At The Point

The Journal of ASL

#5

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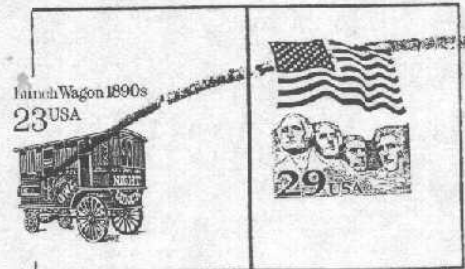
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FAUST PONTIFICATES

Hello again, ASLers. Another June issue for your gaming palate is presented. This one is sort of special in that it deals mostly with PBM. Keith Larson's fine system is presented for all of you non-believers who wrote me saying silly things like "PBM is not true ASL, can't be done, is not the same, you're idiotic," and other such farfetched and intolerant ideas. Tremble with wrath, besmirchers! We are about to prove you wrong! ATP breaks all barriers yet again (well, we're still working on light-speed but we use our imaginations well...).

Many of you may be slightly disappointed that the whole issue is dedicated to this. Faust, in his tolerant way and with gentle manner, understands this. Let me assure you that this is a unique occasion due mainly to the completeness of Keith's efforts (and those of his playtesters). ATP will be back to it's normal format starting in August.

If any of you die hard dogmatists out there absolutely find it unacceptable that your hard earned gaming dollars were just spent on an unwanted PBM system, OK. Please write to me and your subscription will be increased by one issue. Seriously, kidding aside, I quite understand that some of you may not have bargained for this so it will not be crammed down your throat. Please, do, however, review Keith's material. I think you will be pleasantly surprised, astonished and—who knows—may even want to try a PBM game or two. Once you do, you will know that it is still the same game. But if you still feel strongly about it, don't hesitate to drop me a line. Your feedback is always appreciated.

Some of you more astute readers will notice that the format of the printed portion has slightly changed and, hopefully, improved. The only negative feedback received so far about ATP itself has been the type quality. I'm typing this on Monday, using an improved document processing program (read "Publish it Lite" is through!). Tuesday I will head over to the computer store and buy a new printer. I don't know what it is going to be yet. Maybe I'll hold a contest and award a free issue to the person who can guess the brand name and model number of the printer I will be using.

Any contestants who send a list of printers with more than one name on it may have your issues docked, rather than awarded, you smart-alex.

FANFARES

Let us welcome Kurt Martin and Eric Baker as the Scenario Editors! Boy, am I relieved that these gentlemen volunteered for that job. They have renowned experience at design/layout of scenarios, as many of you know. Even as you read these words they are now (hopefully) considering the best layout for the first scenario, "Waltzing Mathildas". I am hoping Louis will create some snappy art for the usual "corner drawings" that grace all scenarios! It looks like we are rolling, and if all goes well, the first will make it's appearance in the August issue— in time for Avalon-con.

DOUBLE FANFARES

Mr. Leonard of "ASL NEWS" fame has kindly agreed to provide many of that publication's fine, fully playtested scenarios, heretofore published only on the Continent, to ATP. Now many of these excellent gamettes will be available through this magazine for US and Canadian players. Hats off to Phillipe, we are most grateful for his generosity. Perhaps the August issue will also contain one of these to double your playing pleasure....

I regret that I must skip a month of publication as advised last time. Once again, let me advise the readers of my addresses for the summer:

THROUGH JUNE 28:

Check the front inside cover.

JUNE 29 TO AUGUST 20:

2085 Stine Rd. Box 141
Peninsula, OH 44264

(Actually this is only a temporary address— I won't be there for most of the time, true occupation of these premises is limited to Aug. 1-20...)

AUGUST 20 AND BEYOND:

Box 4401
Calabash NC 28470

Of course, I will be at Avaloncon and really hope to meet all of you there. If you can't make it, perhaps I will see you at Oktoberfest or next May at "Winds of War." If not then, drop me a line and stop by the beach house for some sun and ASL fun! Look forward to meeting all of you face to face at some point.

All in all, ATP has seen a lot of success and growth over the past six months. We now have over 150 subscribers, with more coming in (thanks to your referrals) each week. The readers have clamored for some changes and we have done our best to accommodate them. Our objective remains the same: to provide the best possible information and enjoyment for those of you who are devotees for ASL.

A NOTE ON BACK ISSUES: A fun and crazy guy, Mr. Ferris in the midwest, once refused to accept my claim that I had no further back issues of ATP. Instead, he sent me a $5 bill and asked me if that would be enough to cover a reprint of #1. Thinking it over, I realized that what I wanted to do was not have any large and costly inventory of extra back issues lying around. At $5 a pop, I can afford to make copies as individuals request them as well as recoup some of the loss taken when 350 free samples were sent out to get the zine rolling. If you ever want to complain about the high price of back issues, well, OK if I print your address, John?

Probably the most important remaining change which must be made is to limit the size of Faust's favorite column. The horn has been tooted enough, and this space should be freed for more ASL stuff. Faust – back off old bean. There are some ASLers out there— give 'em some space.

Mail Call #2

ASL-PBM: Yesterday, Today & Tomorrow

Keith Larson

Like many of you, my love affair with SL/ASL began while serving my time High School during the mid and late

70's. From the moment I first opened the box I knew this was the game for me. Those years hold fond memories for me. Years in which I had both the time and the opponents to storm Hill 621 to my heart's content. But alas, all good things must come to an end.

First there was college, then marriage, followed by seminary. (Yes I am a wargamer and an ordained minister, an interesting combination.) By the time ASL came out I was short on both time and opponents. Solitaire play fit my lifestyle and schedule but did not provide the challenge and satisfaction that I desired. It was out of this desire to play live opponents that my first PBM system, "On My Honor" was born.

Anyone who has read the introduction found in the ASLRB knows that Don Greenwood and company were less than encouraging as to the feasibility of a ASL PBM system. To quote the introduction, "Although ASL is not designed with postal play in mind, we have noticed the efforts of SQUAD LEADER enthusiasts in the play of it by mail. We still don't advocate postal play of ASL; the game system has too many phases to make the game easily played that medium." Nevertheless, I felt it was possible to play ASL by mail and sat myself to the task.

A quick look at the SEQUENCE OF PLAY CHART reveals that many of the phases can be joined. The only obstacle standing in the way of doing so is the method by which DR/dr's have traditionally been resolved in PBM, i.e., stock reports. But what if the players rolled the dice normally and for each side? The mailings to complete a game turn would be cut down to only six! For years the gaming press has looked down upon the Honor System as unacceptable. However, I felt the Honor System would work and work well for ASL. My reasoning was as follows:

1) PLAYERS WANT TO EX- PERIENCE THE SATISFACTION OF LIVE COMPETITION: To play ASL by mail represents a large expenditure in both time and effort. A player has to want to play ASL against live opponents very badly to pay this expenditure. Cheating just one time makes this expenditure worthless. If winning every game is the only reason

you play ASL, then I highly recommend solitaire. You can't lose!

2) THE POSSIBILITY OF POOR A DR IS ONE OF THE ATTRAC- TIONS OF ASL: ASL is not the easiest to play WWII tactical gaming system on the market today. However, it is the most enjoyable and colorful. No two games of ASL are ever the same and players can never know what will happen next. Good DR/dr's and well as bad are part of the game. Cheating reduces ASL from a gourmet dinner to a flavorless bowl of mush.

3) VICTORY IS IMPOSSIBLE FOR THOSE WHO CHEAT: Think about it. You can never truly win a game if you cheat. Your opponent may congratulate you for brilliant play. Your AREA rating may top the charts. But you will never know if you COULD have won.

Time has proven my instincts correct. I have never once felt one of my opponents cheated and I have yet to heard a complaint from others.

What of the problem of an overactive guilt complex when you hit upon a streak of good luck? It can be a problem. I have to admit I have wondered at times what my opponents have thought of my streaks of good fortune. One thing I have found to help me with this problem is to do all I can to make my DR's as fair and random as possible. I now make all my DR's from a cup, shaken vigorously. I also make sure my opponents know I roll in this way. Now, when I get streaks of good rolls I know I have done everything possible to make the rolls as random as they can be. If an opponent questions my honestly, I see it as their problem, not mine.

I submitted my system to On All Fronts in late 1987. It appeared in the April and May issues the following year. The system was an immediate hit.

Since then, the ASL-PBM community has continued to grow. There are now a number of ASL-PBM and PBEM tournaments underway, all are using the "On My Honor" system. I even noticed that mention was made of my system in the last General. So why now do you find before you a new PBM system?

1) TO EXPAND THE ASL PBM COMMUNITY: The sad fact is there are many players who are totally unaware that a workable PBM system exists.

2) TO UPDATE THE SYSTEM TO THE STATE OF THE ART: ASL has come a long way since 1987. Chapters E, F, G, and O have all made it necessary to add new procedures.

3) TO CORRECT OMISSIONS AND ERRORS: "On My Honor" had virtually no playtesting. I am amazed that the system has worked as well as it has. Nevertheless, there were many oversights and errors that needed to be corrected.

4). FINE-TUNING: For the last year my playtesters and I have been working over Chapter XL. I have purposely kept the number of playtesters low to this point. I felt that until the major bugs where worked out to would be easier to work with a small group. Now, however, we have gone about as far as we can and a larger pool of playtesters is needed. My hope is that with your help we can make this the best PBM system possible short of the actual Chapter L. In fact A large part of what you see in Chapter XL is the fruit of the playtester's minds, not mine. If you would care to join the team, drop my a line and I will get you started.

Those of you who are interested: please help promote and expand the PBM hobby. You have the right to freely copy the rules following this article. Please do so! Pass copies out at the conventions this summer, give them to your friends, present them to your local clubs.

The next two "Mail Call" columns will be devoted to what might be the ultimate future of ASL by mail, computer aided play and e-mail. I shall leave my thoughts on these exciting topics until then.

[*Thanks Keith! The rest of the zine is devoted to his PBM system. Note that he did not label the page numbers, perhaps expecting me to do so. I decided to leave them blank so that the readers can number them—after all, the PBM system is its own entity and it would be errant to have a paging system dependant upon ATP.*]

XL. EXPERIMENTAL PBM RULES - PLAYTEST VERSION 0.32

ORDER OF PRESENTATION:

XL.1 THE HONOR SYSTEM: Unlike traditional PBM systems that depend upon stock reports or random number tables to resolve DR/dr's, chapter XL uses the honor system. Under the Honor System, the mailing player makes all the DR/dr's necessary to complete the current mailing.[1] For example, when a player makes an attack on the IFT he will roll the dice to resolve that attack as he would normally do in a FTF game. In addition he will also make DR/dr's for all MC's, PTC's and Sniper attacks generated by that attack. In addition, players are on their honor to predesignate their fire attacks before making LOS checks (A6.11), to draw OBA chits fairly (C1.211) and to avoid examining hidden information until it is made known 1.21, .3, 6.2, .3.

XL.2 UNIT RECORDING & IDENTIFICATION: To save time and space, it is not necessary to include the dashes between factors on MMC's and Heroes in scenario records and correspondence. However, the "+" or "-" sign on leader counters must always be included. It is also not necessary to record the names of leader and hero counters; though players are free to do so if they so desire. On the other hand, players must always record the ID letters of MMC's and SW's. To distinguish indigenous SW's from captured SW's, the abbreviations of indigenous SW's are recorded in upper case letter and their ID's in lower, while the abbreviations for captured SW's are to be in lower case and their ID's in upper case letters. Japanese Half Strength units are distinguished from Full Strength units by placing an "*" before the FP number as is done in the Japanese Capabilities Chart (G1.). For purposes of record keeping in PBM games only, concealment is divided into three broad categories: Inherent Concealment, Cloaked Concealment and Gained Concealment. Each of the three categories is recorded in a different way, as is explained below. In each case, 1/2" concealment counters are distinguished from 5/8" concealment counters by using lower case ID letters for 1/2" counters and upper case ID letters for 5/8" counters.

EX: German squad 4-6-7a, is recorded as 467a. The German leader, Sgt. Pilsi, is recorded as 8-1. LMGa is referred to as LMGa, and a captured Russian LMG with an ID of "h" is recorded as lmgH.

XL.2A INHERENT CONCEALMENT: Inherently Concealed stacks are those stacks that are set up concealed, so that the contents of those stacks are unknown to one's opponent (A12.12). In PBM games, Inherently Concealed stacks are represented by Inherent Concealment counters. An Inherent Concealment counter is the top "?" counter of each stack and functions in the same manner as a Cloaking counter [EXC: Inherent Concealment counters do not receive the MF & SW benefits of Cloaking counters (E1.1.42) and the number of counters they are hiding is always known.] As with Cloaking counters, Inherent Concealment counters are used in place of actual units. Therefore, more than one Inherent Concealment counter can be stacked in the same hex. However, normal Overstacking penalties apply if the units they represent exceed normal stacking limits. Players must abide by the Honor System not to exceed the MF capability of any unit represented by an Inherent

Concealment counter (A12.16) and to apply Overstacking penalties as they occur. In PBM records and correspondence, Inherent Concealment counters are recorded in the following manner: "?"+ID letter+number of counters hidden.[2]

EX: A concealed stack consists of four counters covered by concealment counter "a" and sets up inherently concealed. In the scenario's records and correspondence, it would be referred to as "?a4."

XL.2B CLOAKED CONCEALMENT: Cloaking counters (E1.4) are distinguished from Inherent Concealment counters by giving no indication as to the total number of counters hidden. Any unit/s that split away from a Cloaked counter immediately lose the benefits of E1.42 and are represented thereafter by an Inherent Concealment counter (E1.422).

EX: If the stack in the previous example was cloaked, rather than inherently concealed, it would be referred to as "?a".

XL.2C GAINED CONCEALMENT: In PBM games there in little point in trying to hide the identities of units that gain concealment (A12.121) because written records exist of their identities anyway. Therefore, when a unit gains concealment, simply write a "?" in the status column of the Final Disposition table (2.4).[3]

XL.3 HEX, CA & VERTEX IDENTIFICATION: To simplify hex, CA & vertex identification, chapter XL will follow the code first devised for the Series Replay found in ASL Annual '90, p.32. The code takes the format: Hex/VCA/TCA (CE and Motion status are recorded under the "Status" column of the Final Disposition table as per 2.4). Each vertex is given an ID number; with the grid coordinate being twelve o'clock, the first vertex in a clockwise direction is assigned the number 1, the second the number 2, ect. The following diagram illustrates:
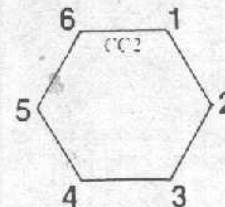
EX: Please turn to page D6 of your ASLRB. Using this code, the T-34 in the top illustration would have a VCA of 4 and a TCA of 3. Its location and CA's are recorded as follows: F5/4/3.

XL.4 SIDE AND DIRECTION IDENTIFICATION: By common practice, random direction counters, such as Sniper and OBA counters, are placed so that the side numbered "1" matches the hexside containing the grid coordinates. When such a counter is not being used in a particular hex, sides and directions are determined as if such counter did exist in that hex.

XL.5 STACKS: When recording the contents of a stack of counters in any correspondence or record sheet, the contents are listed in the order they occur in the stack, with the top counter listed first. A unit and any SW, Gun, horse, boat, skis, motorcycle or bike it may possess or ride are to be separated from other units in that stack by a slash.[4] Each stack is to also be given a stack ID, which is represented by an uppercase letter. Stack ID's can serve as a type of shorthand, freeing players from having to write the identity of all the units in a stack. Stack ID letters are

also necessary when one or more of the players are using transparency overlays (XL.6). When more than one nationality has units in a hex, each stack is listed separately, with its own stack ID.

EX: A Finnish player has a stack of two Sissi and one first line Finnish squad. The top unit is squad 838a and it is wearing skies. The second unit in the stack is squad 648d and it is without skies. The third unit is the second Sissi squad, 838c, which is carrying skies. The stack would be recorded as follows: 838a, skies / 648d / skies, 838c.

*XL.6 TRANSPARENCY OVERLAYS: Few players desire to set up their PBM games anew every time they receive or send a mailing. In addition, many players do not have a safe place to leave games set up for long periods of time. For such players, the use of transparency overlays may be the best solution. The only extra materials needed are enough transparency overlays to cover your boards; water based transparency markers, and a non-permanent adhesive to secure the transparencies to the mapboards. With a black marker, write a description of all terrain and fortification counters in each hex they occur. The black marker can also be used to record notes and other miscellaneous information on the board. Using a blue marker for the Axis and a green marker for the Allies, write each stack's ID letter in the hex they are located. A red marker can be used to record the location of all temporary informational counter currently in use. It can also be used to signify each stack containing unit/s whose status is not normal by placing a red circle around the stack ID letter. Between mailings, store the transparencies in a safe place.

XL.7 ERRORS: When a player realizes that his opponent has made an error, he must correct that error and notify his opponent in the immediately subsequent mailing. If he fails to correct the error, play is considered to have progressed past the point of commission (A.2). Errors are corrected according to whether they are incorrect or illegal actions.

XL.7A INCORRECT ACTIONS: An incorrect action is an action that is legal, but improperly implemented. For example, a fire attack that was resolved with the wrong DRM or a movement order that incorrectly calculated PP or MF/MP Entrance Costs. When such errors are found, the outcome is corrected to conform as closely to the opponent's original intent as possible.

EX: Please turn to page A18 of your ASLRB. Assume the squad in hex Y6 while carrying the HMG, was given movement orders to move to Z5, AA6, BB5 by your opponent. Noting that a MMC has an IPC of 3 and the HMG has a 4PP, you discover the squad is 1 MF short of being able to enter into the woods hex BB5. You consider having the squad declare Double Time as he moves. However, this would still not allow him to enter BB5, because CX lowers IPC by 1, once again leaving the squad one MF short. Therefore, the only way to correct this error is to end the squad's movement in AA6 (the last hex he had sufficient MF to enter).

X.7B ILLEGAL ACTIONS: An illegal action is one that is explicitly not allowed by the rules. When such errors occur, the outcome of that action is cancelled. If such an error occurs as a result of a fire attack, the units that were to have made the attack are still considered to have fired for all purposes as per LOS errors (A6.11).

EX: An American player fires a BAZ at a German stack in a woods hex. This attack is illegal, C8.31 explicitly states that, "HEAT may only be fired at a vehicle or Gun, or at Infantry/Cavalry behind a wall or in a building/rubble/pillbox." If the German player catches the error, his units in the woods hex will not be effected. However, the American's DR could still evoked an adverse effect on his own units, such as a Sniper attack or a B#.

XL.8 BERSERK CHARGES: In FTF games, the ATTACKER chooses which hex a berserk unit will charge when it is equidistant from two or more known enemy stacks (A15.43). To allow the ATTACKER this choice in a

PBM game would require an additional mailing or phone call. To avoid this delay, the following procedure is used to determine which hex is charged. First, examine the berserk unit's complete movement orders to learn if its ordered path of movement takes it closer to one of the hexes than the others. If it does, the berserk unit charges that hex. If it is still equidistant, random selection (A.9) is used to determine which hex is charged.

EX: Please turn to page A16 of your ASLRB. Assume the Russian 527 in the top illustration is given movement orders to move first to hex S8 and then to hex S9. As it moves into hex S8, it is fired upon by one of the German squads and goes berserk. In its present location in S8, it is equidistant from both R6 and T9. As a result, there is a question as to which hex the 527 will charge. The German player examines the rest of the 527's movement orders and discovers that he is ordered to move into hex S9. Hex S9 is closer to hex T9 than to hex R6, therefore the 527 charges hex T9. If the 527 had movement orders to move only to hex S8, random selection would had to have been used to determine the hex charge.

1. HIDDEN RECORDS

1.1 HIDDEN RECORD SHEET: ASL requires the hiding of a substantial amount of information; the contents of concealed stacks, HIP units and fortifications, armored leaders, bore sighted hexes, ect. In FTF games, this presents little problem, but in PBM games it is a significant challenge. The problem created by PBM is this: How can players learn of or confirm this hidden information without having to resort to a phone call or waiting for the next mailing to proceed with play? In response to this problem, the Hidden Record Sheet was created.

1.11 PREPARATION FOR USE: The Hidden Record Sheet is not ready for use as is; it must first be prepared for use. Because the Hidden Record Sheet is smaller then the 8.5 X 11 inch size that is created by a copier, players must cut around the outside edge to remove excess margin. Having done this, fold the right side of the sheet over so that the column labeled "Contents" is covered, but the column labeled "ID" is still visible. Now, open the sheet up again and cut along each horizontal line on the right hand side of the sheet up to the fold that was just produced. This will produce flaps that will cover and hide the information that will be recorded in the "Contents" column. Once the desired information is recorded in the "Contents" column, each individual flap is folded over that information and held in place by a removable adhesive.[5] This method hides the information from the opponent, but still allows him easy access. The Hidden Record Sheet is prepared and filled out during the initial set up and sent to one's opponent to be kept by him throughout the game. This means that a side record of all the information placed on this sheet, including IDs, should be made for ones own records before it is sent.

1.2 CONCEALMENT: During initial set up, players record under the "ID" column of the Hidden Record Sheet the ID letter of each of his Inherent Concealment (XL.2A) and Cloaked (XL.2B) counters. (In the unlikely event that a side has both Inherent Concealment and Cloaked counters in play at the same time, players should take care that no two "?" counters with the same ID are used.) In the "Contents" column, each player records the identity of *one* of the units represented by that counter. This counter will be used for purposes of verification (A12.11) and detection (A12.15). (In PBM games random selection is not used to determine the unit revealed for detection purposes.) On the very next line, record the contents of the whole stack following the conventions of XL.5. If the counter represents a dummy stack, then both lines under the "Contents" column are left blank.

1.21 CONCEALMENT LOSS: When an action results in the removal or detection of an Inherent Concealment or Cloaking counter, the first cover of that stack on the Hidden Record Sheet is opened. If the first cover contains a unit counter, the stack is not a dummy and the second cover may be opened if the action called for concealment loss in that hex. (If the action calls only for verification (A12.11) or detection (A12.15), the second cover is left closed.) When there is no unit recorded under the first cover, the counter is a dummy and players can ignore the second cover because it will be blank as well.

1.22 CLOAKING BOX USE: In FTF games units using boats (E5.123), gliders (E8.1) and parachutes (E9.1) have their identities hidden by the clocking box. In PBM games, write the counter's ID letter in the ID column of a Hidden Record Sheet and record the counters it is hiding in the "Contents" column. When it is time for your opponent to learn the identities of these units, he simply opens the cover flap.

1.3 HIP: The locations and contents of HIP counters along with all hidden scenario information is recorded on the Hidden Record Sheet during initial set up. Each HIP stack of units is assigned a concealment counter, whose ID letter will be used to identify that HIP stack. In addition, by assigning each HIP stack a "?" during initial set up, the need to update the Hidden Record Sheet is avoided when HIP loss results in the stack being placed a "?" (A11.19, 12.15, .152, .153, .32, .34). Whenever a HIP stack is placed on board under a "?", use the "?" assigned to it during initial set up. Record the "?" location and number of counters it is hiding on the Final Disposition table. Fortifications, armor leaders and boresighted hexes are not unit stacks, as a result are not assigned "?" counters. Rather, they are assigned ID numbers.[6] Both types of ID's are recorded in the "ID" column of the Hidden Record Sheet and the information to be hidden is recorded in the "Contents" column. When a player is forced to reveal HIP information, he always refers to the "?" ID or ID number. By so doing, his opponent can confirm the information given him by opening the appropriate flap on the Hidden Record Sheet.

EX: Please turn to page A17 of your ASLRB and look at the illustration in the right hand column. Assume that the German leader is a 8-1, that the Russian units are HIP and that the MMG has boresighted hex H6. Also assume that the Russian HIP stack has been assigned "?c" (giving it an ID of C) and the boresighted hex the ID of 1. When the Russian player records his attack of the Event Sheet 5.0, the "Action" column of the Event Sheet should read like this:

"MMG in J5 (ID C) defensive first fires on 8-1, 467 in H6 (Boresighted Hex: ID - 1)"

1.4 UPDATES: Normally, the only updating that is needed is when one or more of the units, represented by an Inherent Concealment counter, split off from the mother counter to form a new Inherent Concealment counter. When this occurs, players are to send the new contents of both the original "?" and the newly created "?" to their opponents on folded self-stick removable notes. Players should purchase one blue and one yellow pad. On the back side of a blue note he records the identity of the one unit he desires to be used for verification (A12.11) and detection (A12.15) purposes. He folds the blue note over so that the information is hidden and the note's adhesive seals it shut. Finally, he writes the counter's ID on the outside. He then does the same to the yellow note, but records the identities of all the units represented by the "?" on the back side of that note. He mails these to his opponent, who places them in a safe place until they are needed.[7]

2. PBM SCENARIO RECORD SHEET

2.1 The PBM Scenario Record Sheet is a playing aid designed to aid players in the recording of important information pertaining to their current game. It is designed to be updated frequently, so all information should be recorded in pencil. The current Scenario Record Sheet is to be included in each mailing. After several turns of use, it may need to be replaced by a fresh sheet. When beginning a fresh sheet, the information from the old sheet should be transferred. The Scenario Record Sheet is divided into three main sections. Each section is described in detail below.

2.2 SCENARIO INFORMATION: The top half of the first page provides an area for recording much the same information that is found on the Scenario Aid Card of Chapter J's divider. In the area for recording information pertaining to the environment, always include the wind direction, even if there is presently no wind (one never knows when the wind force will increase). If one of the environmental conditions does not apply to the present scenario, (for example, NVR during a day scenario) write NA in the blank. In the area for recording information pertaining to OBA, radio contact and battery access are indicated by placing an "X" under their respective headings. The absence of an "X" under both headings indicates that neither radio contact or battery access has been obtained. Under "Type," indicate the type of OBA that is being used by writing "FFE" for a normal OBA mission. When using smoke, harassing fire, barrages, or creeping barrages, place in parenthesis the abbreviation "SM," "H," "B," or "CB" respectively after the abbreviation "FFE" to indicate the use of one of these special forms of OBA.

EX: FFE(H) = Harassing Fire, FFE(SM-H) = Dispersed Smoke

2.3 TERRAIN, FORTIFICATION & INFORMATIONAL COUNTERS: ASL makes use of large numbers of terrain, fortification and informational counters which players need to record the location of. The bottom half of the first page provides an area for this. Informational counters that describe the status of units are not to be recorded in this area. Status counters are to be recorded on the Final Disposition table (2.4). When one of these counters is removed for the board, players can either erase its record and so use the line again, or simply draw a line through it. When recording the presence of a Trail Break or Breach counter, be sure to include the side/s of the hex it pertains to, as per XL.4.

2.4 FINAL DISPOSITIONS: The back side of the Scenario Aid Sheet is used to record the location and status of the units in play. The left side is used to record the location and status of Axis units and the right side for Allied units. One line is used for each unit, with the top unit of each stack recorded first. The recording of hex locations and their contents follow the conventions of A2.2/XL.2/XL.3/XL.5. Normally, fortification counters are recorded only on the Informational Counters table. However, when a fortification counter occurs in the same hex as a stack of units, it must also be recorded in the Final Disposition table. Doing so indicates which units are IN the fortification in question. Status counters are recorded under the Status & Notes column. As the contents, order, and status of stacks change during play, it is necessary to erase old information and replace it with new. Therefore, all information on the Final Disposition area should be recorded in pencil.[8]

2.41 INHERENT CONCEALMENT: During initial set up, the presence of inherently concealed stacks is noted by

recording their stack ID, their location, and by writing a "?" followed by the counter's ID and the number of units hidden (XL.2A).

2.42 CLOAKED CONCEALMENT: During initial set up, the presence of cloaked stacks is noted by recording their stack ID in the "ID" column, their location, and by writing a "?" followed by the cloaking counter's ID (XL.2B).

2.43 GAINED CONCEALMENT: As unit's gain concealment during play, concealment status is recorded in the "Status" column (XL.2C).

*2.4 DUPLICATE RECORDS: Mailings occasionally do get lost or destroyed in the mail. Therefore it is a good precaution to maintain a duplicate PBM Scenario Record Sheet, which is kept in a safe place. It is best for each player to reproduce a "personal" copy on colored paper and a "game" copy on white paper to help differentiate the two. Each "personal" copy is updated is updated along with the "game" copy whenever a mailing is sent or received.

ID	Hex & CA	Unit	Status & Notes
A	2M1	?s3	
C	2J1	8-0/	?
		467g/	?
		LMGa	
		467d	?
D	2O5	Fox2S	
		9-2/	
	-/6	HMGa	
		467e/	Brkn, DM
		467c	

EX: In the above table, ID "A" represents a stack containing one Inherent Concealment counter hiding 3 units (2.41). ID "C" represents a stack that has "gained" concealment since the game began (2.43). ID "D" represents a stack IN a foxhole in the third level hill hex 2O5. Note the CA of HMGa (X.3) and the broken/DM status of squad "e" in stack D. Note the use of slashes throughout to indicate possession (X.5).

3. PBM INITIAL SET UP

3.1 Initial set ups in ASL fit into three categories: On Board/Off Board, Dual On or Off Board and Simultaneous. The method by which each is handled is described below.

3.11 ON BOARD/OFF BOARD SET UP: When the scenario calls for one player to set up on board and the other to set up off board, the following procedure is used. The player who is to set up first, takes a Scenario Record Sheet (2.0), records pertinent scenario information in the first section of that sheet (2.2) and his initial set up in the Final Disposition (2.4). Next, he records all his hidden information and units on as many Hidden Record Sheets as necessary. Players should be sure to make a personal copy of all information they place in these Hidden Record Sheets. At this point, he mails both the Scenario Record Sheet and Hidden Record Sheet to his opponent. Upon receiving the first players initial set up, the second player stores the Hidden Record Sheet sent to him in a safe place. Then he completes his half of the Scenario Record Sheet and his own Hidden Record Sheet. The second player then checks the scenario card to see if he or his opponent moves first. If he moves first, he completes his first RPh, PFPh

and MPh as per 4.11. If the first player moves first, the second player completes only his first RPh. The second player now sends the Scenario Record Sheet, his Hidden Record Sheet/s and his first actions for the initial player turn. Play now continues according to the PBM Standard Sequence of Play (4.1).

3.12 DUAL ON OR OFF BOARD SET UP: When both players set up off board, the initial set up procedure is same as described in 3.11. However, if both players set up on board the initial set up procedures are more complicated and must follow the procedure described here. The player who sets up first completes the Scenario Record and Hidden Record Sheets as described in 3.11. [EXC: For this first initial set up mailing only, all fortifications are recorded as HIP.] His opponent, upon receiving this mailing does the same. However, only his units that are out of the LOS of KNOWN enemy units gain concealment. In addition, only those fortifications greater than 16 hexes from the nearest Good Order enemy unit are placed on board as HIP [EXC: E1.16/G.2]. The second player now sends this information to the first player. Upon receiving this mailing, the first player checks LOS and gains concealment on all his stacks that are out of the LOS of Good Order enemy units. (For purposes of initial set up only, the second player's units that just gained concealment are considered KNOWN.) He also reveals to his opponent any fortifications that lose their HIP by virtue of being within 16 hexes of an enemy unit [EXC: E1.16/G.2]. Finally, he sends this information back to the second player; who determines whether he moves first or not. If he moves first, he sends his first mailing (4.11). If he moves second, he sends only his RPh for the first player turn. Play now continues according to the PBM Standard Sequence of Play (4.1).

3.13 SIMULTANEOUS: When the scenario calls for both sides to set up simultaneously, determine which of the above procedures best fit the scenario and agree upon a common mailing date. Both players then complete their first mailing as "player one" in above procedures. If both sides set up on board, the player to move SECOND gives concealment status on any of his eligible units, reveals the location and identities of any HIP fortifications that lose their HIP status and mails his RPh for the first player turn. Upon receiving this mailing, the player to move FIRST gains concealment and reveals HIP fortifications and mails his RPh, PFPh and MPh for the first player turn. Play now continues according to the PBM Standard Sequence of Play (4.1).

3.14 REINFORCEMENTS: When a player receives reinforcements, his first Event of that mailing (after rolling for provisional reinforcements) is to set up his off board forces entering play that turn (A2.51). The player assigns the set up an Event Number and writes "Off board Set Up of stack __ in hex __" in the "Action" column of the Event Sheet (5.1/5.4). He also records the stack ID, hex location, and contents of each off board stack on the Final Disposition table (2.4). Because reinforcements enter play concealed (A12.12), their identities are recorded as per 1.2.

4. PBM SEQUENCE OF PLAY

4.1 STANDARD SEQUENCE OF PLAY: Unlike in FTF games, a Player Turn of a PBM game is divided into mailings, rather than phases. Phases become subdivisions of mailings, with each mailing containing one or more phases. The Standard Sequence of Play for a Player Turn, consists of three mailings, each explained below. Because mistakes are so disruptive and time consuming in PBM games, players are urged to refer to the Advanced

Sequence of Play Chart found on the back of Chapter D's divider as they complete their mailings.

4.11 MAILING ONE: Mailing one is made by the ATTACKER and consists of:

1. His RtPh from the previous Player Turn
2. His CCPh from the previous Player Turn
3. The RPh
4. The PFPh
5. The MPh

4.12 MAILING TWO: Mailing two is made by the DEFENDER and consists of:

1. The MPh (Defensive First Fire)
2. The DFPh
3. Rout Prevention (5.31)

4.13 MAILING THREE: Mailing three is made by the ATTACKER and consists of:

1. The AFPh
2. His RtPh
3. The APh
4. His CCPh
5. His RPh for the next Player Turn

5. THE EVENT SHEET

5.1 Every action by a unit and/or player that takes place in a game is called an Event. Generally, an Event is said to have occurred whenever a player moves, places or removes a counter, rolls a die, or makes a declaration. To maintain complete records of these events, the PBM Event Sheet was created. The Event Sheet is made up of nine columns on which information can be recorded. Not every Event will require the use of all nine columns. In such a case the unneeded columns are left blank. A description of the use of each column follows:

5.2 EVENT COMPLETION CHECK MARK: An Event is not considered completed until it is resolved on both player's boards. To signify this, the player who receives a mailing places a check mark in the far left column. It is important that players get in the habit of doing this. Events are not always recorded in the order they are resolved (6.31) and the resolution of other Events can be delayed for several mailings (7.12).

5.3 PHASE: In this column, the player identifies the current Phase. This is done by writing the abbreviation of the phase in question followed by the current turn number and a lower case "a" or "b" (with the "a" corresponding to the first Player Turn of each Turn and "b" to the last).

EX: If it is the MPh of the second Player Turn, of turn 5, the following would be written: MPh5b.

5.4 EVENT NUMBER: To aid in the identification of different Events, each Event is given an Event Number. Events are to be numbered in the order they are recorded, *not* in the order they are resolved (6.31).

5.5 ACTION: In this column, a brief description of each Event is recorded. It is important that players include a description and the location of the units taking part in or being recipients of, a particular action [EXC: If stack IDs (XL.5) are being used as a shorthand, players are free to substitute the ID letter for a detailed description of each unit as long as all units in that hex take part in or are recipients of the action].

EX: A German stack consisting of LMGa and 467a in 1D3, fires at a moving Russian stack consisting of 447x in 1D4. This action would be recorded as follows: "LMGa, 467a in 1D3 fires on 447x in 1D4." If stack IDs were being used as a shorthand, and the German stacks ID was A and the Russian's was G, then the following could be used instead: "A in 1D3 fires on G in 1D4."

5.6 OTHER: Under the Range column record the range, under the FP/Ammo column record the total FP or the type of Ammo being used if the Event was a TH attempt. Under the DRM column record the *total* DRM and under the DR/dr column record the die roll. When making DR/dr's in PBM games, it works best if players roll only the number of die required for each Event, rather than rolling three dice as suggested in A.1. In addition, when listing a DR for any Event other than random selection, record the dr of the colored die first. To follow the conventions of A.9 as closely as possible, random selection DR's are to be listed in the order of the darkness of their color. Finally, record the results, if any, of that action. When the results of an action require subsequent DR/dr's, players are reminded that each DR/dr constitutes a separate action and is this a separate Event with its own line on the Event Sheet.

EX: A fire attack results in a NMC against a stack of three squads, there will now be three additional Events recorded on the Event Sheet as each of the three squads takes a NMC.

6. HIDDEN EVENTS

6.1 To recreate the feel of FTF games as closely as possible it is necessary to hide some or all the information contained in four types of Events (movement, APh movement, rout prevention and CC) until that information is needed for the resolution of the Event. There are two methods by which Events can be hidden. 1) Movement Order Sheets 2) Hidden Event Notes. Each method is explained below.

6.2 MOVEMENT ORDER SHEET: To recreate the sequential, hex by hex, movement found in a FTF game, a Movement Order Sheet has been provided. When a player desires to hide his movement, rather than writing his movement orders in the Action column of the Event Sheet, he writes: "See Movement Sheet #__." (Each Movement Sheet must be numbered because more than one sheet may be required to complete a game). He then records his movement orders on the Movement Order Sheet. The Movement Order Sheet consists of three vertical tables on which the moving player records his Movement Orders. Each table consists of three columns. The first, on which the Event Number is recorded. The second, on which the actual movement order itself is recorded. The third, on which the total MP/MF expenditure to that point is recorded. When recording movement orders, first write the identity of the moving unit/s, any special type of movement being used (Assault, Double Time, ect.), and the starting hex. On the very next line write the identity of the first hex moved into and the total MF or MP used to that point. A separate line is used for each hex entered or action taken. Continue moving down, line by line, until that unit/stack's movement is completed. If bypass movement is being used, be sure to note this fact as well as the side/s of the hex it is using as per A2.2. CA's should be noted on the first line, any time there is a change, and again on the last line. When ordering a Bounding First Fire Attack, write down all the pertinent information that would normally occur on the Event Sheet when a fire attack is resolved. Because the ordering and resolution of a Bounding First Fire attack requires so much information, more than one line will probably have to be used. To indicate that there is another line in use, write "..." at the end of a line. [9]

EX: Please turn to page B27 in your ASLRB. Assume that the squad in the example is not broken and that it is going to use double time movement to move INTO the foxhole in D7, then exit that foxhole and move INTO the foxhole in D8. The squad's movement orders would be recorded as follows:

E#	Movement Orders	MP/MF
1	467 in D6 Double Times	
	INTO foxhole in D7	2
	INTO foxhole in D8	5

6.21 SEARCHES: When the moving player desires a unit to Search (A12.152), he writes "Search" followed by the hexes he desires searched in the order of their priority on the Movement Orders Sheet. The search dr is *not* resolved at this time.[10] When the DEFENDER reads a search order on his opponent's Movement Orders Sheet, he assigns the search attempt an Event Number, records a description of the search in the "Action" column, calculates and records all DRM's, and makes the dr. He then records the results of that search in the "Results" column of the Event Sheet in the order of priority the ATTACKER gave. The DEFENDER is also to resolve any Search Casualty dr's (A12.154) that may have resulted as separate Events.

EX: As his last movement order a Russian 447 in 2U9 was given the order to search hexes 2T8 and 2V8. Upon seeing this order, the German player resolves the search attempt. Rolling a 6, the German player records that the Russian unit successfully searched hex 2T8 (6 -1 for one HS > one HS =5 hexes not successfully searched). If a 5 or less had been rolled, both hexes would have been successfully searched.

6.22 MOVEMENT ORDERS RESOLUTION: Once all movement orders have been recorded, the ATTACKER folds the Movement order sheet so that table 3 covers table 2 and 2 covers 1. Upon receiving the ATTACKER'S mailing, the DEFENDER carefully opens the first fold of the Movement Orders Sheet and covers table 1 with a sheet of paper so that all Movement Orders are covered. He then slides the sheet of paper down to reveal the first order. After resolving that order, he slides the sheet down again to reveal the next order. He continues to do this until all the Movement Orders of the Mailing are resolved or Movement Order Delay is invoked (7.12). As he resolves each order, the DEFENDER should place a check mark in the E# column to signify that order has been resolved. By doing this, one copy of the Movement Orders Sheet can been used in several mailings by both players. To resolve the first Event of a mailing, players simply move their cover sheet down until they come to the first unchecked Event Number.

6.221 GUN DUALS: When the DEFENDER makes a First Fire attack against an enemy AFV with one of his own Guns or AFV's, and that attack hits *and* adversely effects that AFV, a Gun Dual check is made. To make a Gun Dual check, the DEFENDER reveals the very next line on the Movement Order Sheet and reads if the ATTACKER'S AFV had been given Bounding First Fire (D3.3) orders. If it had such orders and the target of that Bounding First Fire attack was a unit that had fired on the AFV during this current MP expenditure, a Gun Duel (C2.2401) had taken place between the ATTACKER'S AFV and the DEFENDER'S unit that had both fired at and been fired upon by that AFV. Comparing his unit's first TH# and DR with the AFV's, the DEFENDER determines which unit fired first. If his opponent's AFV fired first, that attack is now resolved and recorded on the Event Sheet. If the AFV's target was the unit whose attack caused the Gun Dual check and the AFV's attack was such that it destroyed or otherwise prevented that unit from hitting the AFV in the first place, then the attack that caused the Gun Dual check is canceled and the ATTACKER'S AFV is unharmed.

EX: A German Pz IV expends one MP to enter into a hex and the Russian player decides to attack. His first T-34 fires and misses, but his second T-34 hits and destroys the Pz IV. Because he hit and adversely effected the German AFV, the Russian player checks if a Gun Dual had taken place. He discovers that the Pz IV had been given Bounding First Fire Orders; firing at the Russian T-34 that had fired first. As a result, a Gun Dual had taken place between that first T-34 and the Pz IV. Comparing the TH# and DR the Russian player finds he had lost that Gun Dual and that the German's AFV had destroyed his first T-34. Even though, the first T-34 was destroyed, this does not spare the Pz IV from its fate, because the shot that had destroyed it came from the second T-34. However, if the Pz IV's target had been the second T-34, he might have avoided destruction had he won that Gun Dual and prevented that T-34 from hitting him. If the German AFV had been given orders to fire on a third Russian unit, no Gun Dual takes place because the third Russian unit had not fired on the Pz IV during the current MP expenditure.

6.23 APh MOVEMENT: In certain situations it is desirable to hide from your opponent the hexes you will advance into until after he has completed his RtPh. This can be easily done by writing the advancement orders for those units on the Movement Orders Sheet.

6.3 HIDDEN EVENT NOTES: To hide the information of non-movement Events, self-stick removable notes are used. Players record the information needing to be hidden on the back side of such notes. (Players are urged to use a note that is not blue or yellow to distinguish it from those being use for Hidden Record updates.) Then the note is folded over so that its adhesive seals it shut. Finally, the corresponding Event Number is written on the outside.

6.31 ROUT PREVENTION: In PBM games, unlike FTF games, the DEFENDER is unable to drop his concealment as the ATTACKER moves his units in the RtPh (A10.533). Therefore, if the DEFENDER wants to prevent the ATTACKER from choosing a particular rout path or to prevent him from routing all together, he must anticipate the ATTACKERS rout paths and predesignate which of his units will drop their concealment. Rout Prevention is predesignated in the same mailing the DFPh is sent. After the last DFPh action (see Sequence of Play Chart 4.12), the DEFENDER writes "RPh" in the "Phase" column of the Event Sheet, assigns an Event Number to each order, and writes "Concealment Dropped" in the "Action" column. The identities of the units and their hexes are to be hidden by recording that information on folded self-stick removable notes. His opponent is not to view their identities or locations until the beginning of his RtPh. (This means that Events are not necessarily numbered and recorded on the Event Sheet in the order they will be resolved. As a result, players must always examine past mailings to see if there are any unchecked and therefore unresolved Events.) This is the only RtPh action that can be ordered in this mailing.

6.32 CC: To resolve CC, the ATTACKER predesignates all his attacks, filling in all the needed information on the Event Sheet except the DR and Result; these he records on folded self-stick removable notes. Upon receiving the ATTACKER'S mailing, the DEFENDER predesignates and resolves his attacks on the Event Sheet, he then opens the appropriate note to see the results of the attacks against his units.

6.321 SEQUENTIAL CC: By necessity, the ATTACKER in PBM games must always predesignate his CC attacks. This means certain changes must be made to the procedures of 6.32 when sequential CC occurs. In situations where the ATTACKER has the first attack in sequential CC, he both orders (not predesignates) and resolves each of his attacks one at a time on the Event Sheet. When the DEFENDER is able to make the first

attack in sequential CC, the ATTACKER predesignates his attacks on the Event Sheet and records his DR's on folded self-stick removable notes. However, he is to leave the results unrecorded, to be filled in by the DEFENDER. This is done because those results might be nullified or changed by the DEFENDER'S actions.

6.322 vs VEHICLE: In PBM games, CC attacks vs. vehicles must be predesignated as per 6.32; but the results take effect sequentially, alternating between sides as in FTF games.

6.323 AMBUSH: In situations in which an Ambush can occur, the ATTACKER makes Ambush dr's for each side. If he wins, he follows the procedures of 6.321; if he loses, he follows the procedures of 6.32.

6.324 PRISONERS: If the ATTACKER has prisoners attempting to eliminate their captor, he orders (not predesignates) and resolves their attacks on the Event Sheet. The CC orders of prisoners are issued before any other attacks in that location as per 6.32.

*7. VARIABLE MPh

7.1 VARIABLE MPh: To allow the moving player the opportunity to search for concealed and HIP units before having to commit the bulk of his force to movement, and to react to unforeseen dangers that may arise during a MPh, a Variable MPh is offered. The same three basic mailings are retained. However, the number of mailings in which movement orders can be issued and resolved varies from turn to turn. No longer do all movement orders have to be issued and resolved in one mailing. The two Events which result in a Variable MPh are as follows: 1)When the ATTACKER uses the option of declaring a Scouting Mission (7.11) in his first Movement Mailing, (each mailing in which movement orders are issued is referred to as a Movement Mailing in these rules). 2)When Movement Order Delay (7.12) takes place.[11]

7.11 SCOUTING MISSION: As his first action of the MPh, the ATTACKER has the option of declaring a Scouting Mission. Scouting Missions can only be declared in the first Movement Mailing of each Player Turn. All units that move in a Movement Mailing in which a Scouting Mission has been declared are considered to be on a Scouting Mission. The declaration of a Scouting Mission has two effects. 1) The ATTACKER is allowed to issue Movement Orders to only a portion of his eligible units in that Movement Mailing. His remaining units are held in reserve pending the outcome of the Scouting Mission. The remaining units *must* be issued Movement Orders in the next Movement Mailing. If they are not issued Movement Orders at that time, they forfeit all movement for that turn [EX: Movement Order Delay 7.12]. 2) Units on a Scouting Mission are less prone to Movement Order Delay (7.12). Whenever HIP units/minefields/fortifications are discovered or attack during any Movement Mailing in which a Scouting Mission has been declared, the movement orders of subsequent moving units are not delayed.[12]

7.12 MOVEMENT ORDER DELAY: To prevent the unrealistic occurrence of units blindly moving into harms way, (as often will happen when the Standard PBM Sequence of Play is being used) all or part of a unit's movement orders can be delayed and a new Movement Mailing added to the Player Turn. If an Event takes place that causes a Movement Order Delay, the currently moving unit freezes in its current location after undergoing all First Fire Attacks [EXC: Units that take part in a Berserk,

Human Wave, Cavalry, or Banzai charges do not freeze in their current location, rather they continue to move to the completion of their charge]. In addition, during any non-Scouting Mission mailing (7.11), when a HIP unit/minefield/fortification is discovered or attacks (see cases 1&2 below), the movement orders of all subsequent units will be delayed and left unexamined/unresolved as well. Whenever Movement Order Delay occurs, the DEFENDER is not to examine nor check as completed the remaining delayed movement orders, rather he is to make a notation on the Event Sheet that a delay has occurred and sends the mailing back to the ATTACKER. Upon receiving his delayed orders, the ATTACKER is free to modify or cancel those orders as he desires. He can even issue new movement orders to eligible units who had not been issued movement orders yet. Because Movement Orders can be modified, they should be written in pencil. Movement Order Delay occurs during any Movement Mailing when one of the following Events take place. 1) The currently moving unit/s is attacked by a HIP unit/minefield. 2) The currently moving unit/s discovers a HIP unit/fortification. 3) The currently moving unit/s is ordered to move into a hex containing a Minefield, RF, Fire Lane, FFE or Starshell/IR counter that had been placed on board previously during the *current* Movement Mailing. The moving unit/s are not moved into such a hex, but rather freeze in their current location.

EX: A Scouting Mission has been declared and one of the ATTACKERS units moves into a HIP minefield. The unit survives the minefield attack unhurt, but rather than blindly continuing with its written Movement Orders, Movement Order Delay occurs (case 1) and the unit freezes on top of the minefield. If the current Movement Mailing had not been a Scouting Mission, the mailing would have ended and been returned to the ATTACKER. The ATTACKER would then have the option to revise his unused movement orders as he saw fit. However, because a Scouting Mission had been declared, the Movement Orders of subsequent units are not delayed and the mailing continues. One of those subsequent units is ordered to move into the same minefield hex as the previous unit. Rather than moving into that hex and suffering a minefield attack, it freezes in its current location (case 3).

7.13 MPh COMPLETION: The MPh is completed at the end of any Movement Mailing in which neither a Scouting Mission nor Movement Order Delay occurred. The DFPh now begins and play continues as it does in the Standard PBM Sequence of Play.

7.2 ACCELERATED PLAY: There are a number of scenarios in which combat normally does not occur for the first few player turns. The result is a string of mailings by the DEFENDER that read, "DFPh: No Action Taken," wasting both time and postage. The Variable MPh rules offer a solution to this problem. Players must first agree beforehand that Accelerated Play will be used in their upcoming game. If they so agree, the ATTACKER has the option of declaring "Accelerated Play" as his first Event of his mailing during any Player Turn he anticipates his opponent will be unable to make any Defensive Fire attacks. This deceleration informs the DEFENDER that the DFPh will be skipped over, and the ATTACKER will be recording his COMPLETE player turn in one mailing. (The DEFENDER records his DFPh actions as his first actions of the next mailing.) Accelerated Play ends when the DEFENDER makes any Defensive Fire attack. If it is a Defensive First Fire attack ending Accelerated Play, Movement Order Delay occurs at the completion of all First Fire attacks against the currently moving unit/s. Play now continues using the normal sequence of mailings. Remaining MPh, AFPh, RtPh, CCPh, and RPh orders are not to be resolved or examined by the DEFENDER and the ATTACKER is free to reissue new orders during the appropriate mailing. If it is an attack made during the DFPh that ends Accelerated Play, the DEFENDER completes all his other DFPh attacks and sends the mailing

back to the ATTACKER without examining his AFPh, RtPh, CCPh and RPh orders. The ATTACKER is now free to reissue new orders for each of these Phases.

*8. PBM NIGHT RULES

8.1 If players choose to PBM a night scenario, they must use the Variable MPh (7.0).

8.2 STARSHELLS: In PBM games, the DEFENDER'S units that must fire their starshells at the beginning of the enemy MPh (E1.1921), do so by predesignating those attempts in the last mailing of the previous Player Turn. To prevent his opponent from knowing until the beginning of the MPh which of his units attempted and possibly fired starshells, the only information to be recorded on the Event Sheet is the Event Number, Phase, and the word "Stareshell" in the "Action" column. All other information is to be recorded on a Hidden Event Note (6.3). The ATTACKER is to resolve these orders before he orders any actions in the MPh. If the firing unit is no longer in Good Order at the beginning of the MPh, the orders are voided.

9. PBEM

9.1 With the advent of affordable Personal Computers and on-line services Play By Electronic Mail has become a reality. The biggest advantage E-mail has over ground mail is speed. Rather than taking months, E-mail games can be completed in weeks! To PBEM, a player needs a computer, modem and membership to an on-line service.[13] When typing your mailing, ALWAYS save your mailing in ASCII format. The few changes that must be made to the ground mail system are detailed below:

9.2 HIDDEN RECORDS: Hidden Records (1.0) can be handled in one of two ways. 1) Send your Hidden Records and Initial Set Up by ground mail. 2) Send them by E-mail, with a header clearly marked, "HIDDEN RECORDS." The listings should be placed in the alpha-numeric order of their stack or HIP ID (HIP ID numbers listed first), with at least two spaces between each listing. (To create blank lines, most on line services require the user to type at least two spaces on the line before they press RETURN.) If this method is used, players must be careful to cover the contents of each stack as they search for the proper ID. To avoid inadvertently seeing the contents of another stack, some players ask a third party, such as a roommate or spouse, to reveal the needed information.

9.3 SCENARIO RECORDS: With word processors, scenario record keeping is greatly simplified. Players simply make a template containing spaces for recording the same information found on the Scenario Record Sheet and update it as needed. A copy of the updated template is pasted to the end of each mailing. For Final Dispositions, record the contents of each stack in horizontal rows rather than in vertical columns. The stack ID is listed first, then the hex/CA's and finally the contents; with a tab space between each. Each listing should be ended by pressing the RETURN or ENTER key. In addition a blank line should be placed between each listing. Doing so will make reading of the information easier. The status (and CA/VCA/TCA if it differs from the CA's of the largest caliber weapon of the stack) of each unit is recorded in parentheses after its identity.

EX: The Final Dispositions of the stacks found in the example of 2 0would be recorded as follows in a PBEM game:

A   2M1   ?x3

C   2J1   8-0 (?)/467g(?)/LMGa,467d (?)

D   205/6   Fox2S/9-2/HMGa,467e (Brkn,DM)/467c

9.4 EVENTS: Rather than using the Event Sheet, in PBEM games, players simply list each Event in order on their word processor. First, record the Phase; then the Event number; a description of the Action; Range, FP/Ammo, DRM, DR/dr as applicable; and finally the results. Leave a tab space between each entry and press RETURN at the end of each Event. It is also helpful to leave a blank line between Events.

9.41 MOVEMENT: Rather than using the Movement Orders Sheet, players list movement orders in vertical columns; with one hex listed per line. Again, press RETURN at the end of each line and leave a blank line between entrees. Upon receiving his opponents mailing, the DEFENDER covers the printout of the mailing and reveals one line at a time.

9.42 OTHER HIDDEN EVENTS: Rather than using Hidden Event Note (6.3), player record the information that they would normally place on a Hidden Event Note at the end of their mailing, right after the Scenario Record Template (9.3). Record the Event Number that corresponds to the entry in the standard Event entry area, followed by a tab space and the Hidden Information. When this information is called for, their opponent moves to the end of that mailing and carefully reveals the correct Event number.

CHAPTER XL CREDITS

QUESTIONS & PLAYTESTING

I will be happy to answer any questions you may have on the use of this system. Because I have a regular job, my replies may not be as quick as you would get from AH, please be patient. I also ask that you send a business size SASE.

Chapter XL is still in the playtesting stage, if you would like to join the playtesting team, drop me a line.

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FOOTNOTES

CHAPTER XL FOOTNOTES

[1] *XL.1 THE HONOR SYSTEM.* The traditional PBM DR/dr resolution method of using stock reports was rejected as unsuitable for ASL. This

was because it would force players to predesignate all their attacks before they knew the results of those attacks. Most ASL players depend heavily on the results of a previous attack before they decide their next. As a result the stock report system has little appeal. In addition, the stock report system makes the combining of Phases impractical, resulting in a total of 16 mailings to resolve one Game Turn. Using the stock report method, an eight turn ASL scenario would take 128 mailings to complete! By resolving DR/dr as they occur under the Honor System, a number of Phases can be combined into one mailing. As a result, a Game Turn can be resolved in as few mailings as six. Random number tables suffer one fatal flaw: They are a lot of work for little or no benefit. Moreover, random number tables do not prevent cheating. If anything they can make it easier by the fact that players can learn the results of the next DR/dr before it is even made! The issue of cheating has been the major argument against the use of the Honor System. However, cheating has rarely been a problem for those who have used it to play ASL by mail for the last 4.5 years. If you suspect a player of cheating there is one simple solution: Never play with that player again.

[2] *XL.2A INHERENT CONCEALMENT:* The addition of Inherent Concealment counters to the ASL system has two positive effects for PBM games. 1) Record keeping is greatly simplified; without Inherent Concealment counters extensive updating to PBM records was necessary whenever two or more concealed stacks entered the same hex. Now very little is required. 2) Using just one counter to represent a whole stack of counters conserves concealment counters (helpful when a player is using the same nationality in more than one game) and mapboard clutter is reduced (not a small consideration when a game is set up for weeks, if not months). Inherent Concealment makes the implementation of footnote A18 very easy, simply leave out all references to the number of counters hidden by the Inherent Concealment counter. If footnote A18 is implemented, players should be aware that scenario play balance can be adversely affected.

[3] *XL.2C GAINED CONCEALMENT:* Because written records of the status of each unit must be kept in PBM games, the placement of status counters such as, Hero, Berserk, Wounded and "?" on board is unnecessary. By not using "?" counters on board, record keeping is simplified and board clutter reduced. Some players may still want to use such counters on the board as a visual reminder of the status of units. If they do so they must remember that the order of the stack for random selection purposes is the order recorded on the Final Disposition table, *not* the order on board.

[4] *XL.5 STACKS:* The use of slashes was made necessary by the addition of ski counters to the ASL system. Without a back slash it is impossible to determine whether a ski counter between two units is being worn by the top unit or carried by the bottom unit. The use of back slashes also makes Possession (A4.43) even easier to determine.

[5] *1.11 PREPARATION FOR USE:* Most ASL players are familiar with PLAS-TIC, which the ASLRB recommends for securing overlays. There are, however, other removable adhesives on the market that work even better for the Hidden Record Sheet; namely: Dennison's - Tack a Note and 3M's - Removable Magic Tape.

[6] *1.2 HIP:* PBM offers players a number of options that would be burdensome to implement in FTF. In PBM games, it takes little effort to gain the added realism of hiding all infantry leaders and SW's, as is currently done for armor leaders. This is done by assigning each leader and SW an ID number and recording their presence on the Hidden Records Sheet. Their presence is not revealing until they are used or are in an enemy occupied hex. Such SW's are assigned a squad and must remain with that squad as long as they remain hidden, if they are ever transferred or dropped they immediately lose their HIP status.

[7] *1.4 UPDATES:* Self-stick removable notes are found under a number of brand names, the most notable being: Post-It Notes. Some players find it more convenient to forego the use of the Hidden Record Sheet all together and use self-stick removable notes from the start. Doing this does make ones initial set up faster (no preparation is required), but the convenience of having all hidden information on one or two sheets is lost to one's opponent.

[8] *2.4 FINAL DISPOSITION SHEET:* It is suggested that players leave a blank line between stacks. This allows for the addition of other units or counters to the stack and makes distinguishing one stack from another easier.

[9] *6.2 MOVEMENT ORDER SHEET:* Occasionally, the moving player has little or no reason to hide his movement orders from his opponent. Because the reproduction of the Movement Order Sheet represents a certain amount of expense, it is suggested that in such cases movement orders be recorded on the Event Sheet directly.

[10] *6.21 SEARCHES:* This is one of the more important changes to be found in Chapter XL. It was discovered that the ATTACKER gained too great an advantage by being allowed to make his own search dr. What was happening was the ATTACKER was learning the contents of concealed stacks before the DEFENDER had an opportunity to prevent the search by making defensive first fire attacks.

[11] *7.1 VARIABLE MPh:* The initial playtest results have been quite encouraging. The initial fear concerning this rule was that it would add too many additional mailings to a game; that is why it was made an optional rule. Surprisingly, far fewer additional mailings have resulted than feared. Once pass the first few player turns, the need for additional movement mailings is uncommon. With this said, some players may still be uncomfortable with the Movement Order Delay (7.12). For such players, the use of Scouting Missions (7.11) only is suggested.

[12] *7.11 SCOUTING MISSION:* The use of a Scouting Mission automatically adds two mailings to a Player Turn, therefore players are urged to use it sparingly.

[13] *PBEM:* The two most popular online services and the two which have the most active ASL communities are, CompuServe and GEnie.

Hidden Record Sheet

ID	Contents	Cover Flaps

PBM Scenario Record Sheet

Scenario _____ Axis Player _____ Allied Player _____
Optional Rules In Use _____ Seasonal Terrain in Effect _____

Environmental Information

Weather _____ EC _____ EC DRM/drm _____ WF _____ WD _____
Time of Day _____ Cloud Cover/Moon Phase _____ Water Depth _____ Water Current _____
LV Hindrance in Effect _____ Visibility Range _____ LV DRM _____

Force Information

	SAN	ELR	PF Usage	Integrity Base	Casualty BPV	Base Lose	VP
Axis							
Allied			NA				

OBA

Nationality	Battery ID	Contact	Access	OBA Type	Hex (Hex Grain)

Terrain, Fortification & Temporary Informational Counters

Hex	Description	Hex	Description	Hex	Description	Hex	Description

Final Dispositions

Axis

ID	Hex & CA	Unit	Status & Notes

Allied

ID	Hex & CA	Unit	Status & Notes

Movement Orders Sheet

E#	Movement Orders	MP/MF

E#	Movement Orders	MP/MF

E#	Movement Orders	MP/MF

PBM Event Sheet

Scenario: _____

Allied Player: _____   Axis Player: _____

✓	Phase	E#	Action	Range	FP/ Ammo	DRM	DR/dr	Result