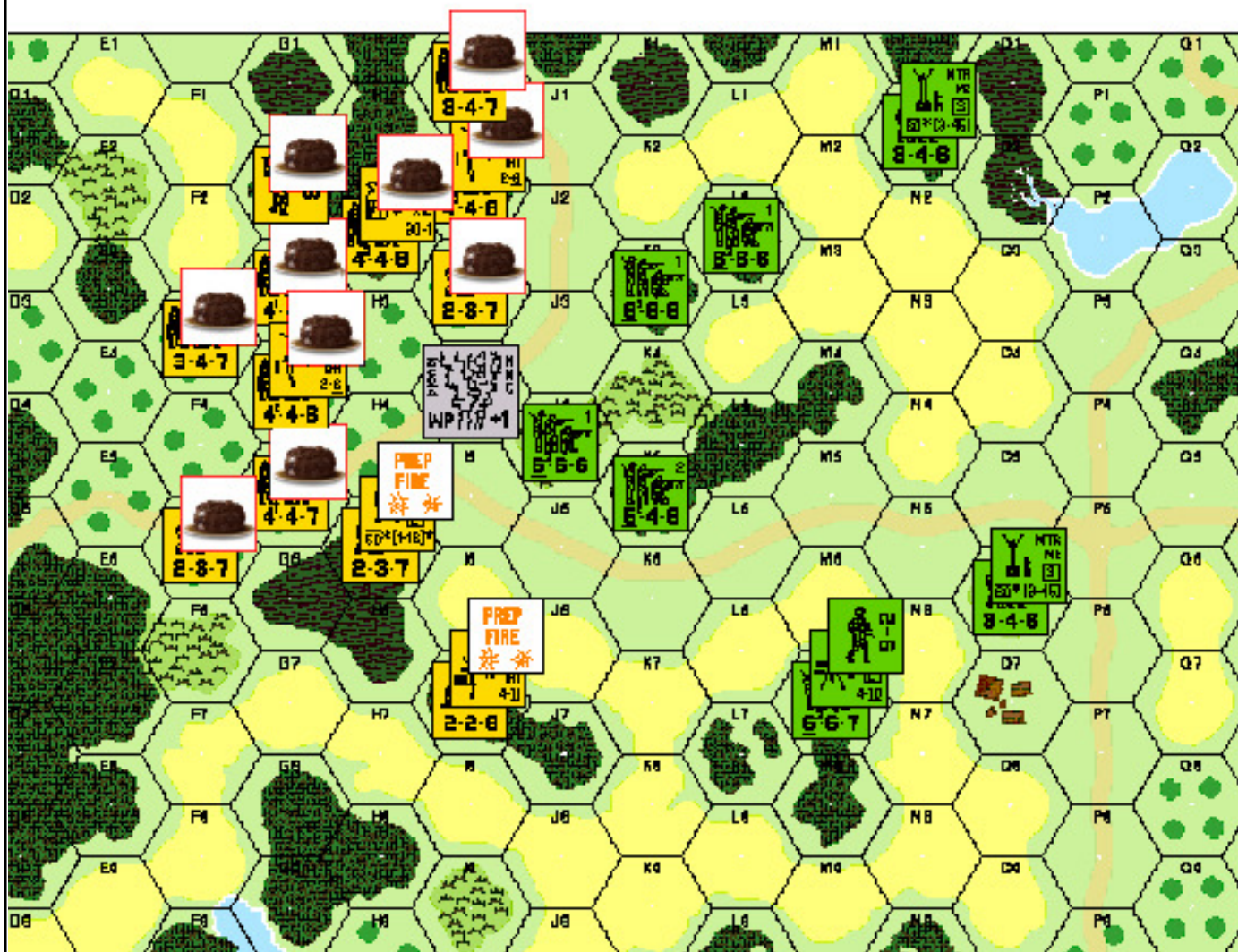


Bonbon



One of the other Newsletters of the Texas ASL Club

April 1, 2009 - Another "Serious Issue" with issues

This newsletter is **FREE!** You'd be nuts to pay for it.

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Fake Ladder Results

Dan "Big Daddy" Preston

Cheech def Chong in *Contest in the Clouds*
Planes def Kong in *Urban Guerillas*
Gandalf def Balrog in *Subterranean Quarry*
Jeremiah Johnson def Grizzly Adams in *Men of the Mountains*
Fairbanks def Rathbone in *Thrust and Parry*
Shatner def Montalban in *Land of the Khan*
Smokey def Campers in *Setting the Woods on Fire*
Klinger def Radar in *War of the Corporals*
Marty Feldman def Jack Elam in *One Eye to the West*
Flopsie def Cottontail in *Send in the Sand Rabbits*

More Unused Club Nicknames

Bunsen Staff

| | |
|---------|--------|
| Satchmo | Gizmo |
| Nitro | Turbo |
| Gadget | Gidget |
| Fluffy | Bones |
| Mooner | Peeper |
| Horse | Hoss |
| Hussy | Moose |
| Mouse | Moss |
| Candy | Mandy |

If Ian Fleming Played ASL

Tyson, Sam Tyson

How might Bond movie titles have been different if Ian Fleming were an ASL player? Here are some possibilities.

Dr. No Move
From Russia With Tanks
Recon Finger
Thunder Dice
You Only CR Twice
In Her Majesty's Secret Plano
Dead Tanks Are Forever
Live and Get DM'd
The Man with the Golden DC
The Sniper Who Wounded Me
Town Taker
For Your Guys Only
Hexopussy
A View from a Hill
The Living Conscripts
No Chance to Kill
Golden Die
HIPsters Never Die
One Building is Not Enough
Die Another Phase
Marines Royale
Quantum of Squads

My Favorite Hexes

Dan "Hexed" Preston

I am a big fan of the artwork in ASL. I am not one of those players who reduce the game to simple statistics. I am not a numbers cruncher who distills the action down to the lowest common denominator and never take a chance that is statistically nonexistent. I will roll that unlikely To Hit and either end up rolling the snake eyes that destroys that distant target or else gaks the gun. Both results become legendary in the retelling. In short, I appreciate the aesthetic as well as the esoteric.

I have a keen appreciation for the art that goes into the counters and the map. The founding fathers (I'm not worthy!) that designed and created the first four boards must have had a lot on their plates. Imagine designing board 1 from the ground up. Further imagine designing the game system of SL while incorporating the terrain and the rules that now comprise the embryonic Chapter B.

Some hexes or groups of hexes stand out in different ways and for different reasons. So now, with tongue firmly in cheek, I would like to share my favorite hexes with the ASL community. Feel free to break out your boards and follow along. Maybe some of your favorite hexes made my list as well.

Board 1. Building CC7-DD6. That is either a design by Frank Lloyd Wright or an example of Soviet functionality. Either way, a level 1 stone building is always handy to have.

Board 2. Building I9, along with 3I1, is to my knowledge, unique in the game system. I know of no other woods-buildings. I like 2I9 the best of the two because it's kind of tucked away in the woods like some little storybook place. And yes, it costs 4 MF to enter it. This is a good defensive position, worth the full +3 modifier. It is a little out of the way, however.

Is U6 a shellhole hex? Yes, it is. Just because there are only 2 holes doesn't make it open ground. Inherent terrain is the rule.

Board 3. Building T3 jumps up as an interesting village feature. A wooden building with a stone wall around the outer 3 sides. How many assaults have broken upon this rock? If the defender has only one tank or gun, and is defending this end of Board 3, there is a good chance it is set up in T3.

I have always liked road hexes F6-I5. Look at all those shellholes. I don't know what came up that road the first time, but it sure got pasted.

Board 4. X1 is a sure winner for this list. All the other buildings on Board 4 are wooden. I like to think of this hex as a tavern or something. A stone building across the road from that Z1 wall makes for a strong defensive position.

Speaking of buildings, what is X8 supposed to be? Some unkind characters have called it an outhouse. The commissar's outhouse, maybe? I like to think of it as a shed (don't go there). A line of sight goes directly along the hex grain and never touches the building depiction. I guess that the LOS would be clear, but a fire lane would stop in the building hex. That's just too many rules to think about right now.

I also like the little farm centered on hex P7. What a nice little place to settle down. Look at that little house with the barn right across the lane. It's a shame that opposing troops are constantly tramping across the property and leaving their wrecked vehicles behind the wall. It's enough to make someone just move out.

Board 5. Imagine infantry with Baz/Psk/Piat/ATR/DC/FT sitting in Z8. Now imagine that the opposing player has vehicles that need to cross the bridges in Y8 and Z9. This is a really nice position. It is a woods hex, so it is concealment terrain. It also costs infantry a minimum of 4 MFs to enter it. Our AT detachment can stay at the bottom of the gully, so nobody can see them. Or else, they can go into Crest, and have a very good look at anyone on that end of Board 5. Either way, they are adjacent to both of those bridges, and will be a tough nut to crack. Unless, of course, the opposing player has mortars or other indirect fire capability. No one ever said that little clump of woods was perfect.

Building I9? Sure, you get on that road there, and keep going until the road runs out. It's right at the edge of the woods there. You can't miss it.

Board 8. Imagine a medieval castle on a hilltop, surrounded by cliffs, with a wall overlooking the river, directly above the crossing, with only one road leading up into the position. Yes, that is an accurate description of the complex centered on hex W6. Just try taking this position with any kind of a direct assault. No, I think I would just drop FFE smoke, go around, or bypass this position entirely.

Board 9. I think building DD3-EE4 was originally supposed to be the Abbey at Monte Casino. Whatever the intent, good luck tackling this position. Here's another pretty picture. Imagine an SSR stating, "The defender may fortify any 4 building hexes." Gee whiz, I wonder which 4 the defender would choose?

Board 10. If Y5 is not my favorite hex, it's in the top 2 or 3 at most. The first time I cracked board 10 and saw that little stone fort in the middle of town and thought, "Give me a Flak 88". A quad 20 would do nicely as well. In all the times I've defended board 10, the biggest gun I've ever had in that hex was a 57L ATG. Oh well, even hull down targets get picked off from time to time. It's the thought that counts.

Board 12. I was a big fan of hex R7 from the beginning. The marketplace was an innovation, and has seen its share of action over the years. The only problem that comes up is when the SSR states, "All buildings are ground level only." This is minor, however. I always wondered about a special rule about some of the larger AFVs parking in that hex. Imagine a KV-2 driving through it. Overhead clearance might be a problem. I know. I'm just being picky.

Board 18. Well, I just like all of Board 18. I have a friend who plays less often than me, and is a serious tread head. I watched his greedy little eyes light up the first time I showed him Board 18. "Tank country" he said, with an evil smile. I agree. Don't change a thing.

Board 23. Gee this is a big park, and it only has one bathroom (hex Q2).

Board 33. How about a wheat field that is 13 hexes wide and 8 hexes deep at the middle? Centered on Z4-Z5, this is quite a terrain feature. All I can say is, "Got a match?"

Another nifty feature is hex B5. Your opponent has all that mostly open ground to cover, and suddenly has to deal with a road exit that is walled off by woods with only one woods road to squeeze through. Does one wonder what those concealment counters on the other side of that little stand of trees represent? Does one *really* want to find out? Especially with nowhere to rout to? You gotta love ASL.

Board 38. Hex G8. Yes, the road crosses the active runway. Just be sure the tower gives you the green light before you drive across, and be sure to look anyway. Remember, aircraft have the right of way.

Board 39. I have never seen a terrain feature like Hill 779 (P5). What a ridge! It blocks vehicle traffic from up/down and side/side. Most of us have seen woods roads as choke points, and bridges are pretty easy. But the cut at D8-E9 is fairly unique.

I also like R3-Q4 as a position for a large gun or to spot indirect fire from. The only drawback is that your opponent will see that perfect spot and immediately know where to shoot back.

Board 50. Hex X6 controls two roads, the bridge, the gully, and is shielded from fire from the rear. This is another wooden building/stone wall combination that I wouldn't want to tackle by direct assault. This hex also has the advantage of having a road hex directly behind it. So, if your Hetzer or StuG is getting too much heat, you can simply back up and get on down the road.

As one last position, imagine a half squad in M5, and a heavy mortar like a 120 in hex M4 or L5, depending on which way the battle is taking place.

In conclusion, I have my list of favorite hexes, as I'm sure all players do. I know some of them as I know my own neighborhood, while some others represent exotic places I intend to visit some day. But whether exciting or mundane, every hex on every board contributes to the whole ASL

experience. And eventually, we all hope to attack or defend all of them.

This Happened to You

Bunsen Staff

You were expecting to read something funny and new in this satirical newsletter. Boxcars.

Not Coming Soon: Velour of the Guards

Dan "plaid" Preston and Matt "Suede" Shostak

The only thing ASL players like better than playing ASL, is whining, and speculating about new ASL products in the pipeline, and complaining about how little new product there is to buy. The Bonbon staff is only too happy to feed this compulsion with another fake product rumor.

Stalingrad, 1942, a time and place that evokes images of brutal urban combat, in one of the most savage battles in history. *Velour of the Guards*, another ahistorical ASL module, takes us to the streets of Stalingrad to recreate the epic struggle between the German 6th Army and the Soviet Guards divisions as they clashed over possession of some of the famous landmarks in the city. The Red October factory and the Tractor Works were just two of these. Barbarossa had been stopped in its tracks in 1941 by Russia's two greatest generals: General Mud and General Winter. Imagining a quick victory, the German leadership had not even supplied their troops with proper winter clothing, a mistake for which they would pay dearly. Determined to not make the same mistake again, the Germans launched their 1942 campaign in the south, with a threefold purpose: generally the southern climes seemed like they'd be a little more hospitable, the Wehrmacht needed oil to continue the war and the Soviet oil fields were in the south, and the industrial city of Stalingrad, known for its factories, was thought to contain several for the manufacture of quality clothing, such as the famous Satirinsky Velour Works. The German intelligence service had been telling OKW of the Velour of the Guards for

some time, and the general staff was intrigued. Von Paulus had his orders: seize the Univermag Department Store in downtown Stalingrad, and see if there could be found some decent winter clothing for the German forces. *Velour of the Guards* takes you right to the front again and stylishly dressed too – ASL the way it was meant not to be played.

Also not coming soon:

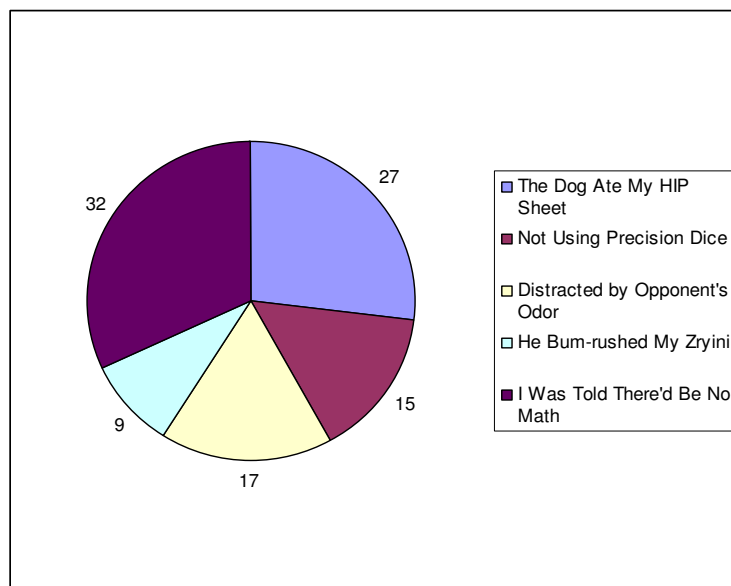
- *Abridged Too Far*
- *None Returned*
- *Wooden Tubs and Ironed Shirts*

Kilroy's Klews

Bunsen Staff

Be sure and jump right back into your scenario after your lunch of Ribs, Wings, Tacos, Pizza, Chili-Cheese Fries, etc. Your opponent would do the same if you were using your boards and counters for the scenario.

Top Excuses



Whiner's Word Search

Nick "like a fine whine" Drinkwater

"Do you need any cheese with that whine?"

We've all heard that phrase trotted out tritely by some smug sod that just scored his third critical against you. We've perhaps even gently mouthed it ourselves as our opponent stares in disbelief as our eighth rate shot with that .50 cal makes red mist of yet another bunch of hapless squaddies. Go on – admit it! Its human nature!

Secretly, we all love to moan about so many aspects of this game, be it our luck, their luck, these dice, those dice, this scenario, that scenario etc. Some of us try and rise above this and on the surface remain cool, calm and collected. The rest of us just accept our failings and start that moaning motor running on the first wind check die-roll!

So, for anyone who's ever been faced with a serial complainer, here's something for you to complete whilst your opponent is in prime whine-mode – see how many of these common adjectives that you can find to best describe your opponent's current state of moan.

Once completed, the remaining unused letters in the grid can be re-arranged to form a common phrase that may be of use someday...

(solution on page 13)

Whiner's Word Search

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| N | A | O | M | E | B | S | T | U | O | P |
| B | H | L | L | A | M | E | N | T | Q | I |
| C | R | W | H | I | N | G | E | A | N | F |
| R | O | E | H | P | R | A | C | F | R | E |
| H | L | M | P | I | E | I | T | E | D | L |
| C | E | A | P | M | N | S | T | C | E | B |
| E | V | E | E | L | I | E | U | H | M | M |
| E | I | Y | F | U | A | H | G | O | U | U |
| R | N | U | E | W | Q | I | W | U | R | R |
| C | S | R | B | O | S | S | N | T | I | G |
| S | E | T | A | L | U | L | U | P | A | Y |

| | |
|----------|---------|
| Beef | Mewl |
| Bemoan | Moan |
| Carp | Pout |
| Complain | Screech |
| Demur | Sigh |
| Fret | Snarl |
| Fuss | Snivel |
| Gripe | Sob |
| Grouse | Squeal |
| Grumble | Ululate |
| Howl | Whimper |
| Lament | Whine |
| Low | Whinge |
| | Yap |

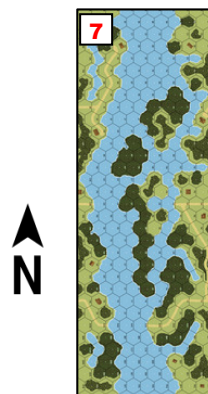
TWELVE ANGRY MEN

SCENARIO JFL 5



Victory Conditions: The Russians win at game end if the German half squad is eliminated.

DNEIPER BEND, January 1944: In the winter of 1943-44, the Soviets began renewed offensive operations aimed at encircling and destroying the German salient west of the Dneiper river. As a prelude, as was their standard procedure, the infantry of the divisions on the line began to probe the German line, in order to establish bridgeheads for the coming operation. But finding a way across the icy Dneiper River was easier said than done.



TURN RECORD CHART

| ✚ GERMAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | END |
|------------------------|---|---|---|---|---|---|-----|
| ☆ RUSSIAN Moves First | | | | | | | |



German Outpost [ELR: 2] set up broken and disrupted in hex 7K9 {SAN: 0}



Russian Infiltrators [ELR: 4] set up Berserk in hex 7F2 {SAN: 0}



Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA.
2. The Board 7 water hexes represent the Dneiper River, which was a flooded freezing water obstacle. No unit of either side may enter any water hex.

AFTERMATH: It's a joke, ok?

THE WORST CASE

SCENARIO JFL 4



Victory Conditions: The German player wins by capturing (not destroying) the jeep by game end. If the jeep is destroyed or immobilized by any German action, the American player immediately wins.

BULLINGEN, BELGIUM, 17 December 1944: In the opening stages of the Ardennes Offensive, the American army was constantly forced to retreat and stand to defend critical terrain in steps. The wooded and mountainous terrain of the Ardennes made necessary the abandonment of numerous motorized vehicles, especially non-armored transport that the Allied forces could replace easily. These same motorized vehicles were highly prized by the Germans, who were so sorely lacking in the same resource. This was especially true of Kampfgruppe Peiper, which needed those trucks to speed their progress along the roads to the Meuse.

BOARD CONFIGURATION:



TURN RECORD CHART

| | | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|-----|
| ☆ AMERICAN Sets Up First | * | 1 | 2 | 3 | 4 | 5 | 6 | END |
| ♣ GERMAN Moves First | | | | | | | | |



Elements of 99th Division [ELR: N/A] set up unconcealed on any road hex on board 3; {SAN: 0}



Elements of Schwere Panzer Abteilung 501 [ELR: N/A] enter along east edge of playing area on Turn 1; {SAN: 0}



10

Scenario Design: Dan Preston

Special Rules:

1. Weather is Ground Snow. All roads are plowed.
2. The American jeep may not enter a hex containing a German AFV (including bypass in the same hex). D2.6 does not apply. The American player may not deliberately destroy or immobilize the jeep in any way. The American jeep may not exit.

AFTERMATH: Numerous attempts at capturing American transport were tried by the Germans, with mixed results. Peiper was particularly frustrated by the habit of his troops to use abandoned US trucks for target practice. The point was moot; by December 24th, KG Peiper was out of transport, out of fuel, and out of luck.

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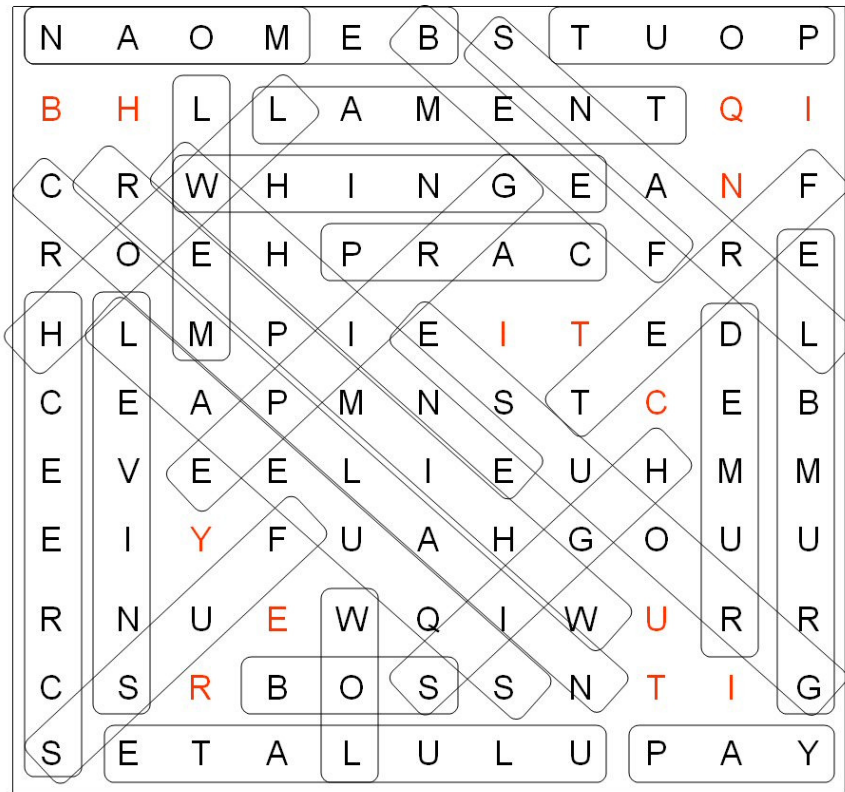
Thanks to Rodney Kinney for VASL, Carl Fung for his VASL counter images, and the VASL Map Cabals for their VASL map images. We use a combination of VASL counter and map images for scenario layouts with permission of use for that purpose.

Next Issue

- More lame attempts at ASL humor
- And much less!

Solution!

Missing Phrase: QUIT YER BITCHIN



Beef

Bemoan

Carp

Complain

Demur

Fret

Fuss

Gripe

Grouse

Grumble

Howl

Lament

Low

Mewl

Moan

Pout

Screech

Sigh

Snarl

Snivel

Sob

Squeal

Ululate

Whimper

Whine

Whinge

Yap