

# 'SCRIPTS

Newsletter of the *DC Conscripts* ASL Club: Issue #4, January 2003



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## Words from the Conscript-in-Charge

*John Slotwinski*

**I**t's been almost a year since we've put out the last issue of our newsletter, but what a year it's been! Since January 2002 we've had another successful club tournament, new club shirts, and top national tournament performances by club members Kevin Valerian, who took 3rd place at DonCon, and Ken Mioduski, who finished 3rd at Winter Offensive 2002. And we've just received word that former DC Conscript Chad Cummins, currently working abroad for the State Department, visited the US just long enough to win the 2002 ASLOK. I remain convinced that the *DC Conscripts* is one of the largest, most-active ASL Clubs in the U.S. We currently have an **active** membership of 46 people. That's 46 people who have reported a club ladder game within the last 12 months! The real success of this club is due to this membership, but also due to the hard work of several people behind the scenes, who toil endlessly, and do so without seeking any appreciation for their efforts. You know who you are. Thanks.

For the past several years, one of these behind-the-scenes guys has been Tom Meier. Tom has worked very hard to bring us an excellent club newsletter. Tom has also been responsible for outreach efforts with several other ASL clubs throughout Virginia, and has taken the initiative to help set up several inter-club competitions. Regrettably, by the time you read this publication, Tom and his wife will have completed their relocation to Kansas. Thanks for all your effort Tom. You'll be missed and we hope to see you again soon, and maybe even push some cardboard with you across board 42. We're obviously sad to see Tom go but I'm happy to report that Doug Bush has stepped forward to fill the void, and will serve as the club's Minister of Re-Education. Thanks Doug.

This issue is chock full of stuff. Hope you enjoy it. Σ

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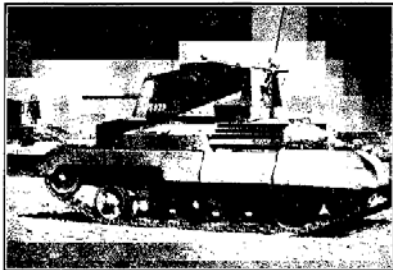
The DC CONSCRIPTS ASL club serves all ASL'ers in the greater Washington D.C. area, including Northern Virginia and Maryland. Meetings are held once a month, alternating between Maryland and Northern Virginia sites. The Club also runs a yearly club tournament and maintains a club ladder. Players with all levels of interest and/or playing ability are invited to participate. Club information is available on-line at:  
<http://www.cris.com/~chbaer/conscripts.shtml>

## After Action Report: TAC40 Scottish Nightmare

Bill Pittman vs. Wayne Hadady

As told by Bill Pittman

SCENARIO ASL TAC 40 Translated by Coastal Fortress Gaming Group



**S**et-up is simultaneous. The Brits split their forces between the two hillocks, going heavy on the northernmost with the bulk of the infantry and the 76 mm mortar, and two portees hull down in the rear. The Brit 88 and two entrenched positions were on the south hill. A half squad with an ATR was HIP adjacent to the south hill. His HMG was in a foxhole between the two hills (good place for it). Wayne played for me to go north, but I set up heavily south, and on the first turn moved into position to interdict his southern armor reinforcements with a Pz III gun line. Vehicle dust protected the Kraut halftracks, which were loaded with two platoons of infantry. My reinforcements entered in the south also, and I unhooked my 88 almost on the board edge.

The 2nd RTR reinforcements came on and my armor leader knocked out the lead tank, but the other three got on hulldown behind the south hill. His big guns fired but had no effect. My 88 unlimbered. My Pz II platoon was in a dier, preparing to assault the south hill when they saw a 2pdr portee maneuvering for position and took a 4pt IFT shot on it and knocked it out! The Brit Matilda tried to get hulldown in a dier to flank my halftracks but he forgot about the 88 and it blasted him! After the game he lamented not trying to smoke my 88 with his 76 mm mor-

tar, and although the Matilda turned out to be the only casualty the 88 inflicted, it was major.

The two armor gun lines started trading shots, which would go on for four full turns, neither side having much effect. My armor leader hit one of

*“After the game he lamented not trying to smoke my 88 with his 76 mm mortar, and although the Matilda turned out to be the only casualty the 88 inflicted, it was major.”*

his tanks twice in the same fire phase and bounced both shells! He bounced a few too but finally knocked out a Pz III and shocked the armor leader. One of the Pz IIIs targeted his 88 and scored back-to-back hits which eliminated its crew! Seeing this, the Krauts advanced a second line of armor and halftracks up to the hill, but his tanks switched targets and knocked out a Mk IV, a half-track, and immobilized a second half-track! The rest of the halftracks beat a hasty retreat, covered by vehicle dust! About this time he X'd out the 76 mm mortar.

My Pz II's overran the south hillock eliminating or breaking his infantry. The HIP half squad hit a couple times with the ATR but scored no effect and was also overrun. His HMG started targeting the Pz IIs, along with his remaining portee, but had no effect. As the Pz IIs prepared for another set of overruns, the portee intensive fired and X'd out. The Pz IIs

went after the HMG position, and one was stunned by the MG. The second got in an overrun, but missed and took three or four PB HMG shots but was missed!

Over on the gun line battle, the Krauts moved up some reinforcing armor but no one could make progress. We both survived shocks (including my AL), and he repaired a malf'd MA!! My 88 was firing at about 30 hex range and was useless. Finally, during my turn 5 DF, I knocked out all three of the surviving Brit tanks and Wayne conceded....

This is a good scenario, highly recommended. Σ



### Did You Know?

*A7.211: Halftrack passengers and OT AFV crews are subject to TPBF attacks from enemy units in the same location or in any higher location in that hex, even if the passengers and crews are BU. So when you move your BU HT into an enemy squad's location to freeze his fire, you're still vulnerable to his IFT shots. Who needs armor when I can just throw grenades over the top!*



## Commissar's Corner: Game Creep and 2002 Club Tournament

Chris Baer



**T**hanks to the generosity of Little Wars Game Store, our Virginia meeting site, the Conscripts receive a discount on all purchases made there. What's surprising, though, is that the lion's share of club member purchases are for non-ASL gaming products. I've seen everything from GMT's *Wilderness War* to Steve Jackson's *Munchkin* leave Little Wars in Conscript hands, not to mention about four copies of the Hasbro/AH *Battle Cry* Civil War game and even a few role playing products. (Though I've never seen a third party ASL product purchased there, even when they were sitting in prodigious numbers in the steep discount bin). Now, far from being a commentary on MMP's market penetration (since Little Wars has long carried a deep selection of MMP products), this rather suggests a phenomenon that many in the ASL community have commented upon: game creep.

Once upon a time, way back in 1995 when I got involved in ASL, you could go to an ASLer's home or to a tournament and see nothing but ASL. Sure, there might have been a few old Avalon Hill games tucked away here and there, balancing out the row of module boxes on the shelf, but for the most part, ASLers were ASLers. Squad Leader has always attracted a focused type of gamer who concentrates on the One True Game, if only because the complexity of the rulebook demands repeated playing to understand its nuances. Any other games were either dusty or long forgotten by Joe Plano, the average ASLer.

Flash-forward seven years and you have stock car and "stab your

buddy" card games at Winter Offensive, Euros and "German" games in basements that were once the exclusive province of Planos filled with carefully trimmed and sorted vehicular counters, and even rumors of otherwise respectable ASLers indulging in role playing games. Why, once, I even played ASL in the home of an upstanding local ASLer who will remain nameless (but, as a hint, his first name starts with "Bill" and his last name ends with "Pittman") who had several cases of *Magic* cards—in plastic sleeves, no less—just casually laying about, for anyone to see. And other wargames are making inroads

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*"Welcome to the wide world of gaming, Joe Plano. Wake up and smell the counter clippings."*

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onto these once hallowed shelves as well—the fine recent offerings from GMT, The Gamers, and GR/D just beg to be added to the discriminating gamer's collection, and the biggest buzz at a recent Conscripts meeting wasn't about the P# progress of MMP's (and our own John Slotwinski's) *Operation Veritable Historical Study* but of the forthcoming re-release of the classic *Streets of Stalingrad* by L2 Design.

And it's about time, I say. Welcome to the wide world of gaming, Joe Plano. Wake up and smell the counter clippings. Listen to the ripple of a fresh deck of cards being newly shuffled. Take a chance on a new game. There are good reasons to do so.

Gaming is first and foremost a social experience. Whether you play games for their simulation value or just to have a good time, the experience of gaming is all about the interaction with that person across the table. Even solitaire gaming is akin to playing against your mirror self (and sometimes that's the only person who will fall for your subtle as a firecracker flanking maneuver). ASL is no exception to this rule. People go to ASL tournaments to play other people—goodness knows that the keg beer and luxe accommodations aren't the draw. True, not much conversation may take place across a heavily contested half-board, but there's a certain sense of intensely competitive camaraderie that occurs during, and after, a well-played scenario. Were the social aspect of ASL removed, I doubt that it would have the staying power that it does in most of our lives.

Sometimes it's nice to have a counterpoint, though. Most of the other, non-wargames I've seen gain popularity among ASLers bring about a different kind of camaraderie, lighter in tone and seriousness. The Euros and card games in particular almost all involve thin rulebooks, multiple players, and the ability to "gang up" on whomever is in the lead. Witness the popularity of the three-player ASL scenario "Dogs of War" (which, though capable of being played seriously, has never in my experience not played out somewhat frivolously, with lots of backblast eating and reverse motion flamethrower halftrack driving) and you get some understanding of why people have gravi-

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tated to games like *Munchkin* and that weird bean planting game that Dan Dolan had at the last Winter Offensive. After a hard day of planning a multi-pronged assault on a carefully planned defense, it's nice to just hack at something. Too, these games have balancing mechanisms to prevent the leader from running away with it all, and I suggest that this balancing accounts for some of their popularity. Victory is never certain and every lead is tenuous, keeping the game interesting for all involved—even if you can't win yourself, you can sure keep Harry, who's beaten you in four of the last five ASL scenarios you've played against him, from winning—and isn't that all that really matters?

These games provide a different kind of experience than ASL, for all its merits, provides. I've had great fun, and laughed heartily, while playing ASL, but playing something like *Munchkin* in the late-night sessions at the last Winter Offensive against my regular ASL opponents showed me different sides of those people. How else would I have known that Aaron Krebs, say, could do a mean elf impersonation, or that Tom Meier is capable of holding a grudge when you've thrown a chicken on his head (in the context of game, of course).

Every game, I contend, reveals something different about its players. They're like mirrors with rulebooks. This alone is reason enough to support the trend towards wider buying habits amongst ASLers. So the next time you're in your fine local game store, pick up something else along with your MMP purchase. And stop by the Conscripts Late Night *Munchkin*-a-thon table for a hand or two at Winter Offensive. Help support game creep.

## Rules Pet Peeve

*B24.8: "...Once earned, a Labor counter remains in place until the Task is achieved or all MMC beneath it are eliminated or removed from their current Location."*

So my guys begin digging some foxholes and work their way up to a –2 labor status. But if they move away before completing the foxholes the labor counter is removed. So what happens to the hole, does it just fill up?!?!

## Fourth Annual Club Tournament

It is my fervent hope that the winners of our Fourth Annual Club Tournament will use their gift certificates to broaden their gaming horizons. With 32 players and five rounds between them and victory, they certainly had to work to earn those awards. Our thanks go out to Little Wars Game Store and MMP for their continued support of our club through their donations of gift certificates, which augmented nicely the certificates purchased through the tournament entry fees. If our tournament participation and prize structure continue to increase from year to year as it has so far, we'll have to petition to have our Club Tournament considered part of the ASL Triple Crown . . .

1st Place: Mike O'Leary (5-0), \$65 in Little Wars Gift Certificates  
2nd Place: Bill Pittman (4-1), \$40 in MMP Gift Certificates  
3rd Place: John Slotwinski (4-1), \$30 in Little Wars Gift Certificates

Mike "Conscript Doctor" O'Leary finally got his name on the Plaque of Honor this year, defeating perennial threat Bill Pittman in a match of J33 "The Slaughterhouse." Conscript-in-Charge John Slotwinski snagged third place with a win over fourth place Duncan McGill, a prior tournament winner, in a match of AP14 "Ace in the Hole."

In the ever-popular District Commissar's Style Points Award, Jack Daniels (no, really) finished well clear at the top of the table with 13 points through an audacious selection of interesting scenarios. And Paul Schill received the Sportsmanship Award for his continued dedication to the club and all-around positive attitude.

Our thanks go out to all participants in the tournament, and special thanks to Bill Pittman for taking plenty of pictures for the club website.

The Fifth Annual Club Tournament will be rolling around sooner than the tournament director can believe. Assuming we stick with the same format, we'll be starting back up in February with another 32-person, five round bracket. More information will be available once we get closer to the event.

Most Correctly,

Commissar Chris



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## Ten Questions with a Conscript

Interview with Chris Chapman, Conscript Emeritus

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*[Chris Chapman, one of the very first DC Conscripts, currently resides in L.A. and works as a free-lance graphic artist. Chris remains a club member emeritus and contributes often with his graphic designs, which have been featured on both the club T-shirts and club polo shirts — jas.]*



Chris Chapman (left) plays Dan Welhausen during Winter Offensive 1998. D.C. Commissar Chris Baer is on the right.

**(1) 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?**

CC: I've been involved with wargames since the 4th grade. Now that wasn't anything serious, but that's when the hook went in and has remained ever since. My first game was Panzer Leader, a Christmas gift and love at first sight. By far the original Squad Leader made the biggest impact in my early days of wargaming, so much detail. . .and then COI/COD!! By GI I was getting a bit fed up trying to read from four rule books to see how to play a move legally so my interest waned until ASL arrived.

**(2) When and how did you discover ASL?**

CC: I was 16. I was all set to take this girl I had a crush on, on a hot date. We were going for the fancy restaurant big first date thing. She stood me up at the last minute, so I went out the next day and bought the Rules and BV with that "date money". Best date I never went on!

**(3) What is (are) your favorite ASL scenario(s)?**

CC: Well, to tie down to just a few. . .Love "Alligator Creek," then "The Rock," "Invisible Foes," "Storm of Steel" and "Cold Crocs."

**(4) What is your favorite ASL nationality to play? Why?**

CC: Japanese. I like the whole PTO thing and the Japanese I feel are the most unique of the nationalities. When they're the attacker they've got lots of tricks and techniques at their disposal. And when defending they typically have a built up defense with lots of HIP/Bunkers/Tunnels/

Caves. Lots to work with either way.

**(5) What are some of your most memorable ASL games?**

CC: As for CGs "Bridge at Cherneux". . .down to the last die roll. Scenarios a 12+ hour playing of Cold Crocs, lost all tension and was a battle to endure late into the night. "Blood and Guts", a la VASL and the dice bot went insane in favor of Hans. A classic match against Commissar Baer in "Tiger of Toungoo," another nail biter.

**(6) Being a graphic artist and playing ASL is an interesting mix (left-brain vs right-brain.) How do you balance this dichotomy?**

CC: Beer! Seriously, when playing a sharp opponent I don't sweat the technical stuff and open my game up creatively. My opponent lets me know if I've done something illegal. I typically enjoy the problem solving that arises in every player turn and to keep in perspective the over all VC. I then try to "creatively" employ the rules to solve those particular problems and further the overall VC objective. Without the rules system being as clean and intricate as it is I believe it would be very hard to have creative tactics and it would soon be a predictable and boring game system.

**(7) How is the ASL scene out in LA?**

CC: I don't know, I've been too busy to get involved. I've heard they have a club with a members convention and all that jazz but I'm still settling into my digs.

**(8) Do you have any other favorite games?**

CC: I like the ACW system. Completely different from ASL but a great product with a solid system of rules, and my wife is my regular opponent! I'm also a big

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## Battle Beer!

Wes Fleming

**O**ne of the great things about playing ASL is its scalability. I'm not talking about the difference between playing an infantry-only 5-turn crossroads blitz and taking on the entire Battle of Kursk. I'm talking about the difference between playing an intensely focused 8-hour game in the final round of a tournament and playing a 6-hour game with a break for lunch and a constant stream of chatter and beer.

It's this latter type of game that I tend to enjoy the most, but there is an important factor one must take into account when approaching the casual ASL afternoon. As with any occurrence of R & R, the proper beer must be appropriated before commencing play. Of course, this requires some advance planning; unless you have a fridge dedicated strictly to your ever-changing beer collection, knowing which Allied force is taking on which Axis force is your only prerequisite to getting completely into character as commander.

On the Allied side, you have your basic US, UK, or USSR forces. For the US, pretty much any beer will do, though I've heard that the ground-pounder 6-6-6 MMC tend to prefer Budweiser products. It's probably best to stick to straight Bud, as having any significant quantity of Bud Light on hand is liable to get you labeled a CO, deserter, or (gasp!) Medic. If you're playing with 7-4-7 paratroops, though, it's in your best interest to stick to Dr. Pepper. No jumping while intoxicated allowed.

With USSR forces, the choices are simple. Real Soviets drink only vodka, not beer. However, since you're actually trying to win in-



stead of reducing yourself to a quivering heap under the table by the CCPh of Turn 3, you have to sample the Bear's Brews. Any of the offerings from the Stepan Razin brewery near St. Petersburg is likely to please the palate, as this brewery was started by an imported German named Krohn at the behest of Catherine the Great.

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*“Japan? If you spend much time in sushi bars, you’ve heard of Sapporo and Asahi, but you may just be better off trying a newer ji-biru. Ever since the Japanese government relaxed beer-producing laws in 1994, a wide variety of tasty beers have emerged from the countryside.”*

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When playing the UK, you must take into account the nationality of the force mix you're playing. Straight-ahead Brits? Go for Tetley's Bitter to maintain your

edge or a Newcastle or Bass Ale if you're in a smoother mood. Of course, if you're commanding Irishmen, Guinness is the *only* way to go. The famous Battle of Stirling Brig (portrayed in the movie *Braveheart*) gives name to a tart brew from Scotland's Bridge of Allan Brewery and gives you not only the courage of a Scotsman, but over time, his alcohol tolerance as well. Since I'm not willing to try actual Indian beer, I stick to a good India Pale Ale (IPA) whenever using Gurkhas to smite the Emperor's forces. If you're stuck with the Canadians, just go with the high-alcohol Molson Ice, because chances are you're going to need the alcohol in your bloodstream to get to sleep after the pasting you're going to take.

Running a mixed UK force gives you more options. If the Irish are involved, but not overpowering, go for a good Black & Tan (Guinness top over a base of Bass). You can venture into a nice Belgian White during a British retreat, or even take on any number of French beers if you're very, very brave. When battling Rommel's tanks in the desert, Tanzania's own Safari Lager could be just the thing to clear the dust from your throat.

Moving on to the Axis, your choices become interesting. We all know Germany is well known for high quality beer – and lots of it.

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But Japan? If you spend much time in sushi bars, you've heard of Sapporo and Asahi, but you may just be better off trying a newer *ji-biru* (regional beer, or microbrew). Ever since the Japanese government relaxed beer-producing laws in 1994, a wide variety of tasty beers have emerged from the countryside. Doppo (Okayama region) is the best I've tried, but be warned it doesn't taste like anything you've had before because it's corn-based. I know, right now you're wondering how that could be, but remember the Japanese are the



masters of secret ingredients and frankly, any country that produces Anti-Tank Heroes can make beer out of whatever they please.

Blundering through Ethiopia or Greece at the head of an Italian column? Venture daringly into Nastro Azzurro's chiara (pale) or their meaty La Fabbrica Weize (wheat). Commanding a Bulgarian or Romanian force supporting the German advance into Russia? Head straight for the Shumensko Pivo brewery's German-style ales (Bulgaria) or the odd-tasting Drax Beer from Romania. Considering Romania has a per-capita beer consumption of less than 50 liters (Germany approaches 75 liters per person), is it any wonder their beer

is challenging to the palate?

Germany. Of course. Germany, as I've previously mentioned, is well known for high quality beer. If you want a true German beer experience, though, forgo Heineken, Löwenbräu, Becks, and St. Pauli Girl. Keep in mind that darker is better, and experience the joy of Dinkel Acker Dark (you don't realize the bottle is green until you empty it) or Bathbeer, which is similar to Guinness in taste and consistency and brewed in the Brandenburg region near Berlin. If darks aren't your favorite, go with a tasty yeast-heavy beer like Spaten-Brau's Franziskaner Hefeweizen or really, any other hefeweizen. Just be sure to let it settle in the glass before downing it.

If you really must avoid any beer you can't see through, there are still many quality choices from Germany. My favorite is Bitburger, a crisp and tasty brew. When I can't find that I go with Spaten's Oktoberfest. Really, any beer with "Oktoberfest" right there on the label is probably going to satisfy you, but some breweries only manufacture them in the months just before Oktoberfest. If you're playing a scenario that pits commandeered Czech tanks, you can find Pilsner Urquell, the only beer imported to the US from the Czech Republic, in your better local beer store. Even better, if you're using those Pz38(t) tanks to cruise through the Polish countryside, throw in a bottle or two of Zloty Król beer for effect.

Knowing what you now know about the vagaries of war, captured beer can sometimes be the best. Thoroughly dominate your opponent, forcing him to concede after only three turns, and propose to relieve him of his beer stash in exchange for you claiming the battle "came down to the last CCPh of

(10 Questions with a Conscript, Continued from page 5)

GR/D Great Wars and Glory fan, again a great system and top notch quality.

### **(9) What are your other interests outside of gaming?**

CC: History, animation, and running.

### **(10) What do you do in the real world?**

CC: Let's say I'm freelance digital artist. . .kind of covers all my bases.

### **(11) Final question domestic or import?**

CC: Pabst Blue Ribbon!! No seriously I like a Brit Ale called Boddingtons, it's an albino version of Guinness.

*[Thanks Chris! We're all looking forward to the day you come home to the "right" coast.—jas]*

the last turn" and thereby enable him to save face. Play a "winner claims a six-pack" game or "loser has to chug" game (applicable only if both players are under 30 or active in a fraternity). Turn ASL into a drinking game based on bad die rolls – fail a morale check (drink!), fail your ESR roll (drink!), ELR your 9-1 leader (drink!) – I think you get the point on that one.

Tailoring your beer drinking to the scenario you're taking on can heighten your enjoyment of the game as well as sooth your wounded ego if you take a pasting at the hands of your opponent. Either way, keep in mind that it's better to arrange for a ride home than tackle traffic in your zero-armored, unturreted car. Σ

## ASL AAR: The 29th in Bosnia

CPT Andy Goldin

**S**ometime in February, 2002. Here's a familiar scene: two opponents, playing ASL, eyeing each other, attempting to anticipate the other's next move. It had been a hard fought scenario thus far. In this iteration of "Gavin Take", the American player (Andy) had attempted to avoid becoming bogged-down in a mostly house-to house struggle in a nameless hamlet in Holland. Thus he chose to maneuver around the German player's (Jim) defenses of the town. The effort was only partially successful. The Germans quickly reacted to the American main effort, shifting their defense to the flanks. The Americas were able to gain ground at relatively little cost but Andy soon found himself stymied by interlocking small arms and machine gun fire tantalizingly close to the objective exit hex. It was now the last turn...what to do? Fire and maneuver! Suppressive fire from the few supporting GI paratrooper squads prepped the area with uncertain effect but the assault had to go off regardless. Moving the one stack in position to exit through the woods, into the open, closing on the objective ... only to get cut down by devastating machine gun fire from the last of the organized Germans meant another victory for Jim.

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*"As luck (or fate?) would have it, their paths would cross in Bosnia. But if it hadn't been for a poorly planned motor movement, it wouldn't have happened at all."*

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Was this game played at the Winter Offensive, a regular club meeting, tournament or casual get-together? No! Try in a connex in the "Lone Star Barracks" at Eagle Base in Bosnia-Herzegovina! How did this happen? It actually started the previous August when elements of the local 29th Division were mobilized for service overseas. Two local ASLers were involved (or maybe I should say "committed?") CPT Andy Goldin was assigned to G3-Operations 29ID and CPT Jim Mehl assigned to S3 shop, TF 229 Engineers. In the truest Army fashion, however, neither knew each other at the time, nor did they know that the other played ASL. Again, true to the way things typically work in the Army, MAJ Tom Meier (a.k.a. "Major Tom") attempted to inform them of their upcoming "rendezvous with destiny" but by the time the word got out, they had already taken leave of their day jobs for full-time Army jobs and were out of touch.

As luck (or fate?) would have it, their paths would cross in Bosnia. But if it hadn't been for a poorly planned motor movement, it wouldn't have happened at all. By Oct 01, the 29th had been "in country" for about a month or so and was still learning its way around. As a way of getting established, the Nordic-Polish contingent hosted that fall's G3/S3 conference in DOBOJ, BOSNIA. CPT Goldin saw it as an opportunity to get out of the ops center and to see what was "actually" going on, so he worked his way into the agenda in such a manner that his boss couldn't say no to his attendance. CPT Mehl went because, well, none of his bosses wanted to go. Wisely anticipating some down time, he brought his ASL 2nd edition rule book with him. Good thing, too. Apparently the conference planners forgot to request an escort for the bus, so we ended up spending an hour or more by the side of the road waiting for somebody to show up to escort us to DOBOJ. While waiting, CPT Goldin happened to see CPT Mehl reading his rulebook... and perhaps we should say "the rest is history"?

Long days and conflicting work schedules allowed us to play only once in Bosnia but in so doing we probably set a club record for "Playing in the most unusual place." Style points, anyone? Σ



### CPT Jim Mehl recalls:

Andy's got it right on. The main reason we didn't get to play much was that his day off was Tuesday and mine (like most of the inmates on Eagle Base) was Sunday. Since we each had positions that required us to be at our posts for 12 hours a day (which actually means 13 most of the time--I need to switch to Finance or Signals!), evenings were for falling out, catching a movie and going to bed. Not much energy for gaming.

I did manage to get in 5 or 6 games with one of Andy's Maryland Guard Cavalry compatriots. CPT Matt Longabaugh was assigned to the engineer task force and he saw me checking out Consimworld (LOTS of time for surfing the web...) and one thing led to another. I had a copy of Beyond Valor sent from the states and we were off. Good way to spend a Sunday in Bosnia (if there can be any good ways!)



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## After Action Report: Winter Offensive 2002

Joe Jackson

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**D**rove up from Arlington Thursday morning and arrived around 8. Just in time to make it into one of the three playtest mini tournaments. It was the all-British mini and my first opponent was Mike Rodgers from Montreal. Don't remember the scenario name, but it involves a bunch of British AFV trying to exit the long way off board 11 and (I think) 17. German gets two 37L guns and a 105, along with a mix of squads, leaders and SW. Think hills are NA. Put one 37L guarding each of the two main approaches and the 105 in the rear where it could spin and hit either board. Got lucky with a few MG TK rolls and CC rolls to take out three AFV, another was immobilized and three more were taken out by the 105. Seemed reasonably balanced, if dicey, and a lot depends on placement of the 3rd AT gun. 1-0.

Game 2 saw me playing the Japanese in another playtest vs. Gary Mei. Scenario named "Tomforce." Gary had 10 or 12 carriers trying to clear two Japanese 448 squads with lmg's out of Hutville. Japanese received another two squads and two AFV as reinforcements. Gary charged on and unloaded (maybe too soon). He snuck two HS, a leader and lmg past my two squads to capture some of the huts. I brought on my reinforcing tanks to encircle them, a couple of good shots broke all in the stack, and presto, one threat (and 20% of his force) eliminated. Whacked a few more Brits in CC and he threw in the towel. Don't think there were any wins by the British in this version so I think I won when we rolled for sides. MMP tweaked it a bit as the weekend went on but I don't know how the other games played out. 2-0

Game 3 matched me against fellow conscript Jeff Coyle in "My Lonely Valentine." Late war city fight featuring attacking Russians with Shermans and Valentines (see a theme here?) opposed by a motley assortment of conscripts, 2nd line squads, crews and an AA gun. Russians have to take out a train, represented by unarmored halftracks, without hitting a CVP cap. This was kinda close, due to me flirting with the CVP cap, but my Russians managed to take out the last "train" car with time to spare. I was also about ready to capture the AA gun and turn it on the train. Think as written the Russians have the advantage since the game is a full six turns giving them a last DFF to take out any remaining train cars. Knock off a half turn to balance it. 3 - 0 and winner of a mini which got me a plaque and a \$10 MMP gift certificate.

Next game found me paired up with Mark Nixon, he of ASLOK and multiple articles fame. Mark and I played "Franzen's Roadblock" at the first tournament I ever attended (Summer Wars in '96) and haven't played since so we both thought it would be a good time to catch up. We picked "The Last Tiger" from the new Schwerpunkt. Mark as the defending Germans gets a few toys including a Nashorn and a HIP Tiger. The attacking Russians get a slew of tanks including Shermans (gotta love the Sm) and reinforcing T34/85s and have to clear the Germans from the board 3 village. No surprise Mark had the Nashorn on the level 2 hills to interdict my onboard entry. The surprise was that it took down three of my AFVs while spinning around on a pivot. Didn't know Nashorns have turrets! Germans don't have much so I thought I still had a chance even though my AFV losses were heavy. The nail in the coffin came when my reinforcing T34s came on, played cat and mouse with the Tiger, snuck around for an adjacent bounding fire shot on the Tiger, rolled a hit, and then rolled a dud. Tiger

*(Continued on page 10)*

## Conscripts Club Records Page

Mike O'Leary



Have you ever done something off the wall in a game? You know, something stylish and cool-like whacking three of you opponent's tanks in one fire phase all in the same hex. Don't you wish there was a place for a little taunt-n-pose phase activity? Well, there is.

At the ASL Records page (<http://mywebpages.comcast.net/oleary577/records.htm>) you can read about some of the wacky things that have happened in ASL- you can even find out why Jack Daniels shudders every time he tries to rally someone with a commissar. Best of all, it is a place where you can describe to the world how your cardboard troops performed acts of great heroism - or if they are more like mine, how they break and run at the sight of a routing broken conscript half squad.

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blasted the T34 and I failed my personal morale check. Mark is a true gentleman and a blast to play. 3-1

Still not satisfied, played a game of “Guryev's Headquarters” with Tony from Richmond (and member of the Tide-water ASL group). I had the attacking Germans as he requested the Russians and I didn't care. I was thinking the new WA rules will help the Germans get across the street so might help balance things in their favor. Turns out I got across the street fine and pushed into the victory building in force, but Tony got his reinforcements early and they came on strong and pushed most of the Germans back out. My death star rolling 9s, 10s, and 11s didn't help either. My last ditch assault was unsuccessful and game over. 3-2. Not bad for Thursday! Two more days to go.

After a few hours sleep, I stumbled downstairs looking for a cup of coffee and a game. Hooked up with John Slotwinski, one of the Troika, for a Dispatches from the Bunker Scenario, “Marketplace at Wormhoudt.” John and I had played only once before several years ago in a game of “Steamrollers” where I got lucky and managed to take out his Russian tanks with some low DRs, so, as expected, my luck ran out early in this one. [Joe has forgotten that we also played “Acts of Defiance” at WO2001—jas] As early as the side selection dr, in fact. “MaW” could be fun, it has SS with pre reg OBA, armor, infantry guns and mucho SW trying to drive a mix force of elite and first line British out of the board 12 village. The Brits get some AFV reinforcements three or four turns in. But the Germans are LOADED. They can pretty much roll into town under cover of smoke and wax the British infantry before the reinforcements come on. This one was over by turn 5 when my British tanks proceeded to get knocked out by their German counterparts. Perry Cocke strolled over after we were finished to see how things went (MMP may issue this scenario in a future release) and John and I agreed that either the British AFV entry area should be expanded or the extra board they have to traverse be eliminated. Those tanks need to be into the town before the Germans gobble up too much real estate. 3 - 3

Next up was SP's “Green Jacket's Bridge” vs John Stadick. John and I play fairly regularly and he is always a good opponent. We diced for sides again and I took the defending British. He as the Germans need to force a canal crossing with a few squads and some Mk IIIs and IVs along with a FT totting 838. British have even less squads and a couple of carriers. Added to the German's burden is a requirement that a road be cleared of adjacent British in buildings. John ran up the gut (really the only option given the short game length) and took a few early casualties, including a tank. On turn 2, he managed to get part of his force across while the rest stayed back to pour fire on the defenders. This was his downfall as I was able to concentrate on the force across the bridge and eliminate them before the rest came into play. He conceded when it was clear he didn't have enough of a force left to root me out of the stone buildings. John thinks it's tough on the Germans and he may be right, but I always felt the British position was brittle and one bad result or decision could have swung the game in his favor. I'd like to play this as the Germans at least once just to see if the British position can be broken. 4 -3

Brian Youse and I had never played and we agreed to work on a playtest scenario for MMP. Problem was, Russ Bunten was playing somebody and Perry was nowhere to be found so Brian had to man the booth until Perry's return. So we waited. And waited. Finally Perry comes back and we decide we're too hungry to play right away, so Brian, Russ, Jeff Coyle, Dr. Rob and Steve Pleva go to dinner. Much joking ensues, mostly at Dr Rob's good natured expense (and some at Russ') and slabs-O-meat are consumed. By the time we got back to the hotel, it was too late to play anything so we agreed to wait until Saturday. Σ

(Regrettably, that's the end of Joe's AAR, so we'll never know how he fared on Saturday or Sunday—ed.)



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## After Action Report: ASL at DonCon 2002

Bill Stoppel

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**I** attended the 2002 World Boardgame Championships (a.k.a. DonCon) this past July. This annual event is the successor of AvalonCon and held just a few miles away in suburban Maryland at the Hunt Valley Inn. For those that don't know about the WBC ASL tourney let me give a brief outline. Perry Cocke runs a seven round tournament. Each round has two scenario groups (A & B), each with five scenario choices. You and your opponent select your top three in order, compare and whichever is higher is the selection. The "A" grouping is generally the harder/more complicated group and after round 1 you can only play in group "B" if you have lost.

This is my second time to attend and both times I have enjoyed myself immensely and learned a lot about ASL. Turnout both years was consistently mediocre with only 30-40 ASLers rolling dice. Five DC Conscripts were there. While the numbers were small the quality of players and play was very high.



Round 1 I drew Ralph McDonald, late of the Bunker Dudes in Boston (as a side note Ralph brought his playtest copy of the new Valor of the Guards HASL map which looks awesome and is complete with new terrain features amongst the burned out rubble of Stalingrad), and we chose "Will To Fight...Eradicated" (AH remake of a WCW scenario). We dined for sides and I got the first defending, then attacking SS in German clothing vs. Ralph's attacking Poles. Scenario starts with the Germans in possession of a small town trying to defend against an elite Polish force. The Germans get a big chunk of reinforcements midway through the game and near the tail end of the game the Poles get a couple of squads to pick up dead bodies. The kicker is the Poles get to set up two HIP half squads in the German setup area in multihex building cellars. Since the VC is all about controlling the buildings this makes for an interesting last couple of turns. I set up my entire force concealed with MGs ready to lay fire lanes and squads ready to lay out residual if the opportunity presented itself. My intention was to hold fire until the DFPh, take my shots and then fall back to my secondary line. As it turned out this was not necessary. Ralph assault moved a couple of HSs into the streets to try and draw fire, attempted and failed to produce any smoke and also sent a squad skirting the north edge of the board to flank me. I held off and then let rip with a blistering DFPh which left most of his force either broken or pinned. His only turn 1 success was to get the flank squad into a building unhindered. With that success I altered my plan and used a mix of MG ROF, concealment gain and skulking to totally stall his attack. My reinforcements entered and started seizing buildings. About this time Ralph's first HS popped up, failed to get ambush and was killed in CC. That coupled with my continuous ROF with my MGs caused Ralph to concede just before the Polish reinforcements arrived. 1-0

Round 2 I asked for and got last year's champion Paul Sidhu. We played "Round Two" from Journal 2 with Paul getting the defending Poles vs. my Germans. The Poles defend a city with one 37L AT gun, a couple of ATRs, mortars and MGs vs. a combined arms German force sporting tanks, ACs, OBA etc. My plan was to use the smoke barrage and armored assault to cover my initial assault into the city using my armor as mobile pillboxes to provide firesupport. My initial smoke barrage was ineffective which boded ill for my assault. Paul set up a defense which had his mortars on one flank using spotted fire, the ATRs on rooftops for long range shots and the AT gun set up in a fortified building with a 10-2 leader fanatic kill stack. My attack bogged down early as his AT gun and ATRs were deadly against the 1 armor factor German tin cans. His mortar fire was never a factor as my mortars silenced his spotters early and started the factory on fire. The only positive for me was when I got back to back CHs from my 50mm mortars on his fortified building which wounded his 10-2 super man. The aforementioned fire became raging and by the end of the game almost the entire city was on fire. I conceded with a turn to go as I could not trace a path from my lines through the fire to the exit board edge. Never really in this one but it is fun to watch things burn. 1-1

Lessons Learned Have a plan, have a good plan, roll low when you don't want fire  
(Continued on page 15)

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## Recommended Alternate Games for ASL Heretics

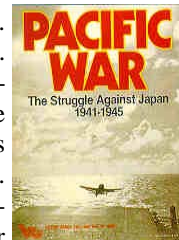
John Slotwinski

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ASL represents remains my favorite game genre. 90% of my total gaming time is spent on ASL and I am sure that this will not change anytime soon. Having said all of that, there are a number of excellent games to cram into that remaining 10%. This article is a brief high-level review of several other games in my closet that have received significant playtime in the last year. Some are old games, some are new, but I have found all to be fun.

I agree with his eminence Chris Baer (see this issue's Commissar's Corner) that there are many good reasons for trying other games. I'd like to add a few other reasons briefly. First of all, playing other games, even if not to the level of dedication that you may give ASL, can be just the breath of fresh air that you need to recharge your ASL batteries. Even the best game in the world can result in burnout, especially when played extensively. A fun game or two of something else may be just what the doctor ordered. Secondly, playing other game systems may result in you learning new tactics and experiencing situations that you can apply later in ASL. Finally, the social aspect of games cannot be over-emphasized. The nice thing about playing other games is that some of them, especially those in the Euro category, lend themselves well to including your significant others and kids. Nothing like a good evening gaming with the family, especially when this will help you earn points for the next time you want to play ASL with the guys.

My current big project is *Pacific War*, published by Victory Games in 1985. It is out of print. This game is the whole enchilada. It is a monster strategic view of the entire war in the Pacific. It's very playable though and features an interesting operations system where players bid to become the operations player for a period of weeks at a time. Players must plan ahead for future operations and use their command points (supply) wisely. When ships, planes and ground units do combat the game switches into a nice tactical mode that retains both simplicity and elegance. The game also has a large number of scenarios for those of you who don't have the time or energy to get through the entire war. My brother and I are trying to get through the entire war (we've currently on the May 1942 turn) but it remains to be seen if we will complete it. Balance here may be an issue since no one really expects the Japanese to win, but for this game balance doesn't matter since "the play's the thing." Get your favorite opponent, don't stress about winning and have a ball with *Pacific War*.



Next up is everyone's favorite reprint: *The Streets of Stalingrad*, which is being enhanced, updated, and published by L2 Design Group. Having encountered several printing problems, this game is still in the process of being published. I hope to have my copy in hand before you read this. It's a monster look at the Battle of Stalingrad on a tactical scale slightly larger than ASL. My copy can't arrive fast enough.

The acquisition of the Gamers by MMP has resulted in my purchasing several Gamers products that I may not otherwise have bought. Their Standard Combat Series of games feature an easy-to-learn set of series rules, and specific rules for each game. Game scale and genres vary. I have *Operation Crusader* (early WW2 in North Africa) and *Stalingrad Pocket II*. The units in these games are corps, divisions, and battalions with additional HQ units and occasional units of other size. I have only played them a bit, but they seem to be worth the purchase, especially if you are looking for other WW2 games that are easy to learn but still require good tenets of play in order to win.



Another good WW2 strategic game that I have played a lot in the last three years is Decision Games' *Totaler Krieg!* This is a hex-based, card driven game that portrays the entire war in Europe at the Corps and Army level. Navy and Air activities are largely abstracted. The play of cards drives diplomacy and abstracted production. The nice things about this game are the excellent components, and the outstanding re-playability. The variable card play and diplomatic dice-rolls results in a

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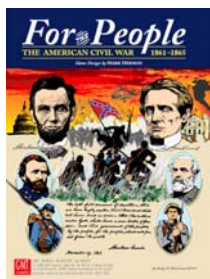
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game that is never the same thing twice. And the combat system is more than just counting combat factors. It's a nice change for those of you who are serious A3R fans, where many things are scripted from the beginning. The only problem that I have with this game is its balance. My group has played the Campaign scenario (the entire war) several times now, and even with the game-to-game variability we've never seen a German win, or anything close to it.

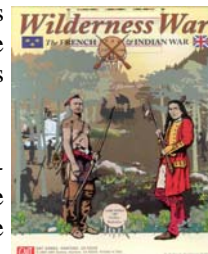
A popular genre of war games is the area movement games. These include games like *Turning Point Stalingrad* and *Breakout Normandy* (BKN). I have recently played *Breakout Normandy* several times, all face-to-face, and it's easy to see why this system in general, and BKN in particular, are popular games. The rules are pretty straightforward and the action is tense. Players alternate taking actions, by activating different areas for movement and combat. The problem is that no one knows when the turn will end so you often find yourself deciding between taking the move that you must have now, and the move that you may not be able to take. MMP currently has an area movement *Operation Market Garden* game in their P# pre-ordering system. The initial feedback that I've gotten from the playtesters is that it is worth purchasing. As an MMP proof-reader I had access to the draft rules and I agree that it looks like a winner.



Another popular genre of games to recently hit the scenes are the card-driven point-to-point movement games. In these games there are no hexgrids. Instead, lines to indicate where one may move connect the different areas. The cards are the engine of the game and drive both strategic events and tactical movement and combat. Cards can usually be played either strategically or tactically and it is this choice that drives much of the tension and game play in these games. A popular game in this class, and the first that I played is GMT Games' *Paths of Glory*. This game tries to recreate WW I. It's a good, solid game, but frankly I don't understand all of the tremendous praise that it has received since its release. I'm sure that part of this is because I have only played it once, and thus I haven't yet picked up on many of its nuisances. I will definitely be giving it another go in the future.



A much better point-to-point game in my estimation is GMT Games' *Wilderness War*. Once again the GMT components are gorgeous, but the game itself is a real winner. It portrays the French-Indian war and pits the French against the English across a map encompassing Virginia up into Canada. Early on the French use their Indian allies to raid the American frontier while the English army gets larger and larger before attempting to invade Canada.



*For the People* is another game in this genre that recreates the American Civil War in an abstract Strategic and political level. I have only soloed it thus far but it seems to be a winner. The rule complexity in FTP is a little more daunting and less tight than WW and PoG, but it still looks like a good game.

Finally, in this category of game let me mention that MMP is currently playtesting a point-to-point game of World War 2 in North Afrika. I've been lucky enough to help the game developer (fellow DC Conscript Jeff Evich) playtest this puppy and it looks like a solid addition to this style of game. Look for it in the future.

I've never been a big fan of command and control (C&C) rules. The World War 2 games using C&C that I have played always seemed too contrived for me. I also have never been attracted to the Civil War genre of war games. Having said that, I greatly enjoy two recent Civil War acquisitions of mine, both of which are Civil War games featuring C&C! The Gamers Civil War Brigade Series (CWB) and Regimental Sub-Series (RSS) both have the correct feel to them. These series use standard rules for the entire system of games with the addition of module-specific games for each game in the series. They are tactical games with mostly brigades (CWB) and regiments (RSS), and include individual leaders and attached artillery. The hex sizes are 200 yards (CWB) and 100 yards (RSS) respectfully. The C&C rules are simple, yet incorporate the realities of the time where verbal or hand-delivered written orders were misunderstood or ignored completely. By the time a Corps commander decides to

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finally accept his order to take a hill, it may be crawling with the enemy! This type of order system makes solo play excellent as well. The combat results are deadly, and seem to be indicative of the devastating fire combat of the time. The system also incorporates a stragglers system, where a unit may temporarily lose guys who are scattered from their unit during combat, or who can't keep up during a forced march. The parent unit can fall back and try to regroup and add these stragglers back in. I have found this to be an elegant, realistic, yet simple system to use. The CWB game that I own is *Seven Pines* and it seems to be a fine introduction to the system. The RSS game that I own is *This Hallowed Ground*. Let me tell you folks, *THG* is the cat's meow! It recreates the Battle of Gettysburg, in stunning detail (regiments, 100 yard hexes.) It's out-of-print, so finding a copy may be difficult, but if you can find one and afford the purchase it's worth it. I found mine, and when it's not being used it's going into the safe.

A recent phenomenon in the U.S. is the invasion of European-produced, so-called "Euro," games. These are typically easy-to-learn, difficult-to-master games featuring beautiful looking components. There are a large number of these games and I have played but a few. They are readily available in the U.S. in both your neighborhood store and via on-line game companies.

The first Euro that I played is *Settlers of Catan*. This game was originally published in Germany by Kosmos and won the Spiel des Jahres (Game of the Year) prize in 1995. The *Settlers of Catan* was subsequently published in America by Mayfair Games and won the 1996 Board Game Award. In this game the players try to settle the island of Catan by harvesting various commodities such as wheat, wood, brick, etc, and building roads and towns. Two neat elements to the game are the robber who can steal your resources, and trading, which allows you to acquire hard-to-find items by trading with your opponents. This is a very fun game, with excellent components. I highly recommend it for tempting your wife and kids onto the gaming scene. There are a number of expansions for this game. I have *Seafarers of Catan*, which adds boats and additional land and ocean tiles, and recommend it. I have heard mixed reviews about the other expansions. In particular stay away from the expansion that allows for six players, as the game seems to work best with four players.

Another good Euro that I have played is *Puerto Rico*, published by Rio Grande Games. I've only played it once and it was a hoot. Players work to settle the island of Puerto Rico by employing colonists, raising crops, and selling the fruits of your labor to the mainland before they rot on the docks. It is definitely worth playing.

If you are looking for a simple, dynamic and fun bloodbath that is appropriate for the family be sure to pick up The Gamers' *Circus Minimus*. It's reminiscent of the old Avalon Hill *Circus Maximus*, except that the rules are simpler and the components are much better. It's a gas. Highly recommended. My most memorable moment in this game came when I was playing my brother and his wife. On the last lap of the race the game was still up for grabs. Then my sister-in-law fell off her chariot. Regrettably, she did this right in front of my chariot and I was unable to avoid running her down, which I did while apologizing to her. My brother could have easily steered his chariot around her wounded driver but instead chose to run her down again! She was not pleased, and yet they are still together.

Finally, Hasbro's *Lord of the Rings* is not strictly a Euro since it is made by an American company, but it has many of the outstanding Euro-like characteristics including some gorgeous components. This is a cooperative game where the players, each taking the role of a prominent hobbit from the films, work cooperatively to defeat the evil Sauron, which is played by the game system, by casting the ring into the fires of Mount Doom. In the course of play players travel along through the trilogy's story line and encounter the same locations, people, creatures and objects that are in the books. This is a hard game to win! My family has enjoyed playing it, but the team must work well together and have some good luck to make it to Mount Doom and destroy the ring. An expansion for the basic game (Friends and Foes) adds creatures and additional locations to the game. I recommend using the expansion even though it seems to make the game a little harder to win. (Recently another new expansion has been issued. I have not bought it since in it one player controls Sauron. This seems to take away from the outstanding team aspect of the game that I like so much.)

There you have it, a short look at some of non-ASL games that I have devoted some time to recently. Once more for the record, ASL remains THE GAME, but these others can provide a quality detraction if you are looking for one. Σ



to spread.

Round 3 Played Ken Dunn (co-designer of *OVHS*) in “Cream of the Crop” from one of the Action Packs. Since Ken had played it before from both sides he offered me the choice and I chose the defending Russians (yes Jack I actually chose a non-Axis side). Russians set up a handful of squads with a couple of support weapons and a KV to defend a town against three early Stug IIIs and a German infantry company. Russians get midgame reinforcements of three T-60 tankettes (20LL guns). My setup had the KV in the middle flanked by a MMG/squad with leader pseudo-

killstack, had squads positioned to gain concealment early. Ken moved to attack on my left which Perry pointed out was the opposite of everyone else's attack. He laid smoke early from the Stugs, moved up a MG stack into a building to my front which hindered my moves to reinforce my left flank. My KV broke its MA on its second shot. His main attack bogged down once he got into the town as I was able to ambush him in CC with regularity. Also got my first ever DI shot to immobilize one of his Stugs. I then launched a limited counterattack to take out his flanking force and used a combination of the KV (still with a disabled MA) and the T-60s to kill a couple of squads for failure to rout. He conceded with about a turn left as his attack had completely stalled thanks to the Russian luck with CC. 2-1 Lessons Learned Tanks are good to use to kill brokies for failure to rout when you don't want prisoners. Ambush and CC are good delaying tactics for the defender.

Round 4 Played Ray Woloszyn in “End of the Ninth” from CdG. His French defended against my Germans. It was late so I was not looking to spend a lot of time on this one. Ray is a very good player (finished 6th) and nice guy but very very slow in his setup. He was defending with four Panhard ACs and a handful of squads and 10 or so French leaders. VCs were points for leaders exiting the board. All except the ACs set up HIP. I boldly (foolishly) push my ACs up quickly to attack their counterparts. He had set his support weapons up to defend this and I quickly lost four of mine for only two of his. Then my infantry wave (moving in stacks in the open) were decimated. Early loss.

2-2 Lesson Learned: Stay in the hotel. Commuting 60 miles/1.5 hours each way every day is asinine.

Round 5 Played the legendary Jim Stahler in “Triumph Atop Taraldsvikfjell.” Jim got a mixed bag of elite and conscript Germans to defend the big hill on board 2 or 3. I got a force of attacking French Foreign Legion and Norwegians. My plan was to have the French move up the right flank and the Norwegians move up the left flank. I setup a massive 36 factor French firegroup to Prep and break his outlying conscript squad on turn one. The Norwegians tried to move up on the left flank but ran into serious firepower. End of turn one saw many broken allied squads and wounded leaders. However I was able to get a few squads close on both flanks. This was a grind it out game as I played a cat and mouse game with Jim. Move a bait HS or squad up to draw fire to free up future advances, try and get enough squads adjacent to firegroup against his dug in troops. Used minimum move to move up snow covered hills which caused much CXing on my part. Used a tricky line of sight Jim had missed to break open his left flank (my right) and then a 2+2 shot broke his HMG stack and the flood was on. Jim conceded with a half turn to go as all but one squad of his was broken and it would have been near impossible for it wrest victory away from me. 3-2 Lesson Learned Do not move adjacent to brokies until the APh so they can't route away.

Round 6 Played Mike O'Leary (Conscripts Tournament Champion 2002) in the Awakening of Spring. Mike's infantry (with two AT guns) defend the boards against a hoard of SS infantry and Tigers, Panthers, Jadgpanthers and King Tigers. My plan was to close with him early and take out his AT guns while only losing a couple of tanks and then hunker in to await his counterattack. Didn't work out that way. Got way too aggressive on turn 1 which evolved into losing both King Tigers then. I was able to take out his 100L AT gun in turn 2 I think but by then I'd lost a couple of Tiger 1's and a Jadgpanther and my CVP VC was all but out of reach. As this point Mike turned our game into a teaching scenario as we played out a couple of turns until his reinforcements arrived. Only went down from there as I tried to salvage something from the debacle. 3-3 Lesson Learned Don't try and win a 10 turn game on turn 1. If his AT gun can't kill your frontal armor move adjacent to and destroy the gun.

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Round 7 Failed the Spouse Morale Check and stayed home Sunday morning.

All in all I felt great about the tourney. Improved from last year's 1-4 record to 3-3. Followed as a disciple of John Slotwinski and played people better than me (Perry graciously consented to letting me play the better players) and learned a lot. Also had a hell of a lot of fun. You are truly missing out if you don't go next year. The talent is very good, you get to buy MMP wares (I bought boards 49-51 and the COW-TRA t-shirt) and you get to play as much ASL as you want. What could be better? Σ



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