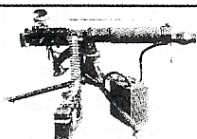
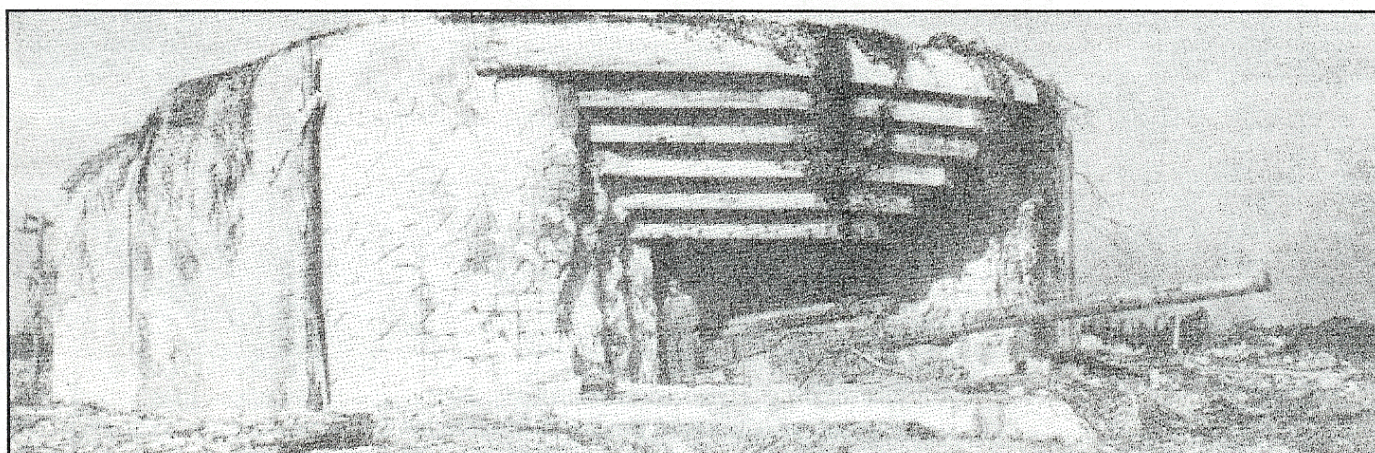


Dispatches from the Bunker

Dispatch # 05



**For ASL Players Everywhere
From ASL Veterans in New England**



IN THIS ISSUE:

Greetings from the Bunker: In this issue we have two more action-packed scenarios. Also on tap is a look at ASL Scenario G34 'The Liberators', a summary of the 'Last Bunker Bash' at the *Original Bunker*, and all of our usual ASL Features.

Headhunting for Bloody Huns: Forced well south of their drop zone by Heavy AA fire the *Fallschirmjäger* of the 10th *Kompanie* find themselves in the worst possible circumstance: landing amidst a dug-in, alert, enemy. Can they survive to win the day?

Bunker Brasche: Sgt. Rudolf Brasche and his *Pioneers* find themselves in a now familiar position: assaulting a heavily defended and fortified Russian position. Will the cover of night and supporting AA help capture what would be called Heinrick's Position?



Dispatches from the Bunker: is dedicated to the ASL game system and all the players who play it, veterans and novices alike. This Newsletter is a labor of love from all who contribute to it and is published approximately every 3/4 months by Vic Provost of the 'Bunker Crew'. Subscriptions may be ordered as follows: 4 Issue Subscription - \$10.00, Shipping and Handling - \$3.00 in the continental USA and \$5.00 otherwise. Back issues will ALWAYS be available at \$2.75 per issue with \$.75 S & H in the Continental USA and \$1.25 otherwise. Issue #1 is FREE of charge and can be obtained with a Letter sized (# 10 Envelope) SASE. Send Check, Money Order, (Foreign Subscribers *please* send cash or a Postal Money Order) in USA Funds to:

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 Holyoke, MA 01040

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Subscription Length is 4 Issues, please check the bottom line of your mailing address label on the shipping envelope to see when it expires.

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Welcome to the fruits of our Labors.

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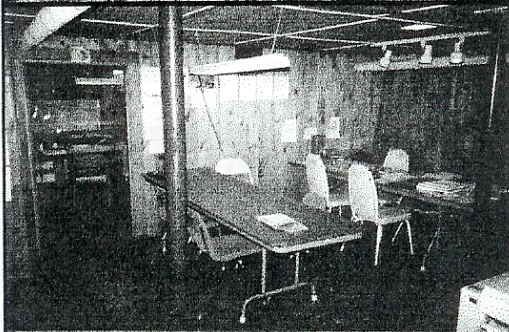
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Signals: Hello to one and all. First off let me apologize for the late arrival of this Issue; the tardiness is an unfortunate by-product of the divorce/subsequent move I went through this past summer and early Fall. At this time the dust has settled and I can resume my focus on this ASL Newsletter, which means getting back to an approximate publishing schedule of every 3/4 months, but as I've mentioned in the past, we want to put out a *high quality* amateur newsletter, and I will NOT send out any issue before we are satisfied it is ready to go into the hands of our readers. We will not print anything that has not been thoroughly researched, playtested, proofread, and edited. I take my responsibilities to my readers very seriously, and with all that is available for ASL play nowadays I want to make absolutely sure you are getting the most bang for your ASL buck. The entire 'Bunker Crew' are in this for the long run; as long as there are unique scenarios to publish from the New England ASL Community and there are players interested in seeing them in print, I will continue to publish this periodical. Although there have been some unfortunate instances from other ASL publishers in the past where players have not received their entire subscriptions, or did not get what they considered true value due to incomplete rules, printing errors, and just plain poor editing, let me assure you that as long as the 'Bunker Crew' is producing *Dispatches from the Bunker*, excellence really is job #1, and you can be assured of receiving fair value for your money, *Vic*.

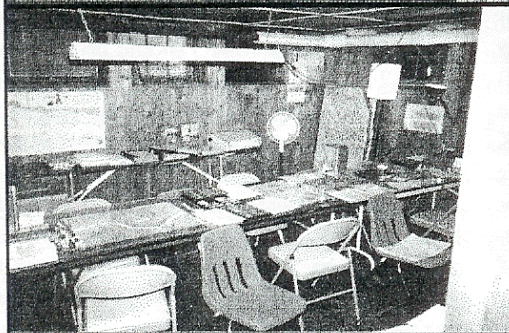
THE LAST BUNKER BASH Vic Provost



The Bunker Crew:
Top Row, from Left:
 Tom Morin, Andy Clarke,
 Allen Loiselle, Kiri Naiman,
 Carl Fago, Carl Noguiera,
Second Row, from Left:
 Steve Johns, Tom Ruta,
 Vic Provost, Jim Torkelson,
Front Row, from Left:
 Ralph (Boxcars) McDonald,
 Bob (BAASL) Walden,
 Joe Gochinski.



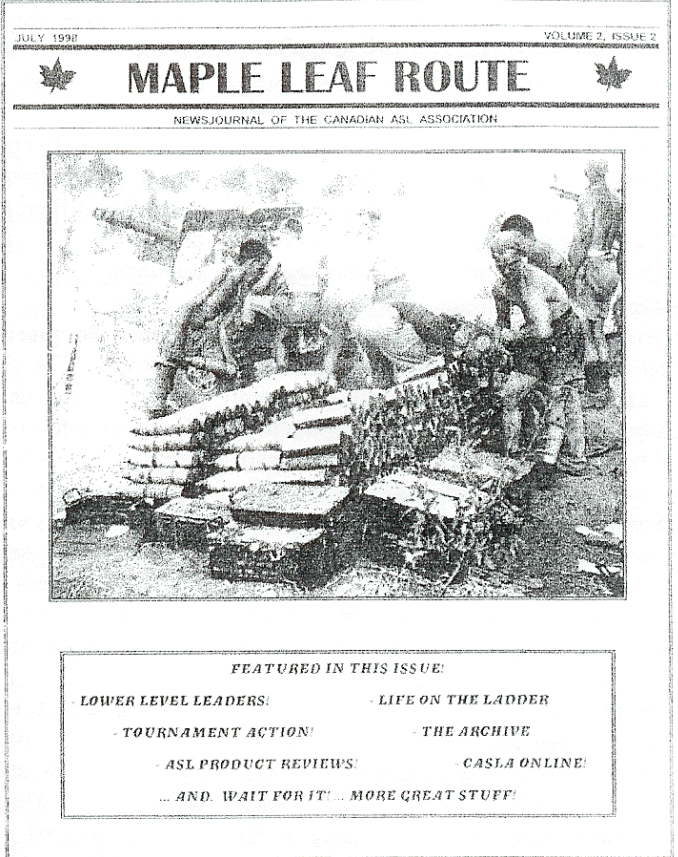
**The Bunker:
 The Outer Room.**
 Here we see what was the
 'Guest' room of the two
 rooms that made up the
 original 'Bunker'. This was
 mainly used for spillover
 when we had players com-
 ing in from out of town. We
 could fit in another 8-12
 ASL Fanatics here. Also
 used for various campaigns
 and for CENTRAL
 STALINGRAD playtesting.



**The Bunker:
 The Inner Room.**
 The main room for local club
 activity of the 'Bunker
 Crew'. Literally saw hun-
 dreds of scenarios played
 in the 8+ years of action there.
 Over the years we formed
 the core of our publishing
 group here, and it is es-
 timated that in those 8+ years
 over 50 ASL players from all
 over the ASL world visited
 and played here.

June 27, 1998 saw the last meeting of the 'Bunker Crew' at the original 'Bunker', at my former address of 1454 Northampton St. here in Holyoke. It was a glorious occasion, attended by the thirteen ASL Fanatics pictured above. Twenty-odd scenarios were played that day, with the action taking place in all theatres and on all fronts. Action was as diverse as *HOBs Berlin: Red Vengeance*, our own *DB008 The Forest North of Karachev*, to playtesting for what is now the 'Annual in Limbo', which would have been the 1998 *Annual*. The action started at 9:30 that morning and continued into the night, with the last stragglers leaving around 10:00 PM. A great time was had by all, and we reminisced over all the fun we had in those two rooms over the course of the eight-plus years we had been meeting there. We had seen such ASL luminaries as the above mentioned Carl Fago, Bob Walden, and New England ASL MVP Carl Noguiera (who has done more in the last decade to bring the whole New England ASL scene closer together than anyone else I know) become semi-regular fixtures, and saw appearances by the likes of ASL veterans such as Ray Woloszyn, Steve Pleva, Ray Tapio, Steve Flicker, Bob Gillis, and Randy Knight.....a lot of memorable moments over that time, and a lot of hard work on both this newsletter, and before that, playtesting duties for the defunct *On All Fronts*. We were saddened as the day drew to a close, but knew that a new day would dawn for the 'Bunker Crew', and that day has come as of October 17, which was our first meeting at the 'New Bunker'. The new club location is in the cellar of Tom Morin's new addition to his house, which he labored hard over the summer to finish off in my prolonged absence. We salute the old, but look forward to many rewarding years of ASL action in our new place. Long live the 'Bunker', more than a location, it's a state of mind.....

From our Canadian ASL Brothers: Maple Leaf Route



FEATURED IN THIS ISSUE:

- LOWER LEVEL LEADERS!
- LIFE ON THE LADDER
- TOURNAMENT ACTION!
- THE ARCHIVE
- ASL PRODUCT REVIEWS!
- CASLA ONLINE!
- ... AND, WAIT FOR IT! ... MORE GREAT STUFF!

Maple Leaf Route is the Newsjournal of the Canadian ASL association. It is published four times a year with Jim McLeod as Director/Editor. It is a fine Newsletter of interest to all ASL players, even though one of its primary goals is to inform on the Canadian ASL Scene, but always has instructive articles on ALL aspects of ASL play, reviews of ASL products, AARs from various Tournaments, and often very interesting Scenario offerings. They do a nice job, with something for every ASL taste. To subscribe send \$10.00 (Canadian Dollars) to:

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 E-mail - jmmcledod@mb.sympatico.ca - Phone: (204)783-3649

ATTENTION: Time to Re-Subscribe.

To the majority of my subscribers, this Issue, # 05, is the last in their initial subscription that includes Issue # 01, the FREE preview. You can tell which Issue is your last by looking at the bottom line of your address label on the shipping envelope. To make the re-subscription process as easy as possible, I have included a re-subscription form for those whose subscription is about to expire. Merely fill it out and send your remittance to the address on Page 2. There is also a short questionnaire on the form. Your feedback will be read and can influence how we do things in the future, so please take a few minutes to fill it out. It has been our sincere pleasure to serve the ASL community in our first year of publication, and look forward to many, many more. I personally want to say a big 'THANK YOU' to all who have given me such great encouragement and support. I look forward to your replies, Vic.

THE LIBERATORS, G34

by Jim Torkelson

"The Liberators" (G34) is one of the very few non-campaign scenarios where both players get to customize their own forces before the battle starts. Each player has four decisions to make regarding what kind of troops, vehicles and artillery support they will use. This is a late war scenario, in April of '45. Some of the best technology the Germans and Russians developed gets shown off here. This action is part of the Soviet drive on Vienna from the south. The Russian Guards enter the map in three equally sized groups, one in each of the first three turns. The German SS defenders start out concealed on board, and they also get reinforced on turns 3 and 4.

The scenario designer has created some new terrain for us by declaring that no hills exist on Bd 3, creating several sections of wide open ground. The map is dominated by the flooded stream that goes from the northeast corner down to the southern side of the west edge. It is crossed by four bridges, but the VPs are not equal on each side of the stream. The stream really comes into play in the mid- and end-game. The geomorphic boards have created a spine of woods running north-south down the middle of the map, and vehicle traffic from west to east is limited to the few roads or to laborious bypass movement. The western board is clearly urban, and so is the center of the eastern board. There are two buildings with second level positions, and the other large buildings are declared Factories. All hedges are treated as walls, yielding some good vehicle hull-down positions. All AFVs have to pay one extra MP per open ground hex-side crossed, as defined in E3.65, and all roads in the scenario are paved. Cross-country movement is severely limited. There are two roads up from the southern map edge which only fork into multiple paths 10-15 hexes in. Those two road nets only connect exactly halfway across the map...The game is eight and a half turns long, a long time to go 25 hexes.

Victory Conditions: The side with the most VP at game end wins. Each side gets VPs for Controlling at game end multi-hex buildings (1VP each), factories (2VP each), and bridges (3VP each). The four bridges total 12VP, and there are a total of 27

building VP. The building VPs are distributed 11VP north of the river, and 16VP south. The Russian goal is then to Control 20VP. This can be achieved by holding almost all the buildings south of the river, plus two bridges. Casualties are insignificant as long as you Control the key locations. The Germans with their DCs and Goliaths can destroy bridges, so the total number of VP on the board can change, and all you need to win is more VP than your opponent...

German Perspective:

Choices: The German OB choices determine how the game will be played. For Group #1, choice A has two extra squads, while choice B has a 10-2/HMG, plus the 75L armed halftrack. A very tough decision, because the Germans need the extra PF launchers, but how do you turn down a 10-2? We cannot give a recommendation in one direction or the other. For Group #2, again it is a difficult choice. #2A is two JgPz IVs with the long 75LL gun. #2B is four Hetzers armed with the 75L. However against this set of Russian armor, the Hetzers need flank shots to have better than a final TK of 6. The long 75LL has decent TK numbers against all but the IS-2m's. We suggest #2A with the JgPz IV/70s. For Group #3, the choice is between three Panthers and an Ostwind or four Tiger I(L)s and a Wirbelwind. The Wirbelwind is clearly superior in an anti-infantry role, but that is not the deciding factor. The Tiger Is or Panthers will have to fight both the Russian medium and heavy armor. The Panthers with the 18/14 hull/turret front armor are mostly safe from the 76Ls of the Shermans, but are in trouble against the 122Ls or 100Ls. The Tiger Is with the 11/14 front armor are somewhat more vulnerable to the Shermans. The 88L does have less punch than the 75LL, but they also have APCR with an A5 depletion, which is very useful for those relatively low odds shots. Is the extra Tiger worth the extra risk? You decide. The last German choice (#4) is between three Jagdpanthers and two King Tigers. This group enters on turn 3, so speed is a factor. It takes the slow Tiger IIs two turns to roll to the battle area, while the Jagdpanthers can make it in one. We believe the extra tank destroyer plus the faster time of response make choice #4A superior.

The Germans can have two plans here. Either they try for a fall-back defense, which is not easy when facing this many quality

Russian tanks, or they try for an up front all-out Ragnarok, and hope their reinforcements can handle any leakers.

Advantages: Defender Concealment, Second Level Buildings, Limited Russian Advance routes, Goliaths & DCs

Disadvantages: Terrain not suited to defense in depth, Required dispersion of initial defense, Initial Deployment Limitations

The German player has the advantages of being able to hide his units along with the many dummy concealment counters. All the tanks get to set up with their identity hidden with 5/8" counters. Although being hull-down against a wall does not count as concealment terrain, there are woods/buildings to set up dummy tank positions. From the second level positions in the two buildings there are very few hexes that are not within MG range. The Russian infantry have it especially hard, with only three usable hexes where they can enter the map without taking immediate MG fire. While boresighting is NA, each HMG or MMG should be led by a -1 or -2 leader. Russian tank crews stay CE at their own risk. The Germans can read the map too, and know where the limited Russian advance routes are. The assault engineer reinforcements that enter on turn 4 have both DCs and two Goliaths. These things that go 'boom' may be used against Russian units (difficult to use Goliaths against good order enemies), or against terrain. A Goliath can take down a stone bridge on a final DR of 6 or less.....

For disadvantages, those limited Russian advance routes are not close together. Units defending one route are at least two movement phases away from the other, except for the upper level MGs. Most of the defenders at the unused entry area have to wait through the Russian turn 3 MPH before being free to react to the true threat. The problem with a fall-back defense is that it surrenders the only second level positions to the Russians. This means the 0.50cal HMG can be unloaded from the M3A1 scout car, and matched with the OBA observer. It is definitely not a help to the defender's mobility to have a Russian HMG up on level two with good lines of sight. The Germans must set up south of the flooded stream, and at the west edge that is only 11 hexes from the Russian entry area. There is not much ground to trade for time there. Trying to do an up-front defense against as strong a force as the Russians have is nerve-racking. The

key is to maintain mutual support. Tanks should be used in pairs, and should have infantry adjacent. The decisions about when to fire and when to let the Russian tanks move up close untouched are what makes this an exciting game.

Russian Perspective:

Choices: The Russian OB choices are less intense than the German, because the differences between choices A and B for the first three groups are less extreme. For Group #1, choice #1B yields a 9-2 infantry leader AND a 9-2 armor leader, all at the cost of one extra squad. The 57LL halftrack has A8, a ROF of 3, and is a very fast small target. We believe it is better than a Sherman! Definitely go for B. For Group #2, the question is between 4 IS-2m's and 2 SU-100's, or three of each. The IS-2m is without a doubt the Russian trump card, able to trade shots with a King Tiger, so our preference is for #2B with the four IS-2m's. For Group #3, the choice is between 4 ISU-122's, or 2 ISU-122's and 2 ISU-152's. The ISU-122 has s9, but the ISU-152 has the extra bang when the HE shell achieves a hit. That difference is only between the 24FP column and the 30FP column. The extra AP penetration of the 122L and the ability to fire Smoke points towards choosing #3A with the ISU-122's. The last group is the Russian artillery support. Choice #4A is one module of 120+mm battalion mortar OBA with HE and Smoke observed by a 7-0/radio who enters on turn three in a Russian jeep. He should be active, possibly in an upper level location, by German turn five. Choice #4B is composed of two 80+mm Rocket OBA fire missions directed by an Aerial Observer. Since Rocket OBA is full FP out two hexes from the FFE counter, the blast zone covers an awful lot of ground. In many cases, this would include terrain the Russian attacker needs to move through. With the potential for six hex error, we would be leery of this option. Go with Choice #4A and the possibility of the Smoke FFE blanketing the defenders.

As we see it, the Russians can have one of two plans. The high risk approach has the turn one echelon of 628s riding the Shermans and trying a high speed run up the open terrain of the eastern board trying to get past the German MLR. The riders bail out in the bd 3 village and try to set up a hedgehog and generally be a pain in the German ass. The other is a setpiece approach, where the first echelon hides on the west side until the second and third echelons come in the the IS-2ms to

drive the Germans back.

Advantages: Attacker's Initiative, Lots of Quality Vehicles, Smoke, APCR, Gyrostabilizers

Disadvantages: Echelon attack, Terrain Channeling, Short-ranged infantry

The Russian tactics are based on saturating the German defenses at key points. Using the IS-2ms, the Russkis can both lever the German defensive lines open and pin the German tanks in place. Their hull frontal armor can take most shots the Germans can dish out, except for a PF. When the IS-2ms move into sight of a Panther or Tiger, it forces the German to stand and shoot. The IS-2m is a normal sized target, while the Panthers/Tigers are large. That damned 57LL halftrack is excellent for attracting fire. It is too dangerous to ignore, and difficult to hit with ordnance. After the Panther/Tiger has fired, then the Shermans can run up and shoot or use their smoke mortars to cloud the neighborhood. Smoke mortars are exceedingly versatile with offensive and defensive uses. The ability to use sM8 while stopped at the beginning of its MPH, then move and still shoot is great (a case of having your cake and eating it too). The Gyrostabilizers on two of the Shermans, plus the 9-2 armor leader, greatly improve the chances of a hit on the move, possibly with their excellent US A5 APCR ammo. After that, the killer SU-100s or ISU-122s can move into LOS and shoot with decent odds in their next DFPh. Against this, the Germans can try to run, possibly showing off side or rear armor. Reverse movement is very slow, so retreating more than two or three hexes is very difficult.

The Russian echelon attack is very frustrating. The turn one force is inferior in quality and quantity to the Germans. The turn two reinforcements achieve parity, but it takes the turn three force to achieve superiority. The initial force needs to be extremely careful or needless losses will be taken from the panzers or upper level MGs. What the initial wave can do is to area acquire the second level MGs and prepare to place ordnance Smoke. The Shermans have s9 due to their Elite status. The terrain channels the Russian attack to a very large degree. The additional MP expense slows down off-road travel. If the Russian attack goes down bd 22, there are 16 vehicles advancing on a frontage of 3-4 hexes. When the MP costs for ordnance smoke, overstacking, and burning wrecks are added in, the

phrase 'traffic jam' takes on a new meaning. And the wooded central spine of the map is great country to launch PF at passing Russian tanks. This limits the advance routes even more. Having 628 infantry is also frustrating for the Russians. Most of the map has engagement ranges of 3-6 hexes, out of normal range. It is the job of the tanks to break and kill the SS infantry, usually for failure to rout. The infantry are there to take Control of the victory buildings.

To achieve Victory, the Russians need to get behind the Germans. If there has been a massive tank battle on turns 3-5, having some 628 infantry climb back onto some fast Shermans or ISUs as Riders is a great way to get to the other side of the stream without taking the -2 DRM for FFMO & FFNAM crossing a bridge.

This scenario raises several challenging questions for the German player. Do they stand fast or do they try to delay? Do they try the low odds shots at the IS-2ms, hoping to get them out of the way first, or do they wait until the thinner skinned targets come into view? Can the SS infantry bag a couple of tanks as well as hold back the Russian 628 hordes? Should the engineers try to blow up a key bridge, or use their explosives on Russian tanks?

It is a different kind of challenge for the Russian player. They need to be very controlled early on, gradually pressuring the defense. When the time is right, they pounce on the German tanks and overwhelm them. Enough German losses and the line cannot hold. Choosing that time and place to strike, then getting the job done, is the Russian challenge.

Thanks to the Designer, Mike Daniel, for one wild ASL ride! Here is our author at the Last Bunker Bash exhorting his German defenders on against me in our playing of The Liberators. We had a BLAST!



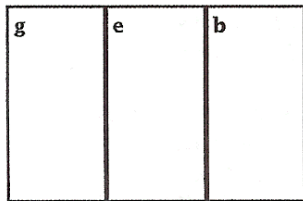
Headhunting For Bloody Huns

MODHION, CRETE, May 20, 1941: The Village of Modhion lay about a mile south of the coast road, midway between Maleme and Platanias. It was currently the home of a divisional field punishment unit, as well as an engineer unit which was dug-in on the hills around the village to guard the road bridge south of town. The morning had dawned with *Luftwaffe* bombers filling the sky, and while not many bombs fell in the village, *Stuka* dive bombers had attacked near the bridge. Lieutenant W.J.T. Roach, commander of the field punishment unit, had ushered the prisoners into dugouts during the bombing. Shortly after it ended, he spotted scores of parachutists dropping south of his position. These were *Fallschirmjäger* of Major Otto Scherber's *3rd Assault Battalion*, which had been forced well south of its drop zones by heavy AA fire. As the paratroopers of the *10th Kompanie* fell among the engineers' positions, Lt. Roach could hear the sputter of rifle and machinegun fire begin to echo throughout the countryside.



Historical Result: The engineers picked off the *Fallschirmjäger* as they landed, and to make matters worse, the villagers (whom German intelligence said would be friendly) fell upon the paratroopers as they scrambled for their weapons canisters. Armed with scythes, axes, old muskets or anything that would function as a weapon, the townspeople attacked the stunned Germans. Lt. Roach ordered the prisoners of the detention unit to be armed with all available weapons, and leading them to attack he shouted "let's go headhunting for bloody Huns". The prisoners, stripping the German dead of their arms and ammunition, exacted a heavy toll, accounting for some 110 killed by days end. The *Fallschirmjäger* of the *10th Kompanie* suffered over 60% casualties, with the rest of the Battalion enduring much the same fate. A few survivors managed to escape back to friendly lines with stories of the terrible slaughter that had taken place. With many of the other airborne and glider attacks experiencing similar setbacks, the attack on Crete now teetered on the brink of disaster.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

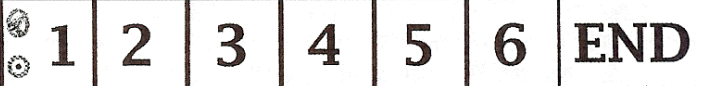
The German wins by gaining ≥ 16 VP. The German earns CVP (vs. ANZAC units only), as well as VP for unbrotten units on board at game end and double VP for units (not prisoners) exited off the north edge.

BALANCE:

German: Light Dust (F11.71) is in effect.
ANZAC/Partisan: Increase the ANZAC SAN to 6.

ANZAC/Partisan Sets Up First

German Moves First



Elements of the New Zealand Engineer Battalion [ELR:3] setup on any board e hill hexes with a max of one MMC per hex [SAN:4]:

4-5-8	2-4-8	2-2-8	8-1	7-0	HMG	LMG
-------	-------	-------	-----	-----	-----	-----

4

2

DC	51* Lt MTR	75/27 ART (Italian)	Foxhole 1S
----	---------------	---------------------------	---------------

5

Elements of the Creforce (NZ) Field Punishment Unit [ELR:3]
Enter on turn 1 along the north edge of board b:

4-3-6	9-1
-------	-----

6

Armed Civilians [ELR:5] setup on board b with a max of 1 MMC per hex (see SSR#4):

1-2-7	6+1
-------	-----

6



Elements of Kompanie 10. / Sturm Battalion III. / Fliieger Division 7 [ELR:5] enter on turn 1 via Airdrop (E9) (see SSR#2) [SAN:2]

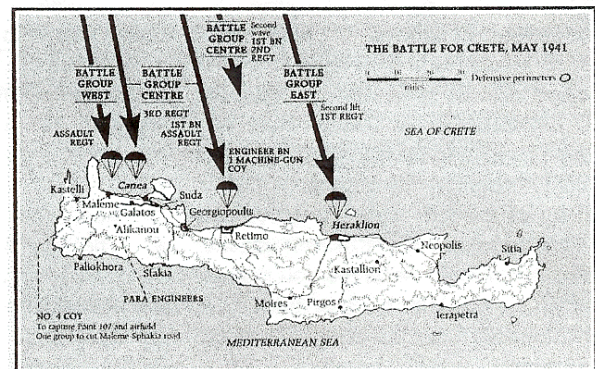
5-4-8	9-2	9-1	8-1	8-0	LMG
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15

2

2

6



SPECIAL RULES:

#1 - EC are Dry, no wind; wind direction is from the southwest. All buildings are stone and single story. Grain is in season. Orchards are Olive Groves (F13.5). The stream is dry (B20.41). Place shellholes in hexes eE2 and eK5; the Orchards (Olive Groves) therein do not exist, and the ANZAC may not setup in eK5. Kindling is NA.

#2 - Instead of E9.12, to determine the drop point for each wing make a random direction/extent DR from hex eH3. No unit may land offboard (E9.41); a unit that would normally land offboard instead lands in the closest board edge hex (use random selection if more than one hex applies).

#3 - ANZAC 4-3-6/2-2-6 MMC may rearm per A20.551 [EXC- NA vs partially armed Germans (E9.7)] or by scrounging (A20.552); if successful they are replaced by 4-4-7/2-3-7 MMC. A negative DRM equal to the current turn # may be applied to all scrounging attempts.

#4 - Partisans (A25.24) may not recombine, may not participate in multi-location firegroups and treat all SW as captured. Partisans may never voluntarily enter a location containing an ANZAC unit (and vice versa). Each Partisan *Hand to Hand* CC attack receives an extra -1 DRM unless every Partisan unit participating in that attack is pinned/unarmed.

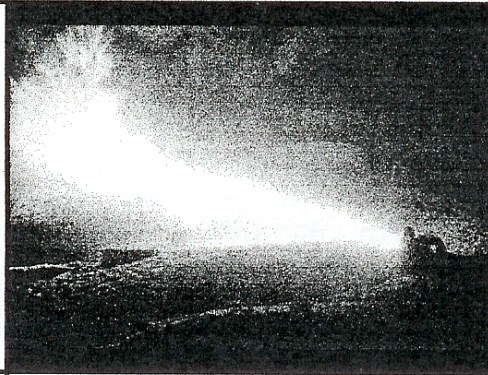
#5 - Captured use penalties (A21.1) do not apply to ANZAC usage of the Italian 75/27 ART gun (EXC: Use red to TH numbers and the Case H To Hit DRM apply).

#6 - Germans are Lax vs. Partisan units.

#7 - No Quarter (A20.3) is in effect for both sides.

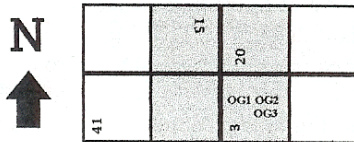
BUNKER BRASCHE

THE ROSTOV SUBURBS, SOUTHERN PART OF THE KEMYANKA VALLEY, RUSSIA, January 13, 1942: Behind the brickworks was a small valley. On the heights that commanded the valley were two bunkers. One bunker controlled by the Germans which they called the 'Radau Bunker' and the other controlled by the Russians. These two bunkers were only 100 meters apart from each other and if you controlled both you controlled the valley and surrounding heights. Brasche and his comrades had just been relieved from the Radau Bunker on the 3rd and now they were going back into the 'mousetrap' as they called it. They had taken the Russian bunker in December but then lost it after a counterattack. Now they had to take it *and* hold it all over again.



Historical Results: Two batteries of eighty-eights and two quadruple 20 mm guns, from Hill 189 and two other heights, began to lay down a curtain of fire on the Russian bunker. Brasche and the assault force moved into position. They began to assault the bunker running into a minefield. Machine gun fire would come from the Russian hill-top and immediately four streams of fire from quad 20mm flak would silence the position. The Jagdkommandos moved into position and with flamethrowers took out the Russian Bunker and its defenders. Brasche and his fellow comrades mopped up the trenches. They turned the captured equipment in the bunker around and formed what became known as the 'Heinrich Position', after Lt. Heinrich, and waited for the inevitable.

BOARD CONFIGURATION:



Rows A-P are playable on boards 20, 3 and 15; R-GG are playable on board 41.

VICTORY CONDITIONS:

Providing he still controls the Bunker and Trench in hex 3F3, the German wins at game end by eliminating/controlling the Russian Bunker and Trench in 3I7, and 4 other Russian trenches.

BALANCE:

German: Exchange one MMG for one HMG.

Russian: Exchange two 4-4-7 squads for two 4-5-8 squads.

★ Russian Sets Up First

☒ German Moves First

1 2 3 4 5 6 END



Elements of the 37th Army [ELR:3] setup as follows [SAN:4]:

Setup anywhere on Hill 534:

6-2-8	4-4-7	2-3-7	8-1	8-0	MMG	LMG
2	5	2			2	2

50* Lt.
MTR

2

Setup anywhere on or adjacent to any hex of Hill 534:

Mines

36 Factors

Setup in hex 3I7 (see SSR#4):

Bunker
2+5+7

Setup in hexes 3G8, 3H7, 3I7, 3I8, 3J6, 3J7, 3J8, and 3K6:

Trench

8



Elements of Panzergrenadier Regiment 93 [ELR:4/5 SSR:5] setup as follows [SAN:3]:

Setup in any hex of Hill 547 (EXC- not IN the Bunker):

8-3-8	4-6-8	9-2	8-1	1-4-9	LMG	DC	FT
2	4				2	2	2

? Mines

4 36 Factors

Set up in hex 3F3 with CA 3F4/G4:

Bunker
2+5+7

Setup in hexes: 3D3, 3E3, 3E4, 3F1, 3F2, 3F3, 3G3, and 3H2:

Trench

8

Set up IN bunker and/or adjacent trench:

2-4-7	8-1	MMG
2		2

2

2

Set up in any hill hex on Boards 15 and/or 41:

2-2-8	8.8 cm Flak 18	2 cm Flakvierling 38
2		

2

SPECIAL RULES:

Normal. The Germans may not use cloaking.

#1 - Weather is Ground Snow (E3.72) with Wet EC and no wind at start. Extreme Winter (E3.74) is in effect. Buildings 20C7 and 20H3 are Factories (B23.74).

#2 - Place overlays as follows: OG1 on 3F5; OG2 on 3G5-H4; OG3 on 3J4-K4.

#3 - Night Rules are in effect. The Base NVR is 2 hexes with no cloud cover and no moon. The Russian is the Scenario Defender (E1.2); the Majority Squad Type of each side is

#4 - The Russian bunker has an increased field of fire with a (front) covered arc of 3H6-I6 and a (rear) covered arc of 3I8-J7; the CA defense modification applies normally to both CA. A9.21 applies for MMG Fields of Fire in this Bunker.

#5 - Any Good Order unit(s) may enter/exit any friendly minefield(s) as if containing a trailbreak (B28.61) and only pay the increased movement cost for entry. The German 8-3-8/3-3-8s have Assault Engineer/Sapper capabilities (H1.22 and H1.23) and have an ELR of 5.

Headhunting For Bloody Huns Scenario Design and Analysis

By Tom Morin

Average Playing Time: 3.5 Hours

Tom has been working on this scenario in various forms for quite a number of years. At one time a previous form was slated for that old Amateur Newsletter of days gone by 'ON ALL FRONTS'. For various reasons this did not come to pass and with the advent of 'Dispatches' in the past year we finally have an outlet for this fine look at the star-crossed Crete Paradrrops.

Introduction: This is the first in the series of Deluxe ASL scenarios that will appear in *Dispatches*. The scenario takes place during the opening stage of Operation Mercury, the airborne assault on the island of Crete. The elite *Fallschirmjäger* of *Flieger Division 7* were to conduct a daylight paratroop to seize key airfields, installations and towns, to be followed by a rapid reinforcement by airlanded and seaborne troops from *Gebirgsjäger Division 5* and supporting panzer units and heavy equipment. The main objective of the western battle group (Kampfgruppe Komet) was the seizure of the crucial airfield at Maleme and the nearby hill 107 which had a commanding view of the area. Earmarked for this task were the crack paratroopers of the *Lufilande Sturm Regiment* (Air Assault Regiment) comprised of veterans of the airborne operations in Holland and Belgium. Major Otto Scherber's *Sturm Bataillon III* was to be the eastern pincer in the attack on the Maleme area. Many things were to go wrong in the attack, not the least of which was the inability of the *Luftwaffe* to suppress the Commonwealth flak batteries, which were well equipped with modern Bofors 40mm, as well as heavy 3 and 3.7 inch guns. Crete was also to display major flaws in the intelligence arm, which failed to not only detect the presence of strong Commonwealth units in and around the drop zones, but also had the mistaken belief that the civilian populace were sympathetic to the German cause. During the opening

bombardment most of the anti-aircraft guns held their fire so as not to reveal their positions, and when the slow *Ju52s* appeared they threw up a dense curtain of fire, forcing the transports to miss the planned drop zones, instead releasing the paratroopers well to the south, right over heavily defended *ANZAC* positions and into villages where angry Cretan civilians stalked them armed with every manner of edged weapon and ancient firearms. This scenario is a microcosm of the events that would lead to the near destruction of the German Paratroop arm.

German Perspective

Advantages: Morale 8, ELR:5, Leadership, inherent firepower (when fully armed).

Disadvantages: Partially armed status, Lax vs Partisans, random drop points/drift, poor TEM.

The Great unknown awaits the German player as he surveys the play area, what with the random drop points and the subsequent drifting, both things being beyond his control. The first thing the German must do is to pre-record the hex grain direction of the wings, which must all face the same direction. The best is probably north to south, with the Allied defense probably being aligned east-west following the hills and the village; this will help to prevent a wing landing entirely on top of the enemy positions (although drift may cause this to occur anyways). Next the makeup of the wings/sticks must be determined. The rules prevent more than one wing from containing less than the maximum 5 sticks, but do not prevent from using a stick for a single SMC (the rules only state the maximum allowed contents for a stick: 1 MMC, 1 SMC, 1 SW; they do not list a minimum but must contain some personnel). So the options are to go with stacking leaders with the squads, which would make for the minimum of 3 wings of 5 sticks each or to spread out and create 4 or 5 wings with the SMCs being alone in their respective sticks.

The advantage to spreading them out is to limit casualties by creating too many targets for the *ANZAC* and Partisan to shoot at, because when attacked the contents of a stick suffer the same fate based on a single DR using the parachute counter's 7 morale. Coupled with the -2 DRM for firing at aerial paratroops, there is a high probability of

Casualties, so why lose a leader and an MMC together? The drawback of an SMC dropping alone is his vulnerability if he lands in or near to an enemy position; thus there are risks to both methods. Deciding the path to victory must await the results of the landings, which are totally random. They could result in an early disaster, but most of the time the German will have enough units intact to have a chance to win.

Once landed the German must evaluate his options based on the *ANZAC* and Partisan setup, deciding whether units should attempt to exit, attack to gain CVP or fallback and defend. Unless he has a strong presence on board e or b, the best refuge is to form a hedgehog defense on board g, either in the gully area or more preferably in/around the D4 building. If able to wrestle control of one of the board e hill positions away (particularly hill 108) this would be a strong position but could be costly to accomplish and may leave the German force too weak to withstand the inevitable counterattack. Unless the bulk of the *Fallschirmjäger* land on board b, it is unlikely that exiting off the north edge will be an option, although units isolated on board b can certainly threaten to do so, forcing the Field punishment unit and Partisans to waste time eliminating them. Wherever possible the German should consider counterattacking to gain CVP (NA vs Partisan units). The main obstacle to victory (aside from the random landings) is the partially armed status of the 5-4-8/2-3-8 MMC; they are highly vulnerable to CC and too weak to conduct offensive actions.

They should endeavor to rearm ASAP, as only with their fully armed firepower will they be able to withstand determined Allied attacks (and conduct counterattacks). The German must keep in mind that he only needs 16 VP to win, and to conserve his force, risking/sacrificing units only when necessary. Avoid CC (especially against Partisans) whenever possible; also avoid stacking (which would certainly invite disastrous HMG, DC or Gun attacks).

ANZAC/Partisan Perspective

Advantages: HMG, 75ART, Stealthy, HitH CC DRM, TEM, reinforcements.

Disadvantages: 4-3-6 squad type, small initial force, Gun +2 to hit DRM and Red to hit numbers, set up restrictions.

The Allied Player is also hamstrung by the

random paradrop, as well as the setup restrictions which in effect spreads his units out and leaves board g unoccupied. The Engineer's HMG should setup on hill 108, probably in hex K4 with it's excellent field of fire. The Gun can go on either hill, (from C2 or D1 building F2 could be boresighted) and the mortar should go where it can cover the greatest number of woods hexes with fire, using airbursts to make them undesirable. The 8-1 goes with the HMG, making it the key to the initial defense. For safety the Engineers could all setup on hill 108 but this would leave a large area for the Germans to land unmolested in. The Partisan units should spread out so as to evenly cover board b ; along with the reinforcements they will need to clear board b of German units and prevent any from exiting (which pays big dividends for them). The Partisan units should close for hand to hand CC as often as possible, especially while the Germans are still partially armed; Partisan losses do not count for CVPs, making them brave and expendable. The 4-3-6s first must ensure the north board edge is secure, then they will provide the extra punch in attacking the surviving Germans later on. They should try to use all their MF each turn so rearming may be attempted; 4-3-6s are Lax and the morale makes attacking with them risky; as 4-4-7s they gain not only morale and range, but also Stealth. The ANZAC should not forget to boresight. The option of whether to AA fire the HMG to obtain a sure kill on one parachute counter is probably not a good one, as you lose ROF and thus get one shot; waiting until Final Fire and getting full ROF along with the 8-1 is a much better option. Also remember parachute counters/ contents thereof do not cause loss of concealment; thus you'll be able to shoot'em up and retain "?", so take all the -2 shots you can; even on the IFP column this can hurt. When setting up keep in mind the slope rules, which can turn what appears to be a LOS that would normally be blocked (i.e. through the Olive Groves from higher elevation) into "Ja, I see him!" The Allies must be aggressive and will have to go 'headhunting bloody huns' at some point, and the earlier the better. And never give the Germans the chance to exit off the north edge, as the double CVPs will add up quickly. Speaking of double CVPs, be sure to protect the gun from capture (4 CVPs!) Last, just breaking German units is enough to prevent victory, and while not guaranteed even with a good

attack, later in the game it's less risky than tangling in CC with full strength 5-4-8s. Happy (head) hunting!

Designer Notes:

My original design of this scenario used regular boards, but when I found this current deluxe board configuration I thought how close it resembled the historical terrain (the village with the hills south of it overlooking the road bridge); all it needed were a few SSRs to make it Mediterranean; the hot dry weather (and thus the dust in the balance and the dry stream), the Olive Groves and the grain (earlier season). Kindling is NA, so no dirty ahistorical tricks. The shellholes remove blocking terrain and are *Stuka* signatures (setup therein forbidden; units that were there assumed to be blown to smithereens). Buildings are all stone/single story (typical for Crete). A bonus for deluxe hexes with pre-42 *Fallschirmjäger* is the extra room for partially armed status markers, lets you spread out (aw, deluxe boards are just awesome). A typical *Fallschirmjäger* company would contain 120 men armed with rifles/smg and LMGs only; heavy weapons were in the "machinegun" company; the German OB has a few extra squads (for play balance) which is ok since there was an entire battalion in the area. The ELR and leadership reflects that these guys were a veteran/elite unit, arguably one of the best in the whole German army. The hardest thing to represent was the situation between the civilians and the Germans. This went through many convoluted SSRs and marking with counters in an effort to create the fog of war (i.e. the Germans not realizing the Partisans were the enemy) but it seemed every time we found the rules too clumsy or full of loopholes, a real Pandora's box. Finally I decided, hey, it's an abstract game so keep it simple; thus making the Germans Lax and giving the Partisan a -1 HtH CC DRM seemed to be the best answer. The Partisan restrictions show that these are civilians as opposed to trained guerrillas, are lightly armed (especially with edged weapons, see the -1 CC DRM) and can't operate with the regular ANZAC units as Allies. No Quarter is in effect, as historically there was none given; very brutal. The ANZAC engineer unit represents the platoon and gun battery that was guarding the bridge; elite like you would expect a NZ engineer unit. The gun (like all except one battery on the entire island) was an Italian 75

captured in N.Africa, most of which were missing gunsights (see SSR#5), but well supplied with ammo. The 4-3-6s represent hastily armed prisoners, and they can rearm by picking up German arms (by using regular rearming, not the kind used by the Germans; the DRM makes it more likely to find something as the game goes on, i.e. figuring out the weapons canister colors, finding dead Germans more often, etc); I felt the range for the rearmed NZ shouldn't exceed the Germans range of 4 and since these were German carbines/smg, voila! 4-4-7s work fine. Making the drop points random was to represent the confused unplanned situation, to keep players from coming up with the 'perfect' drop points and to just make the game play different each time; using the initial start point in the center of the play area helps to keep the wings from trying to drift offboard (see extra boards below). Also by not allowing any unit to land offboard 3 problems were solved; units drifting off the north edge (exited?); half the German OB being out of play for most of the game (this hurt); having to use extra deluxe boards for the offboard units (as if the playing area weren't already big enough!). The VC are simple, and based on the 60% casualty figure; the Germans were trying to survive and /or get back to their intended drop zones (i.e. north!) or of course inflict crippling losses on the NZ or a combination thereof. This scenario was fun to playtest and I hope will be fun for you to play. (may even have replay value??)

Sources:

G.C. Kiriakopoulos, *Ten Days To Destiny, The Battle For Crete 1941*. Avon , 1986

James Lucas, *Storming Eagles, German Airborne Forces in World War Two*. Arms and Armour Press, 1988

Vance Von Borries, *Air Assault on Crete* Avalon-Hill Game Company, 1977

Vance Von Borries, *Crete, Design Analysis* Avalon-Hill General, 1978

**NO ERRATA FOUND IN ISSUE # 04
WE WILL CONTINUE TO STRIVE
FOR OUR MOTTO:
~ High Quality is our Objective, ~
And ZERO Errata
~ Our GOAL ~**

Bunker Brasche:

Scenario Design and Analysis

By Ralph McDonald

Average Playing Time: 2-3 Hours

Scenario Design: Ralph McDonald

Introduction: This scenario portrays a German night assault on a Russian pillbox in January 1942. The German assault force is powerful but small. They must not only overcome the Russians and fortifications, but also survive the weather.

RUSSIAN PERSPECTIVE:

Advantages: Fortifications, Commissar, SAN, Dual CA pillbox.

Disadvantages: Night (No Move), Troop Quality, Lack of Leadership, Set up restrictions.

The Russian must decide on what to defend to keep the German from achieving victory. The Russian can try to keep the German from controlling the bunker complex (pillbox and trench) or try to keep control of more trenches than the German or try and do both making it difficult for the Germans to achieve their victory conditions of controlling the bunker and majority of trenches. The best set up would be one that keeps the Russians options open to be able to shift preferences of which defense would be acceptable and to prevent a German victory.

The Russian has HIP capabilities for being the defender at night and is able to HIP 2 squad equivalents and SMC and SW stacked with them. Along with that he gets free HIP for all Infantry set up in the Bunker. Playtesting has revealed several different philosophies on where to HIP the squads. Others have HIP the 50*Mtr.s with 2-3-7 HS in order to surprise the assault force and hopefully catch them in the woods in order to get the air burst modifier. The 50*Mtr.s may also be positioned to fire on the gun flashes of the Flak guns on the opposite hills; keeping them HIP gives them the advantage of firing in these positions first before taking return fire from these devastating guns. The other HIP squad has been placed in various positions such as in a position to advance into CC concealed and hopefully being able to ambush the defender. The squad has also been placed in unexpected positions to put out devastating firepower on unsuspecting troops moving in the open, such as the wooden house in 3I10.

The HIP unit has also been used to counter-attack the German bunker since the German must control both bunkers to win.

The Russians have fortifications, some which have pre-designated (pillbox and trenches) set up hexes, but the mines can be placed by the Russian player. The same general set up has been used in most playtests; 6 Factors in hexes 3F7, 3F8, 3G7, 3H6, 3I6 and 3J5. This set up should give the German something to think about and it also gives some protection to the Russian left flank while leaving the right flank exposed. The pillbox has the advantage of a dual CA. The Russian can fire on troops attacking from both directions at the same time, but must remember that once you define a CA with the MMGs it will be the CA for the rest of the fire phase.

The Russian has a choice of exchanging one of the leaders for a Commissar. This is highly recommended taking the 9-0 Commissar in exchange for the 8-0 leader. The Russian still has a leader with a negative modifier and they also get the needed rally capabilities to keep the Russian cycling in the needed troops to battle the Germans.

SAN for the Russians is increased to a 6, due to night. Placing the sniper in the direction of the Flak guns is a good idea because the sniper may be your best weapon to silence them.

The Russian have some concerns being the defender at night, particularly under No Move counters. This means until they are removed it is difficult to reinforce any threatened flanks, or move up any reserve that may be waiting in the rear trenches. Their troop quality is good but they are going up against Elite troops. With only two leaders it is tough to keep the troops in the action. Plus they only have the light mortars to respond to the German Heavy AA Guns. Barring a critical hit, often the best defense the Russians have against them is the nasty effects of Extreme Winter, which often times see the German ordnance out of the scenario by mid-game due to breakdowns. So the Russian must carefully calculate his set up and weather the storm, but with a typically tenacious Russian defense (and passed morale checks), and help from Old Man Winter, he can make the German pay with troop losses he can not afford, and precious time he can not waste, leading to a hard fought win for these Heroes of the Soviet Union.

GERMAN PERSPECTIVE:

Advantages: Elite Troops, Hero, Leadership, Flamethrowers, Flak Guns.

Disadvantages: Extreme Winter, Time, Assaulting fortified position, Small Force.

The Germans have a tough mission to accomplish but they have the Elite troops and SW to do it. The Germans also have Flak guns to support the assault force.

The Germans have an 88L AA gun and a Quad 20L that can set up on boards 41 and 15, in playtesting the Quad has been set up in 41CC3 and the 88L has been set in 15F2. These guns can be devastating, especially the Quad 20L, but the German must remember that Extreme Winter reduces the breakdown # by 2 and an X on 12, so use them on opportune targets.

The Germans have a holding force in the German bunker with two MMGs. These MGs can lay down some nice supporting fire but also must be aware of the Extreme Winter conditions for breakdown.

The German assault force although small, is quite powerful, with assault engineers, flamethrowers, DCs, excellent leadership, and of course our Hero, Sgt. Brasche. Wow, this sounds great! Or does it? The German has to go through a minefield, the SWs (Exc. DC) are affected by Extreme winter, and there are good quality Russian troops in fortifications on the hill. The Germans have been choosing in playtests to either go to the Russian right or left flank with the popular choice of the Russian left flank. The German assault force as been setting up near the road on hill hexes 3D4 and 3E5 with two stacks assaulting into the opposite woods, and then onto the hill. The German must remember to take a straying DR if continuing through the woods to approach the hill from behind. In playtest we have seen a nice German assault stack stray into a minefield and be devastated. The German must get into the trenches and start clearing them out before he can take on the pillbox, as frontal assaults through the minefields in the bunkers CA have met with failure. The German should use his flamethrowers only when needed, because of the X8 due to Extreme Winter. The Germans have the firepower to eliminate the opposition and achieve their victory conditions, but Extreme Winter is a great equalizer. The Huns have barely enough time to complete the VCs; if they are slowed down for more than a movement phase, victory may very well elude them.

Designer's Notes:

For the most part I wanted to continue Feldwebel (last rank he attained) Rudi Brasche actions. My main source for information has been Franz Kurowski's *Infanterie Aces*, a very good book on German soldiers who committed acts of bravery and lived up to the Classic German military traditions. The book and I both jumped to the Russian front for the next chapter in Brasche's actions. I came to the conclusion that I could come up with three scenarios from Brasche's experiences near the river Mius. I could not pin down the exact location where these actions took place but my best-educated conclusion would be Rostov or near it. I then came up with a board configuration that best represents the terrain for these three scenarios. This first of these scenarios is a night scenario which I believe is a good one for novices to learn the night rules. It is relatively short, and does not have a lot of maneuvering in a basic assault on a fortified position. I designed it so it was short, fast, furious, and easy for beginners, because I am one those people who are skittish about playing night scenarios. I originally had two 88Ls and Quad 20s in the game because that was more historical, but I came to realize through playtesting that they were too powerful. Playtesters questioned how the Flak crews knew the difference between the Germans and Russians at night and wanted to limit their fire capabilities. Well, the AA crews did not know the difference but they fired on the pillbox as suppressing fire, and returned any fire that was directed towards the German lines. The AA guns fired all the way up to the final assault on the bunker, then ceased their suppressing fire. Tom Morin and I decided that the Extreme Winter and Night rules kept these AA guns from being an overbearing factor for the scenario. I hope that you enjoy the scenario, and we would appreciate feedback of any kind after playing it.

Bibliography:

- Franz Kurowski, *Infanterie Aces*. J.J. Fedorowicz Publishing, 1994
- Albert Seaton, *The Russo-German War Praeger, 1941-1945, 1971.*
- Werner Haupt, *Army Group South Schiffer Publishing, 1982.*

**Blood and Guts at AVALONCON 1998 or Who or What the Hell are Flic, Bic and Bute:
By Ralph McDonald**

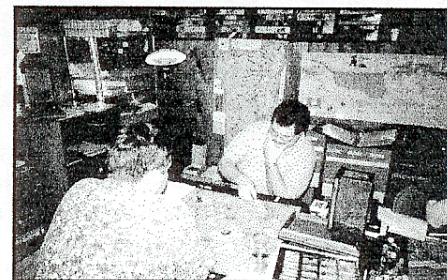
Well, it was Saturday night at AVALONCON and I was waiting for my opponent. No, I wasn't in the running for the championship; as in past years I did not have to worry about going undefeated after the first round. That way I have no stress for the next 3 days. Well, two meticulous and skilled players were still playing their morning game at 5:30 PM; in other words they were down right obnoxiously slow. Of course these two gentlemen, (well you have to be a man before you can be a gentleman - you decide), were Tom Morin and Randy Knight, both of whom I drove down to AVALONCON with. Tom is a very good friend of mine who usually kicks my caboose in ASL when we play at the Bunker, and he is my mentor in designing scenarios; so if any of the scenarios I design suck, blame him. I had met Randy at various tournaments in New England, and he has always been a fun person to be around. I am very glad he joined Tom and me for the trip to MD because he is fun to party with. Well, I told Russ (the Big Kahuna GameMaster) Gifford that I would play the loser when they finished their match. Russ likes me ever since I did that awesome impression of George C. Scott's soliloquy from Dr. Strangelove about 'How good a B52 pilot can be in avoiding Russian air defenses', along with all the same dramatization. Russ, I know I'll never forget that night. Well, Tom Morin won the scenario and Randy was stuck with me. Alright, Randy and I have never played against each other and he is demoralized from the loss. I have him where I want him, ha ha ha.

We decide to play RB's *Blood and Guts*, and I get the Germans, this is going to be a great victory for the Reich, (ok just me). Well, we both set up, Randy first then me. In the meantime, Mr. Morin, in a conspiracy with Mr. Knight, went up to our hotel room and gets the beer we stored in a ice-filled cooler. Tom and Randy know that I am a good Irishman, and won't be able to refuse a beer, never mind a cold one. Well, we started to play, I tried to gain control of the factories, and keep throwing my brave cardboard Germans into what I started to nickname *Das Meatgrinder*. Well, this keeps going for a turn or two and so did the consumption of the beer. We start to become louder. Well, my poor Germans weren't doing very well so I thought they need motivation. In a blinding flash of genius, I nicknamed the Flamethrowers - *Flic, Bic and Bute* (short for butane), Before I would fire one of these FT I would announce in a LOUD and BOISTEROUS voice, "**Meet the cleansing, purifying flame of fascism you commie bastards! WHOOOOSH!**" and SLAM the dice into the glass cup. Well, this started to work, but I needed more inspiration, so I nicknamed my two HMGs that were stacked with the 10-2. They became known as *Honor and Justice*, and I would then announce in a LOUD and BOISTEROUS voice: "**You will know Honor and Justice you commie heathens! DAKKADAKKA!**" and slam the dice into the glass cup. Well, Randy countered with "**Take that you Fascists Faggots!**", always changing the names of the HMGs, screwing me up. He would SLAM the dice into the glass cup when he made attacks, or tried to pass his MCs. Dice were literally flying everywhere. Randy had a 4-4-7 pass a 4MC, so he grabbed a pencil and the 4-4-7 counter, raised the pencil above his head, and

proclaimed "**I award you the HERO of the Soviet Union for Defense of the Motherland!**". He then proceeded to JAM the pencil into the counter. Thank God, I wasn't the only one *out of control*. Well, we had gathered a crowd who enjoyed our antics: Tom Morin who had decided to watch the two brilliant strategists instead of playing the night round, Rich (The Soundman) Summers, Russ (The Big Kahuna GameMaster) Gifford, and others who were disturbed by our behavior (or just thought we were disturbed). Well, I conceded the game because my poor card-board Germans didn't have it in them to take the factories (they were immediately transferred to a penal unit for mine clearance duties). Randy and I presented Russ (The Big Kahuna GameMaster) Gifford with trophies of our game: two broken glass cups. Yes, we were slamming the dice so hard into those glasses that we each broke one. Luckily we didn't hurt ourselves or anyone around us. Russ stated that we were one of his most memorable experiences at AVALONCON, ranking up there with that George C Scott impersonation.

I would just like to state that this game was one of the most enjoyable games I ever played. Thank you Randy for making it that. Thank you Russ for being the *best* GameMaster ever. Lastly for you people who absolutely *must* read something into everything: **NO** we are not Fascists or Communists, just a couple of regular guys who enjoy our ASL as much as our beer.

Ralph is quite a guy, and one of the reasons the 'Bunker' is such a fun place to play ASL. Here he is doing some playtesting with Carl Fago at the Last Bunker Bash, on a scenario that was to appear in the 1998 ANNUAL, which of course now is in 'Limbo'. Hopefully we will see it 'Officially' published someday, Vic.



**NEW 'DOOMED BATTALIONS' COUNTER UPDATES FOR:
Dispatches Scenarios -
DB002 SOCHACZEW and
DB005 The MARKETPLACE
AT WORMHOUDT**

Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters for two of our previously released scenarios. Simply substitute the early war SS for the elite 4-6-8 rifle troops in both scenarios, and in *SOCHACZEW*, substitute the Bofors 37L AT Gun for the Italian 37L ATG to update your copies. Thanks-Vic.

TIPS For Veterans: German Pre-1942 Paratroop Landings - Paratroops are tough enough for fully armed personnel when landing in areas defended by an alert enemy, but for the early war *Fallschirmjaeger*, it is doubly tough. They fight with one arm tied behind their back due to their 'partially armed' status when they emerge from their parachute counters in the advance phase of the player turn in which they are dropped. The German player needs to somehow weather the storm of Allied fire attacks and look to re-arm ASAP. They need to find those elusive weapons canisters in the following movement phase, and for every hex moved into they accumulate a DRM which is applied to a DR made at the end of its movement phase, on a final DR ≤ 1 they are successful. Try to get any SW into the hands of HS who are very vulnerable until re-armed due to their puny one fire power factor. Generally speaking those paratroopers need to get out of LOS of enemy units, or at the very least get some LOS/LV Hindrances for some cover, and move through as many hexes as possible to maximize that DRM. He should be putting all his efforts into organizing his survivors, perhaps by sacrificing some units to tie up Allied firebases while the majority get away to re-arm, collect stray SWs, and counterattack later in the scenario. Only then can the *Fallschirmjaeger* begin to have a real chance of obtaining the Victory Conditions. Only by quickly reacting to the post-drop situation and re-arming ASAP can the German win.

TIPS For Novices: DEFENSIVE SET-UP at NIGHT - A correct defensive set-up is very important in most any scenario, but is absolutely critical for the *Scenario Defender* at night. Due to your defending units being set up on *No Move Counters*, you have little flexibility in shifting your units until these counters are removed. Removal occurs when being attacked by other than OBA/Sniper, having seen a known enemy unit, or after the *Scenario Attacker* has resolved an attack other than a successful ambush your single best leader may gain freedom of movement by a DR < his ELR. If he gains freedom of movement, all those stacked with him at the beginning of the movement phase may move also. So it is clear that against a shrewd and clever attacker, the defender will not be able to shift forces laterally or from the 'reserve' until the action begins in earnest. You must carefully consider LOS both for fields of fire, and as to how to grant freedom of movement to as many units as possible in the least amount of time. Mutually supporting positions are a must, leaders must be placed not only in the conventional roles of fire direction and rally, but also in carefully calculated spots where they might best *illuminate* the most likely enemy approaches. Illumination is a big key at night; when 'lit up' while your opponent is not you are a target, and you can only fire at gun flashes and other illuminated locations. Try to use your key advantages as defender ($\leq 25\%$ of your Squads get HIP, Dummy Counters equal to the number of squads in your OB, SMC/SW kept off-board until not stacked with an MMC) to confuse the attacker, channeling him into kill-zones where you can [1] illuminate his units, [2] Attack him with best Negative DRMs (Leadership, Boresighting, etc.) to strip Cloaking/Concealment, [3] Gain Freedom of Movement for as many units as possible through pre-planned LOS by as much of your OB as possible, [4] Spring Ambushes from HIP units to Encircle his forward elements. Once your No Move counters are removed you are no longer playing with one hand tied behind your back, and you are able to respond to, and even counterattack depending on the situation. Remember there is no normal rout at night, and you must roll \leq your printed morale to lose DM. Thus if a flank position breaks, most of those units may never make it back to a rally point. Plan accordingly, with your leaders in a more up-front position than in the daytime, both to quickly react to 'breaking units', and for those all-important Star-shells. Also note that your MGs may place fire-lanes at night in bore sighted locations, even if beyond NVR and not illuminated. This may lead to a funneling of the enemy assault into those above mentioned kill-zones, but the main drawback is the MGs, once establishing those fire lanes, must continue to place it in every enemy movement phase until the MG has LOS to a known enemy unit, so weigh this option carefully. Hand in hand with these firelanes should be the organization of whatever fortifications your OB contains. Minefields and wire in and of themselves are not impenetrable barriers, and must have covering units nearby to take fullest advantage of their slowing an enemy advance. They may best be used to 'deflect' and/or 'channel' the advance into the kill zones of your firebase. Also remember the increased effectiveness of entrenchments at night, as you gain both HIP for them and the +1 Night DRM versus fireattacks/TH rolls as long as they are not in any terrain that is level one or greater obstacle (woods or orchards most likely). Also multi-location firegroups are NA. In summary, the night holds many predicaments for the *Scenario Defender* to solve, but with good foresight and planning, which emphasizes mutually supporting positions, channeling defensive positions, illumination, and confusion for the attacker, the *Nighttime Novice* can not only meet these new challenges and win, but have a satisfying, fun, and *NEW ASL* experience.

ASL NEWS: The **BIG NEWS** as most of you are probably aware is the sale of **The Avalon Hill Game Co.** to **HASBRO Inc.** in the past few months. As of this publication date (11/28/98) Curt Schilling and MMP have gained some assurances from **HASBRO** that an unspecified number of **AH** games will be kept in print, and that the **ASL Game System** will be one of them. Specifics have not yet been released on how they will handle design, development, and printing, but we are cautiously optimistic that the game will continue to live on. With **HASBRO's** potential for marketing and distribution, we all hope a bigger and brighter **ASL** Era is on the horizon.

A LOOK AHEAD: With my own unsettled days behind me look for the Newsletter to be back on track as far as our publishing schedule goes. We are looking at several scenario possibilities next time, including a return to one of the PTO series and some independent designs. Also on tap is an informative article on 'Fighting With Conscripts' by Robert Delwood, an update on **CENTRAL STALINGRAD**, a look at the New England **ASL** scene and hopefully a better look at what **HASBRO** has in store for the future of **ASL**. Until then, enjoy, *Vic* 11/28/98.