

RED BANNER



Quarterly Fanzine of the Capital Area Advanced Squad Leader (ASL) Hobby Club

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Commissar's Call: *In Praise of Tournaments*



Just back from ASLOK XL (The 40th ASL Octoberfest). Many thanks to Bret Hildebran for running another great tournament. Erstwhile DC Commissar Chad Cummins won the whole shebang to be deemed GROFAZ, our champion of champions. About 134 ASLers from all over the world attended the tournament in Aurora, Ohio from 4-11 October. I was there for four days, played seven games, and won the desert mini!

Tournaments provide a great opportunity to meet your fellow gamers from afar and verify your knowledge of our always evolving game. Although we have a “rulebook” those rules can be interpreted differently by different people and so sometimes require adjudication by higher authority which in turn establishes the standards by which we play the game. Tournaments offer an ideal forum to facilitate that evolution by disseminating uniform interpretations of new and/or neglected rules. Take for example the adoption of new rules edits from Journal 16, much easier to do at a convention.

So, I recommend you go when you can. And that includes our own local tourney, the Human Wave. We’re contemplating a new venue and format as you read this. Feel free to contribute your ideas any time.

Conscripts’ Chatter: *Tourney at the VFW?*



At the last club meeting on October 24, Conscripts expressed a preference for hosting our next club tournament at a VFW Post. Options include the usual haunt in Fairfax or the Post in Occoquan, which would facilitate greater attendance by those living in the Fredericksburg area. Feel free to let us know if you have a preference and/or want to use your membership at one of those Posts to help us make arrangements there.

Amazing ASL Lore: *Conscripts Origin Story*

By Andy Goldin

Many cultures and nations point to a story of how their nations came to be. This is known as the national “origin story”. For example, France was founded when Celtic tribes settled along the Seine River, the Azetcs founded Mexico City where they saw an eagle on a cactus devour a snake, etc. We here in the DC Conscripts have our own “origin story”. In recent correspondence with one of our founders, Chris Baer, this humble reporter learned the following:

“I [Chris Baer] founded the Conscripts back in the late ‘90s alongside John Slotwinski and John Appel. It was an outgrowth of a DC-area ASL player finder website I ran, called the District Commissar’s House, back in those innocent days when people were happy to have their e-mail addresses exposed on public-facing sites!”

Chris has said he started the “ASL Player Finder” website in August, 1996, having rounded up the first suspects from the old ASL mailing list. His records show the club was founded in 1998, and he provided a copy of the original DC Conscripts website from 2006 (links available to those who are interested). As he wrote, “John Slotwinski had the idea initially and then worked with me and John Appel to get it going, as well as the transition to a new leadership team (Mehl, Bishop, Daniels, Stoppel).”

Today Chris lives in the Philadelphia area and is happy to stay on the Conscripts mail list.

Rumor has it that John Slotwinski is still in circulation in ASL circles. Meanwhile John Appel seems to have fallen off the radar. Has anyone seen or heard from them lately? Please report any sightings or information to the author.

Scripts 10

Barcelona Barricades!

By Damon Norko



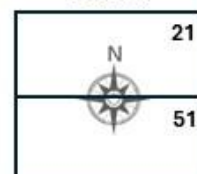
Barcelona Harbor, Spain, July 19, 1936: The Spanish Civil War had just begun. Suspicious of the military, the Republican Civil Guards and various armed worker factions laid siege to Nationalist installations across the country. On July 19, they attacked the Atazaras Barracks in downtown Barcelona. Shortly thereafter, three columns of Nationalist troops counter-attacked to relieve the beleaguered garrison at Atazaras.

Balance

 Battle Harden any one leader at set up.

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Boards



Place overlay
OG2 on 51 h4-g4.

 **Nationalist Set Up First**

 **Republican Move First**

Turns	1	2	3	4	5	6	7
							
							

Victory: The Republicans win by controlling all buildings in the Nationalist setup area. The Nationalist win by avoiding the Republican VC OR having a 447 in any hex of building 51o2. If both victory conditions are met, the Nationalist win.

Order of Battle

 **Nationalists:** Use Axis Minor Counters. Set up/enter as noted.

Atazaras Garrison ELR 2: Set up concealed within the road net 51q1 - q4 - p3 - o4 - L2 - i3 - i1.

3-4-7	8-1	8-0	7-0	MMG	LMG (i)	?
12			2	2	2	4

Montessa Cavalry ELR 3: Enter anywhere along the north and/or west edge on turn 1.

4-4-7	8-1	8-0	7-0	MMG	LMG (i)
12				2	2

Montessa Assault Engineers: Enter along any single edge of board 21 on turn 2.

4-4-7	AE			LMG (i)	FT	DC
3	3	9-1	8-0	2		

Armor: Enter anywhere along the north, east and/or west edges on turn 3.

Armrd Car wz.34-l	Axis Minor Croation Vehicle Note 26
4	

Barcelona Barricades! Continued

 Republican: Use Allied Minor and Partisan Counters. Set up/enter as noted.

Barcelona Civil Guard: Set up on board 51 outside the road net: 51q1 - q4 - p3 - o4 - L2 - i3 - i1.

ELR 2/5, SAN 5

4-5-7	4-3-7	1-2-7	9-1	8-1	7-0	6+1	LMG	MMG	ART	Armrd Car wz.34-I	Allied Minor Polish Vehicle Note 7
3	15	2		2			4	2	2	2	

Road Block

3

Partisans: Set up, concealed if in concealment terrain, anywhere outside the road net: 51q1 - q4 - p3 - o4 - L2 - i3 - i1.

3-3-7	10-0	8-0	7-0	LMG	DC	?
10				2		8

Partisans Reinforcements: Enter per SSR 2.

Special Rules:

- EC are moderate with no wind. Place overlay OG2 on 51h4-g4. The roadblocks represent barricades that function as roadblocks in all respects except that one can apply a -2 DRM to all clearance attempts. The armored cars represent "Tiznaos," hastily improvised AFV used by combatants during the Spanish Civil War.
- Republican reinforcements: Each friendly rally phase, the Republican player makes a DR on the following table to determine which partisan reinforcement he receives that turn. He then chooses either sniper counter as the point of origin and makes a random DR for direction and distance to determine where the unit is placed, unconcealed at ground level. Reroll if the selected location contains an enemy unit or is off map.

DR	2-3	4-5	6-8	9-10	11	12
Unit	1-4-9	3-3-7	1-2-7	3-3-7	7-0	8-0 or 9-0

- A Republican Civil Guard 437/227 that is not stacked with Good Order SMC or another MMC and that fails a MC by greater than its ELR does not break but rather switches sides. Immediately replace the unit with a TI Good Order Axis Minor 336/126 and grant control to the Nationalist player, EXC: n.a. if the Nationalist has invoked no quarter.
- Partisans and Civil Guards are Allied troops. Partisans have MOL capability (EXC: may only be used vs vehicles.) Partisans may not form multi-hex fire groups. Nationalist assault engineers have underlined morale.

Aftermath: In the confused street fighting each attacking column had a different experience. The first encountered fierce resistance including two artillery pieces but ultimately prevailed in a 20-minute battle. The second found a civil guard unit which negotiated a truce and fraternized with them. The third, assault engineers, fought a running battle through the streets but were ultimately defeated. The Atazaras Barracks surrendered at half-past one on July 20, but at great cost. Two major figures of the rebellion - the anarchist leader Ascaso and Captain Ramon Mola, brother of the Republican leader - were killed in addition to over 500 workers.