to keep track of TP, 2s, 12s, ROF, & CC and turn in their Player Cards to their Team’s Captain.

**Player:** \_\_\_\_\_ **Rating:** \_\_\_\_\_ **Team:** \_\_\_\_\_

**Side (Circle):** German Canadian **Captain:** \_\_\_\_\_

Scenario	Opponent	W-L	CVP Suffered	CVP Amassed	TP Bonus	TP	2	12	ROF	CC



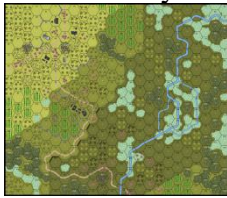

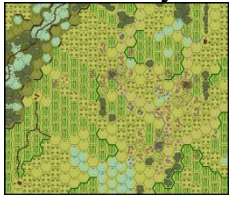
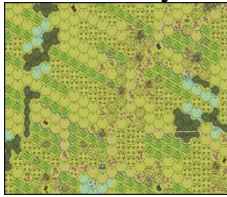
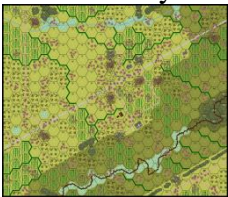
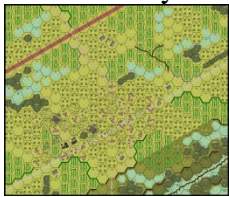
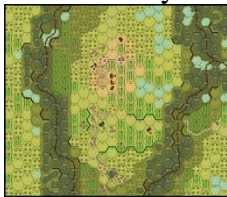
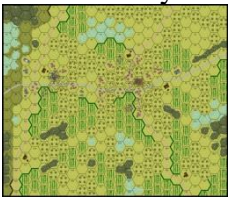
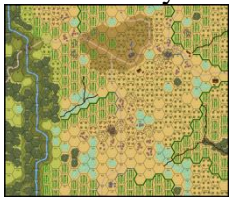
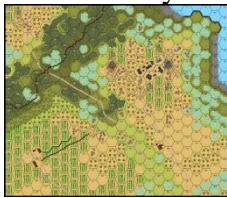


## Ending the Tournament

At the conclusion of the fourth round, the TP will be totalled and the side with the highest number TP wins the Bloody December Tournament. Consult the Victory Table to see how well your side did in the Tournament.

Tournament Points	 <b>CANADIANS</b>	 <b>GERMANS</b>
<b>56+</b>	<b>STRATEGIC VICTORY</b> Outstanding results, both Ortona and The Gully have been captured and our drive up the Italian boot cannot be stopped. Not only have you demolished any and all German obstacles put in your way, you have inflicted heavy losses on the Germans. The road to Rome lies open and unopposed. Monty congratulates you on your success.	<b>STRATEGIC VICTORY</b> You have smashed the Canadians' advance exacting a severe loss of both men and materials on them. Your stunning success has not only disheartened the Allies, but shored up our left flank and closed the road to Rome. It will be months before the Allies can mount any offensive actions on Adriatic Front. The <i>Führer</i> was exuberant at the news of your success.
<b>36-55</b>	<b>MAJOR VICTORY</b> With Ortona captured and The Gully crossed we are poised to continue the advance. The fighting was fierce but the goal won through hard work and cooperation between the division's brigades. The Germans are back on their heels and certain victory is not far off. Monty is pleased.	<b>MAJOR VICTORY</b> Though Ortona has fallen and The Gully been crossed, your staunch defence has inflicted heavy casualties and while not destroying the Canadians, you have weakened their ability to continue the advance. Your actions have allowed us to withdraw our forces north in good order, keeping the hope of victory alive. <i>Generalfeldmarschall</i> Kesselring congratulates you.
<b>≤ 35</b>	<b>TACTICAL VICTORY</b> You have managed to claw your way across The Gully, encircling Ortona in the process. The Gully had proven to be a bloody crucible – every yard had to be bought and paid for with blood, sweat, and tears. But the sacrifice has set the stage for the Eighth Army to drive north up the Italian boot.	<b>TACTICAL VICTORY</b> You have managed to grind the Canadian advance to a halt, but the costs of men and equipment was heavy. The time you bought will allow what forces left to withdraw north and set up our next fortified line of defence. We will press on so we can claim victory and honour our fallen comrades.

**AXES OF ADVANCE**

	<b>Inland</b>	<b>Centre</b>	<b>Coastal</b>	
<b>Round 1</b>	German Player 1  Canadian Player 1	German Player 2  Canadian Player 2	German Player 3  Canadian Player 3	<b>Round 1</b>
<b>Round 2</b>	German Player 3  Canadian Player 1	German Player 1  Canadian Player 2	German Player 2  Canadian Player 3	<b>Round 2</b>
<b>Round 3</b>	German Player 2  Canadian Player 1	German Player 3  Canadian Player 2	German Player 1  Canadian Player 3	<b>Round 3</b>
<b>Round 4</b>	German Player ?  Canadian Player ?	German Player ?  Canadian Player ?	German Player ?  Canadian Player ?	<b>Round 4</b>



***BLOODY  
DECEMBER***  
**ASL Team Tournament**

**21-23 April 2023**





# THE ORTONA AREA

DECEMBER 1943

MILES 1 0 1 2 3 MILES

