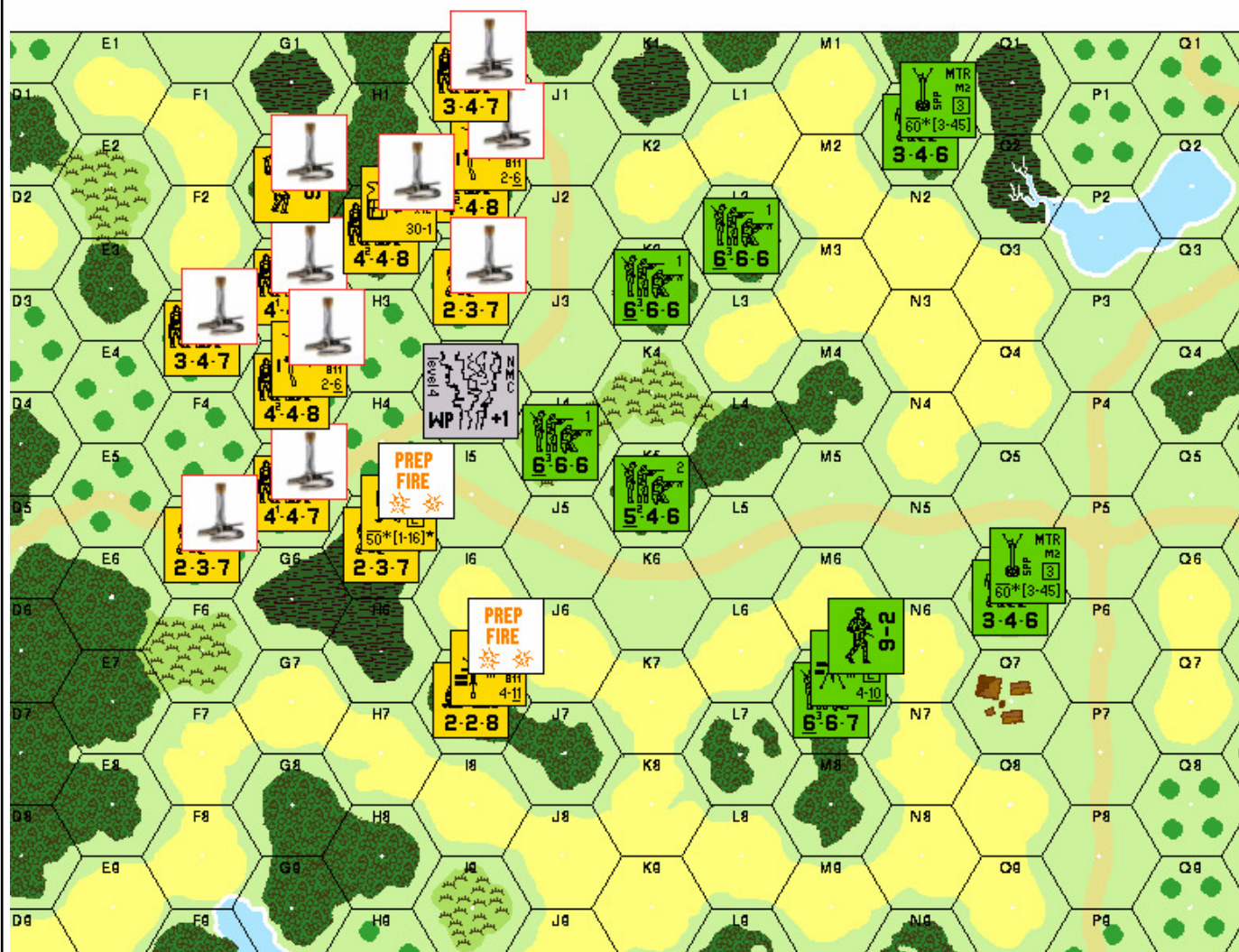


Bunsen



One of the other Newsletters of the Texas ASL Club

August 1, 2007 - The "August" Fools Issue

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

Bunsen

In this Issue

Fake Ladder Results	2
More Rejected Scenario Titles And/Or Unfortunate Typos	2
Kilroy's Klews	2
More Unused Club Nicknames	3
Club Blues Ladder	3
New Game Rumor: Advanced Logistics Leader	3
Counter Storage Systems Throughout History	4
Kilroy's Klews	4
Quiz: Military Term or Body Part?	5
Quiz: WW2 Term or Alcoholic Drink?	5
Where Ist Valdo?	6
Demolition Derby	7

Fake Ladder Results

Dan "Big Daddy" Preston

Casey Jones def Choo-Choo Charlie in
Engineers as Infantry
Richard Kimble def Sam Gerard in *The Fugitives*
Max def Humungous in *The Lawless Roads*
H. Marx def M. Marceau in *Silent Death*
Schilling def Yankees in *End of the Ninth*
Ray def Egon in *Ghosts in the Rubble*
Whos def Grinch in *A Belated Christmas*
Moses def Ramses in *Blazin' Chariots*
Santa Claus def The Martians in *A New Kind of Foe*
Fangorn def Isengard in *Sylvan Death*
USPS def Elvis in *Return to Sender*
Ajax def CTASL in *The Cat Has Jumped*
Corleones def Sopranos in *Italian Brothers*
Hansel def Gretel in *Not Out of the Woods Yet*

Hitdorf on the Guadalupe
Riders on the Stug
Ad Nauseum at Beaurains
Turan Turambar
Wikings and Beekeepers
One More Day of Boredom
Slovak Salivation
Old Hickory's Bath
A Meekly Contested Crossroads
Trevor Force
Read Gurkha Read!
Hervorst Heck
Tod's Next to Last Stand
Castello Fellatio
Vatutin's Uppercut
Guarding the Manholes
The Second to Last Roadblock
There's Actually a Better Spot to Die Over There
Then Things Got a Little Better
Reverse Polish (HP1)
Lenin's Sons-in-Law
Vatutin's Weak Left Cross
The Cat's Pajamas
The Beeyotch Salient
Vatutin's Rabbit Punch
The Commissar's Summer House
Wurst Case
Boom Goes the Dynamite
Tactical Learnings of Close Combat for Make Benefit
Glorious City of Stalingrad
To the Last Ma'am
Crimea River
Prude Awakening

More Rejected Scenario Titles And/Or Unfortunate Typos

Dan "Big Daddy" Preston, "Haz" Matt Shostak, "Big Tease" Toreki

Merzenhausen Petting Zoo
Hill of Beans
Smoke the Poles
Vatutin's Left Jab
Bluntforce
Disquiet on the Western Front
Kampgruppe Hug
Cattern's Juxtaposition
Tangled Up in Feldgrau
Char Palace
Escape From New Braunfels

Kilroy's Klews

Bunsen Staff

Take two and a half hours to set up that 5-turn, 1-boarder.
After all, you want everything just so.

Bunsen

More Unused Club Nicknames

Bunsen Staff

Tree
Pliny the Elder
Grampus von Dicerollen
Tinkerbell
Fingers
Lefty
Hondo
Britney
Sweety

Mike Papa Ingalls
Kevin Pecan Pie Kennealy
Steamin' Steve Desrosiers
Chris Slowhand Buehler
Greg Simmerin' Swantek
Crawdad Clinton Howell
Scott Tornado Hopkins
Stephane Lightnin' Graciet
Ramblin' Rick Reinesch
Cadillac Mike Denson
David Bo Weevil Longstreet
Steven Gravy Miller

Club Blues Ladder

Bunsen Staff

Jelly Roll Motes
Bryan Pinetop Register
Jailhouse Tease Toreki
Sleepy Eric Gerstenberg
Dan Big Daddy Preston
Jeff T-bone Taylor
Sam Cornbread Tyson
Mike Lemon Seningen
Flapjack Scotty Bell
Texas Mike Austin
Screamin' Jay Harms
Mississippi John Garlic
Walt Skeeter Eardley
Zeb Deep Fry Doyle
Jim Hound Dog Ferrell
Jumpin' John Hyler
Sam Satchmo Tyson
Jerry Catfish Simmons
Matt Gatemouth Shostak
Brian Whiskey Roundhill
Howlin' Glenn Schools
Slim Glen Gray
Russell Porterhouse Mueller
Kirk Oil Can Woller
Grady Bama Neely
Tom Bubba Gillis
Sugar Roy Casagrande
Shifty Matt Schwoebel
Hammerin' Gary Krockover
Rockin' Randy Shurtz
Rob Baked Bean Burton
Jack Thunder O'Quin
Ed Hurricane Beekman
Allen Chopper King
Nick Muddy Drinkwater
Strafer Sean Harris
Strummin' Victor Behar

New Game Rumor: Advanced Logistics Leader

“Big Tease” Jeff Toreki and “Haz” Matt Shostak

(The Bunsen editors have picked up/created a rumor about a new game on the horizon that might be of interest to our readership. Check out this preliminary marketing blurb.)

A shout disturbs the low hum of operations in a busy supply headquarters somewhere in France. The clickety-clack of typewriters stops, and conversations over field phones go quiet. One of Smith's NCOs stared blankly at the telephone receiver in his hand. The rear echelons couldn't get him the bridging equipment he needed. It seems they had been promised somewhere else. Smith had heard enough. He barked a few orders. His men, veterans of the Normandy supply effort, got back to work, laying down a steady stream of staccato typing of requisitions. The troops at the front needed that bridging equipment, and somehow Smith's men would get it to them.

Amateurs study tactics and operations. Professionals study logistics. Sure, the battlefield leaders get all the headlines, but serious students of military history know that keeping your army in supply is what wins wars. An army travels on its stomach after all, and a modern mechanized army needs its belly filled with fuel and ammo as well. Welcome to a new concept in gaming: **Advanced Logistics Leader**. Now you too can change history as **you** are the Logistics Leader. You make the important decisions. Which unit gets priority in supply? In what order should you pack the supplies aboard that container ship? The soldiers of your army need food, fuel, and ammunition. Can **you** get it to them in time? Give it your ALL.

Advanced Logistics Leader (ALL) is not just a game, but a game system that allows you to recreate any logistical dilemma facing supply officers and soldiers throughout

Bunsen

World War Two. Be forewarned. Advanced Logistics Leader is not an easy game. Remember, professionals study logistics, so it must be the hard part. Here is a preview of the kind of scenarios that can be represented in this revolutionary new game system:

Going Postal. Italy, 1944. As American troops are dug in facing the Germans on the Gothic line, the static front provides an ideal opportunity to deliver a lot of the mail that has backed up since Cassino. The men depend on you. Can **you** deliver?

No Blood for Oil. Stoumont, Belgium, Dec. 1944. Kampfgruppe Peiper is at the point of the spear in Hitler's last big throw of the dice on the Western Front. They are powerful, but their vehicles are serious gas guzzlers and they are running low on fuel. Can **you** get it to them?

Not Much Fun in Stalingrad. Stalingrad, Dec. 1942. Goring has promised Hitler that he can keep the encircled 6th Army at Stalingrad supplied by air. The troops need every kind of supply as they hope for relief to come. But there is only so much room aboard the planes. **You** must prioritize the supplies to be airlifted. Is ammunition more important than food? What about the mail? And who the heck sent them a planeload of condoms?

Rebel in Rabaul. Rabaul, New Guinea, June 1945. The Americans have bypassed this big Japanese base, deciding instead to bomb and starve it. Feel the excitement as you roll for attrition for 20 consecutive turns.

You Hockey Puck. Southern France, 1944. Kelly has just come to you with an outrageous plan to strike behind German lines and "liberate" a bank of millions in gold bullion, but he needs an artillery preparation to hit a crossroads at a certain time, and he can't go through regular channels. You want in. Can **you** coax, wheedle, or trade with your buddy in the army to get him to divert targets, without alerting the brass?

Salt Petersburg. The Nazis are trying to choke off Leningrad in one of the longest sieges in history. The Soviets, meanwhile, try to truck in some meager supplies over the ice. Feel the excitement as you roll for attrition for 30 consecutive turns.

Operation Bag Rations. Central Russia, June 1944. In what later became known as the destruction of Army Group Center, the Soviets launched a devastating operation to clear Byelorussia of the hated Nazis. **You** are the supply clerk for a Soviet infantry regiment, and they're going to need some food. And vodka. Can **you** get it to them?

Red Ball Espresso. France, Sept. 1944. After the breakout from the bocage, the Wehrmacht is reeling eastwards, pursued relentlessly by Patton's tanks. Keeping Old Blood and Guts' troops supplied in such a lightning advance is a logistical nightmare. Enter the Red Ball Express, a convoy of immense proportions, running trucks forward at all

hours to keep the frontline troops supplied. There's no way all these drivers can motor day and night without a liberal supply of coffee. That's a lot of cups of joe for these G.I. Joes. If **you** can keep them caffeinated long enough, it might just shorten the war.

Did we mention that professionals study logistics? So expect to pay a lot for this game. After all, it's aimed at professionals, and that means big dough.

Counter Storage Systems Throughout History

Bunsen Staff

Alexander: Easy, only 4 bins needed: hoplite, cavalry, archer, leader

Sherman: MMC, leaders, INF guns, wagons, and huge compartments for Blaze, Rubble, CX, and location control counters.

Attila the Hun (2 BIG bins): INF, Fanatic

Patton (5 bins): Big tanks, small tanks, medium tanks, fast tanks, slow tanks.

Gen. George McClellan - His system is so meticulous that he rarely wants to disturb the counters by taking them out to actually play a scenario. But he always wants more counters.

Leonidas - He only has 300 counters, but they're free Spartans, so they each get their own box. (Xerxes, on the other hand, gets two boxes, one for himself, and one for his masses of slaves.)

Fr. General Ferdinand Foch - Who needs a counter storage system? At the end of each scenario after everyone is dead, the counters go into the trash. Punch out a new set of counters for the next scenario.

Moses: Egyptian, Hebrew, Chariot Counters, Pillar of Fire FFE, Plague Draw Pile, Red Sea Open Ground Overlay, Kindling Counters (Brush Automatic) Pharoah ELR counter, 40 year straying counters.

Kilroy's Klews

Bunsen Staff

Nobody minds when you throw dice across the room. Seriously.

Bunsen

Quiz: WW2 Term or Alcoholic Drink?

1. Omaha Beach
2. Sex on the Beach
3. Typhoon
4. Hurricane
5. Anvil
6. Grasshopper
7. Kamikaze
8. B-52
9. Roman Snowball
10. Fuzzy Navel
11. Tokyo Rose
12. Torpedo
13. White Russian
14. Bouncing Betty
15. Mulberry
16. Scotch on the Rocks
17. Firefly
18. Lusty
19. Stella Polaris
20. Stella Artois
21. Kugelblitz
22. Hacker-Pschorr
23. Kapuziner
24. Manhattan
25. Greyhound
26. Depth Charge
27. Brass Monkey
28. Banshee
29. Mud Slide
30. Moscow Mule
31. Purple Heart
32. Salty Dog
33. Sea Breeze
34. Sidecar
35. Slammer
36. Smith & Kearns
37. Ohka

Quiz: Military Term or Body Part?

1. Zrinyi
2. Uvula
3. Csaba
4. Turan
5. Nahverteidigungswaffe
6. Vas Deferens
7. Bazooka
8. Rifle
9. Gun
10. Sten
11. Sternum
12. Schmeiser
13. Hotchkiss
14. Pharynx
15. Phalanx
16. Duodenum
17. Achilles
18. Somua
19. Nimrod
20. Uranus
21. Chi-ha
22. Pancreas
23. Coccyx
24. Bronchus
25. Vena Cava
26. Hilus

Quizzes by “Big Tease” Jeff Toreki, Rick “Third” Reinesch, and “Haz” Matt Shostak

This Happened to Me

Bunsen Staff

There was this one time; I rolled snakes on a really key roll. It was awesome.

Bunsen

Scenario JFL-2

WHERE IST WALDO?

© Dan Preston, 2007
(all rights reserved)

Version 1.0



OCCUPIED PARIS, FRANCE, MAY 1944: The latest Gestapo security bulletin has indicated that the infamous Allied spy and master of concealment and stealth, Agent Waldo is suspected to be somewhere in the city. Agents of the Gestapo and reinforcements from the SS are converging on the area where the suspected spy is likely to be lurking. This continuing threat to Reich security may have information about the coming Allied invasion and must be taken alive, and at any cost!

BOARD CONFIGURATION:



Victory Conditions: The Germans win by capturing Agent Waldo by game end.

Allies set up first

Germans move first

AFTERMATH: At the first hint of danger, Agent Waldo used his infamous skill at concealment to slip into the French populace. Try as they might, the Germans searching for the Allied agent simply could not pick him out from the throngs of French civilians enjoying the spring weather in Paris. The master of concealment had escaped again.

Special Rules:

1. Weather is Clear with Dry EC and no wind at start (Paris in the springtime). Kindling is NA.
2. Direct fire attacks are N/A. Waldo is Stealthy. All Germans are Lax. Mopping Up is N/A. Use American color concealment counters to represent French civilians.

1	2	3	4	END
+				

Waldo and French Civilians [ELR: 5] set up anywhere on Board 1: {SAN: 0}



24

Elements of Gestapo and SS Reinforcements [ELR: 3] enter on any/all board edge(s) on Turn 1: {SAN: 0}

Kfz 1



4

4

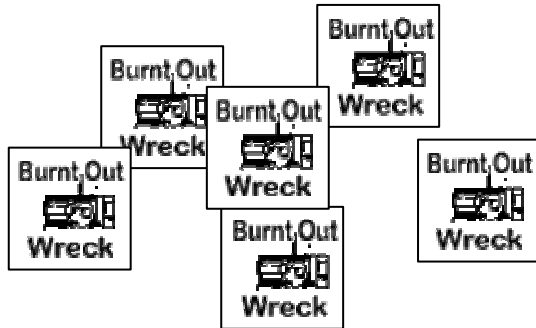
2

Bunsen

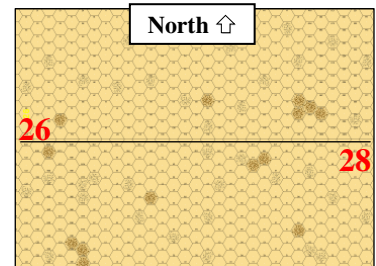
Scenario JFL-3

Version 1.0

DEMOLITION DERBY

© Dan Preston, 2007
(all rights reserved)

TUNISIA, NORTH AFRICA, MAY 1943: Bear in mind that this battle never actually happened. But it could have. In the closing stages of the North African campaign, two supply units got lost in the desert, one American and one German. Due to the impending darkness and dust, the commanders of both units decided to park for the night and look for friendly lines after daylight. Unfortunately, both units had inadvertently parked within sight of each other. As it got light enough to see, the two supply units were in an unusual situation. Without a single armed unit on either side, both commanders ordered an attack in the only way possible.

BOARD
CONFIGURATION:

Victory Conditions: The side with the most functioning vehicles at game end wins.

Americans move first on dr 1-3

Germans move first on dr 4-6

AFTERMATH: AFTERMATH: In a very short time, the desert was covered in battered junk from both sides. German and American vehicles bashed against each other in a frenzy in wave after wave of attacks. Soon the dust from the action, in addition to the smoke from a few vehicles which had burst into flames, attracted the attention of far more dangerous units from both sides. Accordingly, both supply units retired to their own lines. This most unusual action in the desert, in the final accounting, ended up being a draw.

Balance: ★Add two 2 1/2 ton trucks to the US OB.
‡Add two Opel Blitzes to the German OB.

Special Rules:

1. Weather is Clear with Dry EC and no wind at start.
2. A vehicle is immobilized if its hex is entered through its front CA by an enemy vehicle which is utilizing Reverse movement. An Immobilized vehicle is destroyed by the same process.
3. Immobilized vehicles count as 1/2 a vehicle for Victory Conditions.

American Supply Unit [ELR: N/A] enter along west edge: {SAN: 0}



German Supply Unit [ELR: N/A] enter along east edge: {SAN: 0}



Bunsen

The *Bunsen* Staff

Editor in Chief	Matt Shostak (512) 280-8414 mshostakster@gmail.com
Managing Editor and Keeper of the Website	Sam Tyson (980) 428-4113 styson@gmail.com
Copy Editor	Rick Reinesch (512) 828-4451 CTASL@aol.com
Contributing Authors	Dan Preston, Bryan Register, Rick Reinesch, Matt Shostak, Jeff Toreki, Sam Tyson
Publishing Schedule	Whenever we feel like it!
Club Information	Matt Shostak or Rick Reinesch
Club Web Site	www.texas-asl.com

Copyright © 2007 by the Texas ASL Club
All Rights Reserved.

You may reproduce this newsletter (*in entirety only*) for free distribution. Permission to reproduce individual articles must be obtained from the authors.

ASL and all of its components, including module names, are copyrighted and trademarked by Hasbro.

Thanks to Rodney Kinney for VASL, Carl Fung for his VASL counter images, and the VASL Map Cabals for their VASL map images. We use a combination of VASL counter and map images for scenario layouts with permission of use for that purpose.

Next Issue

- More lame attempts at ASL humor
And much less!