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## It's My Party...

### Major Tom

Welcome to the second issue of the DC Conscripts ASL Club newsletter. It appears we are on a roll. As this section is titled, this is where, as the editor, ... **I'll say what I want to.**

This issue my focus was to let others know what a success our Conscripts ASL club has become and the positive impact starting a local club has on people. For me personally I've been able to try my hand at editing a newsletter and learn about webpages while enjoying ASL at the same time. Additionally, the club has exposed me to a wide range of opponents. Prior to the club I was only playing as part of the MMP playtest team. (I heartily recommend trying your hand at playtesting because it is fun and rewarding.) I must say that playing published scenarios and being able to see the results of my efforts on a club ladder are a whole new ballgame!

At this point the Troika has chosen to use 'Conscripts' as the name for the newsletter. I appreciate all the support and ideas that were submitted. Thanks.

This issue includes some comments from our members, a great article from John Slotwinski summarizing his favorite scenario's that makes me want to go play them, an entertaining AAR by Bill Pittman, and some regular features.

**Spray Fire Riddle—What do something you wear, a monster, and a wannabe gunslinger have in common with ASL? See page 6 for the answer.**

*While this newsletter will have several regular features, we (our Club Troika, and I) welcome articles of all types related to ASL. So if you have a good idea for an article, write it up and send it in. We can help with editing, so even if you can only get a rough draft done your ideas are welcome.*



## Club Members Speak:

**I recently asked the members to comment on the impact formation of the D.C. Conscripts ASL Club had on them. My idea was to encourage others to form local clubs in their area or get involved with ours. Here are some of their comments.**

Major Tom,

When I was stationed in Quantico 3 years ago, I got involved with the Conscripts. When I got back into the area, the club provided a portal to start playing again. Not that I've actually played since I moved to DC, but at least I've got some hope now. :-)

—LtCol Dave van Kan

Major Tom,

Yes the Conscripts have had a positive impact on my gaming. Chris[Baer-the Commissar] told me about Doug Cochran and Jim Kraft who live near me in Fredericksburg. This has and will make gaming more convenient for me.

Chris has further given me great advice in putting together a club for Fredericksburg Area players such as the complete email list of Conscripts, and ways to build an effective club. I hold the club meeting on the last Saturday of each month at the Fredericksburg American Legion Post from 12 to 10PM, so as to allow Conscripts another opportunity to game. The first one is January 27th. Happy New Year,—Mike Balis

Tom:

Well there's no question that a positive thing about the club is that it gives me the opportunity to play ASL at least once a month, which is a big deal when you consider how chaotic my life is. But the best benefit for me is the chance to hang out with the guys, and all of the new lasting friendships that have resulted from that.—Conscript in Charge John Slotwinski

## Favorite Scenarios:

### Whoever dies with the most scenarios wins

*John Slotwinski*

So many scenarios, so little time! Even though I only started playing ASL in 1995, for a while I was playing about 50 scenarios a year, not including several CGs and playtesting. Family obligations have reduced my playing amount substantially, but when you add the ten tournaments that I've attended I think I still have roughly 250 scenarios under my belt. Of course, it didn't take me that long to figure out what I like in scenarios in general, and what specific scenarios I like in particular. And unlike some players, I don't mind replaying the same scenario several times if it is good.

I love combined arms scenarios, even though it took me a long time to learn how to play them well. The infantry/AFV interaction is a complicated riddle to be solved, but the satisfaction garnered from successful synergistic combined arms play is well worth the effort that it takes to learn it. I also like the early war, heavy metal, PTO, late-war Americans, and *Red Barricades* genres.

Here are a few of my favorites:

#### **O.P. Hill [A41]**

This scenario is really two scenarios in one. The objective is a large tall hill dominated by thick PTO including jungle, swamp and bamboo. A swarm of IJA, led by a 10-2 on horseback, storm across a rice paddy and try to break through a wire line defended by an overwhelmed British force. The British try to both inflict IJA casualties and fall back to the hill in some resemblance of good order. Lot's of gnashing of Brit teeth during the first few turns. While the Brits are retreating up one side of the hill, their Nigerians reinforcements are rushing up the other side. The second half of the scenario is characterized by plenty of hand-to-hand close combat and point blank IFT shots on the top of O.P. Hill.

I really love the pace of this scenario, and the OBs are pretty interesting too. The IJA start with an overwhelming advantage in the number of squads. They also get several MGs and four of those great IJA mortars. Covering the British wire line in smoke greatly helps the IJA cause as they run across the banks of the paddies. By SSR the IJA 10-2 has to stay mounted on his horse until he reaches the wire line, but while riding he can use his '-2' to direct fire as if he were a hero, but regardless of range. Balancing his vulnerability while mounted with the desire to use his '-2' modifier is an interesting puzzle for the IJA player to solve. The Brits get plenty of fortifications in the form of wire, a pillbox, and several trenches. Most of the wire must be setup in a row adjacent to the rice paddy, and the pillbox must setup high on the hill (both per SSR) but there is still some setup flexibility for the remaining fortifications. The Brit HMG and 9-1 should probably go on the hill to hammer the IJA from long-range as they cross the paddy. Choose their location carefully though since there are only a few hill hexes that actually have LOS to the paddy.

I've played this scenario four or five times. My most memorable match was against Chris Chapman. It came down to the last hand-to-hand CC on the last game turn, fighting for control of the last needed hill location for victory. I can't even remember who won! It doesn't matter; it was a great tense game.

#### **White Tigers [A47]**

White Tigers is one of the two best PTO scenarios ever published by AH, the other being the previously mentioned OP Hill. If pressed it would be extremely difficult for me to pick which is better. In White Tigers a strong IJA infantry force supported by five AFVs try to rip an Indian town away from a tough but initially overwhelmed Gurkha defense. Gurkha reinforcements rush into the fray and try to stem the tide. The battlefield itself is a nightmare, featuring monsoon-like conditions, a flooded stream, rice paddies and rubble. Have I gotten your attention yet?

These Gurkhas are an ASL-player's dream infantry. With inherent characteristics featuring '8' morale, ELR of 5, stealthy (A25.43, H1.24), no cowering (A25.45), and a Hand-to-Hand (HTH) CC combat modifier of -1, they may be the toughest dudes in the entire ASL set. Being forced to use HTH (SSR 4, A25.43) is a bit of a mixed bag since HTH is usually so deadly for both sides. But in this scenario these Gurkhas will need to inflict some casualties on the overwhelming IJA, and can do so without worrying about their own losses as long as they make it equally costly for the enemy. The leadership in the Gurkha OB is also fantastic. Six leaders with a net modifier of -6 for 20 squads results in a 1:3.33 leader-to-squad ratio. This doesn't even include the 'extra' -1 modifier for the OB-given hero. The terrain in this scenario seems harsh, but the rubble, dense jungle, and flooded stream are help for the Gurkhas. At first glance it may seem that these terrain features block some important fire opportunities for the defense, and while this may be true those same features may channel the IJA attack into kill-zones. The IJA will have the difficult decision of moving through slow but high-TEM terrain or faster, but deadlier open ground.

The IJA have a tough row to hoe, but are given the OoB to do it with a large number of squads and five expendable tanks. By expendable I mean that these tanks can put the pedal to the metal to sleaze-freeze Gurka units before moving up the infantry. With the rain, high TEM defensive locations, and a small 57 mm MA (6 FP equivalent) the tanks aren't going to get much in the way of affects by merely firing HE. So damn the torpedoes, full speed ahead with these puppies.

How good is the scenario? Despite the fact that I've only played it once it made its way onto my top-10 list of great scenarios. That match was another classic against my good friend nemesis Chris Chapman. After slogging all of my IJA troops through the mud and over the stream it came down to the last building required for victory, which I controlled. But Chris advanced a unit in there, killed me, and missed being killed by one pip on my CC DR, giving control of the building back to him.

#### **Riding Shotgun [Z10]**

Surprisingly this is the only non-official scenario on my list. It was originally released by Rout Report and re-released by Critical Hit. Make sure you play the original as the Critical Hit version has several mistakes on the card. This scenario features

an interesting three-board configuration, where the middle board is the tough village-on a-hill-board 41. A weak conscript-heavy German force, supporting by an AA gun, a SP Gun and an armored car must defend some buildings against a mechanized 1945 American force with jeeps, half-tracks, and tanks. Interesting terrain feature is that all grain is treated as mud. The Americans must enter from three sides and they inevitably end up surrounding the German village.

SSR setup restrictions force half of the German force (the first liners) to setup outside of the village. A key for the German player is figuring out how to get these guys back to the VC buildings without getting cut off by the ultra-mobile American force. The Germans should also take advantage of the high-level locations that can see much of the battlefield. Americans need to keep pushing forward in this one, and use their smoke belching bazookas and mortars to cover their advance. Also remember that conscripts in buildings can take out vehicles with fausts just as easily as first liners.

My favorite playing was again against Chris Chapman, and again came down to the last DR of the last CC for control of the last victory building. My heart can't take many more matches like this.

#### **Ace in the Hole [AP14]**

This has quickly become my favorite scenario from Action Pack #2. I played it once during the MMP playtest and twice since. Combined arms on both sides with some nice toys. I confess that 1945 Americans are one of my favorite ASL-scenario genres and Ace doesn't disappoint. The Americans must cross some deadly open ground before assaulting some key buildings on board 46. The Americans get a Pershing, a host of Shermans, WP-firing bazookas, and even a couple of those sweet 60-mm WP-shooting mortars. The Germans get a Tiger plus a couple other tanks and some rather vanilla infantry.

One of the keys to the scenario is the Pershing – Tiger match-up. My experience is that whichever of these pieces dies first will end up on the losing side. The Germans must try to answer the riddle of how to kill the Pershing and save the Tiger. The Germans must also consider extra mid-game deploying to allow MMCs to hold the key VC buildings. I start a squad, leader and shreck in AA8 and try to deploy on turn 1. A few turns later its good to start deploying again, especially if it looks like you're not going to reach the CVP cap.

Unlike some others' advice I don't put a lot in the 46J6 building but I do put at least a HS and a dummy stack there. It does stretch the Amis out a bit. My concern about this is that the Amis could ignore the building for a while and then hose it with long range fire near the game end. To win the Americans only have to break the Germans, not get control of the building.

I've played this scenario three times now. My fondest memory of this scenario was when I played it against Chris Baer. I put my Tiger in the board 47 church. I had setup a little light on my right on board 4, hoping to lure the Amis in and then counter-attack with the Tiger. After the Amis turn 1 MPH there were two scrumptious looking, infantry loaded Shermans, in motion, within reach of my Tiger. Drooling, I sent my Tiger over and stopped. I was looking at two delicious, easy targets and two fire phases to

get some effects before the Shermans could stop and shoot back. Unfortunately there was this real sneaky, long range LOS that squeezed through some tight buildings and woods hexes right to my Tiger. So from way downtown the Pershing used it in final defensive fire to put a large trash can sized hole through my hull.

#### **Dead of Winter [T6]**

I've played this scenario to death, but it still has found its way onto my list of favorites. An elite Russian force, dressed for the cold weather and supported by three T34s, tries to move across half of board 4 for some exit VP. A rag-tag force of Germans supported by a dug-in tank and a puny 37L ATG try to defend their crossroads. The extreme winter is a big worry for the Germans and his SWs.

I'm not going to say much about setup and defense in this one since Stahler has written about it previously (reprinted in *ASL Classic*.) Remarkably, for a scenario of its side I've found that it can be played in many different ways, and with many different defensive setups. It's never the same thing twice. This is also the only scenario in which I 'own' Chris Chapman. I'm like 6-0 lifetime in it against him.

#### **Commissar's House (RB version) [AH 2]**

The Beyond Valor version of this scenario is fine, but if you're going to play it, do yourself a favor and play it on the historical map. It just seems right that way. A German force with elite 838s, strong leadership, and plenty of firepower must gain control of two key buildings on the Red Barricades map.

The defense for the Russians in this one is pretty simple: A couple of squads in the Chemists Shop (building X9) and everyone else into the Commissar's House (BB18) and building Z22. The Germans must rely on their smoke, firepower, flamethrowers and DCs to breach the fortified locations of the Commissar's House and achieve victory. The Russians must skulk and make the most out of their fortified locations, HIP, and H-to-H CC. The booby traps and high Russian SAN are also a big plus.

I've played this scenario twice, both at tournaments. My fondest memory was when I played it against Dan Wellhausen at Summer Wars in 1998. Dan's dice had failed him miserably all game long. After just three turns my Germans were all over his Russians like white on rice. In the turn 3 advancing fire phase I detonated 4 DCs that had all been placed during the MPH. Brutal. Dan was a complete good sport, another of the game's true gentlemen.

#### **The Fugitives [8]**

In my opinion the best of the bunch from Beyond Valor. A ragtag force of Germans with mixed infantry and some AFVs must get through an outnumbered Russian force, make their way across a canal, and escape to the Americans in the west. The Germans must reply on quick movement, the low visibility TEM in the first few turns, and their smoke to assault the canal bridge of their choice and get across before the Russian reinforcements come on board.

The Russians need to rely on their HIP and their ATG, which can poke a hole through any of the German vehicles. Try and hold the Germans away from the bridges until your reinforcements come on board.

My most memorable playing of this was against Mike 'the professor' O'Leary. During the course of the scenario my cold turned into full-blown fever and I was hating life. My Russian force covering the left most bridge collapsed and a German breakout was imminent. The only thing left was the rubble blocking the bridge exit hex and my 7-0. I needed to delay Mike one more turn to get my reinforcements on the board. So I advanced the 7-0 into the rubble and the Germans failed on every SMC-overrun attempt that turn. My reinforcements came on board one turn later and victory was mine.

#### **Raate Road [A54]**

Finland, 1939 was where men were men and tanks were...well, ok, the tanks weren't very good, but Raate Road is still one of my all-time favorite scenarios. Early war, Finns, deep snow, extreme winter, frozen river, what's not to like? There was a great Crossfire article on this one in *BackBlast* #2. It is well worth the read if you can find a copy. In the article, Mark Nixon, the Patron Saint of ASL, proposes driving his tanks across the frozen river, despite the reasonable odds of them crashing through and sinking like a rock to the bottom. To this day I believe that Mark wouldn't actually do this in real life, and only proposed it to get some intense reader reaction. At least I hope that's the case, lest my faith in the wonderfully prolific Mark Nixon decreases. We don't want any of that!

The board layout for this scenario screams Finland. Heavily-wooded terrain on two boards, and a large frozen lake on the third. The Russians have enough infantry to get the job done, but they are average in quality and suffer from low ELR. Russians also have four leaders, two of which should be exchanged for commissars to keep the unmotivated moving towards victory. Deep snow and conscripts do not equal rapid movement! Four weak but nimble tanks round out the mix. The Russians also have some OBA, but with the extreme winter penalties and a pathetic contact number, don't count on getting an FFE down on the board. The Finns are outnumbered, but outclass their Russian foes with assault fire, weapons that are immune to the cold, high morale, and some fortifications. They also get a captured 37L anti-tank gun (ATG) that can penetrate any of the Russian tanks.

The Russian player should hold his tanks back, and split his infantry down each woods board. The infantry should look to clear any roadblocks and Finnish defenders. Towards the end game the Russian tanks should roll down the board and off board. They represent enough points by themselves to win. I don't recommend using the Russian tanks in a combat support role, it's too easy to lose one to an ATR or the ATG.

My only playing of this was against Barry Barnes. With deep snow and a 10+ turn scenario it tool us two playings to get the scenario done. I held my tanks back, waiting for the infantry to clear the way. With two turns to go my tanks were on their way, but some good shooting from an ATR, and some remarkably hot dice rolling from the Finn infantry did me in. At the time Barry commented that he needed tongs to handle the dice. I've last track of Barry, whom I used to play quite regularly. Barry is/was

one of the games old war horses. Twice my age, a grizzled vet, but a solid player who was always fun to play. Wherever he is, I hope he's playing a good scenario right now.

## **Commissar's Corner**

*Chris Baer*

The Conscripts ASL Club meets on a monthly basis, with meetings held in Maryland and Virginia on a rotating basis. (As an aside, the 4 or so Conscripts who live in the District should look for a good spot in the city—why should we have to go visit some boring suburban board 17 every month when we could use spiffy urban board 20?).

### **And Now a Word From Our Sponsors ...**

Our Virginia site is Little Wars Game Shop in Fairfax, home of the Conscripts Club Tournament Plaque (ok, it's a sheet of paper in a frame, but it looks cool, and that's what counts). The owners, Faron and Alena Betchley, have been nothing but supportive of the Conscripts since the club's founding. They've been willing to stay open late for those marathon sessions and open early for tournaments. And, in addition to generously providing gift certificates for both club tournaments to date, Conscripts get a 15% discount on all purchases at Little Wars, including special orders. If that weren't enough to recommend the location, there are also several great restaurants just a few doors away (including a deli that Conscript-in-Charge John Slotwinski swears by), and food is permitted in the store. There's no better place to game than in a game store, and Little Wars is a great game store. Please consider them for all your gaming needs, including ASLRB v2.

Over in Maryland, we meet in Howard County, at the Elkridge Public Library. Conscript Mark Bell and Minister of Truth John Appel make the arrangements for us to use this location. For those of you who haven't made it out to Elkridge yet, the conference room we use is great for gaming—several long tables, comfortable chairs, and even a kitchenette. Plus, we can generally stay for the entire day, locking up after ourselves when we leave. In return for the library's hospitality, we strive to keep the conference room clean and also to bring donations of used books for the library to use on its sale tables. So if you have old paperbacks taking up shelf space that could be better occupied with games, do the charitable thing and stop by one of our Elkridge meetings—it's tax deductible if you get a form from one of the librarians, and you can get in a game while helping the community at the same time.

The Conscripts ASL Club has also been supported by the fine people at Multi-Man Publishing. MMP has provided gift certificates for both our club tournaments, and at one club meeting, Brian Youse showed up with pizza and proofs of the first three maps from *Armies of Oblivion*—which might explain the pepperoni-shaped hill on Board 49.

On behalf of the Conscripts Troika and the huddled masses we like to call Conscripts, a hearty thanks to those who have helped us over the years.

## They're Not Only Good, They're Free

Regular attendees at Conscripts meetings will have noticed the District Commissar's fondness for Tactiques scenarios. Graciously released by the original Tactiques team and translated and distilled into .pdfs by the hardworking members of the Coastal Fortress Gaming Group, this collection of 70-odd scenarios and associated overlays contains a mixed bag of actions with interesting OBs and VCs.

There's something for every taste in these scenarios. They range from Japanese airdrops onto Dutch Colonial airfields (TAC 45 Rakkasan Butai; lost as Japanese to John Appel) and fierce Market Garden battles for railway bridges (TAC 63 A Train for Arnhem; lost as Germans, also to John Appel) to classic heavy metal slugfests (TAC 62 Panzers Marsche!; lost as Russians to Matt Deuber), audacious footbridge river crossings in the snow (TAC 64 Hold Your Ground; lost as Germans to Bill Pittman), and mid-war set piece battles (TAC55 Dangerous Crossroads; lost as Germans/Italians, also to Bill Pittman). Hmm. Something of a trend here, I think.

On second thought, these are lousy scenarios. Don't bother going picking them up from:

<http://www.coastalfortress.com/Pages/Tactiques.html>

You'll be glad you didn't get them /:'>

Roll low, Conscripts—you've only got ML 6 . . .

As a reminder, here's the official list of Conscripts Ranks:

Conscript 5th Class	Trench Digger's Lackey
Conscript 4th Class	Trench Digger
Conscript 3rd Class	Foxhole Digger's Mate
Conscript 2nd Class	Foxhole Digger
Conscript 1st Class	Shovel Supervisor

## Khamsin (37) AAR:

### Bill Pittman

(Ed Note: We are still looking for a style point editor to collect input from games occurring throughout club play to be highlighted here. Until then we have this AAR to whet your appetite.)

Bill Pitman (British) recently defeated Tom Meier (German) in Khamsin (37)

The winds were howling during this playing of Khamsin. Our 'dust' die consistently rolled high enough to throw off many desperate shots. The Germans set up in the southwest with the Halftracks (HTs) behind the armor phalanx. Luckily the British front line couldn't see the advance from that distance, or some of them might have bolted! This scenario is cool in that the defender has a clear view of the large German force advancing (for at least two turns), knowing that they will invariably overrun the first

position they come across, and there's nothing to be done about it! The British took advantage of their sangars and the scrub. Their mortars were on the two southern hillock summits and squads were positioned in sangars all around the hillocks. A HMG stack was adjacent to the back hillock summit, and the 40L was HIP in the scrub in the rear, able to sight onto all three victory hexes. The Germans saw very little of the defense until they got right into it.

The German plan was to cut across the southern flank coming in behind the heavy wind and turn north with a large force, while a similar force went for the front hillock. Initial shots were ineffective, the British fired at disembarking squads to no effect, the mortar firing wildly in the dust trying to drop one into a half-track. Alas, no Critical Hits, and the first German squads were in position to advance onto the hillocks. Nobody could see through the dust, small arms fire just couldn't hit, and it wasn't long before the overrun clinic commenced. German strategy was to move a tank onto the British position and then move up the infantry, it would've worked, but the Overruns kept failing! The only bright spot for Jerrie was the fact that no British squad could pass a PAATC! The southern attack force uncovered a key British position in the south, two sangars with two squads, 8-0, LMG and ATR. The first overrun missed and all Reaction Fire/CC return attacks missed. The Germans diverted additional units to deal with the position, until two tanks, three HTs and a platoon of 468s were assaulting! The first position finally fell to a CC attack, but the second position, a 457 and ATR, survived a TBPF attack from a Pz III, an OVR from a second Pz III, two HT Overruns, and TWO 36 shots! During all of this, the British never scored a hit either. Finally, the Krauts risked CC and moved the platoon in, but they malf'd the 3-1(-1) attack! The second 3-1 didn't miss. This was a great fight and I kept picturing the British hugging the rocky remains of their sangars, peering into the wind and dust as yet another AFV rumbled through the hail of small arms fire.

A similar situation was playing out on the front hillock, as three Pz IIIs and a Pz IV began shelling it as German squads moved up. Once again, OVR was the order, but it failed! The British Grant with the AL rushed to defend from the reverse slope while the HMG opened up from the adjacent hillock across the little valley. Of course, no casualties were inflicted, but a Jerrie pinned and the Pz III on the summit was Shocked! The Panzer commander recovered though and the Shock was removed. One of the Pz IIIs moved off the hill and tried to get in position to worry the Grant, but after firing one shot, it was picked off by the HIP 40L. The Germans fired at least 8-10 HE shots, including TPBF, onto the summit with no effect. Finally, just as the British broke, the Grant flamed the Pz III on the summit, and a rout path opened! The summit fell, but again the time bought proved decisive. Again it was easy to imagine the British holding onto the summit, surrounded by Germans, explosions everywhere, a Panzer somewhere out there in the dust, but showing the kind of mettle that had to be common for both sides during the North Africa campaign!

During this time the sole sniper activation of the game occurred, and the German 9-2 was wounded! To compound the German problems, two MAs malfunctioned, and the German 9-2 AL was recalled!

Back in the south, the two Crusaders took up hull-down positions and awaited the arrival of the two Pz IIs and the Marder, who were swinging around the hillock. Suddenly, the wind changed! Snake eyes resulted in a direction change and now the wind was blowing directly from the south, further covering the armored advance! Fortunately for the British, it wasn't enough. A Crusader knocked out a Pz II, and the other Crusader immobilized the Marder, and the crew bailed out! The other British Grant and the Stuart were racing to interdict further movement in the south. Although they captured two of the summits, with half their armor gone, and the German commanders recalled or wounded, the attack petered out, and the Germans faded back into the KHAMSIN!

This is a great scenario; I can't wait to play it again. Thanks to Tom for some exciting action and his cool head in the face of several boxcars!

## Conscript's Choice: (Answer to Spray Fire Riddle)

### The District Commissar's Top 3 CDs to Accompany ASL

1) **Das Boot Soundtrack**: The version of the soundtrack with the German dialogue and music together makes for some interesting synchronicities—over a day's RB CG, the shouts of the sub crew as they're depth charged tend to coincide with many a failed German MC...

2) **The Best of Godzilla 1954-1975**: Playing the IJA without this in the background seems sacrilegious almost. From the opening stomps of the mighty green beast himself through to the FX from "Invasion of the Astro-Monster," nothing screams kitschy PTO atmosphere like this CD.

3) **The Legendary Italian Westerns/Ennio Morricone**: The official soundtrack of all Italian scenarios, even though everyone's singing in English. But the plaintive lyrics and tales of lone heroes, long odds, and the pitfalls of low broken morale put this one in the disc changer for keeps.

Submissions for Conscript's Choice, an occasional column listing club members' 3 favorite tangentially-ASL-related things or concepts, are welcomed and encouraged.

## Next Issue

- More articles about the game of ASL
- Club Meeting Recaps
- Club Ladder archive info
- Some more!!!

## Club Ladder

### Our Humble Club Ladder

(Through January 4, 2001)

Name	Ranking	(W-L)	Last Active
Duncan McGill	1475	(15-0)	05/00
John Slotwinski	1394	(23-11-1)	12/00
Bill Pittman	1281	(18-14)	11/00
Chad Cummins	1265	(7-1)	04/00
Mike O'Leary	1264	(9-3-1)	12/00
John Appel	1243	(8-2)	12/00
David LaGraffe	1204	(6-1)	06/00
Chris Baer	1145	(12-16)	12/00
Ken Dunn	1138	(3-2)	03/00
Aaron Krebs	1134	(12-12)	12/00
Tom Meier	1100	(6-7)	10/00
Chris Chapman	1073	(2-3)	07/00
Jim Kraft	1070	(3-2)	11/00
Matt Deuber	1067	(3-3)	05/00
Pat O'Brien	1063	(14-21)	07/00
Wayne Hadady	1062	(6-7)	12/00
Mike Balis	1054	(1-0)	11/00
Tim Stevens	1053	(5-6)	11/00
Bryan Kropf	1047	(4-6)	10/00
Joe Jackson	1026	(3-3)	12/00
Mark Bell	1024	(2-2)	07/00
Doug Bush	1022	(1-2)	12/00
Robert Schaff	1020	(1-1)	10/00
Jason Cameron	1017	(9-14)	12/00
Sumner Claren	1005	(0-0)	09/00
Paul Schill	1005	(0-0)	09/00
Kevin Valerian	1005	(0-0)	09/00
Chris Shields	991	(1-2)	05/00
Arnie Felix	977	(0-1)	09/00
Scott Calkins	972	(0-1)	11/00
Chip Eastman	972	(0-2)	11/00
Stu Rubin	972	(3-7)	12/00
John Meyers	963	(1-3)	04/00
Andy Goldin	949	(0-2)	09/00
Dan Nowicki	938	(2-7)	05/00
Jan Spoor	932	(7-12)	10/00
Elon Weinstein	892	(0-4)	04/00
Jeff Evich	853	(0-7)	04/00

Send Ladder results to Chris Baer and cc Pat O'Brien. Points are computed using the Austin ASL Club Point Calculator, with an extra 5 point bonus awarded to each player for a FtF match.

## Club Meetings

### Saturday, February 17—Little Wars, Fairfax, VA

Featuring a Rules Clinic for New Players run by John Slotwinski in conjunction with the release of the second edition of the Advanced Squad Leader Rule Book.

The club generally meets on the second Saturday of each month. The location alternates between Little Wars Hobby Shop (in Fairfax, VA) and the Elkridge (MD) Public Library. Our thanks to Faron & Alena Betchley, owners of Little Wars, for allowing us to use their gaming space.

Directions to LITTLE WARS game shop, Fairfax, Virginia:

- Take 66W from the Beltway (I-495)
- Exit onto 50E
- Make a right on Jermantown Road
- Proceed to 29 (Lee Highway) and make a right.
- Little Wars is in the first shopping center on your left (in the same center as Chili's)
- 11213K Lee Highway Phone: (703) 352-9222

Directions to Elkridge (Howard Co., MD) library.

- Take I-95 to 100 East (towards Glen Burnie)
- 1/4 mile down, exit onto Rt. 1 North (Elkridge)
- 1.5 miles down, left turn at the sign for Rowanberry Dr.(across from APA Trucking), which leads immediately to the library parking lot. The library building is light tan & gray brick with a dark blue roof. Look for the building, not just the signs—they are small and have small lettering, so they're hard to spot.

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