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THE HALL OF

HORIZON

THE GOLDEN AGE  
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# TABLE OF CONTENTS

“Why I’m not a Fan of the Sniper in ASL”	<b>Chad Cummins</b>	1
“How to Run an ASL Tournament Without Going Crazy”	<b>Carl Noguiera</b>	2
“Making Your Own Counters”	<b>Michael A. Balis</b>	9
<b>HazMo 11: THE BELEAGUERED CAPITAL</b>	<b>- Chuck Hammond</b>	11
“No pasarán: HazMo11 and the Spanish Civil War in ASL”	<b>Jonathan Kay</b>	13
“Playtesting and Proofreading: Necessary Evils”	<b>Jim Bishop</b>	19
“From SL To ASL To VASL –An Old Timer’s Perspective”	<b>Michael Klautky</b>	23
<b>Dagger Z19: THE TRAP AT TARGAL FRUMOS</b>	<b>- Michael Klautky</b>	27
“ASL Hosting Etiquette”	<b>Robert Hammond</b>	28
“Prokhorowka: How I Play It”	<b>Luca Martini</b>	32
“My Favorite Scenario Designs: A Retrospective”	<b>Pete Schelling</b>	40
“Hot Summer, Cold Steel: HazMo Pack 3”	<b>Chuck Hammond</b>	45
A Note from the Editor <b>Chuck Hammond</b>		47



*Above: A Russian sniper waving goodbye to Chad Cummins' 10-2 Leader.*

Chad Cummins  
**Why I'm not a Fan of the Sniper in ASL**  
*[A seasoned grognard unloads . . . – ed.]*

You've been at it for four straight hours – the game is intense and you're just about ready to assault the final victory location. Your opponent, meanwhile, thinks he just might be able to hold out. You move your first MMC and he takes a PTC – and you roll your opponent's SAN. The sniper comes, kills the ranking leader and breaks the other squads stacked with him – game over.

Or . . . you're ready to play, having spent a considerable amount of time mulling over your setup. You only get a few chances to play each month and you're really looking forward to it. You're about an hour into the game when the sniper comes, kills the leader atop the kill stack and you no longer have any chance of winning – game over.

We've all experienced similar variations of this theme. Yes, there are things you can do to mitigate the sniper, such using your dummy counters to surround key positions or putting out sniper bait, and you have to resort to these measures in the modern game or pay the inevitable price. But how much fun does it add? Does the sniper really work in the present-day ASL game system?

There are certain scenarios where the SAN is built right into the situation (Stalingrad comes to mind) but does every scenario need a sniper number of 3 or 4? I realize many will take umbrage with my heresy – but I have never been a fan and never will be. :)



*Left: Modern-day, peace-loving Vikings getting their geek on at the 2022 Scandinavian Open. The event was held March 2nd – 6th in Ishøj, Denmark. [Note the fire extinguisher in the background. – ed.]*

Carl Noguiera

## **How to Run an ASL Tournament Without Going Crazy** *(No, really . . . just ask my imaginary friend!)*

Back some twenty-six years ago, when I was but a young buck of 36, I was part of a group of New England players who began the first Nor'easter Tournament. Chuck Hammond has asked me to pen some thoughts garnered along the way and that is what I am here to do.

Back then as now, it was a group effort. Piece Of Advice #1; bring friends, lots of 'em. The old saw says that many hands make for light work and quite frankly, the more evenly spread the work, the better. If your group is from the NAVY (Never Again Volunteer Yourself) you will probably not be able to run a successful tournament for long. It can be done by one guy and only one guy, but the workload is a lot and would be unfair to rest to leave it on one guy's shoulders. Ask for volunteers. Explain the mission and the great, rewarding feeling you get from hosting your fellow ASLers in a tournament/event setting. The volunteers will come. If they don't, don't do it. It's ok to have one or two main guys, but many should have a role.

Fortunately for me, there have always been wonderful people in the area willing to step up into roles. **Minister of Finance, Scenario List King, Mini- Tournament Organizer, Tournament Director, Advertising Exec, Hotel Coordinator and Prize Gatherer.** If running a list-based tournament such as ours, it's worthwhile to have an **Errata Researcher** too.

Piece of advice #2: Location, Location, Location. Try to find a spot central to your region and yet affordable. Often, this is easier said than done. See if you can't have multiple food options close by. If there are members of your group who live in close proximity to the area, ask them for their opinions on the local eateries and the hotel itself.

Upon locating a suitable geographic area, scout the hotels thoroughly. Know your budget based on your attendance projections. Go with the under – not the over – when budgeting. It is ok to be pleasantly surprised by attendance, not so much to be unpleasantly surprised because you will then be reaching into your wallet to make up the difference.

If a hotel has everything you want, but it is too expensive, make it a hard pass. Know what to compromise on and what not to. If one place has rooms like the Taj Ma Hal but is well out of range, so be it. Move on. Go with clean, comfortable but affordable, both to you and your guests. People aren't showing up for the debutant ball, they are going to be in the gaming area most of the time anyway. Certainly, you don't want to put your guests up in a hotel where the room moves when you turn off the lights though, either [*Truth! – ed.*]. Balance comfort and quality with the imperative of staying within your budget. These are your friends you are hosting.

Always remember that. Which brings us to Piece Of Advice #3. These are your friends, but they are also customers. Treat them with the care and respect you would bring to both types of relationships. With that said, this is your enterprise you are running. I can honestly say that in 26 years, I have only had a few unpleasant interactions with attendees. When we have, we have always used what I like to call “Merit Based Customer Service”. Does your argument have merit? No? Then you're not getting service on that, sorry. Accommodate every reasonable request and bend over backwards for your attendees but understand there are limits. Set them politely and firmly

and always try to be fair. You want people's experiences to be pleasant, but realize too that on rare occasions, you will encounter people that You----Just---Can't-----Reach. (God, Cool Hand Luke was a great movie. A veritable quote-machine . . . I digress).

Piece of advice #4. What do you want your tournament to be about? List-based or open- scenario selection format? Do you want a tournament at all, or just a wide open get-together when attendees can just play for 3-4 or more days? All of these options have their strengths and weaknesses.

List-based Tournaments: If you intend to have timed rounds, stick to them. The rounds will go from time-X to time-Y, we will break for an hour and then resume for the next round from Y to Z. To facilitate this approach, you select as diverse and play-balanced a selection of scenarios as possible. If you are running two rounds a day, the morning round will tend to need shorter scenarios while the night round can be a little longer. (If two guys want to play until dawn's early light, tell them to knock themselves out, they won't be stepping on the next round's toes. You might not be awake for the

## PAIRINGS ROUND 3

Pairing	PLAYER 1	Seed	Nationality		PLAYER 2	Seed	Nationality
1	Melvin Falk	1931	SWE	vs.	Olivier Dietsch	1665	FRA
2	Mattias Bergwall	1778	SWE	vs.	Kenneth Knudsen	1697	DK
3	Ketil Høgenhaug	1717	NOR	vs.	Svante Sandblom	1626	SWE
4	Arnaud Sanchis	1791	FRA	vs.	Jesper Orland	1532	DK
5	Juan Santacruz	1662	ESP	vs.	Daniel Qvarford	1494	SWE
6	Hans bugge	1655	NOR	vs.	Michael Hemmingsen	1494	DK
7	Andreas Carlsson	1620	SWE	vs.	Magnus Rimvall	1477	SWE
8	Kåre Jacobsen	1576	DK	vs.	Thomas Harjo	1457	NOR
9	Olav Heie	1561	NOR	vs.	Søren Sandager Søren	1365	DK
10	Carl Alex F Nielsen	1462	DK	vs.	Oddgeir Drewdal	1408	NOR
11	Niels Larsen	1462	DK	vs.	Erik Andersson	1375	USA
12	Martin Houmøller	1457	DK	vs.	Tim Hunsdorfer	1284	USA

*Above: Documenting the atrocities*

next round, but that is on you). Always try to select scenarios that can be finished in time at a reasonable pace of play. Know your players too. Try to pair faster players with slower players in the early rounds, before you have winners playing winners and losers playing losers, so that the two paces might even out and finish on time.

A note on play balance: I tend to use ROAR as a guide. It is not a faultless system, but some data are almost always better than none. The more playings a scenario has had, the more likely the faults of one player being greater than those of his opponent, or people playing a tricky rule wrong skewing the scenario, even out. Also, pull every scenario you select out and look it over. Does it pass the smell test? Does it look like both sides can win? The few times I have not had the time to do this have tended to be the times I have had buyers' remorse over a scenario. Try to get one of the more experienced players in your group to compile the scenario list. Trust them to do their job but ask them to submit the list for perusal. Of all the things that benefit from multiple sets of eyes on a problem, ASL is up near the top.

Free-Scenario List Tournaments: These are both easier and harder on the organizers. All the worry about scenario size and balance is now on the player, but that said, you now may have players finishing their first game when a bunch of other players are finishing their second, due to players number 1 and 2 selecting a long scenario. You need to have a plan to track your winners and losers and pair people who may have fewer games together just based on the fact that they have not had a loss. At what point do you cut that off? How many scenarios minimum do you want completed for players to be able to compete for the main prize? These are the questions you must ask yourself and clearly communicate to your players right from the first round so that everyone understands the criteria. You don't want a 1-0 player claiming they should be playing for the first prize on day 4. "I'm sorry sir, I'm glad you enjoyed your game of Last Bid with Joe, but it is not fair to pair you with the 4-0 player for the championship!!" Free-List Tournaments are an OCD Tournament Director's nightmare. It's perhaps why the Nor'easter has never used them. Hmmm [a pregnant pause ensues] . . .

Then there's the wide open, free-gaming "Tournament" which is really more of a convention than a tournament. There is something to be said for this format, though it is rarely tried. The organizers will love it. The only responsibility you have then is pairing people who are looking for opponents. You guys want to play the fur traders vs baby seals scenario? Sure, sounds balanced! The player based organizational aspect is far lighter on the organizers in this way and people can bring a list of 4 or 5 really big scenarios to try out vs diverse opponents. You also do not have to worry about prizes although you still should have as nice a raffle available as possible. All things considered; it is surprising that more tournaments have not tried this approach. It would be novel, and due to that, perhaps quite well-received!



*Above: Familiar faces on the tournament circuit, International Man of Mystery Michael Rodgers (at right) collects the hard-won bounty owed to him by Tournament Master David Garvin. Taken Sept. 27th, 2001. Somewhere in Canada.*



Piece of Advice #5. Do something that links your tournament to your region. You are in New England, call it the Nor'easter and locate yourself near some great seafood restaurants. (Not hard to do here). You are holding it in Florida, maybe call it the Nor'easter Dodgers and hold it next to a sunny beach. Geeks and bikinis, so long as the former are not wearing the latter, you can't go wrong. A tournament in the Mid-West? Call it the Fly-over tournament and have a first-place plaque of a wasteland with a plane flying over it. So many options, so little time.

Piece Of Advice #6. Have fun with your tournament, but make sure you are responsive to it and your attendees as well. Listen to the feedback you get and always try to solicit unfiltered commentary. In this way, one *This part sucked!* remark can be worth hearing *That was great!* ten times. Always listen to your attendees, whether you hear the feedback firsthand or second. Consider every opinion expressed and weigh its value. Apply, discard or modify accordingly. Discuss with your guys, come to a consensus whenever possible. More minds are better than one. The collaborative is usually superior to the solo flight.

Piece Of Advice #7. Have a fun group event in the middle of the event. A raffle, a meeting of some kind. One thing ASLers love to do as much as play ASL is to bust each other's chops. This is a golden opportunity to do so.

Piece of Advice #8 Covid and how to do all the above in the time of a pandemic. The solution is simple: use your head. If Covid is spiking in your area, bite the bullet and cancel or go with a virtual con-tournament on VASL. Set rules that are as fair, yet safe as you can manage. Remember these are not only your friends, but your friends' families you are trying to keep safe as everyone has a good time. Plan accordingly. None of us would want to feel we had a hand in the death of friend or a friend's loved one. Testing is quite widespread now. Ask your attendees to please do so before coming and if positive, to please not attend. Players should be refunded if they are obliged to cancel due to a positive test result.

It is a fine line trying to keep a group of people safe to enjoy your event and not overstep your bounds and insult your friends. Attendees are also expected to be responsible and keep everyone safe. It is the most trying

of the things a present-day tournament organizer must consider, but it is necessary. Again, lean to your fellow supporters and come to a consensus. That is about all the pearls of wisdom I have for one day (and there was great rejoicing). Attend where and when prudent, enjoy always and good gaming to all.

Roll low, fellas!

*Right: Tournament Guru Steve Pleva (at right) bestows the honorific title Hazmo Heavyweight upon notorious Wargaming Junkie JR Tracy at the NY State ASL Championships. Albany, NY, Dec. 6th, 2001.*



# Michael A. Balis

## Making Your Own Counters

Missing counters have plagued so many of us. Such shortages make playing a scenario more difficult. Maybe you want to create new ones. These could include markers for terrain changes, such as Plowed Fields on Grain hexes or the Maus that you've dreamed of using in a DYO match! There is a very easy way to create your own cardboard pieces. Here it is:

1. Consider using graphic programs such as Adobe Illustrator or Microsoft PowerPoint to design and print your counters.
2. If you do not possess any of the above, make an excellent copy that captures the original color and clearly shows the symbols. A photo scan from the counter sheet provides excellent results. If you do not have that software, get a copy professionally made at your local copy shop. Avoid the self-serve machines that are always low on toner.



*Do something  
useful with your  
life: make ASL  
counters from  
scratch!*

3. Buy 1½" and 3¼" blank counter-sheets that provide a neutral background.
4. Cut out design.
5. Use a small artists brush to spread Elmer's glue, Elmer's Wood Glue or Gorilla Wood Glue thinly and evenly across the blank counter. Wipe off excess cement. Place new design on top while

pressing it flat. Remove excess cement that is squeezed out. Ensure that edges are glued. Let dry for one hour.

6. Cut paper flush with the cardboard. Check edges of counter and reglue paper as necessary.

7. Loop masking tape onto your worktable and attach counter. **This will keep it not only still but above the surface, so your counter will not stick to it.**

8. **The late, great Sam Belcher recommended Krylon UV Resistant Clear Acrylic Coating and it has never failed to work well. Spray in two, slow passes in a space with good ventilation and low humidity.** This process protects the paper from corrosive finger oils. Never use enamel or lacquer-based spray, both of which mar the print job. Allow an hour to dry.

9. Repeat the above instructions for other side of the counter.

10. If you used unneeded game counters, skip steps 7-9 since the clear coating will soak through the paper to reveal artwork from below.

Now you can make your own counters and duplicate others that are missing. The tools are inexpensive. Best of all, you acquired the necessary skills in 5th Grade Art Class. In closing, I'd like to thank Joe Chacon for his valuable advice on steps 1 and 2!

# THE BELEAGUERED CAPITAL



HazMo 11

Scenario Design: Chuck Hammond



**BOADILLA DEL MONTE, SPAIN. 16 December, 1936:** As part of his effort to seize Madrid, Franco aimed to cut off the municipal water supply and electricity by blocking the Corunna Road, the capital city's primary lifeline to the north. With this aim in mind, the Nationalists assembled 17,000 men, backed by 4 mobile brigades, batteries of 155mm howitzers and air support in the form of Ju-52 bombers. The first objective was the village of Boadilla del Monte, which the Nationalists pummeled with heavy artillery and air strikes prior to the assault.

## BOARD ORIENTATION:



(Only hexrows J - GG are in play)

**PATH TO VICTORY:** The Nationalists win at Game End if the Republican player cannot trace *any* contiguous line of Road hexes from R5 to EE6, free of Good Order Nationalist MMC on/ADJACENT to the Road.

## PARITY:

- ☒ Replace one MMG in the Nationalist OB with an LMG.
- ☒ The Republicans do not receive a Fortified Building Location.

## TURN PROGRESSION

☒ REPUBLICAN Sets Up First	☒	☒	☒	☒					
☒ NATIONALIST Moves First	1	2	3	4	5	6	7	END	

**REPUBLICANS: Elements of the Boadilla garrison [ELR:3]** set up first on/south of hexrow N in hexes numbered  $\geq 4$ . Units set up in Concealment Terrain or Graveyard begin the game Concealed. (SAN:2)

**Commissar**

9			
2 3 8			

**Elements of the XI International Brigade** enter turn 3 on the south/west edges on/between P10 and GG6.

11			
2 3			

**NATIONALISTS: Elements of the Legión Española [ELR: 3]** Set up anywhere on hexrows J/K and/or in hexes numbered  $\leq 7 = 2$  on/north of hexrow AA. Units set up in Concealment Terrain begin the game Concealed. (SAN:2)

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**Armored Reinforcement Pool** on each of turns 1, 2 and 3, one PzIB enters on north/east edge on/between hexes J10-AA1.

3

## SCENARIO PARAMETERS:

1. EC are Mud (E3.6) with No Wind. All Roads are Paved. Y8 contains a Steeple at Level 2. Place a Stone Rubble counter in O9 and CC6. Place a Wooden Rubble counter in R8, U6 and X5. Place a Shellhole counter in P8, T5, W5 and X7.
2. Kindling is NA and Vehicle Crews may not voluntarily Abandon their Vehicles.
3. UCW 1, 2, 3, 8 and 10 are in effect.
4. The at-start Republican 8-0 Leader is Fanatic and a Commissar (EXC: he Battle Hardens and is Replaced like a normal Leader, but still retains all other characteristics of a Commissar).
5. The Republicans may Fortify one Building Location. In addition, the Republicans may use HIP for one MMC (and any SW/SMC set up in the same Location).

**EPILOGUE:** Initially, the Republicans had only a few battalions in the town to counter the Nationalist threat. When the general staff in Madrid realized the scale of the Franco's attack, however, it rushed the XI International Brigade along with T-26 tanks to the battle. The Brigade proceeded to conduct a successful counterattack at Boadilla, only to find itself virtually isolated in the town. In response, the Nationalists redoubled their assault, culminating in an appalling slaughter on both sides, even by the breathtaking standards of this 6-month old civil war. After three days, the battle ended in a stalemate, the Nationalists having paid a frightful toll in blood for the capture of only a few square kilometers.

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HazMo11: "The Beleaguered Capital" C'mon. TRY it already . . . You'll LIKE it!!

## THE UN-CIVIL WARS (UCW) MULTI-APPLICABLE SCENARIO PARAMETERS

	<p><b>UCW1 No Quarter (A20.3) and Hand-to-Hand CC (J2.31)</b> are in effect. Note: only the Attacker (A.13) may declare HtH CC, regardless of Ambush status.</p>
	<p><b>UCW2</b> Regardless of nationality, a <b>Commissar</b> always functions in the same manner as a pre-11/42 Russian Commissar. Any positive or negative modifiers the Commissar acquires in the course of play are <i>in addition to</i> normal Commissar benefits/liabilities.</p>
	<p><b>UCW3</b> Regardless of the Vehicle, <b>Vehicle Crews</b> are always of the same Nationality as the side under which the Vehicle is listed (e.g. – T-26 Tanks listed under the Republican OB will have Republican – not Russian – Crews, etc.) In addition, these Crews do not pay Captured Equipment penalties when operating any Vehicle of their side.</p>
	<p><b>UCW4</b> Use Russian Counters to represent <b>non-Partisan Chinese Communists</b>. All rules for Russians (25.2) – <i>not</i> Red Chinese – apply to these Units (EXC: <i>Heat of Battle DRM is 0</i>).</p>
	<p><b>UCW5</b> Use GMD Chinese Counters to represent <b>Chinese Nationalists (G18.2)</b>. All rules pertaining to the GMD apply to these Units.</p>
	<p><b>UCW6</b> Use Partisan counters to represent <b>ELAS, the Greek Democratic Army (GDA) and Partisan Chinese Communists</b>. Use Russian counters to represent their SW. These Units are Partisans (A25.24) and use Russian SW with no Captured Equipment penalties. However, they may not form Multi-Location Fire Groups. Note: Partisan – <i>not</i> Red Chinese – rules are in effect for the Partisan Chinese Communists.</p>
	<p><b>UCW7</b> Use Allied Minor counters to represent the <b>Hellenic Army (HA) and/or Greek Royalists</b>. These Units are treated as Allied Minors (A25.9) for all purposes.</p>
	<p><b>UCW8</b> Use Axis Minor counters to represent the <b>Spanish Nationalists</b>. Treat them as Axis Minors (A25.8) for all purposes (EXC: <i>Heat of Battle and Leader Creation DRM are 0</i>).</p>
	<p><b>UCW9</b> Use Italian counters to represent <b>Moroccan Regulares</b> fighting on behalf of the Spanish Nationalists. Treat them as Italians (A25.6) for all purposes (EXC: <i>1<sup>st</sup> Line and Elite Moroccans are Stealthy, and receive a -1 DRM in Hand-to-Hand CC. All Moroccans may use Nationalist SW without Captured Use penalties</i>). Moroccans and Spanish Nationalists are Allied Troops (A10.7). Spanish Nationalists may not form Multi-Location Fire Groups with Moroccans (and vice-versa).</p>
	<p><b>UCW10</b> Use Allied Minor counters to represent the <b>Spanish Republicans</b>. Treat the Republicans as Allied Minors (A25.9) for all purposes.</p>

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*Psst! You'll need UCW 1, 2, 3, 8 and 10 to play the scenario!*

Jonathan Kay

## ***No pasarán*: HazMo11 and the Spanish Civil War in ASL**

The Spanish Civil War was, in human terms, an epic clash of arms: Almost 300,000 combatants are thought to have been killed, as well as more than 150,000 civilians. The conflict also looms large in the history of the 20th century, having been memorably described by U.S. ambassador to Spain Claude Bowers as the “dress rehearsal” for World War II.

Among the idealistic combatants who traveled to Spain to join the fight against fascism were Ernest Hemingway and George Orwell, whose war experiences served to inform, respectively, the novel *For Whom the Bell Tolls* and memoir *Homage to Catalonia*. The war also inspired Pablo Picasso’s unsettling surrealist masterpiece *Guernica*, which depicted suffering of the civilian population following the bombing of the Basque town of the same name on April 26, 1937.



*Guernica, by Pablo Picasso*

All in all, some 50,000 foreigners assisted the Republican side in the form of the International Brigades—whose *Brigada Abraham Lincoln* included a Washington Battalion made up of Americans, and a Mackenzie-Papineau Battalion made up of Canadians. At least a quarter of these international volunteers died in combat, but most of the rest went home with frightening stories to tell. Even before the Nazis invaded Poland, the world’s understanding of fascism’s existential threat to humanity was shaped by General Francisco Franco’s successful campaign to topple the Second Spanish Republic.

And yet one thing that the Spanish Civil War has *not* yielded is a wide array of popular boardgames. This may be partly due to the fact that the conflict was so greatly overshadowed in scale and importance by World War II. But it may also be due to the fact that neither side emerged as sympathetic. As Orwell described in *Homage to Catalonia* (and as Adam Hochschild described, from a U.S. perspective, in his 2016 book, *Spain in Our Hearts: Americans in the Spanish Civil War, 1936–1939*), the Republican war effort turned out to be incompetent, fractured, and cynical, with the dominant pro-Stalinist faction eventually turning murderously upon its Trotskyist and anarchist allies. And as late as early March, 1939, just weeks before Franco conquered Madrid and ended the war, Republican forces inside the capital city were engaged in a deadly power struggle within their own ranks. All in all, the many regional and political subplots make the war difficult to model in any kind of conventional wargame (though, of course, this hasn’t stopped numerous game designers from trying).

However, *The Beleaguered Capital*, HazMo scenario 11, presents a reminder that when Republican and Nationalist forces fought each other in pitched battles, the mode of combat really did offer a preview of World War II, including the use of air power and tanks. (While the only tanks that existed in Spain when the war broke out were a handful of tiny, World War I-era Renault FTs, the Russians sent T-26s to the Republicans while Germany dispatched Pz Is to the Nationalists. In both cases, these vehicles arrived in Spain during the Fall of 1936, just a few months before the December 16 dateline on *The Beleaguered Capital*.)





*American volunteers of the Abraham Lincoln Brigade*

Given the Civil-War motif of this scenario, it is fitting that both forces are represented by counters of the same colour—Allied-Minor light green in the case of the Republicans, and Axis-Minor dark green in the case of the Nationalists. The site of the battle is the town of Boadilla Del Monte, to the north of Madrid, the back story being Franco’s early effort to cut the Republican-held capital off from supplies. The Nationalist OB in the scenario, comprising elements of the *Legión Española*, was part of a historical force numbering about 17,000 soldiers that the Nationalists had committed to the offensive.

Following a general trend in ASL scenario design, the two sides effectively take turns as attacker. At the outset of *The Beleaguered Capital*, it is an elite Nationalist force attacking the Republican-controlled town (as depicted by Board 64), which is held by an almost entirely green garrison. Then on turn three, the tide turns, and a large force of first-line Republican infantry swarm in to push the Nationalists back. After seven turns, the Nationalists win if the Republicans can’t trace a contiguous line of road hexes from the town center (hex R5, to be specific) to the board’s southern road edge that is entirely free of Good Order Nationalist MMCs on or adjacent to the claimed road path.



*The mapboard (Mud is in effect).*

It's a great scenario that I've played twice, both times as Republican. And my sense is that, on balance, the Nationalists may have a *slightly* harder time of it. The turn-3 Republican reinforcements are formidable—as strong as, or stronger than, the entire Nationalist OB, I would argue, once you factor in the superior firepower of the trio of T-26s as compared to the equal number of Pz Is. (Incidentally, the XI International Brigade designation of the reinforcements corresponds to a storied quartet of Republican battalions that were populated in part by troops from Germany and Italy—i.e., the very countries supporting the fascist Nationalists.) And while the Republicans' original garrison force may be green, it is stiffened by the presence of a Commissar, which can make a big difference in this kind of scenario. (The historical precedent here is clear, as every Spanish military unit on the Republican side apparently included a *Comisario Politico* representing Soviet interests.)

Because of the way the victory conditions are structured, the Nationalist player can create a path to victory by successfully defending strongpoints at either the north or south end of the road (Q6, R4, S5, S7 all being candidate locations in the north, and CC6 or FF6 being possibilities on the south end). But of course, this calculation will be affected by the initial Republican

deployment (which itself will be somewhat opaque to the Nationalist player given the Republicans' eight concealment counters and one HIP MMC allowance). For what it's worth, my view is that attacking (and of course holding) one or more north-end choke points gives the Nationalists their best chance of victory.

When I was setting up my Republican defense in *The Beleaguered Capital*, my main dilemma was whether to defend or concede the N6-O6-P5-P6-Q6 building complex, which can fairly easily be rushed by the Nationalists. The problem here is that if you do defend it in a serious way (which is what I ultimately decided the Republicans have to do), it really doesn't make sense unless you throw the Commissar (and probably the Fortified Location as well) into the mix, because otherwise your green defenders on the east side of the M8-S6 road segment are just going to break and surrender.

For the Nationalists, I think one key factor is maintaining discipline in his use of the Pz Is, which come in one per turn for the first three turns. There's going to be a strong temptation to use them aggressively as a means to get your infantry into position to fend off the Republican reinforcements. But if you lose one or more of these tanks, it can make life very easy for the Republicans when they wheel in their platoon of T-26s on turn three. Those buttoned-up 45L guns may not look like much (especially against Nationalists holed up in stone buildings). But if the Republican player is free to just line the tanks up unopposed in a way that allows him to pound away for four turns against the Nationalist strongpoints, he's eventually going to score some hits—and can also use them to crash (or bypass-freeze) his way to victory on the last turn. The best use of the Pz I's, in my opinion, is to buzz around *behind* the T-26 platoon, threatening rear shots, and thereby forcing the T-26s to engage with these tiny, armored gnats rather than zeroing in on the Nationalist-held strongpoints. (The Pz Is' CMG MA may seem pitifully underpowered for this kind of task. But at close range, they aren't an entirely negligible threat to the T-26s, especially given their double-barrelled attack. And of course, their higher speed and radios allow them to dance around the lumbering T-26 platoon, as long as the Nationalist player ensures the Pz Is

aren't trapped within the close confines of the town center. [*Upon scoring a hit, the PzIB receives two TK DR – ed.*]

As a note of caution, I would also urge the Nationalist player not to get too carried away with his turn one-to-three advance, and occupy the hill portion of the map. This may look like a great blocking location that the Nationalist can use to slow down the Republican reinforcements. But given the size of the Republican turn-three force, any Nationalist hilltop defenses are likely to turn into death traps. It may feel boring and passive to remain on the eastern side of the road, but I think that's what the Nationalists have to do (on the north side of the map, at least).

As for the actual historical epilogue, it was all-too-depressingly typical: The Nationalists won after a few days of vicious fighting, but only ended up seizing a few square kilometers of real estate even after taking (and inflicting) severe casualties. Rather than decisively strangling Madrid and ending the war quickly, Franco would continue to lay siege to the city until his forces seized complete control of the city on March 28, 1939.



*Republican T-26 tanks deployed during the Spanish Civil War.*

# Jim Bishop

## Playtesting and Proofreading: Necessary Evils

In all of ASL, there are no more thankless tasks than playtesting and proofreading. Scenario designers make their reputations based on their designs. Producers make their reputation based on the quality of their products. Behind each of these lies the countless masses who have playtested a scenario and/or proofread the product. So what goes into it and how do talented designers leverage these to transform good products into great ones?

### Playtesting

This process is just what it sounds like: playing the scenario and seeing how it works out. The first questions most designers want answered are: A) Is it fun? and B) What's the replay value? After all, no one wants to play a boring scenario. Boring scenarios include those that have little to no replay value, since scenarios played once and put away aren't very likely to join the pantheon of "classics."



*A playtester asking himself: "How do I tell him that his scenario needs a lot more work?"*

Once you have answered these basic questions, scenario designers are looking to see how balanced the scenario is. They want each side to have a reasonable chance of winning. This goal is perhaps the most difficult one to meet. As playtesters, we have to bear in mind the extent to which luck influenced the outcome of our game. Did one side lose its only AT asset? How did that change the game? Did a SAN eliminate one side's best leader? [*If so, that leader most likely belonged to Chad Cummins. – ed.*] When providing feedback to the designer, you need to try to account for this variable. Beyond that, your feedback should be honest and focus on the issues. In addition, playtesters have to recognize that it is the designer who has the ultimate responsibility for the final product.

One thing designers have a tough time accounting for is variation in skill levels. If, for example, one player is a very strong player while the other is much weaker, this imbalance needs to be accounted for in the playtest report. This consideration requires players to be very open and forthright about their skill level. All input is valuable, and lack of skill is not a reason to exclude someone's input, but if the skilled player wins easily against the less-skilled opponent, you must give some consideration in your feedback or changes to the scenario might end up being for the worse.

Tougher still is trying to balance a scenario across ALL skill levels. What is balanced when played between very skilled opponents might not be balanced when played by players with lesser skill. Very skilled players are well versed in the timing of an attack and how to get the most out of the Order of Battle. Players with less skill may struggle with some or all of these considerations. Designers – particularly the best designers – will account for this disparity when receiving feedback. As a playtester, don't feel slighted by this practice. Keep in mind that the final result is ultimately their product and not yours.

Lastly, as a playtester, your job is to review the card. Does it make sense? Is the map oriented correctly? Are the setup instructions clear? Are the Victory Conditions clear? While the preamble and aftermath do not affect game play, even they can impact the final product. For example, does either summary mention the involvement of an elite unit and, if so, are this elite

unit reflected in the OB? When confronted with inconsistencies, provide clear feedback to the designer. If you can, provide rule citations or Q&A, as appropriate.

## Proofreading

The role of a proofreader is to ensure that the written materials are as clear as possible. Both scenario cards and module materials should be models of clarity. As a proofreader, your job is to remove any and all ambiguities.

It is of almost equal importance that the proofreader know the rules well enough to recognize when something isn't covered by the rules or know when the designer is changing the rules as they exist in the ASLRBv2 to something else. Note that it is not the proofreader's job to change these things. The designer may have a good reason for altering the rules in some way. Your job is to point out the inconsistency and raise the point with the designer to make sure that perception matches the intent. If it does, remember your other priority: removing ambiguity. Make certain you do so here.

As you are reading the module materials – particularly for a larger module – you have to make sure they are internally consistent. Does a rule later in the material conflict with something earlier? Again, your job is to raise the concern with the designer, let him decide on his intent, and do your best to remove ambiguity.

*Proofreader:  
“Honey, I found the  
Perry-sez!”*



Hopefully, you develop a relationship with the producer over time such that you can ask hard questions. And make no mistake: you *have* to ask the hard questions. Is this SSR really needed or can the rules as written get the same job done? Is the “juice worth the squeeze”? Ultimately, the decision belongs to the designer and your role then becomes one of cleaning up the rule passage and removing ambiguity from the module. ASL is a complex game. If we as proofreaders can provide a simplification by sticking to the rules as written, we should give designers that option and then abide by their choices.

Perhaps the hardest part of proofreading is staying abreast of Q&A and errata. An understanding of these minutiae can impact gameplay and you need to make sure the designers are aware of relevant details. Some errata can be found in the rulebook, while other errata are listed on the counters themselves. Not everyone removes errata counters from their ASL kit and they can inadvertently end up in a designers scenario. As a proofreader, you need to be aware of these technicalities.

The single greatest skill you possess as a proofreader is the ability to pose worthwhile, constructive questions. You should be asking questions of the designer constantly. Questions help the designer to think through the process and allow them to respond out loud, which in turn makes the scenario more coherent and consistent . Very few designs start out looking like the finished product. This axiom is especially true of big projects. Requiring the designer to explain various details allows the designer to recognize and correct potential mistakes and provide clarity where needed. In sum, I enjoy proofreading and playtesting for designers. Not only does providing my own critique allow me to participate in scenario development, but also allows me to enhance my knowledge of the game. Proofreading keeps me in constant contact with Q&A and helps me to identify sections of the rules where clarity needs to be improved. I get to chat with top players and rules-whisperers from all over the world. In the end, that process makes me a better player and is therefore time well spent. [*I should mention here that Jim maintains an excellent ASL blog, where players can find articles of interest for all skill levels! – ed. See [jekl.com](http://jekl.com)*]



## Michael Klautky

# From SL To ASL To VASL –An Old Timer’s Perspective

I was just about to roll dem virtual dice – like clicking a button had the same excitement level as watching them pips come up after a real tumble – in “Great Vengeance,” a HazMo6 scenario against Steve Anderson, when none other than the designer Chuck Hammond sends me a message over VASL, asking whether he could send me an e-mail. Sure, sure. When I read it after our session, his first sentence “*Hazardous Movement is putting together a big newsletter with contributions from ASL players all over the world, and I really wanted one from a German player*” left me with a chuckle. I suppose that if speaking the language qualifies me as a German player ... ok, but the chuckle was more from “If Chuck really knew my dubious family tree, he might not be so quick to qualify me as such.” There was a time when being a German would have left me as far removed from the tribe as *Heinz 57* is from A1 steak sauce. My second cousins removed would only have been recognized in the dark by their pearly whites in the South American jungle. I suppose it wasn’t until my Da – God rest his soul - left what is now Guyana to study for his medical license in Germany to meet his woman of interest. You can fill in from there. Of course, it helped that my Great Gran-Da expatriated himself from Germany after the Franco-Prussian war to live as a surveyor in Georgetown, the capital of then British Guyana. He was commissioned by Queen Victoria to re-survey sections of the border between Venezuela and the British colony to help settle an ongoing border dispute. The end result was that the border remains in dispute to this day, with flare ups every now and then. My Great Gran-Da never returned to Germany and became a de facto British colonial. He married a native Amerindian, and so did my Gran-Da (who fought for the Brits in WWI – figure that one, but that’s another story), but my Da broke the tradition, he went back to dem roots you see. And there my story begins.

Freshly migrated from Germany to Windsor, Canada in 1978, I will never forget my first encounter with what was then *Squad Leader*. I was actually just over the border in Detroit at the time, in a Toys R Us store –

they had everything back then and we didn't have a store like that in Windsor - looking for a chess set, complete with detailed action figures to help in a better immersion of glorious bloodless war to be fought in the most sterile manner possible. That was the extent of my formal gaming ... *ad nauseum*. You have to understand that in Germany, at the time, you would never find a tactical level war game about WWII in the format I stumbled upon in SL. Keep in mind that such things would be frowned upon by most Germans to whom the war remained a blemish to their soul. To most, any notions of war – real or imagined - was truly clobbered out of them after going through it twice. Playing at war in any format got you in its mildest form earned you one of those ... *hmm, so you're-a-skin-head-type-huh?* looks.

Not to be deterred, I picked it up and looked it over. It didn't have any plastic film over it, so I was able to look inside. What got me salivating was seeing the counter sheets and some of the map. Up to that point I had played with my school buddies with square cut, hand marked cardboard, using marked up street maps for territory and house rules that changed, I think every time we sat down, because we couldn't remember them from the game before. The only common thing I remember was that dice were involved. Standing there, I realized to my dismay that I didn't have enough cash left to buy the stupid thing. It would be another two weeks before I made it back to that store to pick up my first copy of SL to start a journey that would bring me to this article and countless games thereafter ... what, 43 some years and counting. SL had just been released in 1977 and was still in its infancy. So when I brought it home and showed my buddies, we all got excited and started playing without really understanding the rules, just to play the damn thing already.

Fast forward – I remember the groan when SL turned into ASL in the mid-eighties. Having just come to a comfortable understanding of the rules - sometimes contradictory - from all the available modules at the time, I was not keen on going over ...what, a 200+ page tome in a ring binder? Among other things (for those old enough to remember), the new rules did away with that crooked hex grain path to lay a fire line. Bugger off ... I loved that rule!

By that time we had moved across the border into the Detroit suburbs, and it was still difficult for me to find regular play of a game that I had absolutely fallen in love with. Unlike chess, which is all I knew and played in Germany and which - after you got good enough at it - had a tendency toward predictability. It just isn't the crunchy cardboard death and varied mayhem you could immerse yourself in. ASL, on the other hand, rewards the consistency of a good player, but throws in the reality of probability, the variables that allow even a weaker player to shine. Regression Analysis: tutoring math during my college years for extra cash has remained a hobby of mine, and ASL has fit that hobby like a glove. The first few years, most of my game time was spent in solo play, and with the advent of ASL turned into what would eventually become dubbed as Klautky's "*black book*" or "*the book*" by my Michigan gaming buddies of scenario setups and strategies for those that I found worthy to log as a recipe and put into "*the book*" as it were. The problem quickly became the inevitable question ..." Is it in the book?", followed by "*I am not playing it if it's in the book, Klautky!*" and finally with ..." *I want to play something you haven't played before*" ... which then was the end of it, with me never getting the chance to test whether my "*booked*" scenario played out as intended ... unless I was more dubious about getting around to telling the truth. Full disclosure – if not then and there – sooner or later, I would get them to play my "*booked*" scenario, wittingly ...or not 😊!. As I am writing this, it reminds me of a scenario – can't remember the name now – with my old gaming buddy Jim Taylor (he probably remembers the name, because for the longest time I didn't let him lay it down) that came out of "*the book*", in which I read to him exactly what my strategy was and planned outcome. That scenario was a resounding win, but I suspect he didn't really listen, figuring it all to be more of Klautky's BS.

Some 15 years or so later, we enter the virtual world with Rodney Kinney's dream that we all be able to play ASL over the internet, and VASL was born. I should note that around that time, ASL was what appeared to be a slowly dying community. I mean, let's face it, it is a special breed of people that have the patience - driven by their passion for military history - to slog through all these rules and be rewarded with a level of cerebral

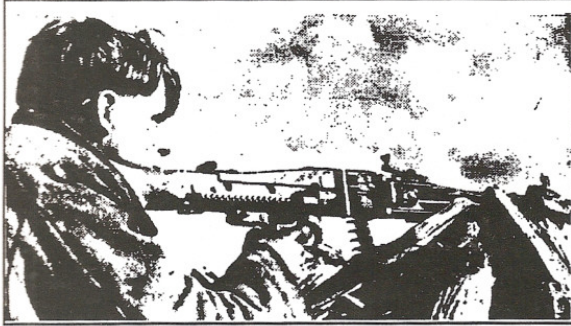
engagement that is unlike any other game I know. This, in an increasingly short-tempered world seeking instant gratification from their recreational activities. Our generation has gotten older, started families, careers, and has less time to devote to the game, with very little new blood entering the hobby.

Still, I had enough gaming buddies in my area for face-to-face encounters that left me unattracted to VASL. It wasn't until I picked up stakes and moved with kit and caboodle to South Florida in 2001, that I was starved for face-to-face ASL cardboard struggles to the death. The closest group was a 4-hour drive to Tampa, northwest of me. That drought in the end is what forced me into VASL. For me it's a love/hate relationship. On one hand, I just love the ability to play in time sessions to complete a longer scenario vs. someone having to ward over the board in unfinished face-to-face encounters. The VASL format is perfect for this, well-organized and has gotten only better over the years. On the other hand, there is something to be said watching those dice tumble in anticipation of the right pips to come up for you and against your gaming buddy, who is staring just as intently with the same fervent hope. The banter, seeing the other person's reaction, the stress of a tight game, the howling against an impossible run of the dice ... "*Laddy, did ye see that?...deeenied!*". All that personal feedback goes by the wayside ... oh well! In the end though, I concede that if it hadn't been for VASL I would not be playing the game, nor do I believe the hobby would have been revived from its slow death some 20 years ago without it. It is incredible, looking back, how global the game has become and how the player base has grown in diversity. To that I raise my hat and am thankful for Rodney's insight to develop VASL and make it a complete success! [*I agree! I think we all owe Rodney a huge debt of gratitude! – ed.*]

# THE TRAP AT TARGUL FRUMOS

DAGGER

## ASL SCENARIO Z19

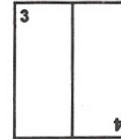


**TARGUL FRUMOS, ROMANIA, 2 May, 1944:** By mid-morning on May 2, the Soviet 16th Tank Corps had successfully penetrated the front near Targul Frumos along two lines of attack. Large armored and motorized infantry formations began pouring through the breach in a headlong rush toward Jassy. In the face of overwhelming numbers, the Germans simply went to ground, allowing themselves to be overrun by the armor, but remaining to fight the inevitable mass of infantry behind. In this way, anti-tank weapons sighted in depth could deal unhindered with the armored breakthroughs while artillery fire separated the enemy tanks from their infantry. By the time the first wave of Russian armor was approaching Targul Frumos, General von Manteuffel had deployed the 24th Panzer into two mixed battle groups, ready to deliver a careful counter-blow.

### BOARD CONFIGURATION:

### BALANCE:

- ♣ Delete one 628 from Soviet OB
- ★ Delete Hero from German OB



Michael Klautky

**VICTORY CONDITIONS:** The German wins if at Game End he controls all buildings bounded by road 3U3-N4-Q8 and has earned more CVP than the Russian.

### TURN RECORD CHART

♣ GERMAN Sets Up First	1	★ 2	♣ 3	4	5	6	7	8	END
★ RUSSIAN Moves First									

**Elements of 16th Tank Corps [ELR: 3] Set up east of road 3GG5-X2-Q2-4GG6 but >4 hexes from hex 3R4: {SAN: 2}**

Enter south and/or east edge on Turn 2:

**Elements of Panzer Grenadier Division Grossdeutschland [ELR: 4] Set up west of road 3GG5-X2-Q2-4GG6: {SAN: 4}**

**Elements of 24th Panzer Division Enter north and/or south edge on Turn 3:**

### SPECIAL RULES:

1. EC are Overcast with no wind at start.
2. The German may set up 1 squad equivalent and any SMC/SW that stack with it HIP. The Stug and JdPz may set up concealed in concealment terrain but lose it per A12.34.
3. The Germans may Set one DC as per A23.7 using HIP as per O11.621.
4. To simulate radio jamming by the Germans, beginning on Turn 3 all Russian AFVs expending a MP to start must make a DR. On a DR >9 the AFV expends delay MP equal to a subsequent DR before attempting to start again, as per German Vehicle Note H.
5. Halftrack and truck passengers may be set up on a cloaking display until they dismount, take a PTC/MC or fire.

**AFTERMATH:** 24 of the 34 Russian tanks that entered the village were taken out by hand-held anti-tank weapons. The rest fell victim to well-concealed ATs and tank destroyers. Still believing the German front line to have cracked, Russian armor continued to rush obliviously toward their objective. When Manteuffel's Panzers struck both flanks simultaneously, surprise was complete. Further confusion was created through the successful use of radio jamming, which left many Russian tankers completely disoriented. By the end of the day, 350 Russian tanks had been destroyed. In stark contrast, German losses amounted to only six tanks, one tank destroyer, and ten tanks damaged. Another three months would pass before the Russians entered Jassy.

*[One of my all-time favorite scenarios: Michael Klautky's "The Trap at Targul Frumos," first published in the old Rout Report. Highly recommended! – ed.]*

# Robert Hammond

## ASL Hosting Etiquette

Many of us are finally able to return to some face-to-face play. It is good to get out and meet up with friends. Here are a few hosting etiquette tips to make your ASL time even more enjoyable.

**1. Scenario Choice:** This first step might seem obvious, but you need to pick a scenario. First, do you consider only playing official scenarios or are third-party scenarios a possibility? Are there any publishers you do not wish to play or conversely is there a publisher you are looking forward to playing? Second, what type of scenario do you want to play? Is it a city fight or desert skirmish or jungle encounter? Are you interested in a Night meeting or a battle with Deep Snow and Extreme Winter? Perhaps an airdrop or beach landing looks fun. Third, try to limit your scenario choices to around three or four. Talk to each other about the scenario choices and pick one. Fourth, once the scenario is chosen, look up the record of the scenario on ROAR. Find out if any errata have been published. Inquire whether someone has played the scenario and what they thought of it. Their response might lead you to pick another scenario. Be open to picking another scenario. Fifth, pick sides. This step is where I recommend that the host take the defense. Finally, both players should read the Victory Conditions, SSR's, and any possible Historical rules. Discuss the Victory Conditions with each other. Both players should be in agreement as to what it takes for each side to win.

**2. Playing Area:** You have to play somewhere. Make that area clear and clean. There should be no food wrappers nearby. If there is a trash can handy – and it is usually a good idea to have one – make sure it is empty. Try to air out the room (and the trash can). It is a good thing to have appropriate lighting in the room. If possible, offer some direct light and indirect lighting. If you have any electronics in the room, you should discuss with your opponent about whether to keep these off or on. I then lay out the original or a printed copy of the scenario card on the table. If you are using the original, consider

placing it inside a sheet protector. I know of one player who has a metal stand just big enough for the scenario card to be placed on, but it stands up and the scenario card is held in place with a few magnets, with one magnet used for the current turn!

**3. Pull Boards, Overlays, & Counters:** After you have cleaned the playing area, set up the playing boards or maps. I use a non-skid mat to place the boards on. Some players use a picture frame and backing. I have seen a few players use plexiglass to cover the boards/map. There are players who have taken all of their boards to a printer so as to enlarge their boards to around 120% or 130%. It appears that if you enlarge to 125%, that seems to produce hex sizes of one inch. These larger hexes allow for two ½ inch counters to be placed side-by-side inside a hex. This gives a player the option to – for example – mark one unit with a pin counter while another counter is concealed. However, it appears there is one drawback to using the larger hexes. It might allow VBM on an enlarged hex whereas on the standard size board hex, that VBM might not work. If you are using enlarged boards, you may wish to consider having the regular sized boards handy. Some players who have enlarged their boards have laminated these boards. Perhaps the best laminate is 1.5 mil as this allows you to fold the board, if needed, while providing enough strength for stability. After setting up the boards, place your overlays. I have seen many ways to secure an overlay, from Scotch tape to painters' tape to rubber cement to (my personal favorite) *Plasti-tak*. I saw once a player use VASL to print out the board with the overlays (and terrain changes) already incorporated into the map. As the host, pull your opponent's counters before yours. This should help you in two ways. First, you will see what your opponent has to use. Second, this practice ensures you are using the correct counters. Here is where I take a 5-10 minute break. Upon returning, I double-check my opponent's counters to make sure this part was done correctly. It is at this point that I pull extra Concealment counters along with HS (if my opponent's side can Deploy) and place them on the scenario card near the upper right corner.



*Hosting an ASL game: ITALIAN style! A big “Grazie” to Mario Aceto for sharing this great image of a recent gathering at his place. Notice how the host puts practically all of Robert’s suggestions into practice! – ed.*

**4. Your Setup:** As the Defender, have your setup completed with notes about Fortifications and HIP. Your opponent should be able to sit down at the table and immediately start his setup. When (N)OBA is used, check each other’s Draw Pile and then shuffle the deck / mix up the chits. If you have time and you both agree, send your setup in advance to your opponent. This advance notification will help to speed up setup for large scenarios. If you are the Attacker, have an idea about how you wish to attack. When appropriate, get your opponent’s defense a day in advance. Setup what your told, setup your attack, record your setup, and then clear your counters. This way, your opponent can complete their setup without being influenced by seeing your counters. If both players setup simultaneously, setup your forces, record it, and then cover it up to await your opponent’s setup. During tournament play, when you both meet up and before any setup, both players should double-check to make sure both sides have all of the correct counters pulled for play.



**5. Parking:** Unless your opponent lives with you, or can walk or ride their bike to you, you should make sure your opponent has a clear place to park their car and they know exactly where they are parking. If your opponent needs a gate code or a parking pass, make sure he has that.

**6. Food and Drink:** You should find out what types of food your opponent likes and dislikes. Determine if you are cooking food or ordering take out. Is there enough area to eat safely away from the gaming area or is another table needed? If you are going to have drinks (or even food) near the playing area, make sure you have paper towels and a cleaner handy. Determine in advance if alcohol is allowed. I personally don't drink as I have a hard enough time playing sober!

**7. Medicine, First Aid, and Urgent Care:** There are a number of us who are a bit "long in the tooth". If you have a medical need, hopefully you have the needed medicine with you. You may wish to share what you are going through. It is good to have Band-Aids, aspirin /Advil, and even something for a pulled muscle such as Icy-Hot. Make sure you know where the local Urgent Care and hospital are. It is better to have the knowledge and not need to use it, than to not know and need the information.

**8. Topics of Discussion:** Some players feel very passionately about certain subjects. Find out if there are certain subjects which your opponent would prefer not to discuss, and honor that.

**9. Playing for a Kidney:** Most people play very relaxed. I have a policy whereby if someone forgets to attempt a repair or even a rally and we are into the Movement Phase (or sometimes even later), I say make the attempt. Determine before you start if you are "playing for a kidney" and following the ASOP without exceptions or if you all are playing more relaxed. This one aspect can make or break the fun factor (and perhaps a friendship).

**10. Personal Hygiene:** You and your opponent should be able to meet up without smelling like a locker room. It is good to have clean clothes and fresh breath.

11. **House SSR:** Some people enjoy playing with house rules. One house rule I have seen used is the use of a Mulligan. A Mulligan is where one person is allowed to re-roll a die roll or Dice Roll. If a person uses this Mulligan, it passes to his opponent. If your opponent doesn't use it, you are unable to use the Mulligan. In my one playing against Steven Pleva, we used four of his Gor-Gor rules. Determine in advance what House SSR's you wish to use, if any.

12. **FUN:** Set out to have fun playing the game. Remember, this is still a game. Yes, an incredible game, but it is still a game. Enjoy!

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Luca Martini  
**PROKHOROWKA: HOW I PLAY IT**

For quite some time, I have been very immersed in this exciting project. It was a great experience because of the many concurrent, interlinking factors that aim to provide players with a “real feel” of the battle. In designing this module, we sought to adhere to the real combat history in terms of OBs, of course, tactical situations, and terrain. Yet the battle conditions are completely different from typical ASL settings.

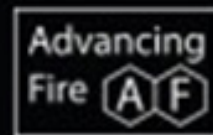
In fact, most of the *Prokhorowka* battleground is a large space with little cover. Some crucial observation points dominate smoothly undulated hills. Large, deep, troublesome ravines hinder movement and fortified *Kolkhoz* and nasty hedgehogs have to be seized starting from relatively unprotected positions (for both sides). That requires a “different” way of conceiving attacking as well as defensive strategies. Furthermore, the sheer amount of materiel, especially tanks, for the Russian, along with OBAs, and the relative scarcity of infantry moving in the open, creates unprecedented playing situations (DTO can be somewhat similar, but the dust creates some sort of cover). I thought that sharing my personal way of interpreting the game could be of help some players before they sit down to play this jewel. Disclaimer: the following opinions are mine alone, and many may disagree.

# PROKHOROVKA!



With commentary provided by  
**Christopher A. Lawrence**  
author of "Kursk: The Battle of Prokhorovka"

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*The newest module from Italian TPP Advancing Fire!*

**1. Playing the German while attacking Russian positions:** The first big challenge is how to seize those nasty trench systems (or worst, the *Kolkhoz*) attacking from a position with very little cover. The second big challenge is how to deal with murderous AT Guns (sometimes not all of them are hidden, but in general they are) that can easily knock out all your armor if they get side shots.

a. **I like to create a true *Schwerpunkt*.** The battlefield is so wide that a simple Smoke OBA is not enough to cover the front of attack. Hence creating one or two directions of attack supporting each other can maximize the effectiveness of smoke and other bases of fire. Once a hole is punched, Russian troops trying to close it will face your same issue: moving in open ground. Usage of armored assault will be necessary to eliminate the -2 DRM of moving in the ground. It is important to avoid excessive concentration. A 80mm harassing fire OBA can be deadly or at least hamper your attack. The worst setbacks have been when German forces were spread too thin across a wide front.

b. **Master “trench warfare.”** I confess I am a heretic, I love GWASL [*Great War ASL – basically, ASL applied to WWI – ed.*], since it’s all about conquering trenches there. That skill comes handy here, as well. Once the Germans punch a hole in the Russian trench system, the infantry can move along free from FFMO, FFNAM, and can retain concealment, in addition to being well protected against OBA. What’s better than creating a “tip of the spearhead” with your best leader, three 658 laden with SW (and FT sometimes), with a StuG leading the way and freezing some nasty Russian MG position? In the fight for 252.2 this is the core strategy for the German. Selective use of SMOKE will blind the toughest nests of resistance.

c. **Protect your flanks.** Normal HASL modules are fought in quite cramped areas. Even *Kampfgruppe Peiper* eventually leads to a combination of small engagements. Thus, the average player brings to bear all his materiel might to maximize his offensive capacity. Here in Prokhorowka, there is a true “open world.” The Russian player will soon understand that launching a counterattack with these small and

apparently armless T70 can be lethal. Seeing them swarming around Tigers or HTs will be not uncommon if the Russian player is skilled enough. Therefore, real-life strategy ought to be adopted: some tanks should be kept behind in reserve in order to protect your attack from these deadly toys. Such hard lessons are learned only on the field of battle!

d. **Scout!** As stated previously, the temptation is always to unleash the German might against the tiny line of Russians. The terrain, though, can be murderous and crawling with hidden AT Guns. The German player has enough low-value AFVs to “scout” these hexes before your precious cats and/or PZIV / Stugs make their appearance. Seeing a Tiger knocked out by a 45AT Gun is a bit humiliating...with a side shot and APCR, it is not impossible. Furthermore, Mortars can be horrendously effective against Tigers. With a 2 on the IFT they immobilize / shock them, and even a 3 results in a possible shock. Believe me: it sure has happened a few times!

**2. Playing the German defending against the “Russian Horde”.** Here I know there will be lot of different points of view. I will share mine.

a. **Play like the Germans fought.** The German doctrine was based on elastic defense and immediate counterattacks. These principles definitively apply here, as well. What I do not like is the “rigid defense”. Defensive systems in most Scenarios / HASLs require little depth. Typically, a “deep” defensive system is 10-15 hexes. Here the German player must think really “deeply.” Given the overwhelming amount of Russian materiel, the Russian brutal force will rapidly overwhelm the first line. Hence a second line of resistance with tanks and AT Guns engaging the enemy from long range can be crucial. Some reserves (e.g.: Tanks and a handful of squads) can deal tremendous blows by counterattacking disorganized Russians. As Tanks cannot control hexes, do not focus too much on destroying Russian Tanks ... Remember that tanks counterattacking against infantry can be very lethal indeed!

b. **Spare your OBA and use SRs to scare your enemy.** The German player will have a great deal of OBA directed by all kinds of observers. It took some time to learn the nuances of it, including the massive amount of hindrances that potentially blind the observers. OBA is the most precious resource for the German (aside from the very few Tigers...). Mastering the use of SR correction is important. You can simply “scare” the Russian, forcing him to spread out his troops. Keep your SR alive without converting unless absolutely necessary. The number of missions at your disposal is not so high, hence sparing them is important. They must be kept for really juicy targets and / or difficult situations. Yes, you can roll boxcars on Radio Contact, but repair is not impossible. Defensive smoke can also be an option. For example, I remember when I had a platoon of PZIVs led by Ribbentrop that was almost surrounded, when – just in time - a well-placed SMOKE OBA saved their bacon, and they were able to escape...

c. **Those T34s are difficult to destroy.** To me this is the key to the game. In most of normal ASL Eastern front games, the limited size of the game map forces T34s and their opponents to fight at short range. Here, that is not the case. A 75L kills a T34 with 5 or less and immobilizes / shock with 6. Not easy. Considering the long range (25-30 Hexes are quite common ranges) of shots a 75L requires a 5 to hit a moving non-acquired T34, with only a 7,3% probability to kill it. Thus, you will require on average 5-6 shots to kill a T34; in 5-6 shots time (considering Prep and defensive fire), the monster will be – on average – 25 hexes closer to you. And with a ratio of forces that will wreak havoc on your “firing squad of tanks”! Hence: stay away!! Engage them from far, far away... Historically, the Germans did exactly that.

d. **Infantry is the queen of the battlefield.** Despite the massive number of tanks, Russian infantry will need to seize target hexes. The Russians do not possess that many leaders – as usual – and their ELR is not exactly stellar. A battle of attrition of Infantry is always a good strategy for the German player. To that end, the German must protect his infantry as much as possible; eventually, the infantry also becomes a valuable anti-tank asset.



**PROKHOROVKA!** depicts main episodes of the fights around the so called "Tank Fields" area, southwest of Prokhorovka village, on the 10th, 11th and 12th of July 1943, during the Battle of Kursk, between the II. SS-PzKorps and, mainly, the 5th Guards Tank Army.

COMPLEXITY	VERY HIGH	SOLITAIRE
	HIGH	
	MEDIUM	
	LOW	

**Time Scale:** 6 minutes per Game Turn

**Map Scale:** 40 meters per hex

**Players:** 2 (also suitable for solitaire and team play)

**Unit Scale:** 5 to 10 men with individual leaders, vehicles, guns, aircrafts

**Playing Time:** 3 hours and up, depending on scenario played

**Contents:**

14 action packed scenarios (2 compatible with SK rules), including 1 campaign games (CG) covering battles in "Tank Field of Prokhorovka" area in July 1943

384 full color, die cut 5/8" ASL counters

560 full color, die cut 1/2" ASL counters

Five 37.4" x 22.8" HASL map sheets which, combined in one 37.4" x 114.0" map sheet, represents the historical layout of the area between Oktiabrskii State Farm and Komsomolets State Farm

One 36.8" x 22.0" HASL map sheet which represents the historical layout of the Andreevka and Vasilyevka villages

One 30.7" x 24.0" HASL map sheet which represents the historical layout of the Storozhevoje village

One 24.8" x 16.7" HASL map sheet which represents the historical layout of the area around the Stalinskii State Farm

Rules pages describing PR Scenario Special Rules (SSR), map terrain and campaign games rules

The battle of Prokhorovka was steeped in Soviet legend (and myth) for many decades. This remained the case until post-Soviet era research revealed the reality of a Soviet armoured disaster. The Stavka envisaged 12 July as the decisive day in the battle of Kursk. To the north of the Kursk salient, Bryansk Front and large parts of West Front launched an offensive against the thinned-out 2nd Panzer Army. When the front collapsed, Walter Model's 9th Army would have to halt its advance on Kursk. A destructive strike on the attacking formations of Army Group South was also planned for the same day. The strongest weapon was the 5th Guards Tank Army under the command of Pavel Rotmistrov, whose total of 909 tanks and 43 assault guns were intended to smash the battle-worn II SS Panzer Korps at Prokhorovka. The main thrust was directed from the north-east frontally against SS Panzergrenadier Division Leibstandarte through the Prokhorovka corridor between the railway embankment and the river Psel. When Rotmistrov launched the attack around 09.00 (10.00 Moscow time), many of Leibstandarte's exhausted tank crews were still fast asleep. The foremost German unit at that moment was 2nd SS Panzergrenadier Regiment's III Battalion. The previous day its infantry had taken Hill 252.2 and occupied the captured trenches. On the morning of 12 July, the following scene took place on that hill: 'We were all fast asleep when they were suddenly all over us with aircraft and endless mass of tanks with infantry riding on them. It was hell. They were around us, over us, among us. We fought man to man.' The first German tank officer to see the Soviet tank avalanche was Obersturmführer Rudolf von Ribbentrop. Looking up at Hill 252.2 that morning he saw violet signal flares, meaning 'tank alarm'. The signals were seen 'all along the crest of the slope' and also appeared 'farther to the right at the railway embankment'. While the other two panzer companies remained behind the anti-tank ditch, he set off up the hill with his company's seven Panzer IVs.

# PROKHOROVKA!



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*Back of the box, showing a section of the beautiful map, along with new counters!*

**3. Playing the Russian under attack by the Germans.** Whoever likes to play the Russian side will be richly rewarded here. The Russian player can always count on a generous array of fortifications, guns, powerful ATRs, mortars and.... tanks. Revetments will come in quite handy when protect these assets. I'll share a few insights here:

a. **Trade cannon fodder for time.** Once the German enters the trench network, the front can rapidly collapse. A single squad placed 2-3 hexes from the German Killer Stack, and routing away just a few hexes at a time, will slow down the German player. Do not try to counter the German killer stacks. Instead, wear them out. Time is not infinite, and the German will be forced to get out of the Trenches to reach his objectives. Your artillery, savvily maintained as a SR and tracking the enemy spearhead will pummel the invader! Hurrah!

b. **Reserves.** As mentioned above, moving within the trench network does not incur FFMO / FFNAM and keeps units concealed. Keep a robust number of units in reserve, and move them towards the *Schwerpunkt* as needed. MMGs can be put to good use, laying down murderous fire lanes so they can be left quite up front in your defensive system, in the full knowledge that they will be lost soon.

c. **The T70s are really useful!** There must have been a reason why about 50% of Russian tanks were these small bees... You will discover that reason here. The Russian player has a fast and small Tank that requires a 6 to hit at short range (firer BU, target moving and small, seldom acquired). 42% probability to destroy ... no guarantee, there. If bypassing a Tiger and forcing it to turn the turret this number becomes a 4...just a 17% chance. For a Stug the probability is further reduced to 8%!! And if the T70 manages to survive and to stop adjacent to a thinly armored StuG / PzIV, To Hit is 6 or 7 (according to the size of the target), with a 7 or less required to kill; around a 30% probability to hit and kill them. I discovered this the hard way, as my column of Tigers, StuGs, and Halftracks were counterattacked by a swarm of T70s and AT Guns popping up here and there....what a bloody battle!



**4. Playing the Russian while attacking German-held positions.** What is there to say here? This is the ultimate pleasure and the real purpose of this module. The Russian has so many tanks that the real issue is coordinating them. It's difficult to provide many tips here, but a few things are absolutely essential:

a. **Have fun: play the Russian way!!!** We play for fun. Just replicate what Vatutin and Rokossoski ordered: "Steel, steel, steel!". Attack and crush everything you find. As said, the T34s are difficult to pick off. Keep some tanks in support roles, protecting the infantry. Meanwhile, unleash the others for the hunt. Silence guns, tanks and everything you see. It is a battle of attrition, after all.

b. **Protect your infantry.** The single mistake that will consign the Russian to doom is to scream "Hurrah" and rush against the German positions. That is a sure recipe for death. Instead, soften the German positions with waves of tanks, it costs whatever it costs, but do whatever you can in order to protect your troops. Keep leaders separated from squads as much as possible. Force the German to fire at them without harming the squads. Meanwhile, deploy the 50mm mortars against guns / mortars. Statically, some CHs are inevitable, while will destroy these German assets.

Above all, we hope you will enjoy the game!!!

## Pete Schelling

# My Favorite Scenario Designs: A Retrospective

Greetings, ASL players! Some of you might recognize the name – I have had a total of 124 scenario designs published (most of them by MMP.) I’ve been told that some of them are pretty good (and there are a few I would love to have back) . I often get asked my methods – or at least “How do I know it’s ready?” I’ll offer that there are three main elements to my “formula” (to the extent that there is such a thing):

- **Multiple paths to victory.** This keeps it interesting so playtesters will finish the job for you. If a player has difficult choices from the first drop of a Turn 1 WC DR, then I am smiling from ear to ear!
- **Make sure both sides have many maneuver opportunities.** Even ‘static’ defenses can be augmented with tricks and traps – or use the tried-and true ‘fighting withdrawal’ model.
- **Most importantly – put as much ASL as you can get into the smallest package possible** (this includes not only maps and counters, but SSRs, Victory Conditions and situation.) Make sure there are a few layers, but don’t try to cram all of your ideas into one scenario.

**J1 Urban Guerillas** Established the ‘one hook’ formula. With a catchy SSR that provides flavor but not necessarily nutrition --- as ASL is a game that is already chock full of vitamins. As ‘J1’, it also kicked off the ‘MMP as Official ASL’ era and thus holds a special place in the history of the game.

**J53 Setting the Stage** The first scenario around which the first ‘trilogy’ mini-CG was designed (and a fine one by itself) – which inspired two other “campaign Games for people who don’t like Campaign Games” (to date).

# URBAN GUERRILLAS



## ASL SCENARIO J1

Scenario Design: Pete Schelling



**VIENNA, AUSTRIA, 9 April 1945:** With the Allied armies closing on the crumbling Reich, most Germans, especially those in the Waffen-SS, were occupied with one goal: escape from the Russians and surrender to the Western Allies. This included Sepp Dietrich's Sixth Panzer Army which intended to hold the way open to the very last minute, regardless of the threat of encirclement. In Vienna, with its many canals parallel to the Danube, this was especially problematic. The 2nd SS-Panzer Division, "Das Reich," would form the rear guard as Tolbukhin's Fourth Ukrainian Front closed in on the beautiful city.

### BOARD CONFIGURATION:



### BALANCE:

☛ Add one 6-5-8 to the German OB.

★ Increase the game length to 7-1/2 turns.

(Only hexes A-P on Board 22 and R-GG on Board 23 are playable)

**VICTORY CONDITIONS:** The Russians win at game end if they Control two of the three buildings: 23Y7, 23AA3, or 23CC2.

### TURN RECORD CHART

☛ GERMAN Sets Up First [158]	1	2	★ 3	4	5	6	7	END
★ RUSSIAN Moves First [142]								

**Elements of Regiment "Der Fuhrer", SS-Panzer Division 2 "Das Reich" [ELR: 5] set up on board 22 in hexes numbered  $\geq 7$  and/or on board 23 south of the canal: {SAN: 4}**

10 3 2 10

Set up on board 23:

**Elements of the 5th Guards Mechanized Brigade [ELR: 3] set up on board 22 in hexes numbered  $\leq 6$ : {SAN: 6 (see SSR 5)}**

12 2 2 2 3

**Elements of the 30th Guards Heavy Tank Regiment enter on Turn 3 along any one edge (east, west, or south) of the playing area, south of the canal:**

5 2 2

### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlays X15 on 22D10-D9 and X8 on 22M10. Building 23Y7 (St. Stephen's Cathedral) is considered a Factory (B23.74).
3. Contrary to Russian Multi-Applicable Vehicle Note J, the T34/85s have unlimited sD capability.
4. Crews may not voluntarily Abandon their vehicles.
5. All Russian sniper attack dr of "3" or "4" generate Partisan units; the type of Partisan unit is determined by a subsequent dr: with "1-3", a 1-2-7 HS is generated; with "4-5", a hero; and with "6", a 7-0. The Partisan unit is placed in the closest eligible Location as determined by a Random Location DR (A14.2; the sniper counter, however, is not moved from its current hex). Eligible Locations are ground level Locations of building, woods, or sewer hexes that do not

contain enemy units. If  $\geq 2$  eligible Locations are equidistant, the unit is placed in the Location with the highest TEM; if the Location is still undetermined, the Russians choose from those equidistant Locations. Newly placed units are marked with a TI counter. Partisans may not form FG with Russian units and are Allied Troops (A10.7).

**AFTERMATH:** Although Das Reich had no desire to sacrifice itself for the rest of the German Sixth Panzer Army, it was not about to surrender to the Russians either. One area of bitter fighting was around the picturesque Prater Park with St. Stephen's Cathedral overlooked by the Florisdorf Bridge. The people of Vienna did not want their beautiful city to suffer the same fate as Warsaw and Budapest. So the local leaders made a deal with the Russians: help would be available if the artillery bombardment was called off. As the Red Army upheld its end of the bargain, partisan activity would remain a constant thorn in Dietrich's side during the last weeks of the war. Nonetheless, many SS troopers were able to break out to the west and surrender to the Americans. In an ironic twist of fate, they would ultimately be turned over to the Russians anyway, most to disengage forever. 5. Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans

*In addition to being the first scenario published in the Journal, Pete Schelling's "Urban Guerrillas" is a well-known scenario on the tournament circuit!*

**J121 Schloss Hemingstein** I think I captured the feel of the Siegfried Line fighting for both sides, with German traps giving the Americans a taste of what their buddies on the other side of the world were facing when fighting the Japanese. An otherwise static German defense comes alive with tunnels, pillboxes and minefields. If I had to pick one of my own to actually play after all this time, this one would be on the short list.

**J174 Heart of Athena** The victory conditions make each turn into a ‘meta-game’ all its own – which in turn provides some of the feel of asymmetrical warfare as well as ASL can. I was able to represent the political situation in a meaningful way without giving up too many tactical choices.

**J175 Bedburg Bite.** As a player of many types of games, I needed something different and decided to try the point-salad victory conditions combined with turn-scoring familiar to most ‘Euro’ gamers while doubting it would be well-received by the ASL crowd – but you guys loved it! So this model now has a permanent spot in my toolkit. With J174 above the best A-side /B-Side combo (like an old ’45 RPM record) of any of my cards, IMO.

**AP 14 Ace in the Hole.** With the late Bill Sisler and great Mark Nixon as my mentors, this one proved to my inner self that I could do this regularly – and since then, the Action Packs have been my primary vehicle. My battle cry is “Give me a new map and I will give you some new scenarios!”

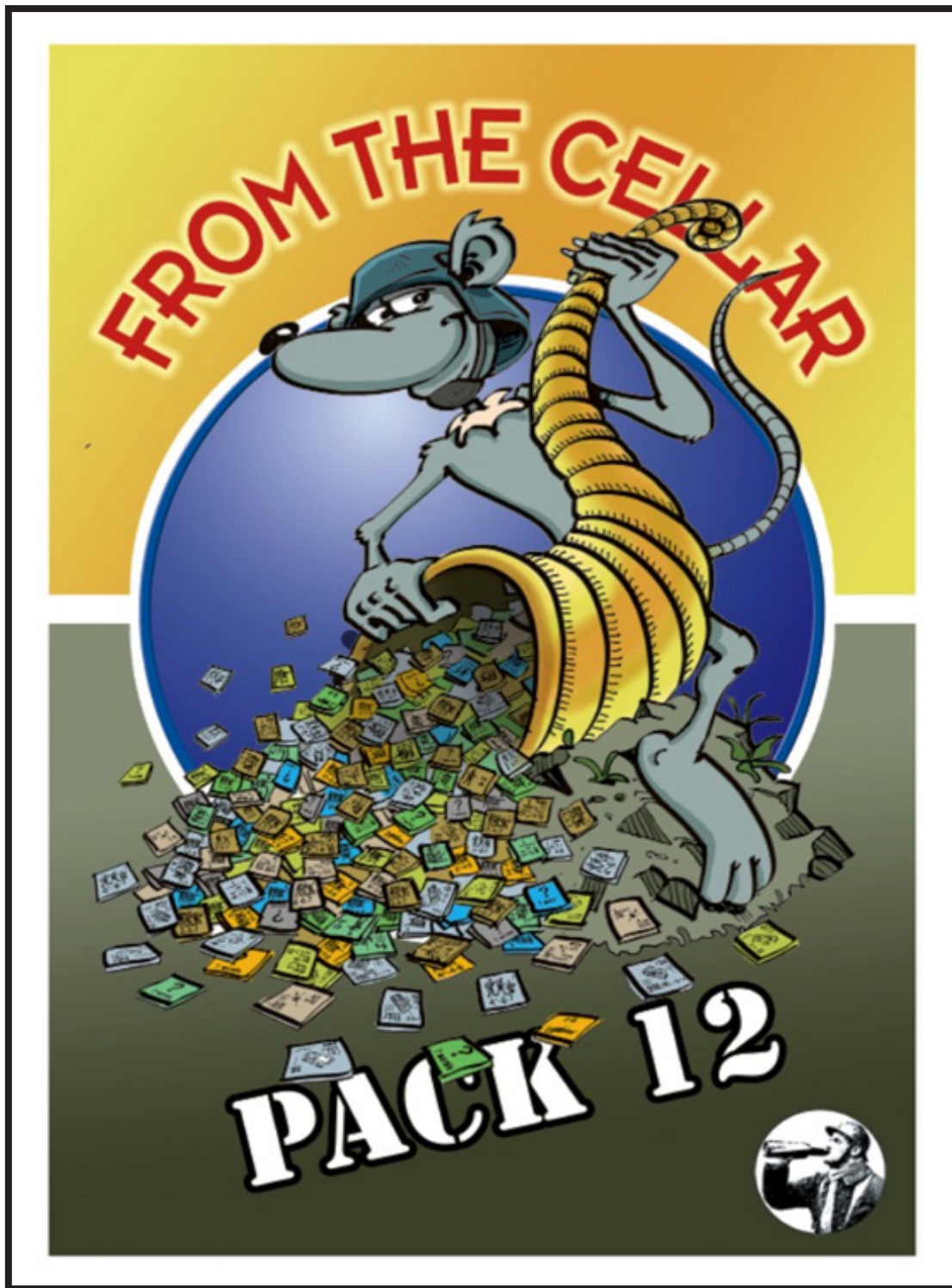
**AP 180 East Bank.** Many are afraid that the Korean War adds too much complexity to ASL — but I would claim the opposite is true. This basic infantry firefight has both players on the edge of their seats with each drop of the dice after only a short dive into Chapter W.

**WO7 Hell for the Holidays.** Not because it's a great scenario, but because for the first time the map designer (Don Petros), map developer (Tom Repetti) and I worked together on a sort of 'para HASL' using a known historical location (Marvie, Belgium in this case) as a basis for a double-wide ASL Map.

**Roma2 Second Hand News.** Too often, these attack-from-two sides scenarios create an awful lot of routing problems for the poor guy stuck in the middle, but as this one puts the onus of movement on a very strong German player, it works out to great effect on this beautiful map.

**SP 180 Encircle This!** I've done a couple dozen scenarios for Schwerpunkt! This one is probably at the top as a classic combined arms attack-counterattack. Also part a very successful best A-side/B-side combo with SP 179 Brittany Speared on the other side of the card. (Looking a bit like Creedence Clearwater Revival here!)

If you have not played any of these, take the 'designer's recommendation' and give them a try. I think you will enjoy them as a player – and if you open your mind up a little, you might even be inspired to try your hand at scenario design. (After all, I could use a break one of these days!)



*ARRIVING in 2022: Le Franc Tireur's From the Cellar, Pack 12! According to Xavier Vitry, this pack will feature "about 10 scenarios, all with plenty of counters, thus the cover with our favourite Rat (no extra counters will be provided, nor will they be necessary to play the scenarios, players will only need the usual MMP counter mix)." In addition, there will be "no special theme this time, just quite big scenarios but very playable, including a monster one depicting a Russian attack on the Germans on June 24th 1941!"*

## Chuck Hammond

# Hot Summer, Cold Steel: HazMo Pack 3

A few days ago, I announced the imminent release of **City of Steel** (abbreviated henceforth as **CToS**) at the **25th Annual St. Louis ASL Tournament on July 27th, 2022**. To say that Chad and I are excited about this release is a *huge* understatement. I can't tell you how much fun Chad, Dan Stanhagen and I have had playtesting these scenarios, which are very nearly complete and will now go out to our regular playtesters for feedback! In the meantime, I'm going to go ahead and let you all in on a few more of the juicy details! In no particular order:

1. The *CToS* scenarios can be played individually *or* as a 7-game mini-campaign *or* as a 10-game MEGA-mini campaign. The 7-game mini covers battles inside the city of Stalingrad itself, each in chronological order. The 10-game MEGA-mini adds the related operations WINTERGEWITTER (the attempted relief of Stalingrad), URANUS (the Red Army's encirclement of the city) and SATURN (the destruction of Italian/Hungarian forces to the west of Stalingrad). As the name suggests, a player can lose battles, but still end up winning the war if he is able to achieve enough of his side's objectives!

2. Chad – a real master of ASL urban combat (as anyone who has faced him in the city well tell you) – designed all 7 Stalingrad scenarios, while I designed the 3 scenarios taking place outside the city.

3. The Stalingrad scenarios use the *Valor of the Guards* and *Red October* ASL maps. The others use generic boards.

4. *CToS* does not add more rules. In fact, a number of rules are *excluded* in order to facilitate play. Our aim has been to simplify – not to complicate – in order to maximize ease of access and fun!

5. The scenarios taking place outside of Stalingrad will feature the Red Army fighting the Germans, the Romanians *and* the Italians.

6. The pack will go on pre-order sometime in May and will feature, as is HazMo's tradition, a free scenario from the pack available online, so players can dip their feet in the water before deciding whether to go for a swim!

Finally, Hazardous Movement was very proud to have been invited to release *Pack 2* at Albany last December and will continue this nascent tradition by releasing *Hazardous Movement Scenario Pack 4* at the Albany tournament this year!



# Hazardous Movement

## Scenario Pack 3 Mini-Campaign

### CITY OF STEEL





Chuck Hammond  
**A NOTE FROM THE EDITOR**

Hazardous Movement is not yet 1 year old – *Pack 1* went on sale on May 15, 2021 – yet we have been overwhelmed with the positive reception that HazMo has received from the ASL community! We are extremely grateful for your support, and sincerely hope you have enjoyed this first issue of the *Hazmo Horizon*, which we will publish at around this time every year as a free service to everyone who has taken the time to subscribe online!

I would also like to explain the subtitle “The Golden Age of ASL.” Fellow grognards: whether ASL continues to be a vibrant, dynamic hobby or just quietly fade into the night is largely up to us. What can we do to keep the hobby alive?

1) Make a point of attending at least ONE tournament every year, if possible. Due to covid, tourney attendance is down. Now that there’s a vaccine, let’s come roaring back! **There’s no reason we can’t make tourney attendance in 2022 and 2023 reach record levels!**

2) Each one teach one. Yes, I complain about the fact that young people don’t read anymore, have the attention span of tsetse flies on cocaine and seem to only respond to video games that offer immediate gratification. Guilty as charged. At the same time, I’ve introduced the game to others, one of whom – Jeff Crowder – went on to establish a club with a solid following in far-off Vienna, Austria. If you can pass on your love of the game to even one or two players, you will have done the hobby an immeasurable service.

3) Stay in touch with others. That’s the beauty of the internet, after all. It’s very easy for some of us to feel isolated. Instead, I urge you to reach out. Get on ASL social media. Follow YouTubers like George Hiotis and follow podcasts like Two Half Squads. Put simply: *forge connections* with your fellow ASLers here and around the world!

Do these things, and the future of the hobby will look very bright indeed!



**Hazardous  
Movement  
Gaming**