IN THIS ISSUE

COLD CROCODILES - analysis of a classic scenario

A HALF-BAKED IDEA FOR HALFTRACKS - halftracks in ASL

DOUBLE 1 2019 - ASL tournament action from Chelmsford

CRUSADER LADDER - updated
Hello and welcome to a new issue of *VFTT*.

While going through my old materials to use in the last couple of issues of *VFTT* lots of names have cropped up Some on them are still seem to make appearances either at tournaments, posting on various online sites, or authoring articles for magazines but many of them seem to have disappeared. Are they still active? Have they stopped played? Are they still alive?

People such as Ole Boe, Patrick Manlig, Jeff Shields, Robert Delwood, Kevin Pietersen (who created *ASLAP*, a great *ASL* computer assistance program) and others were shining lights of the *ASL* scene in the 1990s. If anyone knows what they are up to nowadays, let me know and I’ll post an update in the next issue of *VFTT*.

‘Til next issue, roll Low and Prosper.

Pete Philipps
INCOMING

OPERATIONS AND ACTION FROM MMP

Out now from MMP is Special Ops Issue #9, which features the game Greater East Asia Co-Prosperity Sphere, a strategic level game of the Pacific War which covers diplomacy, politics and warfare.

Of interest to ASL players the magazine includes two ASL scenarios, two ASL SK scenarios, a Sequence of Play for the recently released ASL Starter Kit #4, and the ASL Starter Kit hedges rules and examples of play which were originally released in the currently out-of-print ASL Starter Kit Bonus Pack #1 Beyond the Beaches. There is also an article on the employment of Conscripts in the Beaches of Operation.

KOREAN RALLY

Rally Point Volume 17: Special Study II of the Korean War is a set of 10 all new scenarios that are set in the 1950-1951 period of the Korean War. Also included is Mike Augustine’s CPVA Guide, a full colour, double-sided, quick reference card that has been designed to facilitate learning the nuances of CPVA rules. It is out now for $26.00.

ADVANCING FIRE

Advancing Fire is a new Italian gaming company working on a number of products for ASL. They are aiming for an October release for their first release, Biazzia Ridge, which covers the actions of the Luftwaffe Panzerdivision Hermann Goering counter-offensive in the Gela-Scoigliti sector in Sicily over the period 10-12 July 1943, following the landings of the US 1st and 45th Divisions. It will include nine scenarios and a Campaign Games, 10 die cut 1/2” and 16 5/8” counters, a number of rules pages covering the BR Scenario Special Rules, map terrain and campaign game rules. There will also be four HASL map sheets; a 40” x 48” map sheet of Biazzia Ridge, a 32” x 18” map sheet of Abbio Priolo (Hill 41), a 22” x 29” map sheet of Gela Farello, and two 22” x 18” map sheets covering the area of Piano Lupo (Y crossing) and Ponte Dirillo. No price has been announced.

The company are also working on Brevity Assault, which depicts that battles that took place in May 1941 on the border between Libya and Egypt. This module will contain an “Operational Level” that allows play of larger scale battles than normal ASL CG modules. In essence the module will be a company/platoon level game in which combat is resolved by playing out ASL scenarios rather than rolling a dice to determine the result.

The module is expected to include seven scenarios and three Campaign Games, 30 die cut 1/2” and 31 5/8” ASL counters and 217 5/8” operational counters, rules pages covering BA Scenario Special Rules, map terrain and campaign game rules, as well as a set of Vehicles and Ordnance notes, and a divider card for quick reference of SSRs during scenario and CG play. A 8.5” x 11” operational map represent the historical situation on the Libya/Egypt border, while two 30” x 27” map sheets combine to represent the area of Halfaya Pass and a 31” x 23” map sheet represents the town of Sollum. As with Biazzia Ridge, no price has been announced.

BUNKER BATTLES

September is due to see the release of Dispatches from the Bunker 48. As usual there are four new scenarios, with ‘Bandits and Bolsheviks’ covering a battle between the Polish Peoples Army and the Ukranian Insurgent Army in Poland just after the end of the war, while ‘Melee for Hill 700’ continues the battle for Hill 700 on Bougainville that was covered in the previous issue. ‘Three Little Bridges’ sees British 6th Airborne Division dropping a glider detachment at the three bridges over the River Issel in Germany in March 1945, while ‘Fallscirmjaeger Graveyard’ is a monster scenario set on the HoB Kreta map.

With two glider scenarios in the issue, Carl Norqueira has provided an article looking at the glider rules. Also included is the usual look a the regional ASL scene including the usual tournaments.

A four issue subscription is $15.00, while a “Digital The WORKS” order containing PDFs of all prior issues plus a subscription is $60.00. Individual PDF back issues are available for $3.00 each, except for issue 44 which is $6.00 due to the included HASL game, and issues 2-8, 10, 13, 16-19 and 28 which have had their material which was reprinted by MMP replaced and are only $2.00 each. Issue 1 is available for free upon request, by emailing them at aslbunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com.

INCOMING
As usual June saw over 30 ASL players gather at Writtle College for a weekend of ASL gaming. As usual there were a number of early arrivals on Thursday afternoon, although for once I was not one of them - due to work I didn’t get there until Saturday lunch-time! This required leaving home at the ungodly time of 4am to catch a train from Edinburgh at 5.30am.

It appears that little gaming activity took place on Thursday, with the action only really starting on Friday morning when the min-tournaments began.

The main tournament started on Saturday morning with players divided into groups of 4 (roughly based on ladder rating) and playing in a Swiss system over 3 rounds, with the scenarios for round 1 (Saturday morning) and round 3 (Sunday morning) announced in advance. Round 2 (Saturday afternoon) is the ‘Blind Panic’ round, where everyone plays the same scenario, which is provided to them by Derek an hour before the round starts!

My arrival time meant it would not be possible for me to take part in the main tournament but my plan was to play the mystery scenario against anyone who would be free for a game. As it was, Tim Hundsdorfer was also not taking part in the main tournament and was happy to play the scenario.

Which turned out to be ‘O2 Breaking the Ishun Line’, from MMP’s Special Ops 2 magazine. As well as copies of the scenario card, Derek also provided everyone with copies of the maps, but unfortunately printer issues meant that the east and west edges of the map did not print properly and the hills on each side came out in shades of blue! This led to some confusion in identifying the levels of some of the hill hexes, which was an important issue as the VC were determined by control of the level 3 hill hexes!

Although the confusion led to Tim’s Russian set-up being less than optimal, in the event the Germans were incapable of effective firing or being able to pass Morale Checks! At one point the pretty much all the troops attacking on the right flank were broken, and never came close to the hill they were suppose to be seizing. And while the troops in the centre and on the left eventually made it to the edge of the hills Russian mines and wire slowed down the advance up the hill. Despite everything, it was a fun game, although the general feeling was that it was pro-Russian, a fact borne out by the Russians winning 7 of the 11 games played.

As there was no-one available for a friendly game on Sunday morning, I joined up with Tim and the Turpin brothers John and David for a game. The Turpins mainly play ASLSK, so we picked ‘S22 Another Summer’s Day’ from ASLSK3, with Tim pairing up with John while I paired up with David as the Germans. This is set in the aftermath of the American para drop in Sicily, and uses a simple SSR to replicate the effects of the para rules from ASL. In addition, the Germans get to pick their forces from 3 of 6 groups, one of which includes a solitary Tiger tank.

The most confusing issue with playing ASLSK instead of ASL is remembering which ASL rules do not apply in ASLSK. Thankfully John had a handy list of these which he had found on the Internet.

The game itself was good fun, and the nature of it makes it highly replayable.

The mini tournament winners were:
- Korea Opportunities - Ian Morris
- White Riot 1 - Martin Mayers
- White Riot 2 - Peter Catchpole
- Street Parade 1 - Joe Arthur
- Street Parade 1 - Simon Stanisforth

The main tournament winners were:
- Group A - Gerard Burton
- Group B - Martin Mayers
- Group C - Mick Allen
- Group D - Magnus Rimvall
- Group E - Peter Catchpole

DOUBLE 1 2020 will take place from Thursday 24th to Sunday 28th June.

Left: Martin Mayers (left) battles Ian Pollard on Sunday morning in a game of ‘RPT153 Run Gurkha Run’.
Below left: A game of ‘YASL7 Making a Break for It’ between Nick Ranson (left) and Peter Catchpole.
Below: Simon Stanisforth (left) and Mick Allen in a friendly game of the same scenario.
Opposite page: Mick Allen displays his trophy for winning Group C in the main tournament.
PLAYER RESULTS

<table>
<thead>
<tr>
<th>PLAYER</th>
<th>P</th>
<th>W</th>
<th>L</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mick Allen</td>
<td>5</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Neil Andrews</td>
<td>5</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Joe Arthur</td>
<td>5</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Joel Ayres</td>
<td>3</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Andy Bagley</td>
<td>5</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Wayne Baumber</td>
<td>5</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>William Bins</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Stuart Brant</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Paul Legg</td>
<td>5</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Morris Legge</td>
<td>7</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>Paco Mainzer</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Martin Mayers</td>
<td>5</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Dominic McGrath</td>
<td>4</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Ian Morris</td>
<td>5</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Gary Norman</td>
<td>6</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Pete Phillips</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Ian Pollard</td>
<td>5</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Sam Prior</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Nick Ramsen</td>
<td>5</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Magnus Rimvaall</td>
<td>5</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Simon Staniforth</td>
<td>4</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

TOTALS 55 33 22

THE SCENARIONS

<table>
<thead>
<tr>
<th>SCENARIO</th>
<th>ALLIED AXIS</th>
</tr>
</thead>
<tbody>
<tr>
<td>212 First Bayonet Charge</td>
<td>1 0</td>
</tr>
<tr>
<td>DB103 Hamburg on the Lovat</td>
<td>1 0</td>
</tr>
<tr>
<td>DB132 One Last Victory</td>
<td>0 1</td>
</tr>
<tr>
<td>DB139 A Hard Rain’s Gona Fall</td>
<td>5 1</td>
</tr>
<tr>
<td>DB141 Frit Panch</td>
<td>0 1</td>
</tr>
<tr>
<td>DB145 Brandenburger Blitz</td>
<td>0 1</td>
</tr>
<tr>
<td>FfF99 Blood Red Snow</td>
<td>1 4</td>
</tr>
<tr>
<td>FfF97 Wrecking the Rentals</td>
<td>2 0</td>
</tr>
<tr>
<td>FT261 The Battle of Algiers</td>
<td>1 0</td>
</tr>
<tr>
<td>HFT Gotta Get Out</td>
<td>2 0</td>
</tr>
<tr>
<td>HPF Fahrenheit 352</td>
<td>0 2</td>
</tr>
<tr>
<td>LFT230 Italian Behemoth</td>
<td>0 2</td>
</tr>
<tr>
<td>LFT236 Ethnic Cleansing</td>
<td>2 0</td>
</tr>
<tr>
<td>LSSAH31 Hold at Any Price</td>
<td>2 0</td>
</tr>
<tr>
<td>MM 47 The Brickworks</td>
<td>2 0</td>
</tr>
<tr>
<td>O7 Go Big or Go Home</td>
<td>1 0</td>
</tr>
<tr>
<td>O2 Breaking the Isand Line</td>
<td>7 4</td>
</tr>
<tr>
<td>Q1 Simple Mission</td>
<td>2 2</td>
</tr>
<tr>
<td>Q2 Baron’s Countersattack</td>
<td>1 0</td>
</tr>
<tr>
<td>Q6 Per l’Incom Di Roma</td>
<td>1 0</td>
</tr>
<tr>
<td>RPT141 Fad to Fry</td>
<td>0 1</td>
</tr>
<tr>
<td>RPT153 Run Gurkha Ran</td>
<td>5 1</td>
</tr>
<tr>
<td>RPT156 Wiking Rescue</td>
<td>1 0</td>
</tr>
<tr>
<td>RPT159 Lesson Learned in Lessin</td>
<td>0 1</td>
</tr>
<tr>
<td>W023 A Simple Solution</td>
<td>0 1</td>
</tr>
<tr>
<td>YAEL77 Making a Break for It</td>
<td>1 1</td>
</tr>
<tr>
<td>TOTALS</td>
<td>55 33 22</td>
</tr>
</tbody>
</table>

A Half-Baked Idea for Halftracks

By Robert Delwood

(c) 1999, Wayward Publications

Another archive article, this one is taken from the website Rob ran in the late 90s - Pete

One of my earliest recollections of Squad Leader is of the half-track. More so than tanks (remember, Squad Leader had only a token representation of tanks) the half-track symbolized true mobile and armoured warfare. For starters, they were given out more freely than tanks. Second, since they required the same AT weapons to kill them as tanks, the other side was less concerned about half-tracks. As a result, they were almost invisible on the battlefield. Bazookas and PF were rarities back then and were never allocated in expectation of a full frontal half-track assault.

Their low FP was easily overcome in two ways. You could always bunch them together and have several half-tracks forming a single fire group. You could also actually load a squad in one of them have form a moving firebase. The aggressive player would even charge an enemy position using both tactics and get an impressive Advancing Fire Phase attack. Anyway you went, they were gobs of fun. This was in the days when war was fun. We had only seen Patton and Kelly’s Heroes. Saving Private Ryan would be years away.

Yet, this hardly matched up the to record in the history books. Designed mostly for transporting men and equipment to the battlefield, they were never intended to really be used there, much less as a primary assault vehicle or as indestructible fortresses. In fact, the very opposite was true.

ASL did a good job changing all that – albeit indirectly. By redesigning the DF and AT combat, their vulnerability is emphasized. There are new and innovated ways of killing them now: ATGs, PF, BAZ, CC, AATM, and even MG fire. No self-respecting crew (or at least one interested in self preservation) would dare ride into combat now. If CVF are an issue, these vehicles represent easy kills. So has the pendulum swung fully over to the other side now?

Pretty much, although, with caution they may still be used. The fact is they can perform those roles (mobility and some firepower) but it takes much greater timing and coordination. They need to regard the risk-benefit thing much more closely. As vehicles go, they are still fast. If you need to get somewhere quickly, these do the job. Since they are so vulnerable, it might be best to move them last, however.

Before getting into tactics, a word must be said about the differences between scenarios and campaign games. These form the whole basis of the ASL world. Scenarios present the exact situation for the conflict. That is, the victory conditions, map configuration, the number of turns and the forces to be used. As a result of the narrowly defined situation, each weapon is usually given for an exact purpose. If one side has a DC, for example, is likely needed to blow up the bridge or take out the pillbox. Rarely is anyone simply given “extra” weapons. Think of the play balance of many scenarios if suddenly one side is handed an extra DC or FT. In this sense, each tool or weapon almost has to be used for the role assigned it by the designers. To win that scenario, you have to follow the tactics prescribed by the situation. Not doing so would be downright foolishness.

Campaign games, on the other hand, are very different. First, you are generally given the latitude to pick your weapons. Not only that, the latitude of weapons is wide. Most CG have the range of sub-standard conscripts (who, in Red Barricades get stored in basements) to King Tigers. Inside that range, the engineers usually get several DCs and FTs. It is precisely this latitude that allows players new tactics. No longer is a specific weapon given for a specific task. Rather, the player may now choose his weapons based on his style of play. You might end up with four DCs and it’s up to you to use them as you see fit.

When I first started playing CGs, I noticed I had too many half-tracks. They lingered in the back areas and I rarely used them, thinking they would not affect anything or afraid to have them destroyed. Ironically, not using them was a bigger waste. It disturbed me after a while that I had unused equipment while my front line troops suffered. At that point I decided to better employ these weapons. They still did not see combat necessarily but I moved them closer to the front and usually within striking distance of a target. I found out the threat of a weapon is often more damaging than its actual use. For example, a half-track threatening to scoot behind an enemy line is going to make the opponent change his PF/DF tactics – mostly by not firing as much to keep something in reserve. The only distinction I would make about half-tracks is whether it is loaded with a real weapon. Most nationalities (and especially the Americans) mounted mortars or small guns. In this case, you have to consider it tank and use it accordingly.

Regardless, we have turned vulnerability into strength. True, it may take some work and the operation may never actually happen. This aspect turns many players off. They do not want to invest that amount of time for so little a payback. That’s fine, but the point of this article is to optimize weapon’s use. What these players don’t see is how it affects the opponent’s thinking. The decision to fire or not fire, move or deploy, for instances, is a complicated one with many factors considered. Often these factors may be very subtle. Anything to complicate or tax your opponent’s decisions is good.

So what can this vehicle do well? Like any other weapon, the exact options are left to the player’s creativity. In this case, the nature of the vehicle is less clear cut (at least in actual battlefield terms) than others. For instance, a HMG can be used for several applications. It can shoot planes or take out half-tracks. But quite distinctly, it is designed to mow down infantry. That is what it’s best at and that is the role it is almost has to be used for the role assigned it.

Like any other weapon, the exact options are left to the player’s creativity. In this case, the nature of the vehicle is less clear cut (at least in actual battlefield terms) than others. For instance, a HMG can be used for several applications. It can shoot planes or take out half-tracks. But quite distinctly, it is designed to mow down infantry. That is what it’s best at and that is the role it is almost has to be used for the role assigned it.
the three. It’s funny that such a vulnerable weapon would have so many options on the battlefield. Perhaps it is precisely because it is vulnerable does it have so many options. How many of us would rush a Panther behind the lines to encircle a unit?

**Speed**

Quite clearly what half-tracks do best is move quickly. If you need to get something from one end of the battlefield to the next, these do it. Overlooking their vulnerability for the moment, even from stop to stop position, they can cover 14 hexes, more than the width of a conventional board. This is optimal. Soft ground, lots of turns and bypassing will slow down the unit. At the least this should be enough to go from one covered position (say, next to some woods) to another in a single Movement Phase. Remember, they can go through enemy personnel without having to attack them. They can even move through enemy vehicles.

There are several reasons you’d want to have half-tracks behind infantry. Severing rout paths is an especially important role. It is highly unlikely a half-track could ever kill infantry outright, but denying rout allows it to destroy several at one time and without risk to itself. Even making infantry rout in another direction is good and might make all the difference. At the same time, it could provide the needed fire for encirclement. This is a seldom-used tactic considering how difficult it is to set up. In short, a unit has to be fired on in opposite directions. Often, the unit dies or fails to rout long before it is ever encircled. Nevertheless, half-tracks, if they get behind the unit could provide that fire power.

Also, half-tracks can get men and equipment behind the line. This is risky considering the vehicle’s vulnerability. However, it can rush behind the line and deposit a squad and perhaps a SW. Perhaps, viewed as the most common use of half-tracks, I have seen many cardboard troops die during poorly timed or ill-conceived attacks. The key is good planning, and timing. Timing includes both the tactical use of them and strategic use. Tactically, the vehicle should move last, getting potential DF/DFF out of the way. Strategically refers to the game turn it does so. Too early in the game and the enemy may be able to react to it or even completely minimize the action. Too late and it has little effect on the game or too may units are around, preventing it.

In campaign games, they can be used more freely. They can capture Strategic Locations if need be. Jumping out at the last minute, they can claim one. This allows the side to get a new setup position and possibly upsetting the other’s plans. In another use, my team member launched a half-track assault in KGP I. The intent was a no-lose situation. If they drew fire, we would know where the enemy was, if they got past everyone, then we’d have units behind the front. As it turned out several of them made it and in fact, disrupted the security area of the American’s field phone. Without intending it, we removed the American OBA.

**Fire Power**

The second characteristic of these machines is they usually have an inherent MG. This takes the form of a 3 FP attack. Not using the IIFT, this is equivalent to a crew or half-squad. While by itself it may not make a big difference, half-tracks may combine with other half-tracks and/or infantry to form firegroups. This is the only vehicle able to do so. In addition, infantry leaders may direct firegroups involving them. Again, this is the exception to the rule. To give a Patton-like appearance, the leader may even be loaded (albeit unbuttoned) in the vehicle at the time. All this allows some flexibility in attacking. Infantry formerly separated by an open hex may be form a FG if a half-track is parked between them.

**Armoured**

Lastly, half-tracks are still Armoured vehicles and have all the characteristics of them. They are immune to small arms fire (for the most part), can overrun, and can be buttoned up for starters. More importantly, if you think of them as weak and underpowered tanks, their real advantages may be seen. Among other things, they may use the infamous freeze-sleaze tactic. Actually not a sleaze at all, it disallows infantry from firing out of a location if there is an AFV in at as well. That means if a half-track can get into a Location, your other infantry may move without fear. Not to go into a discussion of this tactic but one common application is to enter the hex of the enemy and rush your troops up adjacent and subsequently CC the enemy. Bewared that timing is everything but if you can do it, it is deeply satisfying to say the least.

As an AFV, half-tracks may also perform Armoured Assaults with infantry. The personnel units accompany the half-track through out the Movement Phase but as a result the -1 FFNM DRM is negated and the vehicle provides a +1 hindrance DRM which combines with the -1 FFNAM DRM for a total modifier of zero. By the same token, the vehicle as a hindrance allows you to move them to the middle of the battlefield and provide man made cover for the troops. Often where CVP do not matter, this is where the vehicles make their mark.

**Summary**

In summary, half-tracks are not king of the battlefield. They are extremely vulnerable and often have little direct influence on the outcome. However, with some planning, a well-timed use of them can have dramatic effects. The unsuspecting opponent will be surprised by them and the experienced player will always have to guard against this option. In either case, not using them may be the more of a weapon.
As befits an article about Deluxe ASL, this is a Deluxe-sized article! This is an expanded version of a topic posted to Boardgamegeek by Fen Yan in October 2018. While he has provided a new set of images to accompany it, I have also taken the opportunity to include many of those that accompanied the original, which were posted by various Boardgamegeek users to accompany entries to several different ASL products - Pete

Deluxe Advanced Squad Leader, the “bigger hex” version of Advanced Squad Leader, was one of the early variants of ASL. Viewed as a commercial failure five years after its inception, it endured due to having several fun and memorable scenarios.

As of 2018, DASL has had at least 169 scenarios published on paper or online. They range from unformatted playtest versions all the way up to official classics on yellowed cardstock.

In this article you’ll find a year-by-year list of DASL scenarios published, along with key events and other commentary.

Please note that many of scenarios published online are of playtest quality and are meant to be played for “fun” instead of in a tournament setting.

1985: The Advent of ASL & DASL

Deluxe ASL first appeared in 1985, the same year as the release of the ASL rulebook and core module Beyond Valor from The Avalon Hill Game Company. Streets of Fire, DASL Module 1, was themed with city fights on the Russian front. The module came with map boards a-d and 10 scenarios. When opening the box one will notice the big hexes on the DASL map, each about 2-1/8 inches across. These were made to accommodate the micro armour 1/285th scale. Rules pages J1-J6 were already in the main rulebook. DASL is essentially the same game as standard ASL with a few additional rules to take advantage of the larger hexes. These include Stacking, Hand-to-Hand in melee, Wall Advantage, Residual in Bypass, Single-Story Houses and Bombardment.

Only about two of the Chapter J pages had actual rules; the rest were a primer on painting miniatures along with two full-page ads featuring GHQ micro armour. The minis were not a huge success; years later these ASL-branded GHQ micro armour packs could still be seen hanging on the racks of hobby stores.

Streets of Fire also came with a set of Russian and German AFV cards. Their purpose was to facilitate the use of miniature models by 1) providing a place for armour information markers to reduce clutter on the map and 2) printing stats on the AFV card so that the vehicle counters could be replaced by miniatures. With most players not using miniatures, and table space often at a premium, the AFV card concept did not see much use.

Bruce Probst, Australian ASLer, commented on this attempt to introduce miniatures into the ASL world:

“it is the opinion of many (including myself) that this attempt to make DASL a “miniatures game” turned off (and/or confused) many regular ASL players, dooming the DASL modules to relatively poor sales. The realisation that DASL could be played perfectly well without miniatures, and the recognition of the type of ASL gaming that it offered only came later and over time, leading to its slow-but-steady increase in popularity.”

What type of ASL gaming was Probst referring to? This combination of smaller map area and larger hexes was geared towards scenarios with large force densities, which he explained a few years ago on BoardGameGeek:

“Just to be pedantic ... anyone who believes that DASL is just “the hexes are big so you can stack counters more easily” is not really grasping the essence of it. Yes,
certainly, big roomy hexes are a part of it, and most ASL experiences are improved with bigger hexes (if you have the space for it) because physically stacking cardboard counters is one of those headaches we all have to put up with. The point of DASL though ... the core philosophy of it, if you will ... is the type of actions that it best portrays. Very close-up, very intense, yet still very big situations. It would be ideal for many dense jungle type situations (if we had DASL boards that portrayed the terrain) -- failing that, we’re left with the intense city actions and bocage actions that the existing boards give us. If your regular, every day ASL scenario design takes place on a single geomorphic board (or equivalent area) then it might be a good candidate for a DASL scenario. If it’s much less than a single board, it very likely would be a good candidate for DASL -- available boards permitting! On the other hand, if it only features a handful of units on either side, it would probably be pointless as a DASL scenario (even though it would “work” perfectly well).”

Observing that four DASL map boards put together would nearly equal the hex area of just one standard ASL geomorphic map board, detractors stated that DASL lacked room for maneuver. ‘Ol Fezziweg at Gamesquad put it well several years ago: “…a relative thing. DASL scenarios do not purport to be sweeping examples of maneuver warfare, they attempt to show bitter, close range combat over a limited area. In this, it excels. However, there are scenarios where maneuver is a key element of the scenario; The Good Shepherd comes to mind as one, as does The Mailed Fist. Neither could be mistaken in any way for a desert scenario or one on the steppes, but neither are they straight-ahead slugfests. Ultimately, the success or failure of the DASL medium devolves upon the scenarios designed for it; I, for one, think the majority of them are highly enjoyable.”

Jw3 at Gamesquad many years ago added: “However, what makes DASL city-fighting so worthwhile is that bypass gives you all sorts of movement and LOS options to consider, within the space of the few hexes you have to work with.”

The Streets of Fire scenarios are available for free download at the Multi-Man Publishing website (but you’ll need boards a-d to play them). Overall, they are very well liked. I’ve played the shorter, first two scenarios. ‘Guryev’s Headquarters’ is a classic, and an excellent beginner’s scenario. My first play as a new player vs. an experienced veteran was lost pretty handily. Years later, my second time with this scenario came down to a melee of one squad vs. one squad with the final close combat die rolls deciding the game. ‘Berserk!’ also came down to the last turn and final close combat with an ambush deciding the game.

1985 SCENARIO LIST

1985 Scenario List

Streets of Fire
D1 Guryev’s Headquarters—14 Rec/Roar 7
D2 Berserk!—2 Rec/Roar 7
D3 Storming the Factory—3 Rec/Roar 7
D4 First to Strike—3 Rec/Roar 6
D5 Little Stalingrad—3 Rec/Roar 7

D6 Draconian Measures—11 Rec/Roar 5
D7 With Flame and Shell—13 Rec/Roar 7
D8 The Schoolhouse—6 Rec/Roar 6
D9 Preparing the Way—6 Rec/Roar 7
D10 The Final Battle—2 Rec/Roar 6

Explanation of Scenario List ratings:
The number before the word “Rec” shows the number of instances positive comments have been found either online (mainly Gamesquad, Consimworld and Boardgamegeek) or in print (usually some type of ASL magazine). Duplicate recommendations by the same person for the same scenario are filtered out when possible; I also deducted one recommendation instance for every non-positive comment I found.

The number following the word “Roar” is the recommendation rating from the ASL Remote Online Automated Record, rounded to the nearest whole number. Their rating scale is explained as follows:
1 = Candyland instead
2 = Highly Unfavourable
If there is more than one ROaR rating listed, they are for different versions of the scenario. If there are under 10 ratings, this is indicated by “<10 ratings.”

Any scenario with three or more Recs and/or a ROAR rating of 7 (with 10+ players rating the scenario) is considered a “top pick.”

1986
No DASL scenarios appeared this year.

1987: INTO THE BOCAGE
The first third-party DASL scenario appeared in On All Fronts 50.

In February, DASL Module 2 Hedgerow Hell arrived with eight scenarios featuring battles in the bocage terrain of Normandy, France. One of the more unique scenarios, ‘Barkmann’s Corner’, features a Panther tank ambushing an Allied column. Looking at the slightly unfavourable ROAR rating, it was obviously not to the taste of many players. However, it had its fans, as shown by a letter in the ASL Annual ‘90 which stated: “Barkmann’s Corner is the only scenario of any game that I’ve played where one side was wiped out to a man, yet missed victory only by a hair’s width!”

Other top picks are ‘Repulsed’, ‘They’re Coming!’ and ‘King of the Hill’.

The bocage rules required further clarification (which were updated with the 2nd Edition rules) and their initial presentation caused many players to shy away from the module.

Hedgerow Hell also included more AFV cards as well as a set of utility counters mainly for use on these cards. These counters have not been reprinted, though the NO AMMO counters have been essentially replaced with their specific counterparts (such as NO AP, NO SMOKE etc.) in the core module Rising sun.

Design credits for the first (and only) two official modules of DASL go to Charlie Kibler and Rex Martin, with Don Greenwood and David Pope also on the credits for Streets of Fire. Kibler also created the sublime map art.

Later in the year, the classic ‘To the Last Man’ was published in the Avalon Hill General 24-1. Though favouring the Russians, it is the all-time most recommended DASL scenario and has been played annually at ASL Oktoberfest.

Before the end of the year, two more DASL scenarios arrived from Wargamer magazine and ASL News.

1987 SCENARIO LIST
On All Fronts Issue 50
O50.2 Dora II—Roar 4 (<10 ratings)
Hedgerow Hell
D11 Ripe Pickings—1 Rec/Roar 5
D12 Repulsed—Roar 7
D13 Bogged Down—1 Rec/Roar 6
D14 Buying the Farm—2 Rec/Roar 4 (<10 ratings)
D15 Barkmann’s Corner—6 Rec/Roar 4
D16 Clay Pigeons—1 Rec/Roar 6
D17 They’re Coming!—5 Rec/Roar 6
D18 King of the Hill—2 Rec/Roar 7
The Avalon Hill General 24-1
GD-A To the Last Man—22 Rec/Roar 7
Wargamer Issue 2.02
W2.2 One Lone Farmhouse—1 rec/Roar 4 (<10 ratings)
ASL News Issue 1
NEWS4 Just Another Bridge (reprinted in Scroungin’ ASL News as ASL NEWS4, later renamed RetroPak9 The Last Bridge ver. 1.1 in Retro Pak II)—1 Rec/Roar 3 (<10 ratings, for Just Another Bridge)

1988
After another gap in 1988, there would be DASL scenarios published every year from 1989 through 2016.

1989
In 1989, two scenarios were released at Origins by In Contact. These were later reprinted in Out of the Attic, Multi-Man Publishing’s way of bringing back good scenarios from the early days of ASL. Also, the first ASL Annual featured three scenarios. ‘L’école Normale’ is of interest for its simultaneous setup Special Scenario Rule. ‘Last Act in Lorraine’ has a non-DASL version, but it’s been said the DASL version is the better one. Top pick for this year would be ‘Back to School’ with its eight recommendations.
The British AFV card set was released contemporaneously with the original desert module West of Alamein but as a separate accessory item.

1989 SCENARIO LIST

In Contact
- IC1 The Road to St. Lo—1 Rec/Roar 6
  (reprinted in Out of the Attic 1 as OA1)
- IC4 Hell on Wheels—Roar 6 (reprinted in Out of the Attic 1 as OA4).

ASL Annual ’89
- AD1 L’école Normale—2 Rec/Roar 6
- AD2 Last Act in Lorraine—2 Rec/Roar 6
- AD3 Back to School—8 Rec/Roar 6

ASL annual ’90

1990: An Experiment that Failed

In the ASL Annual ‘90, this notice appeared:

“Those fans of ASL who have yet to experience the joys of the Deluxe version of this popular game system might be interested to learn that the retail price of each of these modules—STREETS OF FIRE and HEDGEROW HELL—have been dropped to $20.00. Given all the challenge of the scenarios, the beauty of the mapboards, and the information found on the AFV cards in these titles, this is a rare bargain. After three printings, no more are planned for these ASL modules; once current stocks are depleted, you won’t be able to find either again.”

Rex Martin further remarked in the letters column: “As for the Deluxe ASL modules, these are being phased out. It is unfortunate that too many players disdained DASL without having ever tried it. Consider DASL an experiment that failed (saleswise, anyway).”

1990 saw the publication of nine DASL scenarios, leading off with top pick ‘Lehr Sanction’ from ASL News (later published in ASL Annual ’91). Four scenarios came from On All Fronts, including parts one and two of their Kharkov trilogy, three from the ASL Annual and Steve Swann gave us a free scenario, ‘Whittmann’s Turkey Shoot. This may have been the first online offering of a DASL scenario.

In my play of ‘Lehr Sanction’, I described it thusly: “It was pretty intense, the German 4-6-8s clawing their way though bocage to the British positions. The Panthers had wiped out the Firefly tank support but an 80mm OBA landed right on top of the German platoons at their jumping off points (my mistake) and turned the game back to the British. We both would play again, fun scenario.”

Of ‘Lehr Sanction’, Perry of MMP wrote on Gamesquad: “a very fun scenario that favors the Germans. I look forward to printing the rebalanced version in Deluxe Redux.”

The other top pick would be ‘Intimate War’, the first DASL scenario to feature the Japanese.

1990 SCENARIO LIST

ASL News 11
- NEWS18 Lehr Sanction—3 Rec/Roar 6
  (reprinted in ASL Annual ’91 as AD7)
- On All Fronts Issue 85
  - O85.2 Paratroopers in Oil—Roar 4 (<10 ratings)
- On All Fronts Issue 86
  - Italy
  - Steve Swann’s Free Scenarios
    - SS-6 Whitmann’s Turkey Shoot
    - ASL Annual ’90
    - AD4 The Island—2 Rec/Roar 6
    - AD5 Intimate War—3 Rec/Roar 5
    - AD6 Breakout—Roar 5
    - On All Fronts Issue 91
      - O91.1 Kharkov #1: Battle for the Square—Roar 7 (<10 ratings)
      - O91.2 Kharkov #2: Collapse of the Tractor Factory—Roar 3 (<10 ratings)

1991

1991 had three scenarios from On All Fronts. Notes from my play of ‘Kharkov #3: Fight for the Anti-Tank Ditch’ state: “As the Germans took the first stone building, the Russian shots and sniper (SAN 5) broke a lot of units…The T-34 was dealing a lot of damage…Turn 4 the Germans got a foothold into the second stone building. The T-34 shook off three squads (1 berserk) but the StuG finally eliminated it. The StuG helped wrest control of the last stone building. The Russian sniper wreaked havoc…the last attacks broke a squad, killed a 9-2 and a hero. The Germans were able to break a stack trying to regain a foothold. Last chance on the last turn, the Russian hero advanced into the stone building, but the German leader helped ambush the hero and prevented it from a chance at victory.”

Scenarios from the ASL Annual and the Rout Report rounded out the year.

1991 SCENARIO LIST

On All Fronts Issue 92
- O92.2 Kharkov #3: Fight for the Anti-Tank Ditch—Roar 6 (<10 ratings)
- On All Fronts Issue 93
  - O93.1 School Daze—1 Rec/Roar 7 (<10 ratings)
  - O93.2 Counterattack on Martinville Ridge (renamed OAF8 Attack at Martinville Ridge, reprinted in OAF Pack 1, & then as CH156 Hill 150 in Critical Hit Vol. 6, No. 4)—Roar 2, 2, 5 (each <10 ratings)
  - ASL Annual ’91
    - AD8 Gruppo Mobile—Roar 3
    - Rout Report IV
    - Z1 Commando—Roar 6

1992

In 1992, both scenarios from the ASL Annual are top picks, with an At the Point scenario closing out the year.

1992 SCENARIO LIST

ASL Annual ’92
- AD9 Royal Marines—6 Rec/Roar 6
- AD10 The Tiger of Tougou—1 Rec/Roar 7
- At the Point #11-12
  - ATP6 Kraut Corner (not to be confused with the non-Deluxe scenario in Beyond the Beachhead)—Roar 5 (<10 ratings)

1993

1993 had two offerings from ASL News, two from On All Fronts, one each from the ASL Annuals 93a and 93b and one from The General magazine. All of these came from the official publications are top picks: the night scenario ‘Sicilian Midnight’, ‘Tussle at Thomashof’ (later reprinted in Operation Veritable) and ‘The Kiwis Attack’.

The reissued ‘Tussle at Thomashof’ gave the attackers another Churchill tank, but the attackers still appear to have a difficult time (ROAR stats: 35-14 pro-German for original scenario, and 15-3 pro-German for the updated scenario). One optimistic online suggested that the attacker doesn’t have enough time to achieve the objective.

In my play of ‘The Kiwis Attack’, the New Zealanders (4-5-8s (x20) and four Sherman Vs) were tasked with trying to exit 20 VP off the opposite map edge through a defence of German paratroops, a StuG and a PaK 40. On the last move, a Sherman was able to survive three Panzerfaust attempts to
exit for the necessary points.

Also, ASL Digest published ‘Smoke the Kents!’: another top pick for this year that would be officially published next year in The General magazine.

**1993 SCENARIO LIST**

ASL News 21

NEWS37 A Bush Across the Street (reprinted in Scroungin’ ASL News as ASL NEWS37, renamed Retro Pak 14 Ivan’s Hide v. 1.1 in Retro Pak II)—Roar 7 (<10 ratings for A Bush Across the Street)

On All Fronts Issue 105

O105.2 A Gleam of Bayonets—Roar 6 (<10 ratings)

The Avalon Hill General 29-6

GD-B The Kiwis Attack—5 Rec/Roar 6

ASL Annual ’93a

AD1 Sicilian Midnight—3 Rec/Roar 7 (reprinted in Out of the Attic I as OA12)

AD12 Tuske at Thomashof—5 Rec/Roar 6, 5 (reprinted in Operation Veritable as HS23)

On All Fronts Issue 107

O107.2 The Zuid Willems Canal—Roar 7 (<10 ratings)

ASL Digest Issue 3.10

MS1 Smoke the Kents—4 Rec/Roar 7 (reprinted in The General v. 30 no. 3 as GD-C)

ASL News 22

ASL News 24 Cornered Tigers—Roar 6 (reprinted in Euro-Pack I as Euro-Pack 44)

**1994**

In 1994, two top picks came from the Rout Report.

When we set up to play the top pick ‘The Mailed Fist’, an onlooker recalled it to be a fun scenario, if not imbalanced. Indeed, ROA R had it at 42-13 pro-French. ‘The Mailed Fist’ is a top pick and is one of the few DASL scenarios from 1995 onward that would feature overlays.

‘Slam Dance’, the other top pick, was described by Eric Visnowsky, our local DASL afficionado, as “a very dynamic scenario with a chess-like feel combined with good old fashioned hack and slash ASL.” It is set in Oosterbeek, with British paratroops and Germans wrestling buildings from one another.

Critical Hit, ASL News, and Time on Target provided the other three DASL scenarios for the year. For ASL News this would be their fifth and last DASL scenario.

**1994 SCENARIO LIST**

Critical Hit Issue 1 (reprinted in Critical Hit Retro Issue 1, as CH7 v1.1)

CH7 Prelude to Breakthrough—Roar 6 (<10 ratings)

ASL News Issue 27

NEWSS0 The Grain of Sand—Roar 5 (<10 ratings; do not confuse with the Le Franc Tirezur scenario of the same name)

Rout Report Issue 4.4

Z11 Slam Dance (reprinted in Critical Hit Rout Pak I as Rout Pak 6)—3 rec/Roar 6

Z12 The Mailed Fist (reprinted in ASL Annual ’94 as AD13)—5 rec/Roar 6

Time on Target Issue 1

TOT3 The Pride of Lions—Roar 6

**1995: Overlays**

In 1995 Critical Hit provided four scenarios, with Time on Target and an online offering by Jeffrey Shields giving us two more.

The ASL Annual Winter ’95 provided overlays for DASL but these were undersized. They were reprinted in The General 30-3, and currently are available on the MMP website. Many years ago on Gamesquad, wrongway149 noted that for DASL, “a slight change by SSR or overlay can change the play of a board much more dramatically when such a small area is used.” Not surprisingly, over 10% of DASL scenarios from 1995 onward would feature overlays.

Jim Aikens, prolific writer of After Action Reports and president of the Social ASL club said of ‘Nightmare at Naha’:

“This is a big, 9 turn city fight set in Naha, Okinawa in 1945. The Marines get 15 squads (mix of 768 and 668’s) supported by 2 POA flame tanks and some Shermans, along with 4 DCs, plus a FT. The Japanese get a mixed quality force with two 47L’s and two 70’s, plus 6 47DC’s, MOL’s, Booby level A and a SAN of 5, and *set up entirely HIP*. We slugged it out for 9-full turns, and it came down to the last Close Combat roll for the win…”

**1995 SCENARIO LIST**

Critical Hit Leatherneck 1

LN12 Nightmare at Naha—2 rec/Roar 6 (<10 ratings)

Critical Hit Issue 2

CH23 Suffer the Children… (reprinted in Critical Hit Retro Issue 2)—1 rec/Roar 5 (<10 ratings)

CH24 Those Normandy Nights (reprinted in Critical Hit Retro Issue 2, Critical Hit 7.2 as CH24a, and in BoB Normandy as BoB Bonus)—Roar 7 (<10 ratings)

Critical Hit Issue 3

CH29 Gift Wrapped (reprinted in Critical Hit Retro Issue 3 as CH29(a) Ver. 1.1)—Roar 7 (<10 ratings)

Time on Target Issue 2

TOT26 Free-for-All—1 rec

Jeffrey Shields (Online)
The Last Wave

**1996**

In the ASL Annual ’96, the classic ‘Mayhem in Manila’ appeared, and was Rick Troha’s 6th DASL design. Over its lifetime, the ASL Annual published over a dozen DASL scenarios.

On All Fronts and Critical Hit each published a scenario, and around this time I believe Jeffrey T. Allen put up four online scenarios.

My one play of ‘Mayhem in Manila’ came down to the last Close Combat roll.

**1996 SCENARIO LIST**

ASL Annual ’96

A103 Mayhem in Manila—11 rec/Roar 7

On All Fronts Issue 120

O120.4 Apartment Hunting

Critical Hit Issue 4

CH42 Turyeva Sloboda—Roar 3 (<10 ratings)

Jeffrey T. Allen (Online)

JA1 Garvis

JA8 A Stroll by the Falaise Road….jpg

JA08 Last Resistance

JA09 Purple Hearts Galore

**1997**

In 1997, tournaments were the main source of DASL scenarios. A pair of Australian tournaments produced one scenario each, as did the Wild West Fest ’97 and March Madness ’99 Pack. The earlier iteration of ‘Another Day, Another Field’ is a top pick and is one of the few DASL one-mappers (there are 13).
Also, On All Fronts gave us their last DASL scenario, the 12th over a span of 11 years.

1997 SCENARIO LIST
CanCon Tournament Scenario 1997
SAGA 2003A Time to Kill—Roar 4 (<10 ratings)
On All Fronts Issue 123
O123-1 The Strongpoint
March Madness '97 Pack
KE 8 Another Day, Another Field—1 rec/Roar 7, 6 (reprinted in March Madness '99 Pack as KE14)
Wild West Fest '97: Shelling Mini-Tournament (reprinted in ASL Journal 2)
J21 Scobie Preserves—1 rec/Roar 6
Saga Tournament Scenario 1997
SAGA '97-A In Arrears

1998: Avalon Hill is Sold
The Avalon Hill Game Company was sold to Hasbro. Doomed Battalions barely made it out the door.

Third-party scenarios arrived from Heat of Battle’s Recon by Fire!, Dispatches from the Bunker, MMP News on the internet and Critical Hit. Top pick from this group is ‘Into the Cauldron’. Jim Aikens posted: “I have to say, this HoB scenario is a real gem. It’s a hard core, take-the-factory-at-all-costs headbutting battle of annihilation.”

Dispatches from the Bunker would produce seven original DASL scenarios from 1998 through 2008, some of which would be reprinted in the official Out of the Bunker pack. ‘Headbutting for Bloody Huns’ is a paradigm scenario that is a top pick. Recently lluis61 on Gamesquad remarked that this scenario “Was great fun, continuously re-setting whatever plans any player could (have) had. The adoption of DASL Hedgerow Hell terrain to (Crete) gives great opportunities and nuances. A superb scenario, which I recommend to everyone.”

‘Kampfschweine’ is notable for its variable map and force mix and was the last of six scenarios from Critical Hit magazine.

In March, View from the Trenches Issue 17/18 reprinted Fire for Effect’s Australian Balance System recommendations for the early ASL scenarios including DASL scenarios 1-18. The commentary is a very good read.

1998 SCENARIO LIST
CanCon Tournament Scenario 1998
CC98-5 Into the Cauldron (reprinted in Recon by Fire! 1 as RBF7)—1 rec/Roar 7
Critical Hit Issue 5.1
CH99 Kampfschweine—1 rec/Roar 5 (<10 ratings)
Dispatches from the Bunker Issue 5
DB009 Headbutting for Bloody Huns (reprinted in Out of the Bunker as OB4)—4 rec/Roar 6, 5
MMP News
MMP2 In the Old Tradition (reprinted in ASL Journal 1 as J11)—Roar 7 (<10 ratings), 5

1999: MMP Takes Over
By early 1999, MMP had acquired rights to publish ASL products, and we saw top pick ‘St. Barthelemy Bash’ published in the debut issue of the ASL Journal. This magazine, like its predecessor the ASL Annual, would produce a good number of original DASL scenarios (seven to date).

Also of significance was Bounding Fire’s Hell on Wheels Battle Pack with four scenarios and Deluxe-style map BF1 and rubble overlays, which later were reprinted by Heat of Battle in Recon by Fire!

More scenarios arrived from Dispatches from the Bunker, Critical Hit, and Rate of Fire. Among these, ‘The Men from Zadig’ is a top pick. Last, a Solitaire DASL scenario was published by Critical Hit.

1999 SCENARIO LIST
ASL Journal Issue 1
J6 St. Barthelemy Bash—1 rec/Roar 7

Euro-Pack 5
Euro-Pack91 A Taste of Things to Come—Roar 6 (<10 ratings)
Hell on Wheels Battle Pack
HoW5 The Narrow Front—Roar 6 (<10 ratings, reprinted in Recon by Fire! 4: Germany’s Captured Vehicles as RBF48)
HoW6 From Bad to Würselen—1 rec/Roar 6 (<10 ratings, reprinted in Recon by Fire! 4: Germany’s Captured Vehicles as RBF49)
HoW9 A Perfect Match—1 rec/Roar 7 (<10 ratings, reprinted in Recon by Fire! 4: Germany’s Captured Vehicles as RBF50)
Dispatches from the Bunker Issue 7
DB13 The Men from Zadig (reprinted in Out of the Bunker as OB10)—Roar 7
Rate of Fire Issue 13
DASL Scenario 1 A Clinical War (reprinted as OCTOBear Tournament Scenario 2000)
Critical Hit Issue 6.1
CH108 Assault on a Partisan Home Base (SASL)

2000: 2nd Edition Rules
In 2000, DASL scenarios appeared in Dispatches from the Bunker, Heat of Battle’s Tropic Thunder, and at the March Madness tournament. The March Madness offering was designed as a double-blind scenario, where at the start, players don’t know the exact composition of the other side’s forces.

Publication of the 2nd edition ASLRB rules clarified the wall advantage and bocage rules, and condensed the Deluxe rules to a single page. Bruce Probst said “Ditching all of the miniatures-related material allowed the saving of that space (while also emphasising, indirectly, just how much DASL is more about ASL than it ever was about miniatures gaming).”

2000 SCENARIO LIST
Dispatches from the Bunker Issue 8
DB018 Special Delivery—1 rec/Roar 6
March Madness 2000 Tournament Scenario
MMPM3 Busting the Bocage (reprinted in}

The map from Bounding Fire’s Hell on Wheels Battle Pack.
March Madness 2012 Double Blind Pack and The Very Best of March Madness (Vol 1) as MM17)—Roar 6 (<10 ratings)
Tropic Thunder TT12 Signal Hill (reprinted in Blood and Jungle as BFP-66)—Roar 6, 4 (<10 ratings)

2001

In 2001, ASL Journal 3 gave us two scenarios, including the gem ‘Brave Little Emchas’ by Pete Shelling. This scenario is a late-war duel of German 6-5-8s, Panthers, Russian 6-2-8s, 4-5-8s and lend-lease Shermans with a Zveroboy. It is a design where both sides may find themselves, at some point in the game, on the attack or counterattack.

David Roth and Brian Blad introduced five scenarios online at the Coastal Fortress scenario playtest page. David Lamb’s and Paul Kenny’s scenarios also appeared at Coastal Fortress, and were later published, respectively, by Critical Hit and Fanatic Enterprises.

I’ve played ‘Blockbusting the Meatgrinder’, but not to completion. My notes say: “The 20 4-5-8s became five 4-5-8s and several half squads by the end of Turn 5. They were in position to gain footholds in three more stone buildings, whether they could capture them by Turn 7 would be unknown.” If I were to play again, I’d give the New Zealanders the balance.

2001 SCENARIO LIST

ASL Journal Issue 3
357 Guards Artillery—1 rec/Roar 5
J65 Brave Little Emchas—6 rec/Roar 7
SAGA Tournament Scenario 2001
SAGA 2001E Job Tvoi Maj
Coastal Fortress Gamers Group Online Scenario
BB3.1 Cherry Pickin
BB4.1 Stopping the Cavalry
BB6.4 Tigers on the Hill (not the High Ground scenario)

BB7.2 Blockbusting the Meatgrinder
BB10.1 Beyond the Oder
DL2.4 Cry of the Valkyries (reprinted in Critical Hit Issue 7.1 as CH164)—Roar 5 (<10 ratings)
PK41.1 Black Monday (published in Rare Vehicle Scenarios as PK41.1, reprinted in Blitzkrieg Pack as FE 84.1)—Roar 5 (<10 ratings)

2002

2002 saw two scenarios from Dispatches from the Bunker, and one from Heat of Battle.

2002 SCENARIO LIST

Dispatches from the Bunker Issue 14
DB029 Braising the British—Roar 1 (<10 ratings)
DB030 88 Alley—Roar 4 (<10 ratings)
Waffen-SS III: Neither Fear Nor Hope
NFNH-13 Snake Ready to Strike—7 (<10 ratings)

2003

2003 had three top picks: ‘Himmler’s House’ from ASL Journal 5, ‘The Good Shepherd’ from Operation Veritable, and ‘Radio Wars’ from Critical Hit. Our local group has tried both ‘Himmler’s House’ and ‘The Good Shepherd’ as 3-player games and they worked well. The latter is a defensive puzzle assembled from the large proportion of dummy counters and mines.

Fanatic Enterprises also contributed a scenario.

2003 SCENARIO LIST

Operation Veritable
HS30 The Good Shepherd—3 rec/Roar 6
Hero Pax 2
HP13 Radio Wars—5 rec/Roar 7
Fanatic Pack 3
FE47 Aux Barricades!—1 rec/Roar 8 (<10 ratings)
ASL Journal Issue 5
J89 Himmler’s House—4 rec/Roar 7 (note that at least two other non-Deluxe scenarios share this same name)

2004

2004 saw two more scenarios from Heat of Battle’s Recon by Fire!, with Chas Smith’s ‘Sverdlikova Melee’ the top pick. It came with their second Deluxe-style map, BF2. Also, Le Franc Tireur published a DASL scenario.

Fanatic Enterprises for the next three years would produce new nationality sets of AFV cards.

2004 SCENARIO LIST

Recon by Fire! Issue 2
RBF9 Rolling Stones—Roar 6
RBF12 Sverdlikova Melee—2 rec—Roar 7
Le Franc Tireur Issue 8: Normandy
FT44 The Liberation of May—Roar 7 (<10 ratings)

2005: Eastside Gamers to the Rescue

2005 was the debut of a key source of DASL scenarios for the next 10 years, the Eastside Gamers. Their first Dezign Pak came with two DASL scenarios. ASL Oktoberfest published two scenarios as part of their 20th anniversary celebration. Lastly there was a playtest scenario published on the ASL Australia Yahoo group.

2005 SCENARIO LIST

Dezign Pak 1
ESG7 Backstab—1 rec/Roar 6 (<10 ratings)
ESG10 Gut Check—Roar 6 (<10 ratings)
ASL OK XX 20th Anniversary Scenario Pack
ASL XX2 Bydgoszcz Coup—Roar 5 (<10 ratings)
ASL XX8 Counterstroke at Carentan—Roar 5
ASL Australian Players Yahoo! Group
MMcG1 Task Force Abe (playtest)
2006: Rumours

2006 gave us another Australian contribution in the *Armoured Aussie Pack*, and *Dezign Pak 2* had a scenario.

At BoardGameGeek, Jay Richardson noted the genesis of a *DASL* project coordinated by Steve Swann. It would have new maps and scenarios.

---

**2006 SCENARIO LIST**

*Cancon Tournament*

- C2006.5 Groff’s Grief (reprinted in *Armoured Aussie Pack* as BC10)—1 rec/Roar 3, 6 (<10 ratings for both)

*Dezign Pak 2*

- ESG22 Ears for Souvenirs—1 rec/Roar 6

---

2007


Of this scenario, Eric Visnowski posted: “I have always been a huge *DASL* fanatic, I have played most of what’s available multiple times. But to cut to the chase my vote is for Chris Olden’s ‘Streets Afire’. It has continuous action right from the start, offers combined arms, a unique, well thought out tactical donut, OBA, (and) flame throwers. The excitement level is off the meter in this wildly fun city board slugfest. I have played many a fun *DASL* scenario but few come close to Streets for tension and excitement. Excellent work Chris and company.”

Recon by Fire! 4 brought reprints of *DASL* scenarios from the 1999 Bounding Fire *Hell on Wheels Pack*, as well as one new *DASL* scenario. Included was a reprint of the BF1 Deluxe-style map and deluxe-sized rubble overlays.

Glenn Houseman announced on Gamesquad: “The East Side Gamers are committed to including one Deluxe ASL scenario in every scenario pack. Mostly because we love playing on the Deluxe boards, and partly to keep alive this seemingly dying aspect of ASL that we have enjoyed so much in the past, and would like to see continue. Are we wrong? Many prominent ASL personalities would say we are. Do you think Deluxe ASL should just fade away and die gracefully? Do you think it should be kept alive (at least on life support such as we are doing)...or maybe even expanded upon?”

---

**2008**

2008 was a third-party potpourri
with eight titles, one each from Heat of Battle, Southern California ASL Club, Dispatches from the Bunker, Critical Hit, Eastside Gamers, the Torneo Master Bulletin, the Panzer Kompany Waffen-SS Pack Teaser and an online design contest at Gamesquad. The latter produced the top pick ‘Streets of Carpiquet’ described by Jim Aikens as “with two platoons of SS troops supported by a Pak40 defending two buildings against a company of well-led Canadians supported by two Sherman III’s and a Crocodile. The Germans get to deploy 25% of their squads and get two squads HIP. In the first playing, my Canadians just barely squeaked out a victory over EV’s Germans. We then turned it around and tried it again, with my Germans scoring an oh-so-slim victory over EV’s Canadians. Wow, what a great scenario; a real sphincter tighter for both sides. Fun, tense, quick playing, and we think, quite balanced.”

To further reinforce these comments, ‘Streets of Carpiquet’ recorded four Allied wins and four Axis wins in eight matches in the 2019 Canadian ASL Open XXIII, and was a crowd favourite.

Jay Richardson reported at BoardGameGeek that the FASL, the online board gaming platform, had their FASL boards a-h redone with a larger hex size and look closer to the originals.

Note that ‘Among the Bravest of the Brave’ has the same force mix as the Historical ASL scenario ‘Among the Bravest’, which appears in A Bridge Too Far.

2008 SCENARIO LIST

Operation Merkur: The German Air Assault on Crete
AoC4 Town and Country—1 rec/Roar 5 (<10 ratings)
Melee Pack III
MP13 The Blue House—Roar 6
Dispatches from the Bunker Issue 27
DB068 Exit Pole
Total Axis Pack II
TAP21 Last Message Home—Roar 5 (<10 ratings)
Dezign Pak 4
ESG44 Testis Megalos—Roar 5 (<10 ratings)
Monkeys with Typewriters, Vol. I: Battles of Carpiquet
MwT7 The Streets of Carpiquet—6 rec/Roar 6
Panzer Kompany Waffen-SS Pack Teaser
Among the Bravest of the Brave
The Torneo Master Bulletin
Pavlov’s House (Italian publication—note there are three other scenarios of the same name on non-DASL maps)

2009

In 2009 we had offerings from March Madness, Heat of Battle and Dezign Pak 5. ‘Cost of Allegiance’ is notable for featuring King Tigers, something one might not expect to appear on the Deluxe maps.

2009 SCENARIO LIST

March Madness 2009 Partisan Pack: Partisan
PP02 New Year’s Party
The Long March
LM11 Medieval Warfare—1 rec/Roar 6 (<10 ratings)
Dezign Pak 5
ESG56 Cost of Allegiance—1 rec

2010: First Official Scenarios in 7 Years

In 2010 the first official DASL scenarios in seven years appeared in ASL Journal 8 courtesy of Pete Shelling. Both scenarios, ‘Charging Chaumont’ and ‘Cobra Kings’ are top picks.

Of ‘Cobra Kings’, Eric Visnowski posted “I recommend Cobra Kings for some good DASL action but I urge you to take a very close look at the SSRs. Everything depends on the Americans’ opening move in this one.”

The Rocky Mountain Rumble produced another Shelling scenario (it would officially appear in ASL Journal 11). This scenario, ‘Ramcke’s Redoubt’, was described by Jim Aikens as “a barnburner of a scenario, and by the end of our playing the Americans were down to less than a dozen or so squads (from 25) and the Germans down to about half that.” And once again we have an Eastside Gamers contribution.

2010 SCENARIO LIST

ASL Journal Issue 8
J123 Charging Chaumont—4 rec/Roar 6
J124 Cobra Kings—5 rec/Roar 6

Rocky Mountain Rumble
J172 Ramcke’s Redoubt (reprinted in ASL Journal 11)—Roar 5 (<10 ratings)
Dezign Pak 6
ESG78 Carrier Assault on Poplar Ridge—Roar 6 (<10 ratings)

2011

The only scenarios in 2011 were two from Eastside Gamers Dezign Pak 7. Posts at BoardGameGeek suggested that the DASL project discussed in 2006 had languished partly due to lack of playtesters and scenario designs.

Chas of MMP created a poll gauging the interest in a new DASL pack. Fans enthusiastically said Yes (79% of 164 voters) while detractors wanted that energy put into other ASL projects.

Our local ASL group has a policy, “If you show up on time, you get to play.” After pairing up, sometimes we’re left with three players, so I’ve looked for DASL scenarios that could accommodate this odd number. Ideally, each player would have at least a couple of infantry platoons to work with, separated by distinct geographical sectors. Eastside Gamer’s ‘Blunt Force Trauma’ was one of the few that fit these criteria. It has Russian 4-4-7s and conscripts defending several buildings, backed by some guns and a pair of T-26S tanks and 5-2-7 reinforcements. The Germans have an elite 5-4-8 force entering from the south with a Pz IVF1 and a StG 1B, with a weaker force of 4-6-7s with three Pz IIFs coming from the west. In our game, poor dice rolls made it a difficult task for the Germans but we played up to the last turn. It was a fun scenario and the balance did not seem to be
1

2012 SCENARIO LIST
Scott Holst (online)
SS-2A Tenuous Hold at Best (playtest)
Dezign Pak 8
ESG9? Foot in the Door (not: The Sawmill)—Roar 4 (<10 ratings)
ASL Oktoberfest free scenario
NM4 Heartbreak Hotel
ASL Journal Issue 10
J158 It Don’t Come Easy—3 rec/Roar 6 (<10 ratings)
Psycho’s Home Page (online)
SH.1 A Russian Never Surrenders
AL5.6 Streets of Aachen
AL7.2 Unexpected Visitors

2013 SCENARIO LIST
In 2013, once again Eastside Gamers kept the light on with a single new DASL scenario. View from the Trenches 89 previewed the Deluxe Pack project for which Dave Ramsey of the ASL Scenario Archive had taken up the reigns from Steve Swann.

2014: Deluxe Pack #1
In the summer of 2014, Le Franc Tireur published Deluxe Pack #1, with 12 DASL scenarios and seven DASL maps. Dave Ramsey had production credit, and Steve Swann was credited with the initial pack concept and map creation. The map art was by John Rice. The pack included Pete Shelling’s 8th published DASL scenario. At the end of his not-unlengthy review of Deluxe Pack #1, Mark Pitcavage of Desperation Morale stated that this pack was a worthy addition for DASL fans.

However, in the comments below the review, Bruce Probst opined: “Furthermore, the boards feature terrain types incompatible with Chapter B (or Chapter J). I was told (you don’t mention it in the review) that this would be fixed by notes included in the product, but this only happened as it was being prepared for publication; i.e., this information was never part of the design/playtest process. So the entire design work behind the module is flawed, and if the designer (and playtesters) don’t have a sound grasp of something as basic as terrain, what does that suggest about the scenario designs themselves? The INTENT behind this product was admirable, but the execution is IMO fatally flawed.”

Looking more into this criticism, I examined the pack’s inside back cover notes on 1) Grain Roads hexes and 2) Building-Roads hexes, which I believe are the terrain fixes being referred to.

The first note mainly clarifies that firing down a road depiction in the grain has the -1 FFMO DRM apply to infantry moving down that road. Only map d7 shows these hexes, two of them. The common-sense nature of this ruling makes me think this would have had no effect on playtesting.

The second, the Building-Roads clarification is more detailed, with the main points that a) the road in such a hex is treated as a Narrow Street and b) Street Fighting can only originate from buildings within that hex. Two of these hexes exist, on maps d1 and d4. The lack of vehicles in the three scenarios utilizing board d1 likely means no impact on testing for those scenarios. Three scenarios using map d4 do feature vehicles, and looking at their setups and victory conditions, it appears that one scenario (‘The Last Pillbox’) could potentially have had its testing affected.

It is still too early to gauge the overall reaction to the scenarios in this pack, but the “slightly recommend” ROAR rating for two of the three scenarios with 10 or more ratings is a good sign.

Another selling point for this pack is that eight of the 12 scenarios feature PTO terrain, which is underrepresented in DASL.

I have played two of the scenarios in Deluxe Pack #1. ‘Scraggy’ seemed a tough one for the Japanese to slog through the mud and assault the British in the hills.

More recently, my game of ‘Playing Uno’ was very interesting with the Japanese trying to exit the opposite edge past a blocking force of 12 British 4-4-7s in dense jungle. The setup is crucial and the British must be able to channel the attack and respond swiftly. The ASL Scenario Archive has a report stating “Very subtle and fun scenario. Great use of the excellent maps.”

In summary, I think the Deluxe Pack #1 is well worth buying.

A few months later, at ASL Oktoberfest, we saw the last offerings of the Eastside Gamers with a DASL scenario in Dezign Pak 10. In a decade of DASL contributions, Glenn Houseman designed 11 DASL scenarios.

My play of ‘Torch and Blast’ needed only two-and-a-half hours to complete,
including setup. It has Elite and 1st-line Italians with the choice of either 1) clearing a force mainly of Russian conscripts from the multi-hex buildings or 2) moving seven Exit Victory Points off the opposite edge. One side of the map is mostly hedge terrain, so it’s an interesting scenario from a defensive setup standpoint along with the aforementioned choices for the attacker. It’s also a good exercise in commanding brittle troops.

2014 SCENARIO LIST
Deluxe Pack #1
FT 197 Spoiled Afternoon—Roar 5 (<10 ratings)
FT 198 Full of Fire—1 rec—Roar 6
FT 199 Playing Uno—1 rec—Roar 6
FT 200 Coconut K—Roar 6 (<10 ratings)
FT 201 Communication Breakdown—Roar 7 (<10 ratings)
FT 202 Burmese Bandits—Roar 5 (<10 ratings)
FT 203 Harakiri Gulch—Roar 3 (<10 ratings)
FT 204 Fear Naught—Roar 8 (<10 ratings)
FT 205 Scraggy—Roar 3
FT 206 FDL Chaug
FT 207 The Last Pillbox—Roar 7 (<10 ratings)
FT 208 To Have and to Hold—Roar 6 (<10 ratings, not to be confused with the Best of Friends or Friendly Fire scenarios of the same name)
Dezign Pak 10
ESG127 Torch and Blast—Roar 7 (<10 ratings)

2015
The CH Annual Issue 1 had an Italian offering.

2015 SCENARIO LIST
CH Annual Issue 1
CHA5 Mussolini’s Fiasco

2016
2016 saw release of the Nor’ easter 20th Anniversary Scenario Pack from the New England Volunteers and Yankee ASL.

It included Ralph McDonald’s 5th DASL design, notable for the first use of the Le Franc Tirer deluxe boards outside of that pack.

2016 SCENARIO LIST
Nor’ easter 20th Anniversary Scenario Pack
YOASL12 Sorry, Mac!

2017: Any News is Good News
No DASL scenarios came out in 2017. The stagnation of DASL scenario output in the past few years may have been due to its designers having to rely on just eight official maps for over 30 years.

Perry of MMP posted “Surprise. We are working on reprinting the DASL maps in the new method. I do not think we ever said we would never make new DASL stuff. I think we only ever said we were not going to make new DASL stuff tomorrow. Tomorrow is now yesterday. Stay tuned.”

2018: Winter Offensive
Bonus Pack #9 & Deluxe Redux P800

In January, a de facto mini-DASL module was released in the form of MMP’s annual Winter Offensive Bonus Pack #9, which raises funds for the WWII Foundation. This time, instead of the standard geomorphic map board and requisite scenarios, the pack featured four new official deluxe boards: i, j, k & l. They were beautifully painted by Charlie Kibler.

The five DASL scenarios included top pick ‘Checking Out’. It features the German SS needing to control more multi-hex buildings than the Americans (the bulk are 6-6-7s) in their setup area. In my playing, a German two-pronged attack put most of their infantry to the left. These were eventually able to push through and contest the last buildings they needed. One member of our local ASL group opined that it’s a tough scenario for the Germans if the Americans stay spread out with a well-executed interlocking defence.

At the 2019 West Coast Melee near Los Angeles, California, ‘Phoenix Rising’ received good comments. This one was one of three designed in this pack by Kenn Dunn, bringing his DASL design total to four scenarios.

My opponent for ‘The Replacements’ said he’d been waiting a year to play this scenario featuring elite Italian 4-4-7s (x16) with six L6/40 tanks attacking across the width of three deluxe boards. Their goal was two one-hex buildings at the middle opposite edge. We both felt we were winning until the last turn. I suddenly felt I had run out of enough defenders, but lucked out when a squad in the stone building survived some good shots and routed upstairs to maintain building control. Would play again but would like to give the Russians the balance.

In August, Grumble Jones’ ASL blog made available for free download an Ortona, Italy 1943 scenario utilizing one of the new official Deluxe boards.

On October 1st, Deluxe ASL Redux appeared on pre-order and surpassed half of its P800 goal before the end of the month. The reissue of the Streets of Fire and Hedgerow Hell boards, repainted by Charlie Kibler, to the new lighter-weight Starter Kit style would make these maps much more portable. Of greater significance would be the reprinting and rebalancing (if deemed necessary) of nearly 40 classic scenarios. Though well-liked, it would be great to see these “oldies but goodies” adjusted for better balance and more in tune with the modern manoeuvre-over-Prep-Fire style of ASL tournament play. Lastly the Deluxe overlays would be reprinted along with some rubble overlays as well.
Before the end of the year the first Deluxe ASL Starter Kit scenario appeared online, a playtest offering on the Battlefields & Warriors blog. Also, Le Franc Tireur published a scenario using three of their new boards from Deluxe Pack #1, which would be Steve Swann’s 6th DASL scenario.

2018 SCENARIO LIST
Winter Offensive Bonus Pack #9
WO24 Dew of Death—1 rec/Roar 6
WO25 The Replacements—1 rec/Roar 6
WO26 Phoenix Rising—Roar 6
WO27 Checking Out—1 rec—Roar 7
WO28 Dean’s Defiance—Roar 6
Grumble Jones free scenario (online)
Ili’s Block
Battlefields & Warriors blog (online)
Clearing the Neighborhood (Starter Kit)
Le Franc Tireur Issue 14
LFT240 Commando Beach 2

2019: Deluxe ASL Redux “Labor minus 1”

In April, Perry of MMP announced that they had asked Charlie Kibler to start painting the original maps a-h for Deluxe ASL Redux. The pre-order count was at about 85% of the goal, 674/800, over 6 months after its start on the pre-order list.

Conclusion

So why has DASL survived all these years? The appeal of DASL essentially comes down to the following points:

1) Many interesting and quality scenarios, with their distinct flavour of close quarter fighting in the city and hedgerows.

   Of the 75 DASL scenarios that have had 10 or more respondents rate the scenario on ROAR, 27% are recommended and 80% are slightly recommended or better. Of course, these stats may be 1) biased by being rated more by players who are inclined to play and enjoy DASL and 2) for the simple fact that well-liked scenarios are more likely get played (hence reaching the 10+ rating threshold) due to getting more word-of-mouth.

2) Little to no stacking on the large hexes. No more “leaning towers of Pisa” as one player put it.

3) The aesthetic appeal of the larger map art.

Here’s to hoping that Deluxe ASL Redux will reach the P800 number soon so that the story of DASL continues on gaming tables and video monitors around the world, as well as in the hearts and minds of our esteemed scenario designers.

Any errors in this article are my own; most of the information herein was gathered by scouring the internet. Of great utility were the ASL Scenario Archive, Gamesquad, Consimworld, Desperation Morale, the Remote Online Automated Record (ROAR), Boardgamegeek and the SoCal ASL forums. Jim Traver’s 2018 COW spreadsheet (available at the Texas ASL website [http://www.texas-asl.com/]) was also essential. I also benefited from help from the Gamesquad community. Thanks to Bruce Probst, Jim Aikens, and Eric Visnoski for permission to quote their insightful posts.

Ω
Bounding (First) Fire Blackpool
The UK's newest ASL Tournament
ESTD 2018

Bounding First Fire Blackpool is a new UK ASL event where the main tournament will be played using unpublished scenarios.....

The scenarios to be used in the main tourney have been supplied by BFP, fully play tested, from upcoming releases.

The tournament will be run with 2 rounds on Friday, 2 rounds on Saturday and a Final on Sunday.

Time limits for play will be generous but also enforced to be fair to all participants.

Regular visitors to the existing Blackpool tournament, HEROES, will know our welcoming host Charles and his staff.

Now relocated to The Headlands Hotel, this venue offers a large gaming area with separate restaurant and bar.

The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

BFP have been a strong supporter of the ASL scene for many years and we gratefully acknowledge their support of this event.

Further information on BFP and their products is available on their website:
http://www.boundingfire.com/

Contact Us
Do you have questions about the Tournament? Send us a message to boundingfirstfire@gmail, and we'll get back to you asap.

Thank you for your interest.
COLD CROCODILES
A Tactical Analysis
Jeff Shields

This is a classic, with over 100 playings on the ASL Record (it’s now up to nearly 350 as of mid-2019 - Pete). Not only is it an exciting combination of forces, but it’s also well balanced between two evenly matched opponents. The German player defends in a small village with modest numbers of stone buildings, and woods. They must be sure that the British do not infringe across the sole bridge over the canal to gain the numerous VP on the other side. The British must inflict casualties and capture stone buildings to win. They must cross relatively open terrain early in the game to achieve their objectives. Much of the game depends on how the attacker uses smoke to foster the advance.

The Germans get an excellent late war infantry force with 2 major league ATGs (88LLs), and reinforcements of 2 JagdPanzer IVs. The ATGs are guaranteed to blow any tank they hit and even some infantry, while the JgPz IVs can handle the lighter tanks, but are poorly matched against infantry and the British Crocodiles. An important weapon in the German arsenal is the lovely infantry PF. Don’t forget about these inherent one shots, they can blow away any tank and can reduce infantry behind walls or in buildings.

The British get a modest infantry force with 2 Cromwells, 2 Challengers, an Offboard Observer, and reinforcements of infantry and 2 Crocodiles. The Cromwells and Challengers are lightly armoured by late war standards, but they’re well armed for the attack; the Challengers (76LL) should be used against the JgPz, and the Cromwells against the infantry (75), but both tanks should be used to generate smoke (sM and S). In contrast, the Crocs are the ultimate infantry support weapon with a FT (36 FP), 75 mm gun, MGs, and tons of smoke-making capabilities (sM, sD, WP, and S)! One thing to note is that a complex of Rowhouses represents one building for building control purposes (A26.14, last sentence).

DEFENDER: GERMAN
The German player must make the most of deception. Proper use of HIP, gaining or retaining concealment, and skulking are required for an effective defence. Placement of the two ATGs, HIP units, and the division of forces between the two boards is decisive. While the initial set up is important, the game isn’t completely lost given a marginal setup, primarily because of the internal lines of movement. Be sure to shift the defence to meet the main line of the British attack.

Possible GUN Locations:
Note that the ATGs can remain HIP only if emplaced; they cannot be emplaced in a paved road hex. Thus, ATGs can setup HIP in the orchard roads on Bd 23, but they’re revealed as concealed units as soon as an enemy unit has a LOs. Note also that the ATG are too big to set up in buildings (B23.423). Don’t forget that orchard and brush are concealment terrain but ATG don’t suffer the double penalty for changing Ca therein as they do in woods (and conditional ROF, too).

23v10 is too exposed, but it cuts into initial British movement. This position may take a tank or two before it falls to OBA (with -1 TEM for Air Bursts) or infantry fire. The problem comes later, when the ATG will be desperately needed to engage the Crocodiles. Don’t forget that an ATG counts as 4 VP when captured. If it’s set up forward, be sure to use Intensive Fire to maximize the probability of an AFV kill.

23T8 has some promise but it will probably fall early. The position has LOS to 24x4 and 24y6 where British AFVs may disembark their riders; it covers Bd 23 roads; and it can provide fire support against 23w8 and 23x8. Yet, it has poor LOS for sustained action.

23T10, 24T1, 24T2, and 24U2 are susceptible to the -1 TEM of OBA airbursts. Harassing OBA can make these hexes
untenable. 23T10 has some decent LOSs but the position can be hard to defend.

24Q2 covers the bridge and roads of Bd 23, and provides LOF to important locations on Bd 24 (24U5, 24U6, 24T4, 24T5). The position is also susceptible to airbursts. It puts the ATG back for longer play, and deception.

24Q6 is an important position. It is blind to most AR for OBA (depends on location of observer). It covers the centre of the entering British reinforcements. It has LOS to 24I7, and 24I8, and so helps against flanking moves, and it can be defended by the infantry.

24L7 and 24I7 are excellent positions for covering the British reinforcements. 24L7 may be easily assaulted by a careful player using infantry to search locations before entry of the AFVs.

24N1 may look like a good position due to its LOS but it suffers being in the woods (OBA Air Bursts), and placement away from the centres of attack.

24P7 is exposed, but otherwise in the centre of the area for the entering British reinforcements.

24J6 counters a major British flanking effort, but it doesn’t defend well against chief objectives in the village.

24K8, 24L8 are too exposed; they will fall quickly to British infantry.

24F7, 24G5 are too far in the rear unless expecting a major British flanking effort. These positions will have targets but usually only minor ones.

Possible HIP Locations:

23V6 with a 238 or 548 is good for covering the road and possible infiltration into building 23Y7.

Consider 24J10 or 24O10 for suicide PF squads to get a Croc, but know that a cautious opponent will search these hexes with infantry.

Some of the above gun locations make good spots for hiding HS or full squads.

Other locations include 24M6 (with LMG for a fire lane thru L6-E10), 24N7 and 24J8 (for suicide stand), 24U9 and 24T9 (to stifle an edge creep).

Possible German infantry positions:

These are weighted for an attack along the British left flank. Don’t ignore a determined push down the middle to gain control of the bridge and beyond, but realize that the German can shift some forces to meet a concerted attack in the left-centre. Smoke is of course the key ingredient to the British attack. Note that all units start concealed:

- 23V6 and above positions for HIP units.
- 23V3 - 548
- 23V6 - 548
- 24V7 - ?, ?
- 24T9 - ?, ?
- 24U9 - 548, LMG (alternate with 24T9)
- 24T6 - 548, LMG (or 24S8, or MMG; this squad needs to be in 24S7 by Turn 4 to cover the R6/Q7 fire lane)
- 24S5 - 548, HMG, 9-2 (alternate with 24T6, or 24R4)
- 24R4 - ?, ?, ?, ?
- 23U8 - 548, LMG
- 23U9 - 548

Possible force for an attack on the left flank

Possible force for an attack on the right flank

Possible German infantry positions:

These are weighted for an attack along the British left flank. Don’t ignore a determined push down the middle to gain control of the bridge and beyond, but realize that the German can shift some forces to meet a concerted attack in the left-centre. Smoke is of course the key ingredient to the British attack. Note that all units start concealed:

- 23V6 and above positions for HIP units.
- 24V3 - 548
- 23V6 - 548
- 24V7 - ?, ?
- 24T9 - ?, ?
- 24U9 - 548, LMG (alternate with 24T9)
- 24T6 - 548, LMG (or 24S8, or MMG; this squad needs to be in 24S7 by Turn 4 to cover the R6/Q7 fire lane)
- 24S5 - 548, HMG, 9-2 (alternate with 24T6, or 24R4)
- 24R4 - ?, ?, ?, ?
- 23U8 - 548, LMG
- 23U9 - 548

Additional dummy stacks can go in the central woods (T, U, V), next to the orchard road (23S8), or to bolster the right flanks (24K8 or J8 or elsewhere).

Turn 4 Reinforcements

The JgPz IVs are formidable tank destroyers. They’ll kill the medium tanks

Possible force for an attack on the left flank

Possible force for an attack on the right flank
easily but getting them into position can be difficult as they can be killed by the Challengers. The TDs are typically used to seal off the bridge against a tank blitz by the British. If they get to the other side of the canal, the TDs can deter the British assault, but they’re ‘weak against the infantry and Crocodiles so don’t squash them in static, unprotected positions.

**Notes:**

Outlying squads need to skulk and fall back. They can be too easily overpowered by combined attacks with smoke and CC. Their job is to delay the British advance. Important buildings are 24T6, 24S5, and 23O10.

The ATGs are the linchpins of the defence; each must account for at least 1–2 tanks before they fall. They should be used to kill the Crocodiles as the Crocs are the major threat to the Germans. Sometimes the threat of a HIP ATG can be as good at slowing the assault as an exposed one.

**ATTACKER: BRITISH**

The key to the assault is smoke; smoke from the tanks with their smoke mortars and main armament capabilities (this is the main role for the Challengers early in the game), smoke from the OBA with its virtually guaranteed battery access, smoke from the light mortars, and even smoke from the elite infantry with their inherent capability. But don’t forget, movement is also critical. The British can only linger for a turn or two before the situation goes from tough to hopeless.

**Turn 1 Group:**

BEFORE YOU MOVE, DON’T FORGET YOUR OFFBOARD OBSERVER. OBA is critical to the game. It’s needed right from the start to either lay harassing fire to weed out the ATGs or smoke to sustain the attack. One to two hexes of smoke will effectively blind defensive fire (+6 or +7) and will allow the British to swamp a position or two early in the game. OBA activities occur at the beginning of the Prep Fire Phase, which is after the setup of reinforcements but before movement.

Most players agree that the British left flank (Bd 24) offers the best avenue for attack. It has cover for both infantry and tanks, routing terrain to sustain the attack, and paths for quick movement. The British right provides cover in the way of buildings but there are numerous open ground and road hexes to be crossed and bottlenecks to overcome. There are, however, more stone buildings on Bd 23 than Bd 24 (10, plus 4 across the canal vs. 6, respectively), and the stone wall around building 23Y7 is as good as most buildings. But this is where the smoke is a necessity, without the proper use of smoke a small German force can delay the British right. Successful attacks can, however, come from either flank.

An attack on the left could look like this:

Consider a detachment of 2.5-3 squads, 9-1, LMG, MRT, PIAT, and 2 Challengers to grab the buildings on the right. The Challengers provide smoke for cover and advance, and are later in position to attack the JgPzIvs. The force is small but it will certainly help in the mid game. If the German player has weighted this flank, the British force should be able to hold out while the left flank takes control of the village.

The rest of the force goes in on the left flank. The Cromwells could make it to 24Y9 (bypass), or 24X5 to unload their riders. The rest of the infantry should hotfoot (CX) it over to 24Z9 and thereabouts on Turn 1. A Cromwell or Challenger could go to 24BB1 or 24BB2 to eventually blow smoke on 24V3 or threaten interdiction in 24S4.

The attack on the right could look like this:

“Take the majority of the force hard to the right with only a platoon (3 squads w/8-0 and MTRs) to the left along with a Cromwell. The 10-2 and 9-1 go right along with the remaining tanks. The Challengers provide smoke early and look to setup to deny the TDs the bridge. The goal is to be in position at the bridge when the TDs enter and depending on German setup you can move towards the centre after securing the right. Ideally you get a half squad with a PIAT over the bridge to snag buildings or at least play with the TDs. ‘I’ve never been able to get any British forces over the bridge.’ - Jeff Shields] With the reinforcements coming in on the left flank, they can waste the village if needed and smash the Germans in between the 2 strong forces…” - Bret Hildebran

**Turn 4 Reinforcements:**

It’s difficult to predict how to use the reinforcements. In general, the infantry come in around 24M10 and help support the Crocs. The Crocs can actually enter play and fire on Turn 4 if necessary but beware the hidden ATG. Typical tactics for the Crocs against ATG include using SM to blow smoke in a forward, adjacent hex which is then moved into just prior to the flame attack (at 9 or 18 +3). Against infantry, keep the Crocs at two to three hexes and in motion (for an 8 or 16 +6 attack). Always keep the Crocs in motion as otherwise they’re big targets that can be destroyed with relative impunity by inherent PFs (2 hexes away a PF needs a 5 TH vs. a moving Croc, a 7 TH vs. a stopped one). A Croc can easily move up to 24Q8 and flame 24Q6, 24R5, 24S7, or 24S8 on Turn 4.

**Notes:**

Don’t forget that the FTs on the Crocs have a Normal Range of 2, and a Long Range of 3.

Did I say SMOKE?! Know it, love it, but most of all USE it!

“The best way to play this one is to not keep track of VP as you go, just keep pushing and playing and killing and when the last die is thrown, start counting things up.” - Carl Fago

“As a side note - I’ve talked to some very good players who feel it’s pro-British. I don’t necessarily agree to the extent they made their case, but would prefer the Brits I guess - especially if they’re getting smoke when needed.” - Bret Hildebran (it’s 45%-55% German-British on ROAR at the moment, which would support this feeling - Pete)

“I come from the other side: I prefer the Germans. Here’s why: Cold Crocs is a balanced scenario. But, it takes a little more finesse, in my opinion, to play the Brits. You really need to use Smoke, concealment, and the light mortars well to win. In short, it is easier to screw up as the Brits than as the Germans. Hence, I’ll put the onus on my opponent.” - Dade Cariaga

Thanks to Dade Cariaga, Carl Fago, Tom Repetti, Brett Hildebran, and Tim Hunsdorfer for providing critical comments.
Guns And Crews As Targets

Ole Boe

This is taken from a document dated July 1998 that contains several different posts to the ASL Mailing List about Guns. It was a reply to the (edited) quote asking for help with the Gun rules – Pete

“Why does my opponent keep firing his tanks at my crews instead of the Guns they’re manning. I thought the crew and the Gun was one. Please help me with the Gun rules!”

Regarding Guns/crews as targets, they are not treated as one, although it is not possible to target one and not the other with an ordnance shot.

With small arms fire, the Gun is unaffected, but the crew is attacked just like other Infantry units. However, if the Gun is Emplaced they receive a +2 TEM and if the Gun has a Gunshield they also receive a +2 TEM (Note that Gunshields have lots of restrictions). Those two TEM are of course not cumulative, neither with each other or with other TEM. That’s all.

With ordnance, things get a bit more complicated, but not much. Now, both the Gun and the crew are targeted as if being one unit, using either the IFT or the ATT. If you hit, you hit both, not one of them.

You use DRM as normal vs. Infantry, but note that the Target Size DRM apply (making a crew manning a 81mm MTR harder to hit than a crew manning a 50mm MTR since the 81mm is a small target and the 50mm a SW without Target Size modifier), and that the Gun/Crew may use the Emplacement TEM (but not the Gunshield TEM) instead of other TEM.

A miss is best, because that makes it simpler, you don’t have to read further.

If you hit, curse your luck and continue reading...

If the hit was a CH, nice to you. Now the Gun and the crew is automatically eliminated - even if the shot vs. your 88LL Gun was from a light mortar or some other junk.

After securing a non-CH hit, you roll the IFT DR as vs. normal Infantry, using the TEM if firing on the ATT, but no TEM if having fired on the IFT. If the result is a KIA, both the Gun and the crew is eliminated. If the result is a K#, the crew is eliminated and the Gun is malfunctioned. Note that if more than this Gun/Crew was hit, you must roll Random Selection as normal (Gun/crew is considered as one unit for this purpose) to see if the Gun/Crew really suffered the KIA/K.

If the result is not a KIA/K, the Gun is unaffected, but for the crew something strange happens: if the Gun is eligible for a Gunshield vs. that shot, you add the Gunshield TEM, and then you get to see the real result vs. them. If the Gun had no (useable) Gunshield the Final DR becomes the same as when looking for KIA/K.

Note that any applicable Gunshield TEM is added to the Crew effect DR even if you had already claimed Emplacement (or other) TEM during the To Hit DR, making a crew hard to take out.

EX: A Gun w/crew is hit by 80mm ordnance, resulting in a 16 FP attack. If the effect DR is a 2 or 3 the Gun and crew is eliminated, if the DR is 4 the Gun is malfunctioned and crew Casualty Reduced (in other words eliminated). If the DR is 5 and the Gun has no Gunshield, the crew must take a 3MC, but if the Gun has a Gunshield, the Final DR becomes 7 so that the crew only suffers a 2MC instead.

One other thing to note: OBA attacks are treated the same way.

To Hit or IFE?

JR VanMechelen

Certain Guns, mainly AA, fire a large number of shells/bullets quickly, so that they behave like big machine guns. ASL represents this by giving them an option to fire using an Infantry Firepower Equivalent (IFE) (C2.29). When a Gun uses IFE, it makes an attack directly on the IFT rather than making a TH DR (C2.29). Acquisition is not relevant to IFE attacks because there is no TH DR. Further, Acquisition is lost when using IFE (C6.5).

So as an example, suppose you have a 20mm Gun (IFE 4FP) which has a -2 Acquisition against a squad. You can fire using the Infantry Target Type (ITT), with a -2 TH DR for the Acquisition. If you hit, the effects will be evaluated on the 2FP column.

Or you can fire using IFE, in which case there is no TH DR. The attack is made immediately on the IFT using 4FP. As a side effect, the Acquisition is lost.

Why would you fire using the ITT rather than using IFE? Here’s one situation: imagine you are attacking a +5 pillbox at two hex range. The IFE attack will be at 4FP +5, which has no possible effect other than a PTC. But on the IFT you would have a +5 TH DR for the pillbox modified by -2 Acquisition and -1 Point Blank Range + any other modifiers. The TH DR will probably have a Modified TH# of 8, so assuming there are no other DRM, on a TH DR of 2 you get a CH (which is not possible with IFE) and on DR 3-6 you hit with the effects on the 1 FP with a zero effectsDRM. Much better than a 4 FP +5 shot.
**THIS IS THE CALL TO ARMS!**

This is the latest edition of the "THIS IS THE CALL TO ARMS!" directory. It is broken down by country and then by postal code region, where a date (in dd/mm/yyyy) indicates the last update. The directory contains information about players, including their names, addresses, and dates of last update. The directory covers England and is useful for tracking players' locations and contact information for various reasons, such as keeping in touch with fellow players or organizing events. The directory is a valuable resource for keepers of the keepers! If you are interested in joining or learning more about the keepers, this directory is a great place to start.
There are more and more ASL tournaments cropping up all over the world. In fact, it is possible to be involved in an ASL tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!). If you plan on holding an ASL tournament, please let me know and I’ll include the details here, space permitting. If you contact anyone regarding these tournaments, please tell them that I sent you.

**OCTOBER ASLOK XXXII**

**When:** 6 – 13 October

**Where:** Four Points by Sheraton, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-3700, fax 216-252-3850.

**Fee:** To be confirmed, but in 2018 it was $30.00 before 28 September, $40.00 thereafter and on the door.

**Contact:** View From the Trenches 107 - Sep - Dec 2019

---

**November 2019**

**November Bounding First Fire 2019**

**When:** 21 – 24 November

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £25.00

**Format:** To be confirmed but expected to be similar to 2018, IE a five round tournament beginning Friday morning, with an unannounced skal in use in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. A mini tournament will run throughout the Thursday, and there will be a similar mini throughout the weekend for later arrivals who cannot make the main tournament but would like a structured tournament setting. There’ll be plenty of opportunities for friendly play for those who would prefer it, and Starter Kit mentoring sessions/referees for anyone interested in attending who is relatively new to the game.

**Contact:** For more details or to register contact Martin Mayers on email at boundingfirstfire@ gmail.com. For up to date information check out the web site at https://boundingfirstfire.co.uk.

**December 2019**

**New York State ASL Championship**

**When:** 5 – 8 December

**Where:** The Best Western Albany Airport Hotel, 200 Wolf Road, Albany, NY 12205, phone 518-458-1000. New room rates in 2018 were $80 per night including breakfast. The hotel has a free shuttle to and from the airport (5 minute ride). The shuttle also picks up at Amtrak station (10-15 minute ride).

**Fee:** To be confirmed but in 2018 it was $55 for the weekend or $30 for a single day.

**Format:** Six round tournament beginning Thursday morning, with three scenarios to choose from in each round. All scenarios will make use of the Pliva Bidding System. There will also be a three player mini tournament on Saturday and Sunday.

**Contact:** For more details or to register contact Martin Mayers on email at boundingfirstfire@ gmail.com. For up to date information check out the web site at https://boundingfirstfire.co.uk.

**February 2020**

**Scandinavian ASL Open**

**When:** 26 February – 1 March

**Where:** Probably as the same venue as 2019, the Danhostel Copenhagen Amager, Velines Allé 200, 2300København S, Denmark. In 2019 accommodation was available at a cost ranging from 510 Danish Kroner (about €70) per person for a single room to 210 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – contact the organizers for a price.

**Fee:** Similar to 2019, which was 200 Danish Kroner (about €27)

**Format:** The tournament is a five round Swiss style event, running from Friday to Sunday or two days of optional friendly gaming Wednesday and Thursday.

**Contact:** Michael Hainrop-LeF, Tothoeoy 14, 3650 Slåtke, Denmark, or email emais@hainrop- mail.com. For the latest information visit the website at http://www.asl-so.dk/.

**March 2020**

**Hercules 2020**

**When:** 5 – 9 March

**Where:** Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £15.00 if registering with the organizers by the end of February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players participating will receive a tournament program in January.

**Format:** Four round tournament beginning Friday morning, with three scenarios to choose from in each round. There will be an additional round on Friday after if the number of participants warrants it. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. Opportunities for free and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly rides.

**Contact:** For more details or to register contact Brett Phillips, 19 Main Street, Kirkliston, Scotland, EH27 9AE. Phone (01355) 629 1260 (evenings only) or email dfphill@btinternet.com. For up to date information check out the UK ASL tournament web site at www.vftt.co.uk/.
THE EVENT
Following its success in previous years HEROES continues in 2020 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP
Don’t worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as there are plenty of chances to learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can’t make it for the full weekend.

THE VENUE
The Headlands Hotel is familiar to those who have attended in recent years and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away. Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

THE COST
The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before 1 March 2020 (entry is £20.00 after that date).

HEROES 2020 HOTEL BOOKING FORM
To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to HEADLANDS HOTEL) to Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. You can also telephone them on 01253 341 179 to book your room.

<table>
<thead>
<tr>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDRESS</td>
</tr>
<tr>
<td>NIGHTS ROOM REQUIRED FOR (tick each one)</td>
</tr>
<tr>
<td>THURS</td>
</tr>
<tr>
<td>SINGLE ROOM</td>
</tr>
<tr>
<td>NAME OF PERSON SHARING WITH</td>
</tr>
</tbody>
</table>