

In this Issue

It's My Party...	1
Tips for Learning to Play ASL	1
Some Basic Terms	2
AAR: Italian Brothers (A72)	2
Pointers for Combined-Arms Play in ASL	3
Ten Questions with a Conscript: Chris Baer	4
Planning 101: A Problem Solving Approach to ASL	5
SALSA II is Released	6
Assault Fire Quiz	6
Commissar's Corner	6
And Now a Word From Our Sponsors	7
Next Meeting	7
Tuning The Tables	8
AAR: Parzest to the Rescue (KE4)	12
Club Meetings	13
Our Humble Club Ladder	13
Answers to Assault Fire Quiz	14
The DC Conscript's Hymn	14
Web References	14
Next Issue	14
From Our Friends in VA	14

It's My Party...

Tom Meier

Welcome to the third issue of the DC Conscripts ASL Club newsletter. It appears we are on a roll. As this section is titled, this is where I (Major Tom) as the editor sing—**It's My Party...I'll say what I want to.**

This newsletter has several great articles for those just getting started in Advanced Squad Leader (ASL). The topics include tips for those just trying it out and a good combined arms article for novices learning how to tie it all together. This issue also includes articles about action during the Annual club tournament last spring. Plus, some more encouragement from the commissar, a new feature called "Ten Questions", and our regular features.

For next issue, I would like to get input as to what components and other equipment someone new to ASL should buy to get started. The reissue of several core modules and limited availability of [basic] Squad Leader means there is a maze of acquisitions to get boards 1-4, ASLRB2, and starter scenarios without buying everything published to date.

We (our Club and I) welcome articles of all types related to ASL. So if you have a good idea for an article, write it up and send it in. We can help with editing, so even if you can only get a rough draft done your ideas are welcome.

Advanced Squad Leader, usually seen and called ASL, is a board game simulating tactical level World War II ground combat.



Tips for Learning to Play ASL

John Slotwinski

Introduction

Learning to play Advanced Squad Leader may seem to be a monumental task. Granted, ASL is a complex system that requires time, dedication, study and even a chunk of your hard-earned money. At least it is cheaper than golf! But the satisfaction gained from playing the game is worth all of the effort. And trust me you will have fun right from the start. Here are some tips to help make the experience of learning the game easier and more productive.

Tips for Learning the Game

1. Don't worry about the size of the rulebook. About 80% of it consists of exceptions to basic things like moving and shooting.
2. Play often and play fast. Notice that these two are synergistic—the faster you play the more time you'll have to play. Don't worry about making mistakes and try not to agonize over each and every move. I learned this from the Musings of Mark Nixon. I believe it is one of the best tips out there for learning and playing the game
3. Play lots of different people. You'll learn different styles of play and make friends along the way. 99% of ASL players are fun guys to play.
4. Play people who are much better than you. You won't win at first, but you'll learn the game very quickly this way. It is a humbling way to learn, but it is worth it. Try and have fun.
5. Play people who are not as good as you. No one likes to lose all the time! (See #4.)
6. Have fun. Try not to take it too seriously, it's only a game.
7. Don't be afraid to make mistakes or dumb moves. Learn from your mistakes and don't ask to take a move back.
8. Study the game, read pertinent articles, surf the web, check out the resources available to you.
9. Never ever be afraid to ask questions (EXCEPTION: don't bug people if they're consumed by the game that they're currently playing.) Ask your opponent why he did certain things and made particular moves during your game.

10. Have fun and play fast.
11. Go to tournaments. Not only will you have fun but you'll also learn gobs and gobs about how to play the game.
12. Read the rulebook, but not all at once! Don't focus on sections that you won't use the first time. Unless there's cavalry in your scenario you don't have to read about it! Focus on chapters A and B your first time out. Once you're comfortable with the game, make the effort to read chapters A-D carefully at least once per year, you'll learn something new every time.
13. Have fun and play fast.
14. During a game, don't worry if you and your opponent get stuck. If you can't find an answer to your question within 5 minutes, write it down and look it up later. Reach some agreement on how to proceed (maybe even roll a die) and keep playing.
15. Have fun and play fast.

Resources to Help You Learn the Game

There are some great resources to help you learn the game. Some of these are on the web. In order to get the most out of them you should setup the requisite pieces and follow along, especially with the Chapter K examples and Tom Repetti's examples of play (XoP).

- Chapter K. It reads a little hokey, but it is a great way to learn. It helped me out a lot. Make sure you follow along with your own pieces and boards.
- Stahler's "Eight Steps to ASL: A Programmed Instruction Approach" for learning ASL is another good way to take bite-sized pieces out of the rulebook. You can find it on-line at the MMP web-site, under "player support", at: <http://www.advancedsquadleader.com/>
- Tom Repetti has some great newbie examples of play on his home page. Download them, print them out, and play along. You can find these at: <http://www.mindspring.com/~tqr/>

Some Basic Terms

For the new and not so new player, some definitions of terms to make the reading a little easier.

AAR—After Action Review: A recount of a played game that usually covers what the scenario is like and tips for success.

ASLRBv2—Advanced Squad Leader Rule Book 2nd Edition: A large tome one should not be daunted by as there is really only about 18 pages of rules one needs to know to get started.

"Death Boxes/Rolling Coffins"—Slang for fairly weak armored vehicles that are easily destroyed

"J8" Building—An alpha numeric used to identify terrain on the game board.

NEWBIE—Slang for someone new to the game who is trying to learn a lot of new concepts.

Stunned/Recall—Combat results applied to armored vehicles reducing their ability to function or causing them to retreat from the game board.

AAR: Italian Brothers (A72)

Matt Deuber

Matt Deuber (Republicans) defeated Bryan Kropf (Nationalists) in A72 Italian Brothers.

This game went down to the last Close Combat Phase. Bryan needed to kill my Commissar and one squad in a victory building to deny me control. He already had me on the CVP victory conditions. I HAD to keep that building to win.

The game started normal enough. Three Italian death boxes [L3/35—Ed.] came rolling down the road into the Garibaldi ambush. One was set aflame immediately by accurate MG fire. The others turned tail and headed for cover. The rest of the Garibaldis double timed to the smattering of buildings in front of the villa, and awaited the arrival of the Black Flames.

They didn't have to wait long. Swarms of Black Flame infantry flooded the villa and soon evicted the Garibaldis from the K1 and K4 buildings, which sent the Commissar running pell-mell through the expansive vineyard. Two squads from the K1 building backed off without much of a fight. Luckily the Black Flames did not give chase. They were content to hold their conquests. And as for the Garibaldis, they were content to hide from the massive overwatch position in the villa.

In the meantime, east of the villa, the Garibaldi ambushers were pursuing the rolling coffins [L3/35—Ed.], with one eye on the P2 building. With a lucky sniper shot, and a stunned tank (which leads to recall), the P2 building was soon in Garibaldi hands. The remaining ambushers were reinforcing the J8 building for what was sure to come; a Black Flame push.

And push they did. In possibly the only human wave of the Spanish Civil War, the Black Flames crashed through the vineyard and headed right for J8, with their friends reaching out and touching from upstairs in the villa. The remaining Italian AFV even crossed the hedge and smashed through the grapes, but bogged before anything significant could happen. The Garibaldis started to break here and there, but overall they held. A full Black Flame squad was even cut down to the man in the vineyard right outside the J8 stronghold.

Meanwhile, as this attack was progressing, the Commissar started to find his guts. He worked his way over to the two squads who retired early from the fight for K1, even attracting some attention from the Black Flame over watch position in the villa. He started to organize an attack.

It didn't look good for the Garibaldis. They had destroyed a tank yes, but the Black Flames had two squads and a leader prisoner from the attack on K4 and some unfortunate souls caught in the vineyard south of P9. They needed another building.

Fortunately, K1 was garrisoned with only a squad holding a squad of Garibaldis prisoner. With a little bit of luck and some bloody close combat, K1 was in Garibaldi hands. Suddenly, a platoon of Black Flames, angry at their recent rebuff, swarmed K1. The Commissar, now with only one squad left to defend with, fired at everything that moved. The Black Flames would not be denied. They burst into K2, the whole platoon of them.

But the Commissar and his squad lived to tell the story.

Sorry, got a little carried away there. Feel free to add anything I forgot Bryan. Sometimes it's fun to turn the whole scenario into a story, leaving out ASL terms. Bryan and I always have close games. Great game.

Pointers for Combined-Arms Play in ASL

John Slotwinski

I love combined arms (CA) scenarios, even though it took me a long time to learn how to play them reasonably well. The infantry/AFV interaction is a complicated riddle to be solved, but the satisfaction garnered from successful synergistic combined arms play is well worth the effort that it takes to learn it.

Combined arms takes place when one or both sides have infantry and AFVs in their OB. This article is not meant to be a treatise on good CA play. It would take much too long to write, and I am not qualified to write it [*John is too humble!—Ed.*]. Rather, I would like to point out some basic dos and don'ts for getting maximum performance out of a CA OB. If you're about to play your first CA scenario, a good way to think about things is the following: Infantry protect the armor from enemy infantry and enemy AT assets while the armor protects the infantry from enemy armor and enemy infantry in high TEM positions.



Figure 1: In ASL, Americans in high TEM with armor support can be an unstoppable force, IF you know how to play combined arms effectively.

DOs:

- + Do consider smoke from all sources including infantry grenades, AFV smoke mortars, AFV smoke grenades and ordnance smoke ammo.
- + Do take out enemy SCW (Bazookas, PF, PsK, PIAT) units and gun crews in CC initiated with your squads or by shooting them with your kill stack.
- + Do consider moving your AFVs whenever it is your turn.
- + An AFV that prep fires has no movement options. An AFV that doesn't prep can move, generate smoke, and fire all in the same turn.
- + Do use armored assault; do consider moving your AFVs to locations where squads can advance (even maintaining concealment if already concealed!) under them for +1

TEM in the following turn.

- + Do use your AFVs aggressively against an enemy that has no AT assets available: generate smoke, bounding fire, sleaze freeze enemy units (including tanks!), overrun, cut off rout paths, and be a general nuisance.
- + Do coordinate the movement of your infantry and AFVs (count those MPs and MFs!) so that they can maintain support with each other, especially in urban environments.

DON'Ts:

- ⊖ Don't race your AFVs ahead of your infantry, especially into an area that might contain hidden enemies.
- ⊖ Don't forget to check the scenario date to see if the enemy has PFs and ATMMs available.
- ⊖ Don't waste time (and several fire phases) trying to get a hit with your tank's MA against an enemy in a stone location when you have a smoke round available instead.
- ⊖ Don't lose 3 AFVs in the same hex, in the same fire phase [*personal experience?—Ed, no that would be Chris Baer, but I did witness it! - js.*].

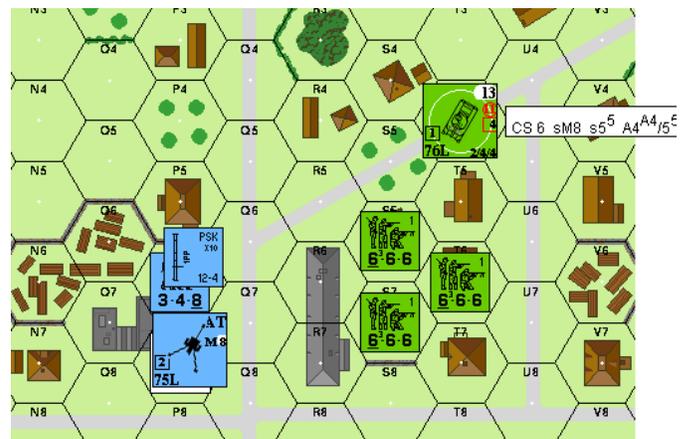


Figure 2: What should the Americans do in this situation? Both German AT assets can toast the Sherman, but the Sherman can help his supporting infantry eliminate both threats.

In figure 2 it is the beginning of an American turn. They have just discovered two German AT assets in O7 building. Simply running the American tank or squads into the hexrow-Q street will result in broken squads and a flaming tank. The American morale is weak, but their firepower and CC prowess is tremendous. Some judicious smoke placement will give the Americans a good chance of successfully closing with the enemy and advancing in for some CC. The American player might consider some vehicular smoke in Q6, either from the sM8 or S5, coupled with some infantry smoke in R6 or Q7. This will allow them to close with the enemy and engage in close combat.

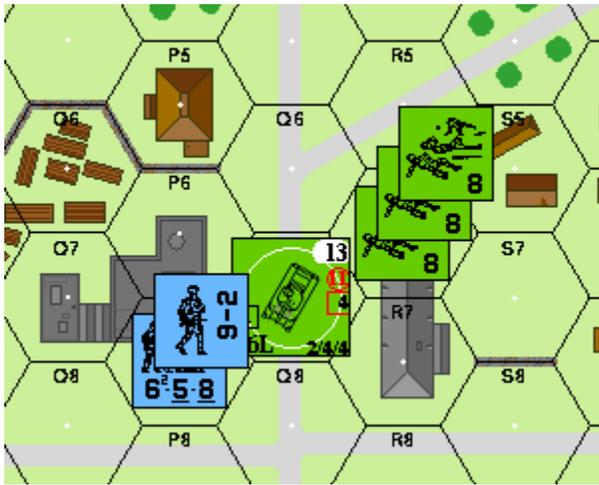


Figure 3: Don't let this happen to you! Unsupported armor in a street fighting situation against a German 9-2 and squad with ATMMs is a losing proposition.

The best advice for learning good CA techniques is practice. Play a lot of scenarios that have both AFVs and infantry and play them against players who have experience with CAs. You might take some lumps in the beginning, but you'll open up your horizons to many fun Combined Arms scenarios.

Ten Questions with a Conscript: Chris Baer

'Scripts: Tell us a little bit about your gaming background. How long have you been gaming? What was your first game? Are there any particular games that stood out over the years?

CB: My first real gaming experience came at around age fourteen when I discovered the "Project Warrior" file cabinet in my father's office—he was an Air Force personnel officer. Project Warrior (or something to that effect) was a program designed to get members of the Air Force thinking about strategy and tactics via wargames. There were tons of games in that cabinet, from AH's Flight Leader to VG's Nato and SPI's Sinai and Commando—the latter being the real bridge between my prior RPG experience and wargaming. No one else was using them—or even knew they were there, I think—so I helped myself. I really only set up the games and pushed some counters around—ignoring stuff like supply and step losses—but those were the formative experiences.

'Scripts: When and how did you discover ASL?

CB: Back in 1996, I was playing AH's computer game, Flight Commander II, and in the rulebook there was a "Buy 1, Get 1 Free" offer for AH aerial combat wargames. So I called the number and ordered B-17 and Knights of the Air. Tucked in that fateful package from Baltimore was a "special issue" of The General with tons of ASL advertisements in it. Looking at the scenario descriptions for Partisan, seeing the counter art for West of Alamein, and looking at the sheer amount of stuff included with the Rulebook, I just had to know more. Did some digging on the web, signed onto the ASLML (for better and worse), gave Boulder [*as in Boulder Games – Ed.*] a call, and that was that.

'Scripts: What is it that you enjoy about ASL?

CB: ASL is a very social wargame—for some reason, it's more

fun playing ASL around a hundred other people who are doing so than it is playing in someone's kitchen or den. Too, once one gains a certain proficiency with the rules, where they become "transparent," ASL simply flows, and the rules seem less like a daunting tome of "thou shalt nots" than a cornucopia of options and possibilities. I think it's safe to say that many games of ASL feature some situation that's never come up before, ever, like capturing an Immobilized, Abandoned Tiger with a Conscript Squad and using said Tiger's gun to bring down a steeple occupied by a heroic 10-3 with a field phone. That's just cool.

'Scripts: What is it that has made the DC Conscripts such a successful club?

CB: Conscripts is very friendly to new and returning players, or at least I'd like to think so. We try to do as much outreach as possible, via game stores and the Internet, to bring those people who've purchased the Rulebook and Beyond Valor on an expensive whim into the local ASL community. Several of our more stalwart regulars started out as newbies whom the club more or less brought into the fold, and to me, that marks us as a successful club. Oh, yeah, and the Troika rules things with an iron fist, too. That helps.

'Scripts: What is your favorite scenario?

CB: I don't think I really have a favorite scenario. Possibly Rescue Attempt (89), from Doomed Battalions—two separate battles, one for the compound and one for the railway crossing, with early war tanks thrown in for good measure, make it one of the more memorable scenarios I've played. I've certainly enjoyed almost every Tactics scenario that I've played, but none has stood out as a favorite—though I bet that if I ever played Tac71 Terminus Sened, with Americans, Italians, Germans and railroads, that would get some favorite scenario votes from me.

'Scripts: What is your favorite ASL AFV and why?

CB: Tough call. They all sort of perform the same when they're flipped over and covered by a blaze counter. [*Chris Baer is known internationally for his lack-of-armor-prowess—Ed.*]

'Scripts: How do you feel about the current state of ASL? Its future?

CB: While not one to call any age "golden," I certainly have no worries or complaints about ASL and its future. By reprinting the Rulebook and the core modules, MMP did all of us—newbie and grog alike—a great service and demonstrated the kind of long-term thinking that will keep this hobby going. Since this interview will be appearing in a newsletter that will be distributed at local hobby shops, where minors might pick it up, I'll keep my thoughts about certain third party shovellers to myself...

'Scripts: What are your other interests outside of gaming?

CB: I run several websites in addition to the DC ASL and Conscripts sites, including one devoted to alumni of the Oslo American School, which I attended in the mid-1980's. I also try to keep current with developments in literary and religious studies.

'Scripts: What do you do in the real world?

CB: I'm a copy editor by trade, but, being a bibliophile of the first order, I also moonlight at the Library of Congress, working in the stacks and in the reading rooms. Did you know that the Library

has an extensive collection of wargame magazines (like Strategy and Tactics and The Wargamer), replete with maps and counters?

'Scripts: Do you have any other favorite games?

CB: I'm quite taken with GR/D's The Great War series of WWI operational games, adapting the tried-and-true Europa system for use in the trenches. I once played, via e-mail, an Italian Front 1916 scenario with this system that took more months to play out than the actual battles did, and even though casual observers wondered whether the front line ever moved (it did, by a hex), there was plenty of tension to go around. And besides, how can anyone not love a game that includes rules for seaplane tenders, Austro-Hungarian submarines, German arms runners to Ireland, zeppelin airlifts to Africa, and camel transport? I also enjoy the other GR/D series—Europa and Glory. And I've begun dabbling in some of The Gamers' offerings, with high hopes for the forthcoming OCS Korea.

'Scripts: Final question, Moo Goo Gai Pan or General Tso's Chicken?

CB: How droll. A proper curry and a pint of Kingfisher, if you please.

Planning 101: A Problem Solving Approach to ASL

Doug Bush

If you're like me, you frequently look at the mound of counters you get for a scenario and start almost randomly stacking them up and putting them on the map with vague ideas about their specific mission or capabilities. A few leaders here, some support weapons there, maybe a tank over here. While easy to do, this method isn't the best way to organize your thoughts or your cardboard troopers.

Rather than trying to wrap your mind around how a big mass of counters will win a scenario, one can often break the tactical "problem" a scenario presents into smaller pieces. Think of it this way, "Ok, I have to exit five squads off the board edge, but what are the implied subtasks of that victory condition?" In this example, the implied subtasks may be taking a group of woods hexes that command the exit area, or finding a hidden anti-tank gun that may stop your entire attack. The idea is to come up with a list of subtasks that will, if accomplished, lead to you achieving your victory conditions.

Once you have a list of subtasks, you can then break your forces down into groups that are designed to accomplish each one. One way to do this is by breaking your forces down into the equivalents of real military units: platoons, companies, and (especially in HASL) battalions. By breaking your units down into realistic groups, you can frequently put together a plan that assigns each unit one of the scenario subtasks you just identified. Breaking your units into platoons and companies with specific tasks also helps you assign the right support weapons, guns, and leaders to each unit depending on the nature of their mission. Continuing the example above, if one of the implied tasks is the need to secure a section of woods, then you may need a lot of short-range firepower and good leadership for close combat. Give that platoon two LMGs and an 8-1. Another platoon may have a mission to put down smoke with mortars to cover the board exit

area. Give that unit the mortars (obviously) but also consider breaking them into half-squads and giving them some leadership to help them move into position faster. Since these are mortars, leadership mods won't matter much, so perhaps a 7-0 or even a 6+1 will do since you need the movement bonus the most.

There are some basic rules of thumb for breaking down your OB into subunits:

Start with the infantry. A good rule of thumb is three squads per platoon. For a company, a good basic number is three platoons plus a small command / fire support element. This would equal about 10-12 squad equivalents per company. A battalion is three or four companies.

Guns and 5/8" mortars are another case. They should be thought of in individual terms, but should be mentally "attached" to a parent platoon or company if possible. Doing so ensures you remember to provide them with supporting fires.

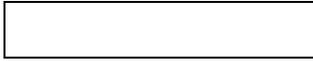
Vehicles can be handled in one of two ways. First, they could be broken down into their own platoons (one usually doesn't have enough in a scenario to create more than one company) and assigned missions like the infantry units. Another way is to parcel them out to the infantry platoons and companies depending upon the infantry unit missions. In many ASL scenarios the armor needs to work with the accompanying infantry to be fully effective, so this will ensure you at least mentally coordinate your armor and infantry.

The overall purpose of this method of planning is to make a big problem more manageable by breaking it into smaller parts. To review, this entire process involves four steps. First, the scenario victory conditions have to be broken down into individual subtasks. Next, break down your OB into subunits to accomplish each one of these subtasks. Third, assign the leaders, support weapons, guns, vehicles, and artillery support to each subunit based on its mission. Finally, try to leave a reserve force that can reinforce or back up any of your subunits. Whether on the attack or the defense, hardly any plan ever goes smoothly, so having at least a small, uncommitted reserve of a few squads or a tank in your pocket can come in very handy for dealing with the unexpected. Good dice never hurt either.



SALSA II is Released

Robert Delwood



SALSA! II - the new version

NEW SALSA! II is available!

Redesigned, SALSA! II offers new features and expandability.

- New modules*
- New nationalities**
- Speech recognition***

add up to a new dimension of SASL play.

* actually only one module (SASL) is available and more may come if I ever get the time.

** actually only one nationality (German) is available now but more will come shortly.

*** actually a very cool feature.

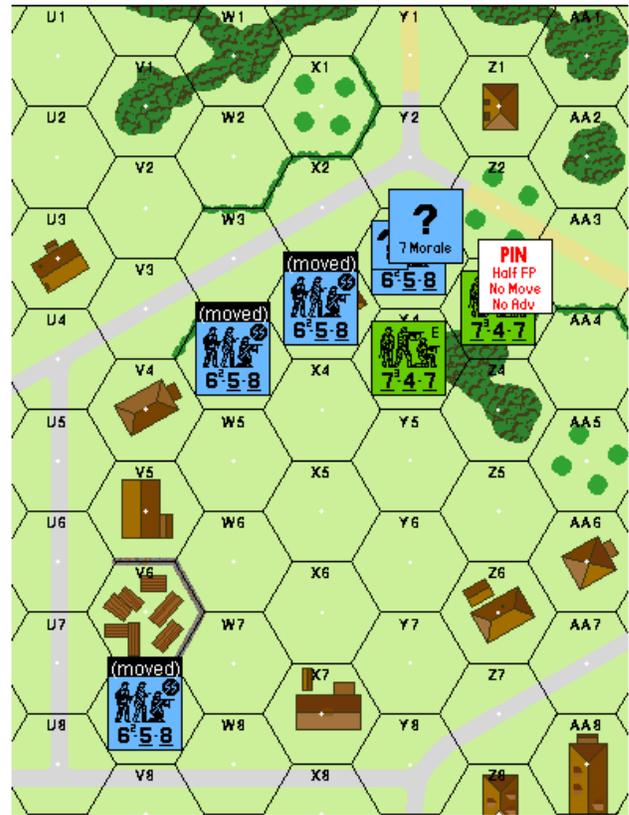
Salsa! 2, the second version in the game assistant for SASL, was recently released. Salsa! is a computer game aid designed to speed play of Solitaire ASL (SASL) by automating die rolling sequences. Unit generation, activation, and movement or fire decisions are available at the click of a single button. By automating these rolls and streamlining the processes, the game becomes quicker, easier and more enjoyable. It allows players to focus on the tactics of the mission rather than the mechanisms of play.

The new release of Salsa! 2 offers three additional capabilities. The first is largely an internal change but the application was redesigned entirely to allow easy expansion. New nationalities, missions, and even modules may be added by dropping in new support files. The second change customizes several processes. This includes support for Special Forces (S12.2), and better support for the myriad of rules exceptions. The user interface is changed slightly to streamline play. The third and most interesting change is the addition of speech recognition. Users may now speak commands such as “roll two dice,” “attack at four even,” and “roll for activation.” This feature was added to accommodate Virtual ASL (VASL). Switching between VASL and Salsa! for each die roll became tedious. With Salsa! 2 running in the background, players may speak the command and hear the results. Alternately, Salsa! 2 output may be sent to a small, resizable and movable window to display the results. This window may be positioned so that it is visible among the VASL windows. Either way, players do not have to keep switching between the applications.

Salsa! is available from Robert Delwood’s Web site (<http://www.delwood.org/squadleader.html>). See the site for exact system requirement. The current version is for PC only. Salsa! is free.

Assault Fire Quiz

John Slotwinski



Situation:

It is the American Advancing Fire Phase. Hexes Y3, X3, and V7 are wooden buildings. Hex W4 is orchard. Calculate the advance fire shots (Fire Power and TEM) for the following shots:

- (1) Y4 @ X3
- (2) Y4 @ W4
- (3) Y4 @ Y3
- (4) Z3 @ Y3
- (5) Z3 @ X3
- (6) Y4 spray fire at Y3 and X3
- (7) Y4 @ V7

Answers are on the last page.

Commissar's Corner

Chris Baer

The highlight of every Conscripts’ spring season—other than the barley harvest and the four nights of folk songs that accompany it—is, of course, the Conscripts Club Tournament. This past year’s version, the Third Annual, saw twenty-four of the club’s finest square off in four rounds of ASL action spread out from March to May 2001.

By the time the Awards Ceremony was held at Little Wars in June, a new Club Champion had emerged—Conscript Third Class Stephen Frum. He defeated second place finisher Bill Pittman in a nail biter of a championship match, playing 54 Bridge to Nowhere, with Bill having defeated third place finisher Mike O’Leary in a similarly close match of KE4 Panzers to the Rescue in the prior round to get there.

- 1st: Stephen Frum (4-0)—\$50 Little Wars Gift Certificate
 2nd: Bill Pittman (3-1)—\$40 Little Wars Gift Certificate

3rd: Mike O'Leary (3-1)—\$30 MMP Gift Certificate

Stephen's name goes up on the official Conscripts Tournament Plaque (ok, it's a sheet of paper in a frame, but it's cool) at Little Wars, next to prior champions Duncan McGill (2000) and Chad Cummins (1999).

This year's prizes were quite nice, with both Little Wars Game Store (Fairfax, VA) and Multi-Man Publishing each making generous contributions in the form of gift certificates. The Conscripts Troika would like to thank both Little Wars and MMP for their continued support of our humble organization. Participant entry fees made up the remainder of the prize amounts, with all entry fees going towards prizes, as in years past.

In addition to the gift certificates, this year we were also able to give out WW II vintage medals to the winners, courtesy of Conscript Third Class Bill Pittman. The medals added a real touch of class to the proceedings, and no one complained too much when I accidentally drew blood when I pinned them on . . .

In addition to the 1st-3rd place prizes, several other awards were handed out. Kevin Valerien received this year's Sportsmanship Award for not playing it safe while taking a 3-0 record into the fourth round. Instead of playing some balanced, simple scenario, he and Mike O'Leary played TAC 23 Midnight Bath at Tobruk, a night amphibious landing into a desert defended by Italians, with Kevin taking the invading Brits. Kewl.

David van Kan walked away with this year's District Commissar's Style Award, playing immaculately stylish scenarios in each round. And Chris Shields correctly picked the Russian Conscript counter out of a line up of concealed Russian elites and first liners to take home the Door Prize at the June meeting at Little Wars.

Sportsmanship: Kevin Valerien—\$10 Little Wars Gift Certificate
Style Award: David van Kan—Pair of Koplów "dice within dice"
Door Prize: Chris Shields—\$15 Little Wars Gift Certificate

Round themes made a re-appearance this year. The first round was a personal favorite of mine, "Conscripts and Commissars." Brought back from last year's tournament by popular demand, this round featured scenarios starring Conscripts (or other Inexperienced infantry) and/or Commissars. The other rounds were "Planes, Trains, and Automobiles" (focusing on air drops, gliders, air support, railroad tracks, and all manner of UUV); "Neither Rain nor Snow nor Dark of Night" (featuring Night and/or weather of some kind, from Mild Breeze to Extreme Winter); and this year's tournament favorite, "Spaghetti Western" (focusing on Italians outside of Italy).

This year's tournament will be held in the same post-Winter Offensive timeframe, starting in February to accommodate the five round structure we're using. Basically, in order to make everyone the master of his/her own fate, we'll be abandoning the "point" scoring system and going to a best record format. The Club Ladder will still be used, this time to determine initial seedings and round 1 byes. Comments on this proposed structure are welcome at <chbaer@cris.com>.

The complete run-down on this year's tournament, including final standings and who played what in each round, is available on the Tournament web site:

<http://www.cris.com/~chbaer/tournament.shtml>

It is the Commissar's fervent (some might say zealous) hope that all Conscripts avail themselves of the opportunity to participate in this year's tournament. Do you have what it takes to unseat reigning champ Stephen Frum or heir apparent Bill Pittman and claim the Championship for yourself? Probably not, but your entry fees will help make their prizes even better, so stay tuned /:'>

Most Correctly,
Commissar Chris

And Now a Word From Our Sponsors

Our Virginia site is Little Wars Game Shop in Fairfax, Virginia. The owners, Faron and Alena Betchley, have been nothing but supportive of the Conscripts since the club's founding. They've been willing to stay open late for those marathon sessions and open early for tournaments. And, in addition to generously providing gift certificates for all club tournaments to date, Conscripts get a 15% discount on all purchases at Little Wars, including special orders. If that weren't enough to recommend the location, there are also several great restaurants just a few doors away (including a deli that Conscript-in-Charge John Slotwinski swears by), and food is permitted in the store. There's no better place to game than in a game store, and Little Wars is a great game store. Please consider them for all your gaming needs.

Over in Maryland, we meet in Howard County, at the ElkrIDGE Public Library. Conscript Mark Bell and Minister of Truth John Appel make the arrangements for us to use this location. For those of you who haven't made it out to ElkrIDGE yet, the conference room we use is great for gaming—several long tables, comfortable chairs, and even a kitchenette. Plus, we can generally stay for the entire day, locking up after ourselves when we leave. In return for the library's hospitality, we strive to keep the conference room clean and also to bring donations of used books for the library to use on its sale tables. So if you have old paperbacks taking up shelf space that could be better occupied with games, do the charitable thing and stop by one of our ElkrIDGE meetings—it's tax deductible if you get a form from one of the librarians, and you can get in a game while helping the community at the same time.

The Conscripts ASL Club has also been supported by the fine people at Multi-Man Publishing. MMP has provided gift certificates for both our club tournaments, and at one club meeting, Brian Youse showed up with pizza and proofs of the first three maps from Armies of Oblivion—which might explain the pepperoni-shaped hill on Board 49.

On behalf of the Conscripts Troika and the huddled masses we like to call Conscripts, a hearty thanks to these sponsors who have helped us over the years.

Next Meeting

Saturday, February 9—Little Wars, Fairfax, VA

This month begins the club tournament. But as always, there will be open gaming available. Noon to close.

Tuning The Tables

Bill Kohler

The 2nd edition of the ASLRB improves upon the 1st edition in many ways. I especially appreciate the revised and expanded tables on the chapter dividers. This brief article describes a few tweaks I've applied to my set of those tables—clarifications, additions and eye-aids. I also include a few tables I've cobbled together, hoping some of you may find them useful.

For me, the most enlightening new table has been the AFV Phase/Motion Fire Modifiers table. It clarified much that confused me about vehicle fire. I noticed, though, that there was extra space along the right side of the table, and that no mention had been made of Rider or Passenger fire. Considering that an invitation, I added another column to the table; here's what it looks like:

	Rider/Pass ¹⁰	Justification
PFPh—Stopped	1/2 FP	Mounted Fire [D6.1, D6.22]
PFPh—Motion		NA [D2.4]
MPh—Stopped	1/4 FP	Mounted Fire + Bounding Fire [D6.1, D6.22, D3.31]
MPh—Non-Stopped	1/8 FP	Mounted Fire + Bounding Fire + Motion Fire [D6.1, D6.22, D3.31, D2.42]
DFPh—Stopped	1/2 FP ¹¹	Mounted Fire [D6.1, D6.22]
DFPh—Motion	1/4 FP ¹¹	Mounted Fire + Motion Fire [D6.1, D6.22, D2.42]
AFPh—Stopped	1/4 FP	Mounted Fire + AFPh Fire [D6.1, D6.22, D2.42, D6.63 Q&A An'96]
AFPh—Motion	1/8 FP	Mounted Fire + AFPh Fire + Motion Fire [D6.1, D6.22, D2.42]
CCPh—Stopped	Full FP ¹²	Close Combat Table [A11.5-.62]
CCPh—Motion	1/2 FP ¹²	Close Combat Table [A11.5-.62]

¹⁰ Double the indicated FP for armored halftrack Passengers, D6.63. [EXC: CCPh]

¹¹ Cannot Subsequent First Fire/FPF, A8.3.

¹² Riders: +1/-1 DRM, A11.611. Passengers: A11.52, A11.62.

The IFT on the QRDC also drew my attention. After discovering how easily it is for me to confuse the “**DR/FP**” row with the “* Vehicle” row, I highlighted the former. Then, for good measure, I striped the DR “7” row as well. Yellow permanent marker still in hand, I turned to the ASOP(rev) and slathered the key words buried in its dense paragraphs. For instance in 2.21A, I tinted the words “TI”, “Mop Up”, “entrench” and “Kindling Attempt(s)”. My ASOP is now rather splotchy, but locating the proper section is definitely quicker.

Next I turned to the To Hit DRM tables and marked cases C, C1, C2, C4, I, J1, J2 and the four “Other” modifiers that only apply to Vehicles with a small “V” in the hope that it'd speed my non-Vehicle shot computations. And, as long as I was on the chapter C

divider, I made the C6.5 Acquisition Loss table more exhaustive. To the 3rd bullet I inserted “(including CC) or Interdicts” before “a different target”; to the 4th bullet I appended “or is (un)limbered/dm-ed”; to the 5th bullet I appended “uses Interdiction, or loses possession”.

Ordnance Target Types—C3.3

Target Type	Firer	Targets	Effects	Resolve
<i>Vehicle</i>	- No Mortars. - No SMOKE.	- A specific vehicle (but not a motorcycle). - Must be used if firing at AFVs (EXC: HE/SMOKE with ATT).	- No Residual FP. - Does not damage anything else in the hex (EXC: vehicle's PRC).	To Kill Table.
<i>Infantry (Other)</i>	- No Mortars. - No SMOKE (EXC: LATW). - No MG.** - AP/HEAT@ uses HE Equivalency.	All <i>unarmored</i> targets in target <i>Location</i> .‡	- No AFVs are affected.^ - All other in-LOS units in that Location can be hit* by the single To Hit DR, but possibly with different DRM.	Single IFT Effects DR.*
<i>Area</i>	- No AP/HEAT (or HE Equivalency). - No LATW. - No MG. - Not as Bounding First Fire. - Not as Motion Fire.	- All targets in target hex.**† - May not fire at own hex.	- Consumes ROF (EXC: Mortar). - All other in-LOS units in that hex can be hit* by the single To Hit DR, but possibly with different DRM.	Single IFT effects DR* with halved FP.

* Some may be immune because of not moving during Defensive First Fire, being out-of-LOS, etc. [C3.4]

** MG have no HE Equivalency (C8.31), so they cannot fire as ITT. (Use the IFT instead.)

† Mortars may hit units outside LOS by hitting hardest-to-hit in-LOS unit. [C3.33]

‡ includes unarmored vehicles, unmanned Guns, vulnerable PRC, buildings, bridges, AFVs (EXC: Infantry Target Type), and empty hex/Location.

@ Infantry/Cavalry must be receiving a wall/building/rubble/pillbox TEM or manning a Gun to be fired on by HEAT. [C8.31]

^ But Vulnerable PRC can be affected. [C3.32]

Guns as Targets—C11

Attack	ITT Ordnance	ATT Ordnance ^U	OBA ^U /DC	Small Arms/MG/IFE/FT*/MOL*/OVR	CC
To Hit DRM	Target Size ^{PB} plus Emplacement ^E or TEM	Target Size ^{PB}	NA		If unit eliminated and colored dr = 1, make dr for each possessed weapon.
IFT Roll DRM	No TEM ^{CH, DH}	Emplacement ^E or TEM ^{CH, DH}		Emplacement ^E or TEM or Gunshield ^{GS, RD}	
Near Miss ^{NM} DRM	Gunshield ^{GS}			NA	If ≤ Black Kill #, eliminate Gun/SW.

^{CH} *Critical Hits* ^{RS} eliminate both the Gun and its manning Infantry. [C11.4]

^{DH} *Direct Hit*: A “KIA” eliminates ^{RS} both the Gun and its manning Infantry. ^U A “K” causes ^{RS} the Gun to Malfunction and CRs the manning Infantry (which then must take the dictated MC). AP/HEAT use HE Equivalency (C8.31) to determine the IFT column. All AP types eliminate the Gun and any manning Infantry on any “KIA” or “K” result ^{RS} [C11.4]

^E A Gun receives *Emplacement* TEM (+2) if: it has not been hooked up, it has not been moved (or destroyed), it is not on a bridge/paved road/runway/Rooftop/Bamboo, it has voluntarily forfeited WA, and it is manned by a Crew counter. [C11.2, 11.3]

^{GS} *Gunshield* DRM = +2 (+1 against Indirect Fire). * All AT and INF Guns have gunshields. Protects GO manning crew (only), from attacks solely through CA. If moving to a Gun, pushing it, or attacked from its own hex, no gunshield benefit applies. Gunshield DRM is never cumulative with other positive TEM—the target chooses which applies [EXC: TEM that modified the To Hit DR]. It does not apply to Near Misses if Emplacement or other TEM modified the IFT DR. [C11.5]

^{NM} *Near Miss*: any IFT Result less effective than a “KIA” or “K”.

^O If an AFV ends its turn in the *OVR* target Location, it may similarly roll a dr for non-portable (unlimbered/NM/RFNM)/ abandoned weapons even if a KIA was not rolled during the OVR. (EXC: unless the weapon is in an entrenchment/pillbox). A fully tracked

AFV may OVR a Location devoid of personnel and automatically destroy any Gun/SW not in an entrenchment/pillbox.

^{PB} Unless the Gun is in a *Pillbox* or *Cave*. [C11.2, B30.2, G11.83]

RD Any KIA result leads to *Random SW Destruction* (A9.74). A dr is made for each SW/Gun for each possessing unit directly killed (CR elimination doesn't count) by the KIA, with a -1 dr for fully tracked AFV OVR. ^O If dr = KIA, the Gun is eliminated. If dr = K/#, the Gun Malfunctions (or is eliminated if already Malfunctioned).

^{RS} Assuming any required *RS* selects the manning Infantry (only the manning Infantry is included in any *RS*; Guns are not units). If *RS* doesn't select the manning Infantry, on a “KIA”, the manning Infantry is broken; on a “K”, take possible Gunshield ^{GS} DRM into account to see what the IFT result is against the manning Infantry.

^U Indirect fire may also destroy *unpossessed* weapons if their occupied terrain is hit with a KIA. RD

* No TEM/Emplacement/Gunshield applies for *FT*. No Gunshield DRM applies for *MOL*. [C11.2, A22.2, C11.5, C11.51]

Critical Hits—C3.7

	VTT [†]	ITT	ATT	HE FFE	WP FFE
CH	Original 2 TH DR.*	Final TH DR < ½ Modified TH # - or - Original 2 TH DR followed by dr ≤ max(1, ½ Modified TH #).	Original 2 TH DR.*	Original 2 DR.	Separate Original 2 DR. ⁴
Improbable Hit	If Original 2 TH DR would miss, a hit may still occur for an Original 2 DR. Subsequent dr: 1-CH; 2-turret/normal hit; 3-hull [^] /normal hit; 4 to 6-miss. [C3.6]			NA	
Resolution	TK Process. ⁷	IFT Process.		Use Original 2 DR on the IFT.	NMC for each vulnerable unit/PRC.
Non-Armored Target	Double Basic TK #.	- Double the Full HE FP (or HE Equivalency). ¹ - Positive TEM apply as negative DRMs. ² - Air Burst, FFNAM and FFMO apply normally.			TEM apply as positive DRM to the NMC. ⁵ [A24.31]
Armored Target		NA	- Double the Full HE FP (or HE Equivalency). ¹ - No TEM apply. ³		
Gun	CHs always destroy a Gun and its manning Infantry, if the Gun's crew is selected by RS. ⁸ [C11.4]				NA
Terrain	Treat as a non-CH attack. [C3.73]				
Multiple Targets	Use RS to determine which occupied Location, then RS to determine the affected unit. All other units are attacked normally. ⁶ [C3.74]				

[†] MG < 15 mm (including all Aircraft MG) have no CH possibility. (Note: .50 caliber = 12.7mm.) [C3.7]

* A Deliberate Immobilization shot (C5.72) is never a CH. Also, if an Original 2 TH DR is required for a hit, then a CH only occurs on a subsequent dr of 1; a normal (hull) hit (or turret hit if Hull Down) occurs on a dr of 2 to 6. [C3.7]

[^] If vehicle is Hull Down, this is a miss. [C3.6]

¹ No halving or other FP modifications apply, such as Barrage, Harassing Fire, ATT, etc. (EXC: Heavy Payloads, C.7). If FP is one or more whole multiples of 8 FP above 36 FP, add a -1 DRM per whole multiple. [C3.71]

² EXC: lower building level TEM vs Indirect Fire - B23.32. Note: SMOKE and Hindrance are not TEM.

³ For Air Bursts vs OT AFVs, see D5.311.

⁴ This DR is made for each hex in the FFE-friendly PFPh/DFPh, and for each moving stack otherwise. For WP Grenades, a CH occurs if the colored dr of the MC DR is a 6. [C1.71, C1.51]

⁵ Air Bursts are positive DRM with Indirect Fire.

⁶ A CH against a vehicle is applied to the vehicle; any other units affected collaterally (including Vulnerable, same-vehicle PRC) are attacked normally. [C3.74]

⁷ A CH vs a HD vehicle always occurs against the turret. [C3.9]

⁸ The Gun (which is not a unit) does not participate in the RS; only its manning Infantry does.

Multiple Hits—C3.8

- A non-CH, non-Improbable hit Original doubles TH DR hit.
- VTT or ITT only.
- 15 mm £ Caliber £ 40 mm.
- NA for IFE, LATW or MG (including 12.7 mm (.50 cal) and aircraft MG).
- Roll twice on either the IFT or TK Table (as appropriate). Firer chooses which single result applies.
- First To Kill DR determines the hit location (turret/hull) of the 2nd To Kill DR (C3.9).
- A TH DR that Malfunctions a Gun or depletes ammunition still gets 2 rolls (of the same ammo type).

D5.6-.7, D6.9 CREW SURVIVAL

DR&CS# (each unit rolls separately)

- NA if in-CC/Burning Wreck — No Collateral Attack
- Residual FP attacks only if not cause/result of veh dest
- Hazardous Movement +1 DRM Shock/Stun/Broken
- lower case: Passengers/Riders only (Crew eliminated)
- red: -1 DRM applies to Burning Wreck determination

Concealment Gain

In LOS?	Range to nearest GO enemy	In Concealment Terrain	Not in Concealment Terrain
Yes	≤ 16	No	No
	> 16	dr*	
No	≤ 16	Yes	dr
	> 16		Yes

* "No", if a Vehicle/Horse/Bicycle/Manning a Gun.

Concealment gain dr	
Unit:	if dr ≤
SMC	4
HS/Crew	3
Squad	2
5/8" < Large	1
5/8" ≥ Large	0

drm: + Leadership; +1 if Lax; -(Hex TEM + Hindrance); -1 if Stealthy, -2 if Japanese.

F6 Hillocks		Firing Squad ID	A	B		C
		Location relative to the 1st Hillock	Not Adjacent	Adjacent		On
Squad ID	Target Location	Emplaced/Entrenched	Doesn't Matter	No	Yes	Doesn't Matter
C	On 1st Hillock	No	O	O	O	O
		Yes	O	O	O	O
D	Behind & Adjacent to 1st Hillock	No	O*	O*	X	O
		Yes	X	X	X	O
E	Behind 1st Hillock	No	X	O	X	O
		Yes	X	O	X	O
F	On 2nd Hillock	No	O	O	O	O
		Yes	O	O	O	O
G	Behind & Adjacent to 2nd Hillock	No	X	O*	X	O
		Yes	X	X	X	O
H	Behind 2nd Hillock	No	X	X	X	O
		Yes	X	X	X	O
I	On 3rd Hillock	No	X	O	X	O
		Yes	X	O	X	O
J	Behind & Adjacent to 3rd Hillock	No	X	X	X	O*
		Yes	X	X	X	X
K	Behind 3rd Hillock	No	X	X	X	X
		Yes	X	X	X	X
L	On 4th Hillock	No	X	X	X	O
		Yes	X	X	X	O

Key: X - No LOS O - LOS * - Hillock TEM applies to this shot.
 Geometry: A B C D E F G H I J K L

Next I clarified some column headings on the AFV and Unarmored Vehicle Destruction tables. The “Direct Fire” columns in these tables are really “VTT Direct Fire” columns, and the “Indirect Fire” columns should include “ATT Direct Fire” for AFVs and “ITT/ATT Direct Fire” for unarmored vehicles, per C3.32, C3.332, and C1.55.

The rest of this article covers tables I created myself. The Ordnance Target Types table explains when the three different Target Types are used, what targets are affected and how to resolve the attacks. Following that is the Guns as Targets table: it attempts to clarify the intermixed subjects of Gunshields, Emplacement, Direct Hits and Near Misses. Next is a Critical Hit table, covering just about every issue relating to snake eyes. It is followed by a summary of Multiple Hits. The Crew Survival table fits nicely under the Bog Removal table on the Chapter D divider; I refer to it just about every time I move an AFV.

After that is a desert table: Hillocks. The bottom of the table contains a geographical diagram showing squads A through L sitting on, adjacent to, and between four hillocks. The shaded cells designate the hillocks. The right three columns of the table show to which units squads A, B and C have LOS. The “Yes”, “No” and “Doesn’t Matter” entries tell whether the firing or target squads are Entrenched or Emplaced.

Last is the Concealment Growth table. It summarizes the bottom

triangles of the chapter A Concealment table. It essentially says: (a) if you are *out* of LOS, you gain Concealment automatically (unless you’re within 16 hexes of the enemy *and* not in Concealment terrain), and (b) if you are *in* LOS, you only have a chance at gaining Concealment if you are in Concealment terrain *and* beyond 16 hexes if the enemy.

[Note that the order of tables has been changed to accommodate the page layout—Ed.]

AAR: Panzers to the Rescue (KE4)

Bill Pittman

Round Three of the DC Conscripts Tournament:
Bill Pittman (Russians) vs. Mike O'Leary (Germans)

Set in Winter 1943, the Germans are attacking across Boards 33 and 17, trying to capture the farms on Board 4. There are snowdrifts all over the open terrain middle board protecting the advance of the SS, who start the game with two wagon-mounted platoons and two 75L guns towed by wagons! The Russians have two platoons of 1st line squads and three 76L guns, two of which are also hooked to wagons. There is a PzIV with a 9-1 AL immobilized in a drift right in the middle of the map. SS reinforcements on turn 2 include a mechanized platoon with halftracks (HTs) and a 9-2, plus a platoon of PzIVs with a 9-1 AL. To counter, the Russians receive three T-34 M43s also on turn 2. Everybody has winter camo. Victory points are awarded for building locations and CVPs. Russians control all victory buildings at start.

The SS set up in a convoy on the road with the guns in front, while the Russians set up in the farms with two of the 76Ls on the flank roads. One Russian 76L must set up on the middle board in the big farm, which is a key German objective.

Turn One

We soon realized that the wagons weren't going anywhere fast in the snow, especially towing guns, so the SS infantry quickly dismounted and moved on foot down the road, while the guns moved forward slowly. The immobilized panzer tried some tricky LOS shots and blasted some foliage. The Russians shifted some positions, one wagon/76L moving into position behind a building on the Russian left, the other moving into bypass in a building hex on the right. This last was a costly mistake.

Turn Two

The SS reinforcements basically entered behind the wagon column, HTs moving up to the left and the panzers coming up behind the infantry. All appeared headed toward the middle board farm. The SS leader wanted the 75Ls in action so they unhooked and set up. The panzergrenadiers moved forward at the double quick and stopped just outside the farm. Seeing the dispositions, a Russian squad moved toward the middle board farm and two of the reinforcing T-34s took up position just behind the farm. The third moved to the left to check the HTs. The left Russian 76L unhooked in position while the right one realized it couldn't unhook in bypass and began a very slow waltz around the building. Despite many hindrances, and through the drifts, an SS 75L succeeded in smoking the left 76L, the first of several key SS smoke rounds. The immobilized panzer tore up a hedge.

Turn Three

The attack commenced. SS squads moved into the farm and met the 76L and T-34 guards. A couple of SS broke, but they succeeded in breaking the gun crew. Unfortunately, the Russian sniper activated and targeted the lead HT with the 9-2 in it. Foregoing the HT crew in hopes of bagging the 9-2, random selection nailed the 6-5-8....rats! (We learned HT passengers are CE unless under a BU counter). A second HT turned towards the farm and a T-34 fired, rolled snakes for an improbable hit, but couldn't follow with a 1-3 and the HT escaped! The third HT

moved across the board to threaten the Russian right. The panzer platoon set up a gun line perpendicular and behind the farm. During Russian movement the smoked 76L crew manhandled the gun into the building (allowed by SSR) and the waltzing wagon moved out of the building hex on the right and the immobilized panzer finally got a close LOS and blasted it! The T-34s moved to better positions including one peeling off to chase the HT, getting acquisition during the AFPh. The Russian ATR squad advanced concealed into position to fire on a HT but concentrated SS firepower eliminated them! At this point, it was looking grim for the Motherland!

Turn Four

Poor SS rallies bought some time. During prep fire, the panzers and 75Ls were running out of smoke, but a well placed round covered the right side HT feint, allowing the squad to disembark and the HT to escape DF! (Mike feels he's doing the right thing if at game end all his NO SMOKE counters are on the board!) Additional SS movement in the farm drew T-34 fire which began to inflict some casualties for double breaks, especially as the SS tried to capture the abandoned 76L. The T-34s got rate a couple of times which kept the SS from being too aggressive. The sole German sniper activation of the game occurred and naturally found the Russian 8-1 who promptly died of his wounds....AAAARRGGH!, this left only one 7-0 in the Russian OB. Of course, the Russian MMG squad broke as a result. During DF, the left 76L had a great long range LOS on the rear of the panzer gun line, fired, HIT, ROLLED AN 11 TK and only scored a possible shock! The panzer shocked (but recovered in the ensuing RPh) and the 76L missed completely during Russian prep. This was a huge disappointment as there were several choice targets and one or two kills would have really turned the game! A SS 75L opened up on the gun to no effect, but long range SS small arms DF managed to break the 76L crew. This was significant both for taking the gun out of action, as well as opening up it's building for capture, this would later be pivotal. After its target retreated, the right side T-34 took up a hull down position with the panzer gun line in its sights.

Turn Five

Still several broken SS units. Another key SS smoke round went off right in front of the hull down T-34, removing the threat it posed. An SS squad Double Timed towards the left 76L position, tank MG fire couldn't stop it, a HT rumbled to life and peeled off to support....then suddenly the panzer 9-1 AL roused himself and started up. He moved slowly forward towards the T-34s harassing the farm, stopped, fired APCR, no round, fired again with AP, MISSED! As he tried to escape by reversing out, a T-34 fired his APCR, HIT, KILL! Major CVPs, and the Russian was back in it! The T-34s then returned to their original turn two positions in preparation for turn six actions. Russian squads also inched forward in hopes of mounting a charge. The left 76L crew routed out of danger.

Turn Six

What a turn! The SS squad couldn't recover the left 76L, and the 76L crew didn't rally. The final SS smoke round was another key one as this time it saved a second lone HT from a T-34! Final attempts by the SS in the farm to move to the last unoccupied building hex on the middle board failed in the face of the T-34s. The Russian sniper activated and STUNNED a CE panzer! The last mobile panzer held his ground and prepared for a possible assault. A Russian wagon was foolishly left too near the left 76L

and the SS squad charged it, pausing to DM the 76L crew! The wagon was captured in CC! An SS 8-0 DT'd to the 76L building vacated by the squad. The German turn ended and the SS waited to see what the Russian would do. A CVP tally revealed that the Germans held a very slim margin, there was still hope! The 8-0 recovered the 76L but it's crew rallied under DM! No Russian prep, the T-34s had to move! One moved to overrun the SS squad with the captured wagon, they were in open ground, 12 down 1, needed a kill, got the wagon and a 3MC on the squad, SNAKES!!!, hero creation! But the SS gacked the reaction fire roll and the T-34 escaped! WHEW! The second T-34 started up, moved to PB range of the farm but missed BFF with both MGs and the MA! It then moved to put a SS LMG/HS in VBM freeze, stayed in motion. The third T-34 moved exactly the same, PB BFF on the farm, this time targeting the SS 9-2 and a squad, MGs missed, MA...SNAKES!, possible CH, ONE!, random selection - the 9-2 KIA'd! The CVPs had swung and the Russian took the lead! The rallied 76L crew moved toward their gun position. Two Russian squads made separate moves on the unoccupied farm building, one failed but the second succeeded in retaking it! During the SS DFPh the first panzer on the gun line sighted an incredibly close but real LOS between buildings on the bypassing T-34 in motion, APCR, no round, AP, miss! The recalled panzer, still effective, had the same incredible LOS but at least two more DRMs. It fired, missed, intensive fired, HIT!! KILL!! AAAARRRRGGGHHH!! The CVPs had swung back, and the Germans retook the lead!!! It all came down to the 76L crew advancing into CC against the CX'd 8-0...no ambush...the 8-0 fell...the building recaptured...and the game won!

Probably the most intense half turn I've ever played. Impossible rolls, impossible LOSs, victory swings, kudos to Mike for a great attitude and game, and my nomination for the Sportsmanship award!

Club Meetings

The club generally meets on the second Saturday of each month. The location alternates between Little Wars Hobby Shop (in Fairfax, VA) and the Elkridge (MD) Public Library. Our thanks to Faron & Alena Betchley, owners of Little Wars, for allowing us to use their gaming space.

Directions to LITTLE WARS game shop, Fairfax, Virginia:

- Take 66W from the Beltway (I-495)
- Exit onto 50E
- Make a right on Jermantown Road
- Proceed to 29 (Lee Highway) and make a right.
- Little Wars is in the first shopping center on your left (in the same center as Chili's)
- 11213K Lee Highway Phone: (703) 352-9222

Directions to Elkridge (Howard Co., MD) library.

- Take I-95 to 100 East (towards Glen Burnie)
- 1/4 mile down, exit onto Rt. 1 North (Elkridge)
- 1.5 miles down, left turn at the sign for Rowanberry Dr. (across from APA Trucking), which leads immediately to the library parking lot. The library building is light tan & gray brick with a dark blue roof. Look for the building, not just the signs—they are small and have small lettering, so they're hard to spot.

Our Humble Club Ladder

(Through December 31, 2001)

Name	Ranking	(W-L)	Last Active
Bill Pittman	1511	(29-16)	11/01
Mike O'Leary	1480	(17-5-1)	12/01
John Slotwinski	1373	(31-17-1)	11/01
Stephen Frum	1300	(9-1)	11/01
Jeff Coyle	1296	(10-3)	11/01
Wayne Hadady	1240	(13-10)	11/01
David LaGraffe	1180	(6-2-1)	08/01
John Appel	1180	(8-4)	04/01
Bryan Kropf	1171	(10-12)	12/01
Aaron Krebs	1165	(13-12)	10/01
Matt Deuber	1157	(7-5)	05/01
Doug Bush	1151	(7-7)	11/01
Jim Kraft	1150	(5-2)	09/01
Joe Jackson	1147	(7-5)	11/01
Kevin Valerien	1140	(4-1)	05/01
Chris Baer	1125	(17-23)	12/01
Pat O'Brien	1093	(15-23-1)	09/01
Marston Crumpler	1079	(2-0)	10/01
Ken Mioduski	1079	(2-0)	11/01
Sumner Claren	1046	(3-3)	05/01
Gary Fortenberry	1042	(1-0)	04/01
David van Kan	1028	(2-2)	06/01
Tom Meier	1020	(7-12)	12/01
John Meyers	1019	(5-7)	12/01
Bob O'Connor	1018	(2-3)	05/01
Tim Stevens	1016	(6-9)	11/01
Wes Fleming	1011	(2-4)	06/01
Bill Stoppel	1008	(3-7)	11/01
Jan Spoor	1006	(9-14)	10/01
Bill Kohler	1001	(1-3)	11/01
Chris Shields	1001	(2-4)	05/01
Robert Schaff	997	(1-2)	11/01
Mark Bell	990	(2-3)	11/01
Steve Meyers	984	(0-1)	10/01
Tom Shields	984	(0-1)	06/01
Aaron Jenkins	983	(0-1)	10/01
Jason Cameron	975	(11-20)	12/01
Paul Schill	974	(2-4)	12/01
Jack Daniels	973	(0-2)	12/01
Todd Treadway	972	(0-1)	02/01
Dan Calkins	966	(0-1)	12/01
John Maynard	961	(0-2)	03/01
Thomas Rae	960	(0-2)	02/01
Robert Meyers	949	(0-2)	04/01
John Stadick	929	(1-6)	12/01

Send Ladder results to Chris Baer <chbaer@cris.com>. Points are computed using the Austin ASL Club Point Calculator, with an extra 5-point bonus awarded to each player for a FtF match.

The <i>Newsletter</i> Staff	
Editor in Chief	Tom Meier < meiertom@earthlink.net >
Style Editors	John Slotwinski Chris Baer
Contributing Authors	Chris Baer Doug Bush Matt Deuber Bill Pittman John Slotwinski
Cover Art	Chris Chapman CM Grafik Company
Publishing Schedule	Whenever we feel like it!
Club Information	John Slotwinski < john.slotwinski@nist.gov > Chris Baer < chbaer@cris.com >

<p>Club Web Site http://www.cris.com/~chbaer/conscripts.shtml</p> <p>CM Grafik Company Website http://www.cmgrafik.com</p> <p>Copyright © 2001 by the DC Conscripts ASL Club All Rights Reserved.</p> <p>You may reproduce this newsletter (<i>in its entirety only</i>) for free distribution. Permission to reproduce individual articles must be obtained from the authors.</p> <p>ASL and all of its components, including module names, are copyrighted and trademarked by Hasbro.</p> <p>Thanks to Rodney Kinney for VASL, Carl Fung for his VASL counter images, and the VASL Map Cabals for their VASL map images. We use a combination of VASL counter and map images for examples of play with permission for that purpose.</p>

Answers to Assault Fire Quiz

The key thing to remember is the correct order of computation when determining assault fire. Do all of your halving and doubling of FP first, then add 1 FP, then round up (A7.36.) The other thing to remember is that assault fire does not apply at long range (A7.36), nor to units that are marked opportunity fire (A7.36.)

- (1) 8 (+2)
- (2) 4 (+0)
- (3) 4 (+2)
- (4) 2 (+2)
- (5) 2 (+2)
- (6) 2 (+2) @Y3 / 4 (+2) @ X3
- (7) 1 (+2)

The DC Conscript's Hymn

(to the tune of "Men of Harlech")

DC Conscripts stop your dreaming
Can't you see the dice cups gleaming
Onward, men, to ASLOK streaming
Conscripts, take the field!

DC Conscripts stand ye steady
For the cardboard battles ready
With your rules and QRDC
Play with nerves of steel!

From gamerooms surrounding
Hear our warcry sounding
Potomac's sons with Plano by the ton
Their foemen soon confounding!

DC Conscripts on to glory
This shall ever be your story
Keep these fighting words before ye
Conscripts never yield!

Web References

Boulder Games

<<http://www.bouldergames.com/>>

Elkridge Library

<http://www.howa.lib.md.us/library/locations_elk.html>

MMP

<<http://www.multimanpublishing.com/>>

Tuomoland

<<http://www.mindspring.com/~tqr/>>

Next Issue

- More articles about the game of ASL
- Winter Offensive AAR
- 2002 Club Tourny recap
- Tips on acquiring and storing ASL components!!
- More!!

From Our Friends in VA

The Fredericksburg Fire Eaters ASL Club appeared on the ASL scene early In 2001 and has been growing ever since. FFE is always looking for new members. Regularly scheduled meetings are held at the Fredericksburg American Legion Post each month. The Fredericksburg American Legion Post is only 60 minutes from Northern VA. The Legion always allows our meetings on the last Saturday of each month and provides tables, chairs, bathrooms, refrigerator, and microwave. All they ask for is a \$5.00 donation per person at your visit. Please contact Mike Balis (Hill253ffe@aol.com) for more info.