

Red Banner

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



Table of Contents

Commissar's Call: *THANKS TO DAVID GARVIN FOR "HUMAN WAVE"*
Conscripts' Chatter: *LESSONS LEARNED FROM THE CONVENTION*
New Article(s): *LESSONS LEARNED FROM THE CONVENTION*
New Scenario(s): *HELL IN A VERY SMALL PLACE*
After Action Report: *J102 YELNYA BRIDGE*

DC Conscripts ASL Ladder

Commissar's Call: *THANKS TO DAVID GARVIN FOR "HUMAN WAVE"*



David Garvin did a tremendous job of organizing and managing the Conscripts "Human Wave" convention in Vienna, Virginia, June 8-10. I counted 20 participants on site, there may be more on the roster. We had a great time! I got knocked out by Neil in the second round when his Russians checked my Germans in J102 Yelnya Bridge. But, I still scored some "merch" in the raffle. I walked away with East Side Gamers Dezin Pak 1, Japanese battle dice, and a book about operation Barbarossa. More details at the link.

<https://humanwaveconscripts.com/results-for-2018/>

Conscripts' Chatter: *LESSONS LEARNED FROM THE CONVENTION*



Here's David's AAR on planning and running the convention...

So, I think in the end that the DC Conscripts' inaugural tournament was a success. But there are learning points. So, in no particular order:

1. Finances. It was a tight one, but in the end, it was in the black.

EXPENSES:

Room Rental: \$672.00
Website Annual Fees: \$99.00
Prize Support (models): \$58.93
Prize Support (books): \$34.98
Prize Support (Rat Charts): \$32.00
Prize Support (Trophy Plaques): \$25.00
TOTAL EXPENSES: \$921.37

REVENUE:

Registration (Main Tournament early bird bookings): \$525.00

Registration (Main Tournament regular bookings): \$40.00

Registration (Mini Tournament early bird bookings): \$80.00

Registration (Mini Tournament regular bookings): \$100.00

Registration (Starter Kit and Open Gaming): \$50.00

Raffle Revenue: \$200.00

TOTAL REVENUE 995.00

Net: \$73.63 to the good.

Overall I would offer that this was in the black by pure luck. In order to cut costs, the prize support can be shaved by not getting prizes beyond the trophies: the prize support was massive and really contributed to the raffle revenue.

LESSON: Sustain the website fees and trophy expenses. Have an earlier cut off for the "early bird". Don't purchase prizes; get them through donations. This would have saved \$66.98, almost doubling our "profit". Of course not factored in are things like: Scott's time in doing the models, my gas running to and fro, printing the scenarios, etc. Factor this in, and I think the margin is even less, in fact, probably in the red ever so slightly.

2. Scenarios. There were a number of scenarios per round. I put five per round simply because it's what I've seen before. I did get a few comments that though the scenarios were good, there were too many.

LESSON: Sustain the variety of scenarios, but cut back to 3.

3. Theme. I deliberately chose a theme in order to help people only bring what they needed. In this case, if all they had was the RB and Beyond Valor (and the maps), they would be set. I felt that this was positively received, and I did get comments to that effect. Also having them printed off helped people be able to game it right away.

LESSON: Sustain having a theme in order to cut back on travel gear. And to give a sense of a "flavor" to our little tournament. And keep printing off the scenarios.

4. Room. Ugh. So small, so tight. Of course the original room would have been much much better, but we made do.

LESSON: Work out a back-up plan with the hotel when booking. "Okay, this room is good, but what if the AC goes out the day of; do we have a place we can move to?" Something like that.

5. Format. I think it went well, however, I need to be more clear in how the tourney works, ie: it is a single elimination tournament and explain explicitly how it works.

LESSON: Sustain having this format, but make it explicit in the joining instructions.

6. Website. By purchasing the site for a year, I was able to get a single, simple web address. It also allowed for online payments to be made automatically. Having funds come in and tracking who paid what to whom was a breeze.

LESSON: Sustain the website.

7. Build up/promo. I saw that Stephen and others would mention the tournament online, including gamesquad and other sites. By having the messages come out monthly (or so), it kept the tournament on the front burner, so to speak.

LESSON: Sustain this method of tournament promotion.

8. Photos. With the site, I can track the traffic. Once the photos of Scott's trophies went up, the site literally exploded 10 fold in terms of visitors.

LESSON: Get photos up early and often. Get "Human Wave" embedded in the psyche of the Gamer.

9. Location. I chose the hotel due to purely selfish reasons: it's close to home. Having said that, there were a number of decent restaurants, etc, within walking distance. Judged on what people were saying, there was nothing wrong with the location.

LESSON: The general location was suitable and easily accessible.

10. Hotel for accommodations. I heard no complaints. Having said that, only 2 people were booked for rooms prior to the event, with about 3 others booking later. Having people book rooms lowers the cost of the game room, so we need to find a way to get people to book.

LESSON: Find a way or incentive to get people to book rooms.

OK, this is about it for now. Please feel free to add to this list, delete from it or even alter it.

Roll low!

After Action Report: J102 YELNYA BRIDGE

I lost this match to Neil because of a careless mistake! The bulk of my force entered around Q10, the southern edge. My Panzer II, the 8-1, and a squad with LMG all rolled through P8, a gap between two wooded areas. Before the game began, I had identified that hex as an obvious boresight target; so, I should have transited that gap via bypass in O9 instead! Anyway, Neil's leader-led medium machine gun and 76mm gun, both in G10 and both bore sighted onto P8, pounded my infantry-armor group. The MMG rolled a 4 to kill my 8-1, break the squad and stun the CE tank. A turn later, his 76mm destroyed the motionless Panzer II. That was a prime example of a great player making another player pay for a careless mistake.

Too bad, because the bulk of my force – having entered at Q10 – quickly passed through his field of fire and was pressing on Q6, R6, S6 stream crossing by turn 2. But, I needed that extra “umph” that the Panzer II or the 8-1, LMG, and squad could have provided had they survived their hook maneuver to come across at Q6. I really felt the loss of all that firepower. My Panzer III helped get some infantry to S8 and then had to charge into the woods to avoid fire from the Russian 76mm at G3. The poor Panzer III spent most of the game trying to get out of bog status in hex R7.

Anyway, if as the Germans you focus your attack on the center (where the board creases) and thereby bypass the hill strong point (F3, G3, H2) the key is getting a tank or leader-led light machine gun across the stream at Q6 as soon as possible so that with machine gun fire you can pave the way for the “exit force” that follows. This exit-focused attack does NOT forsake the option of taking the village. One can always swing left along the O4-L4 trail to take the buildings at I5, J4, K4.

I did have a small “feint” force of two armored cars and two and a half squads, one with a satchel charge, press on the hill top position and nearby village along the H6 road. One armored car exited north along that road quickly, turn 2 I think, and another, after the tragic loss of the Panzer II, diverted to the attack at board center around Q6 before exiting over there. That meant my 2.5 squads kept his 76mm gun, 51 mm mortar, medium machine gun, their manning infantry and a couple of conscript squads busy for most of the game! That seemed like a fair trade and they even took some of the village at I5.

Another point, as the Germans don't forget to place a modest fire group atop the hill at L9. I put a squad and LMG there which really impeded lateral moves by the Russians along the O4-L4 trail.

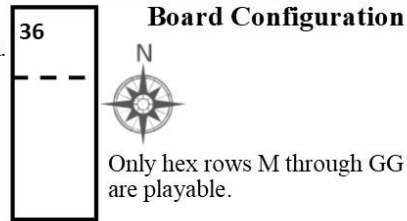
HELL IN A VERY SMALL PLACE

ASL Scenario IC 3

Dien Bien Phu, Vietnam, 13 March 1954: Two French battalions parachuted into “the seat of the border county prefecture” on November 20, 1953, to establish a base for long range penetration into Vietminh rear areas. Reinforcements soon followed. But, Vietminh units congealed to form a ring around the valley and inflicted 1,000 French casualties by February 1954. So, the long range penetration mission degenerated into a siege of 10,000 French troops. By March 11, the siege was so tight that French efforts to provide their easternmost strongpoint, Beatrice, with water required two tanks and an infantry battalion as escort. Vietminh commissars advised the locals to evacuate the valley by noon, March 13. Beatrice would be Dien Bien Phu in microcosm.



Victory Conditions: The side that controls more level 2 hill hexes at game end wins.



Turn Track

French Set Up First
Vietminh Move First

1	2	3	4	5	6	7
----------	----------	----------	----------	----------	----------	----------

Order of Battle:

French 10th and 11th Companies, 3/13 DBLE, ELR 4, SAN 4

Set up in any hill hexes on or south of row T.

13 x 6-4-8, 1 x 9-2, 1 x 8-1, 1 x 8-0

2 X MMG, 2 x LMG, 1 x 60mmMTR, 1 x radio

12 AP mine factors, 15 x wire, 9 x trench, 3 x 1+3+5 pillbox

Vietminh elements of the 312th and 316th divisions, ELR 4, SAN 4

In any combination, set up on or north of hex row P and/or enter on turn 1 along the south edge, hex row GG.

7 x 5-3-7, 14 x 4-4-7, 2 x 9-0, 2 x 8-1

1 x MMG, 4 x LMG, 5 x demo charge, 1 x 60mmMTR

Special Rules:

1. Use PTO terrain (G.1) including light jungle. EC are wet with no wind at start. Due to dusk, apply a nighttime Low Visibility hindrance (E1.7) throughout the scenario, but NO other night rules apply.
2. The French set up area - not the whole board - undergoes a pre-game bombardment (C1.8).
3. Use British counters to represent the French; treat them as Free French (A25.4) for all purposes. The French have one module of 105mm OBA with plentiful ammunition.
4. Use Chinese GMD counters for the Vietminh. Use the printed values, but treat them as Red Chinese (G18.3) for all other purposes. All 5-3-7 are assault engineers. Use Russian counters for the 9-0s which are commissars in all respects.

Aftermath: Vietminh 120s rained shells on Beatrice starting at 1700 and their infantry followed around dusk to avoid French airpower. The Viets suffered massive casualties breaching the wire with explosive charges, but gradually clawed over the three French hills. Of the 500 French on Beatrice only 200 escaped. At least 600 Vietminh fell. But, the Viets now had a clear view of the airfield only 2,000 yards away and the French had spent 25% of all available 105 ammo in just one night.

Current Ladder as of 3 June 2018

DC Conscripts ASL Ladder

Name	Rank	Standing
Josef Stalin	Generalísimus Sovétskogo Soyúza	0
Bill Stoppel	Márshal Aviácii	1
Stephen Frum	Márshal Artileriy	2
Craig Stark	Márshal Bronetankovyh Voysk	3
John Stadick	Márshal Inzyenyernikh Voysk	4
John Gorkowski	Márshal Voysk Svyazi	5
Gary Fortenberry	Generál-Armii	6
Paul Washington	Generál-Polkóvnik	7
Andy Goldin	Generál-Leytenánt	8
Jim Mehl	Generál-Majór	9
James Montgomery	Polkóvnik	10
Eric Groo	Podpolkóvnik	11
David Garvin	Majór	12
Douglas Bush	Kapitán	13
Jan Spoor	Stárshiy Leytenánt	14
Brian Scully	Leytenánt	15
Matthew Chambers	Mládshiy Leytenánt	16
Jason Sadler	Stárshiy-Práporshchik	17
Peter Courtney	Práporshchik	18
Thomas Ryan	Starshiná	19
Scott Bricker	Stárshiy Serzhánt	20
Jim Bishop	Serzhant	21
Stuart Rubin	Mládshiy Serzhánt	22
Eric Winter	Efréytor	23
Ian Tuten	Ryadovóy	24