

April 1, 2012 Another “Serious Issue” with issues

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

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Klink's Korner

As we delve into the more irrelevant side of ASL, the staff of Bunion!! has come up with some gems on the lighter side to help break the tension during over that next sceanrio. Remember, IJADG! (It's Just a Damn Game!).

If Randle Narrated ASL



This, is the Badger. Watch it roll in slow motion. Its pretty badass, look. Whoa, 'watch out!' says that Fallschirmjager. The Badger is the most fearless tank of all, it really doesn't give a shit. Eww, what's that in its sights? Is that a Panther? Oh, is that a Tiger? Oh, it runs backwards? It's a double small moving target? Ooooh. Now watch this, infantry are in a pillbox. Badger don't care. Badger don't give a shit, it just takes what it wants. Oh, and it kills tanks too? Oh my God, that's gross. Watch it burn them. The Badger is really pretty badass. It has no regard for any other vehicle

whatsoever. What's that a Maus, oh that's nasty. Oooh look, its chasing things, and burning them. Badger don't care.

Fake Scenario Titles

O Little Town of Stalingrad

Fausts of Fury

That Old Flak Magic

Pak and Flak

Bitche Slapped

Let Me Stand Next To Your Tiger

Bitche Where My Money

Hunters From the Sty

Ode to Foy

Legends of the Kall

Sitting DUKWs

No Parking: Fire Lane

Taking the Brick Sh*thouse

StuG on You

Scratching Post

Picking Hube's Pocket

Vatutin's Snappy Comeback

Merzenhausen Casino and Resort

Pinching the Loaf

Who'll Stop the Rate

Acts of Deviance

Olboeter's Escape From Derna to Wiltz

Climax Under Nijmegen Bridge

Ghost of Napoleon Dynamite

Another Thai Raid

The Army at the Edge of the Table

HEAT of the Moment

Oh No You Dinant

The Finnish Line

Bunion!!

One of the other newsletters of the Texas ASL Club

April 1, 2012

You know you've been playing too much ASL when...

..certain numbers begin to have an illogical importance. At work the other week, I found out that my assigned vehicle number ended with the three digits, 468. I was really jazzed. Upon finding my assigned vehicle for the day, I found out that it had the last three digits of 436. I was kind of bummed out. Some things start to be funny only to those of us in the know. My wife and I were watching TV and there was a Russian woman named Katyusha. I started snickering, and she asked me what was so funny. "It's a Russian rocket launcher." She looked at me like I was nuts. It was still funny.

Quiz: Japanese Vehicle or Random Onomatopoeia?

Ha-Go

Chi-Apet

Chi-Ha

Ha-Ha

Ka-Ching

Ka-Pow

Go-Go

Te-Ki

Hee-Hee

Ka-runch

Hoo-ray

Chi-ro

New Product Rumor: Armies of Indifference

The ASL game system is rich and diverse, allowing hobbyists to recreate nearly any tactical action between any belligerents that took place during World War 2, but also capable of covering any action in the period from the Spanish Civil War through the Korean War. But what about the those countries that valiantly stood on the sidelines, bravely refusing to take sides as the fate of the world was decided? No study of this era could be complete without accounting for the Armies of Indifference. With

this not-awaited module of the neutral minors of World War 2, enthusiasts of the genre will be able to explore all sorts of exciting non-actions, putting you in the shoes of your historical counterparts. Here's just a sampling:

Bern Notice: While on leave in Bern, you Swiss troops notice how beautiful it is. It is especially nice not being shot at. Can *you* enjoy the peace and quiet?

You Go Uruguay, and I'll Go Mine: Neutral until the war was nearly over, Uruguay declared a 500-km exclusion zone from its coast. Nevertheless the Graf Spee sought shelter in Montevideo as a neutral port. Can *you* order the battleship out of port?

Yemen and Hawing: Out here at the edge of the world, do *you* have what it takes to stay out of the war?



Model/photo courtesy of Tony Barton

Way to Commit, Guys: March 27, 1945. Argentina declares war on Germany. Little more than a month later, Germany collapses and surrenders. Cause and effect? *You* decide.

Acts of Diffidence: You might get around to playing this one someday. Maybe after gaining a bit more experience.

Irish You Were Here: Newly independent from the British, the Irish had no great desire to join them in their fight against the Axis. Each player will face gut-wrenching decisions in this one, such as what kind of ale to order at the pub this evening: Guinness or maybe Guinness?

Art Voles: As a curator at a Swiss art collection, this is a busy time. Lots of prized masterpieces keep showing up from all over Europe. Can *you* organize them, and track their lineage carefully so that their rightful owners or their heirs can claim them after the war?

Innuendo in Urende: Although the Fascists won the Spanish Civil War, they wanted no part of the new conflagration engulfing the rest of the continent. In the town of Urende, a group of men trade ribald anecdotes. Can *you* tell the best joke?

Along with these other great scenarios...

The Spanish Indecision

Chicken and Waffles

Swiss Miss (the Entire War)

Lethargy in Lichtenstein

The Irish Decide Not to Fight

Anti-Warra in Andorra

The Mexicans Stand Off

Not-so-Doomed Battalions

Streets of Relative Calm

Armies of Waiting

Regiments in Repose

And also not new from MMP!

We know about those classic MMP releases *A Victory Denied* and *A Victory Lost*. Well, we're waiting for these soon-to-be-classics...

A Victory of Sorts

A Victory Implied

A Victory in Toto

A Victory Sauce

A Victory Parade

A Victory Imbibed

A Victory Tossed

A Victory Indeed

A Victory Approved

A Victory Re-fried

A Victory Garden

A Victory Lap

A Victory Dance

A Victory Snatched...

ASL Haiku

Spitting lead and death
The Nippon MMG malfs!
What's that? A spider?

Playing Piece Profiles: Burning Building Counter



Bunion: Tell us a little bit about your gaming background. How long have you been gaming?

BBC: My gaming career started way back in Squad Leader. In the original game, the eventual introduction of flamethrowers and large explosive attacks resulted in the inclusion of my associates and myself. The first scenarios were set in Stalingrad, and most of the terrain consisted of buildings. When the Germans introduced flamethrowers and demolition charges into the fighting, it was off to the races. Some players with these weapons would set my friends and I out with the countermix as a psychological edge to intimidate their opponents. Then Cross of Iron came out, and the Fire counter was introduced. The Fire counters were useful, but they thought that they were better than the rest of us. They were more versatile, because if a hex was on fire, then the Fire counters could go on the board and cover the mission. We Burning Building counters were used less frequently, despite the fact that we were such an awesome artificial terrain feature. All the way up through Anvil of Victory, Fire stole the limelight, mostly because they were easier to find in the countermix.

Bunion: When and how did you discover ASL?

BBC: When ASL came out, the entire Squad Leader game, except for the boards, ended up in dusty closets and dank basements. Advanced Squad Leader was new and dynamic, and the system instantly superseded the old system. Burning Buildings and Fire sat in boxes side by side,

forgotten in the excitement of a new trend in gaming. Fortunately, the old guard of SL players never throw anything away. Eventually, the closets and drawers were opened, and the Burning Buildings and Fires were rescued from an eternity of obscurity. When we saw some of the new playing boards, we understood our reprieve. Red Barricades had a HUGE map, and it was mostly buildings and rubble. Some of the new geomorphic maps had grain features that were ten hexes across, and woods that stretched across the board in both directions. Burning Buildings and Fire kissed and made up. We were needed again. Blaze/Flame needed help, and we would work as a team from then on.

Bunion: What nationality do you enjoy playing the most?

BBC: I like the Americans. They have lots of flamethrowers, and their ordnance sometimes fires white phosphorus. I especially like the USMC. They have the most flamethrowers of all. Huts are fun; they go right up.

Bunion: Describe your favorite kind of scenario. What kind of scenario do you find less enjoyable?

BBC: My favorite kind of scenario is city and village fights where the EC are dry. I especially like the battles of Stalingrad and Berlin. There are lots of big buildings and the combatants are using flamethrowers and tossing around big HE attacks. My least favorite scenarios are set in the desert, where there are no buildings or anything at all that will burn. I also tend to dislike PTO scenarios, because there are few buildings and the EC are usually moist. There are exceptions, of course. Extreme Winter scenarios are a huge bore most of the time as well.

Bunion: What would you say are your ASL strengths and weaknesses?

BBC: Large wooden buildings are my favorite. Flame/Blaze starts out and spreads quickly. Then, as the hexes become fully involved, the Burning Building counters take over, because the F/B counters are needed elsewhere. Stone buildings, especially fortified ones are my weakness. They don't catch very quickly, and they usually have infantry that fights the fire.

Bunion: What is the best part of ASL, and what is the worst?

BBC: The best part of ASL is having a new lease on life. We were forgotten for a long time, and it is nice to be back in the countermix where we belong. The worst part is

waiting out long stretches where there are no scenarios in which there are any buildings at all. Don't get me wrong; I understand my place as a utility counter. But if there are buildings on the board, and the players are going to fight over them, I want a shot at stardom on the board.

Bunion: What are you most looking forward to with regard to ASL?

BBC: I always look forward to the historical modules. The big city fights like Valor of the Guards are like food and drink to my friends and I.

Bunion: What's your favorite game piece in ASL and why?

BBC: That one is easy. The Churchill Crocodile. Hands down.

Bunion: What was your funniest ASL moment?

BBC: It was during a game called Abram's Charge set in Singling, Lorraine. The scenario starts with a flame in one of the buildings. I was all jazzed up to take my place on board. On the very first Rally Phase, the player rolled a 2 and the flame went out. I was kind of depressed, but it was funny anyway.

Bunion: Is there an area you think is under-represented in ASL?

BBC: I would like to see a campaign game concerning the German retreat to the Dneiper River in the fall of 1943. The Germans were under orders to destroy anything useful to the advancing Russians, and they set fire to absolutely everything on the way. That would be my idea of gaming.

More Fake Scenario Titles

Mea Cupola

Turret Syndrome

Hepcats at Play

One in a Long Series of Bids

Sugar Ray Shuffle

The Commissar's Condo

Undistinguished Service

The Grain Escalator

The Leningrad of Stalingrad of Kursk

The Rostov of Dieppe

The Smolensk of Manila

Baptism of Lukewarm Water

Middle of the Barrel

Meekly Contested Town

Repulsed (not to mention Revolted)

Speed, Shock, and Surprise (and a fanatical devotion to the Pope)

Katukov Queries the Tables

3 of Clubs in the Hole

Acts of Compliance

A Bridge Just the Right Distance Away

Maczek Y. M. C. A.

GS on Shermans and Shurtzen on Panthers
Flame-throwing Cromwells and AA on Panzers
Living the chaos that Sniper checks bring
These are my favorite ASL things

Chapters and chapters of tables and rules
The ultimate wargame goes way beyond kewl
Just like those fighters with bombs under wing
And reading to see what those SSRs bring

Rural or Urban, cross streets in quick dashes
When playing night rules remember gun flashes
Winter offensives that last throughout spring
These are my favorite ASL things

When my squad breaks
When my luck stinks
When I'm rolling bad
I simply remember those ASL things
And then I don't feel
So bad

ASL Sing-a-Long

[With special thanks to Roger Foss and Dennis Donovan]

Raise that dice glass, follow the bouncing die, and join us
now in this rousing little number.

My Favorite (ASL) Things

Half-Squads and DCs and Human Wave Charges
Minefields and Wire and Rolling Barrages
Those cool Russian tanks in Awakening of Spring
These are my favorite ASL things

Fifty-cal MGs and Fanatic Germans
Flamethrowers, PFaust, and Firefly Shermans
The smile to my face that a snake eyes' roll brings
These are my favorite ASL things

Playing with Parachutes, landing in Gliders
Killing a tank and then killing its Riders
Playing the Russians when playing The Ring
These are my favorite ASL things

When my squad breaks
When my guns malf
When I'm rolling bad
I simply remember those ASL things
And then I don't feel
So bad

Fake Ladder Results

Housewife def Salesman in *Slamming of the Door*

Bugs Bunny def Yosemite Sam in *Sound Retreat*

Jingles def Presto in *A Good Party*

Mice def Men in *Best Laid Plans*

Pi def r in *To the Square*

Van Helsing def Tepes in *Blood Enemies*

Dorothy def Witch in *Funnel of Death*

Dog def Cat in *Age Old Foes*

Kurt Kobain def Jerry Garcia in *Fighting Withdrawal*

Carolina def Buccaneers in *Big Cats at Bay*

Bob Hope def Bing Crosby in *The Road to Mandalay*

Doug def Dinsdale in *The Hedgehog of Piepsk*

Gravity def Single Malt in *Scottish Nightmare*

Buttercrust def Mrs. Baird in *Bread Factory #2*

Green Giant def Birdseye in *Cream of the Crop*

Hunt's def Heinz in *Red Packets*

Consensus def Pluto in *Bridge of the Seven Planets*

Butch def Alfalfa in *Bloody Nose*

INFANTRY AS ENGINEERS

SCENARIO JFL 5 (Version 1.0)



Victory Conditions: The Russian commissar must exit the north edge before game end.

THE RAATE ROAD, FINLAND, JANUARY 1940: After exhaustive fighting during the winter of 1939-40, the Russians have finally forced the resolute Finns back to the Mannerheim line and out of the forest and lake region. The roads, however, are still heavily mined and subject to attacks by skilled and ruthless Finnish raiding parties. Supplies still need to be brought up as well. The commissar for the region is inspecting the line and needs the road to be usable in order to reach the front. He does not expect to get out of his car or have to wait. The engineers are needed at the front and the only available personnel to clear the road are raw recruits. The commissar does not care how it is done; the road needs to be cleared by the time he arrives.

BOARD CONFIGURATION:

BALANCE:

⚡ Mines and Wire may be placed on Path hexes.

★ Fortifications are not HIP; minefields are Known.

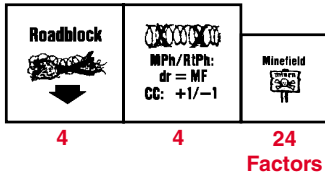


(Only hexrows A-P are playable)

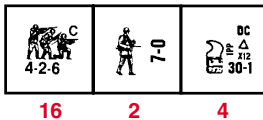
TURN RECORD CHART

⚡ FINNS Set UpFirst	1	2	3	4	5	★ 6	END
★ RUSSIANS Move First							

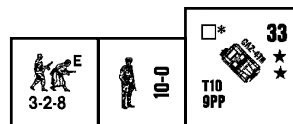
Finnish Fortifications [ELR: N/A] Set up HIP on road hexes from 34C6 to 34P5: {SAN: 7}



Road Clearance Detail [ELR: 1] set up on/adjacent to hex 34A5: {SAN: 0}



Commissar and NKVD escort [ELR: 5] enter on hex 34A5 on Turn 6.



Scenario Design: Dan Preston

Special Rules:

1. Weather is Ground Snow and no wind at start. Extreme Winter (E3.74) is in effect. The road is plowed.
2. Finnish minefields are 6 factors each. The Finns have Booby Trap level A on board 34.

AFTERMATH: The raw Russian conscripts did their best to make the road passable for the commissar's passing. The road was littered with mines and other fortifications, and Finnish snipers kept infiltrating to the flanks, taking a heavy toll on the working parties, then fading away before infantry patrols could flush them out. In the end, the commissar's car raced past the exhausted levies and dead and wounded alongside the road. The commissar made his appointment, but never looked back.

CUSTER'S MUSTER

SCENARIO JFL 6 (Version 1.0)



Victory Conditions: The 7th Cavalry wins by having any surviving units at game end.

LITTLE BIG HORN RIVER, 25 June 1876: Lt. Colonel Custer's campaign against the combined native forces of the warriors of numerous tribes reached its culmination on June 25th, 1876. Despite indications of a huge buildup of opposing forces, Custer and his command rode westward along the north bank of the Little Big Horn river, with Captain Benteen and Major Reno following. His intention was to cross the river and attack the encampment from the north, with the other two elements to close in from the southeast to complete the encirclement.

BOARD CONFIGURATION:










	29
Hi7	31
	28

TURN RECORD CHART








☆ U.S. Sets Up First	1	2	3	4	5	6	7	8	9	10	END
† NATIVE Moves First											












Elements of 7th Cavalry Regiment [ELR: 4] set up dismounted anywhere on overlay: {SAN: 0}

 4-4-7 2	 10-2	 9-1	 8-1	 8-0	 7-0	 12
24		2				24









Task Group Crazy Horse [ELR: 5] enter on any north and/or west board edge hex(es) on Turn 1: {SAN: 0}

 5-2-7 1	 3-3-7 1	 10-0	 9-1	 8-1	 7-0	 12
9	11					20

Task Group Gall [ELR: 5] enter on any east board edge hex(es) on Turn 1: {SAN: 0}

 5-2-7 1	 3-3-7 1	 10-0	 9-2	 9-1	 8-1	 8-0	 7-0	 12
17	23			2	2			40

Task Group Lame White Man [ELR: 5] enter on any south board edge hex(es) on Turn 1: {SAN: 0}

 5-2-7 1	 3-3-7 1	 10-0	 9-1	 8-1	 8-0	 7-0	 12
19	21		2	2	2		40

Scenario Design: Dan Preston

Special Rules:

1. Weather is Clear with Dry EC and no wind at start. Steppe Terrain is in effect (EXC: all woods are brush). Place overlay Hi7 on hexes 31V7/U8. Entrenching is NA. Use of smoke is NA.
2. Use Russian counters to represent Native units. Native units are Stealthy. Native units go Hand-to-Hand as if Japanese, and are awarded a -1 bonus to their CC attacks. No Quarter is in effect. Commisars represent the senior Native leaders and function as pre-1942 Russian commissars (EXC: broken units that fail to rally are simply treated as broken).

AFTERMATH: Custer and his command rode straight into the jaws of Sitting Bull's trap. The native cavalry not only hugely outnumbered the overconfident Custer, but their repeating rifles gave them a tremendous edge in firepower. Major Reno and Captain Benteen were held off to the southeast of the native encampment, and finally fought their way out of the ambush with the native cavalry hot on their heels. This retreating force finally formed a hedgehog to the southeast on high ground with the pack trains. Custer was not so lucky. His command was completely wiped out.

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Next Issue

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