

Red Banner

A quarterly fanzine for the Advanced Squad Leader (ASL) board game
By the DC Conscripts ASL Club



Table of Contents

Commissar's Call:	<i>Tourney Readouts</i>
Conscripts' Chatter:	<i>Red Banner Concealment Workshop</i>
Amazing ASL Lore:	<i>Twin critical hits</i>
New Media:	<i>Poking Fun at Games</i>
New Scenario(s):	On hold pending further playtesting
After Action Report:	<i>Zon with the Wind</i>

Commissar's Call: *Tourney Readouts*



Summary by John Gorkowski

A full squad (12 conscripts) mustered for Human Wave 2021 in a Vienna Virginia backyard from July 9-11. An hour before kickoff on Friday, monsoon (PTO-style) rain flooded low lying areas so we relocated two canopies to high ground before starting. All went well that first night as we played from 5-9 in fading light. Saturday featured perfect weather and a whole day of furious gaming by all 12 participants; the squad ate 12 grilled burgers and plundered my cooler. Alas, only five remained on day three. Two played starter kit and the other three tried “Whom Gods Destroy.” The victors took home trophy plaques, a copy of Hedgerow Hell, and a copy of Streets of Fire. Action shots below.

Katyusha Variations



Transylvania 6500



Starter Kit



A more detailed review by Tourney Director John Stadick

On Friday the 9th arrived at John's battleground at 1500. Set up was complete. At about 1600, (informed John when working this was referred to as a pepco rain), the skies broke loose, then finely stopped at 1645. The setup area turned into a swamp, so some moving of tables, chairs, and tents, with conscripted help from early arrivers, the arena was ready to go. For starter kit was one match between Scott B. and Stef, with Scott winning as the Italians in Ambitious Assault. The ASL group started with Stephen F. (Axis Minor) and Bill S. (German) playtesting Five Days in May, with Bill winning. Andy G. (Russian) and Paul C. (Swedish) going at it in The Swedish Voluntary Corps, with Paul pull out the Victory. The last round for the day was John G. (Russian) and Eric M. (Swedish) in Katyusha Variations, with the rockets red glare too much for the Swed's and John taking the Victory.

Starting off the 10th, we have Eric M. (Russian) and Stephen F. (Polish) Battling in Cocktails for Molotov, with Stephen winning. The other two matches starting Saturday were of Transylvania 6-5000 with John G. (Hun.) and Paul C. (Russian) with Paul winning and the other match Andy G. (Russian) and John S. (Hun.) and John squeezing out the win. In the Starter Kit round we have two playings of S54(don't know title) with Stef (Russian) and Steve (German) and Tim Z. (Russian) and Jim L. (German) with both being German Wins.

The second round for Saturday has Eric M. (Russian) and John G. (Romanian) (I paired them again for Andy and Eric are regular players of each other), in Mountain Hunters, with John taking the victory. Also we have Andy G. (Russian) and Stephen F. (Romanian) doing battle in They Fired on Odessa, and Stephen taking the win. The third Match was Paul C. (Yugo.) and John S. (Italian) in Centauro on a Flank, with Paul winning the title.

The 11th only had three players for ASL and one for Starter Kit. With only one player Jim L. takes the title and Stef gets second place. For the ASL Second place would have been between Stefen F. and John G. Instead, the final round a three-way battle in Whom Gods Destroy, having Paul C. (EDES) John G. (German), and John S. (ELES) doing battle for the second place prize and the tournament director pull out the win.

Conscripts' Chatter: *Red Banner Concealment Workshop*



By David Wiesenbahn

I attended the June 26 concealment tutorial put on by John Stadick. Concealment is introduced in SK, but not until SK4, and only in PTO. I have played SK PTO, and I'm in the process of learning the full game, so before the tutorial, I was familiar with the basic concepts of concealment, but John Stadick's excellent overview helped solidify my knowledge.

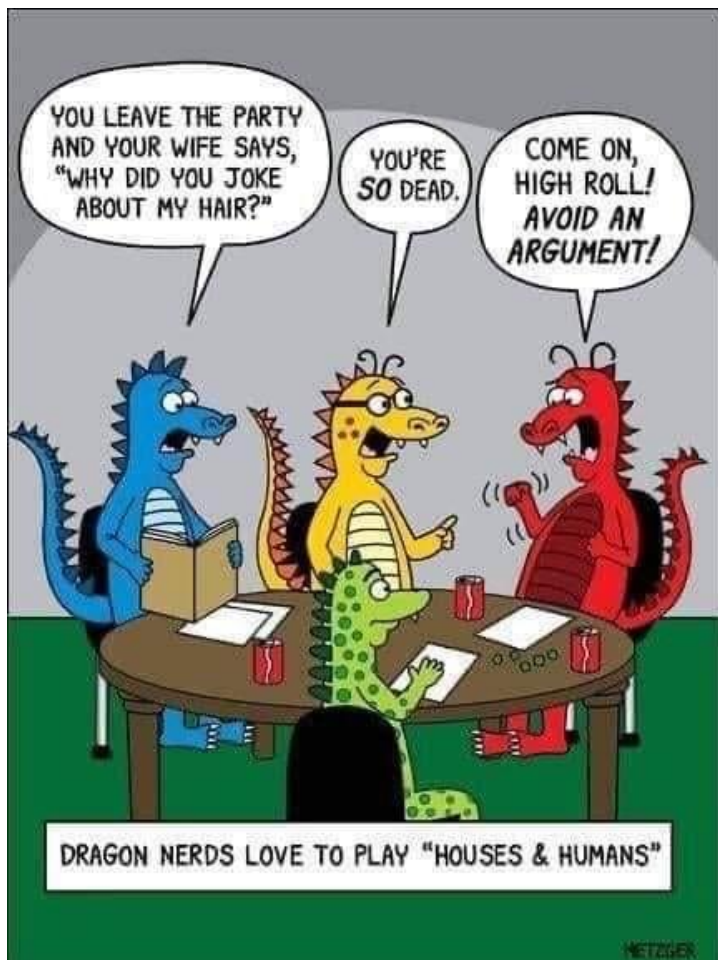
What was especially helpful was that I got a chance to see some common situations, and some basic tactics. It's one thing to have read the rules, but it's quite another thing to see them in action. Many of the concepts in ASL are straightforward, but they come with numerous subtleties and exceptions, and having an experienced player walk us through these concepts in bite-sized chunks is a great way to learn the game. John - Thank you for taking the time to teach us.

Amazing ASL Lore: *Twin critical hits*

While playing 221 Mountain Hunters, two Russian 76* INF guns each separately scored an AP critical hit (too early for HEAT) on its first shot of the game to take out and burn a moving STUG IIIB from the front! That was 7 or less to hit in one case and 5 or less in the other with a modified TK number of 3 (for immobilization) in both cases. So much for acceptable risk.

New Media: *Poking Fun at Games*

Some humor about another famous game.



After Action Report: *Zon with the Wind*

ZON WITH THE WIND (A32) ROAR (05/2020) Americans 240 / Germans 219 / Ext.Rt. 7.03
 Zon, the Netherlands, 17. September 1944 created with VA3L v18.9 on 22. May 2020

1 2 3 4 5 6 END Wet EC: -2 No Wind No Gusts

German PF Tally (7 max) US Exit VP Tally (7 needed)
 PF: TK31 BAZAA: TK38 AA: FUK 98
 - 0 + AS²A²2² LF - 0 +

Elements of the 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5 / SAN: 2]
 Enter on Turn 1 along the north edge onbetween G1 and K1. Enter on Turn 2 along the north edge onbetween M1 and U1.



I played Zon With The Wind (188) against Andy Goldin on June 26. I was familiar with this scenario since there is an SK version (“88s At Zon”). I am an experienced SK player trying to move up to the full game, and Andy was kind enough to agree to play me. I chose this scenario because it looked relatively straightforward - no AFVs and not too many SSRs. But then I looked at the map board, and saw gullies, crags, paths through forests, and even a couple of lumberyard hexes. However, Andy reassured me and promised that we could work through the terrain.

I had the defending Germans. Andy had the attacking Americans. The game is played across the short edge of map 24. The Americans have to exit enough VPs off the bottom edge of the map, but they can only exit through three specified hexes. Map 24 is dominated by a depression, but the top and bottom of the map (when viewed across the short edge) has a row of hexes that forms of plateau, which for the most part provides LOS across the depression. The exception to this is some multi-level buildings in the depression, and these makes some LOSs a bit tricky.

The Germans have a weak infantry force, consisting mostly of 2nd line troops and a couple of LMGs. But they have two mighty 88s. The Americans have two waves of stout paratroopers, an MMG, and a few bazookas: quantity and quality.

I had some help with my setup from some veterans. My infantry deployed forward in buildings, and my 88s were in the rear with the LOSs that they could get. The rear most 88 could fire on the incoming Americans and, if it survived, could cover the exit hexes. The goal with the infantry was to slow down the Americans or force them into the slower outer flanks, and prudently fall back. The Americans only have to make it across the short edge of the board in six turns.

On the first turn, the Americans probed the defenses on the German left flank, and I managed to break a half squad. Andy tried to bring a strong force along the side that he thought was protected, but one of my 88s got a hit, and then rolled snake eyes. One leader dead, one squad dead, the rest broken. Ouch. At the end of the first turn, the initial American attack had not fared too well, with only a half squad able to get into the depression unscathed.

On the second turn, the American reinforcements made a safe and covered push down the German center and right. Attacks from the German infantry were not especially strong, but I was finding far more luck than I deserved, rolling lots of 2s and 3s. The 88s also had some good shots (I think every shot was a hit), and more carnage ensued. One American half squad managed to penetrate into the depression and make its way safely into a stone building, but was eliminated by rolling low on a prep fire attack. At the end of the second turn, the Americans had lost a squad or two, (or three?), a couple more were broken with limited rout options, and they had made little progress infiltrating the German lines. Meanwhile, the Germans had not suffered a scratch. We agreed that at that point, barring a flight of P-51s (or maybe an A-10), the American cause was hopeless.

I appreciate Andy's help and patience with me as I learned the full game. And I appreciate his sense of humor in the face of my ridiculous good luck with the dice.