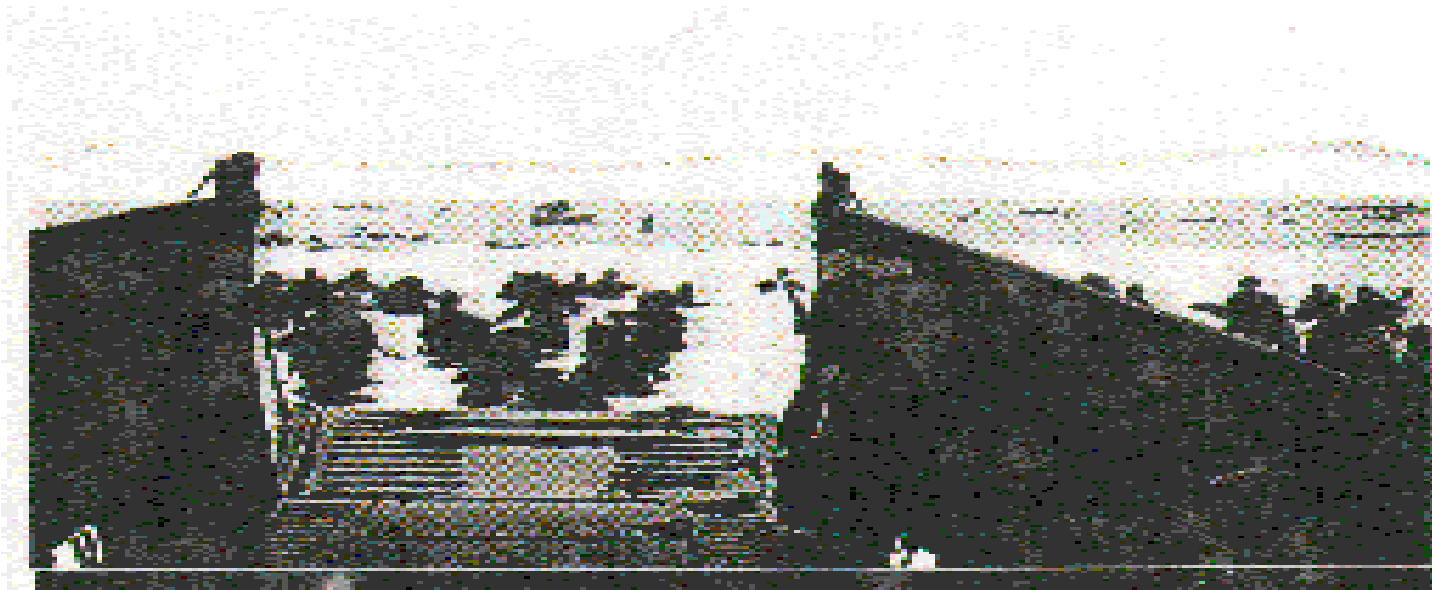


# Hit the Beach!

## The Newsletter for Southern California ASL Players

Volume 4, Number 4  
November, 1999



### President's Corner:

by Rodney Kinney



The Dog Days of War tournament, the club's second one-day tourney of the year, was held on August 7<sup>th</sup>. The tournament drew 22 players, a very nice turnout. Robert Hammond was the volunteer director, and he managed to scare up a nice pile of prizes, not only for the top places but for other miscellaneous achievements like killing AFV and rolling box-cars.

Robert's system gave players points not just for winning a scenario but for things like scenario difficulty, taking light casualties, causing heavy casualties, and playing quickly. I think this is a good thing to do for a one-day tournament. Playing 3 rounds, there will always have to be some arbitrariness to picking the winners, but if you're out of the running because you picked a simple scenario in which your side is expected to take a lot of casualties, well at least that's a choice you made. Much better than being out of the running because the guy you played in the first round decided to go home early. Robert and I talked about tweaking point values some (in some cases, the winner and loser of a scenario ended up with the same tournament score) but I felt the basic system worked well.

Paul Simonsen ended up the Top Dog of War. He was in enough shock just for having a winning record at the end of the day, but didn't figure on having to decide where to hang the trophy plaque (thanks Brandon). He and David Laufle (the owner of the Game Zone who showed up for the day) had an obviously terrific time playing a Crete scenario from Dispatches from the Bunker in the final round. German paratroopers swiping DC from British troops and using them to blow up Greek partisans.

What's not to like?

For the first round, I played Brian Abela in Sweep Up, from WCW. This is a clear-the-road night scenario, Germans attacking Russians. Always dangerous to have HIP units in a scenario with VC like this, but the possibility that your HIP guys will still be stuck under No Move at the end of the game makes it somewhat less dangerous. I formed a retreating hedgehog, which Brian never managed to encircle. I rallied squads with the Commissar and fell back a hex or two each turn. By the end, he had managed to corral my troops out of LOS of the road, but hadn't had any time to search for HIP units. I popped two squads out behind him and he couldn't do anything about them. Hey, if the sleaze fits, wear it!

Next round, Chris Castellana and I couldn't resist the lure of the monster and picked A Breezeless Day from Action Pack #1. Bob Smith and I are playing this by email, but it's starting out so wacky I wanted to give it another try. Chris cackled with glee as I drove my JagTiger into his 90L's Bore-Sighted hex, but his face fell when he saw that the TK number was -5. Of course, if he'd had APCR, the TK would have been 1.

Time for plan B. I'll never understand why Chris picked the Americans in this one, because he sure was gung-ho for an attack. He drove his TD forward to try to harass me from the rear, but neither of them scored a kill. He charged a Sherman INTO a stone building to overrun two

*Continued on page 3*

#### Upcoming gaming dates:

**Nov. 20:** One-day tourney. SD vs. LA rubber match! Brandon Liesemeyer's house in San Diego. (see p. 2 for details)

**Dec. 11:** Open Gaming at TheGame Zone in Pasadena

**Jan. 8:** Open Gaming at Brookhurst Hobbies in Garden Grove

**Feb 4-6:** West Coast Melee (see p. 2 for details)

**Feb 12:** Open Gaming at TheGame Zone in Pasadena

## SD vs. LA Grudge Match!!!

Nov. 20 tournament at Brandon Leisemyer's house will decide undisputed mecca of SoCal ASL

A three-round, one-day tournament will be held on November 20th to determine who holds the bragging rights for "best ASL city" in Southern California. The series is currently tied at 1-1, LA having won the first competition at Brandon's house earlier this year, San Diego winning at a Brookhurst Hobby Open Gaming day. Both teams hope to break the tie on Saturday. Trash-talking is already rampant on the SoCal ASL Mailing List, and many members have defected to join the opposing side. Be there to defend your territory!!!!

Play starts at 9:00 AM. Directions to Brandon's house are as follows:

From the 5 south take the 805 south (just after Del Mar). Take the first exit it's Mira Mesa Blvd and make a right from the off ramp. You're now on Sorrento Valley Road. After about a mile you come to a light, make a right going under the freeway and continue straight for about 4 miles. You'll go up a hill through a new housing development and new construction. Make a right onto Windy Ridge Way (there is a light at the intersection). Make a left onto Flower Meadow then a right onto Andolsol. Go through the stop sign, You're heading south, Andolsol turns to West. Make a left onto Alonda then a right onto Rock Canyon Dr. Brandon's house is on the left the number is 7285 Rock Canyon Dr. His phone is (858) 271-7009.

## WCM all systems go!

### Time and place set for 3rd West Coast Melee

West Coast Melee is being held Feb 4-6, 2000. The site is Embassy Suites, 2 miles south of LAX. 24-hour free shuttle. Spacious rooms with sleeper couch, microwave, fridge, and a good-sized table (should you desire a scenario in a private setting). Room price includes all-you-can-eat breakfast buffet, cooked to order. With luck, you won't need another meal until midnight! The gaming area has been expanded over last year's by over 50%, and will be available 24 hours a day.

About the tournament: By popular demand, West Coast Melee is changing to an open, ASLOK-style format, with just a little structure added. Play starts at 9am Friday morning, and continues until Sunday at 6pm. (stay tuned for more info in the next issue of *Hit the Beach*.)

What you need to do:

1. Pre-register by sending \$25 to Rodney Kinney at 10787 Massachusetts Ave., Los Angeles CA, 90024-5711. Checks can be made to "Rodney Kinney" or "Southern California ASL Club."

2. Reserve your room at Embassy by calling 310-640-3600 or 1-800-EMBASSY and specify LAX South location. Mention West Coast Melee to get your discounted rate. Up to four "official" people allowed per suite.

3. Check out the Y2K WCM web page at:

<http://www.cybergen.com/asl/y2kmelee.html>

## SoCal ASL Challenge Cup

Report results to Robert Hammond. email: robertndawn@juno.com. Surface mail: 1025 N. Tustin St., #304, Orange, California.

**Gonzo award:** Encourages frequent play: 5 points for a win, 1 point for a loss.

**Finesse award:** Measures the probability that a player's score would result from flipping coins. adjusted so that the better the record, the higher the score.

**Eligibility:** People that have not paid their club dues yet have been removed from the Challenge Cup!

### *Current Challenge Cup standings, sorted by Gonzo points:*

NAME	Wins	Losses	Gonzo	Finesse
KIRKALDY, Bruce	15	10	85	1.6
HAMMOND, Charles	13	12	77	1.0
SIMONSEN, Paul	9	9	54	1.0
CASTELLANA, Chris	9	6	51	1.3
FEINSTEIN, Robert	9	4	49	2.5
LIESEMEYER, Brandon	9	4	49	2.5
THOMPSON, Scott	8	3	43	2.9
CREUTZ, Douglas	8	1	41	13.9
KINNEY, Rodney	7	5	40	1.2
STAI, Robert	6	10	40	< 1
MOSHER, Ron	7	4	39	1.5
ROMEY, Matt	6	6	36	1.0
PETRONZIO, Roger	3	17	32	< 1
HAMMOND, Robert	5	5	30	1.0
FRETTLOHR, Herman	5	2	27	1.8
RYLAND II, Sheldon	5	2	27	1.8
ZEMAN, Eddie	5	1	26	3.2
AIKENS, James	4	4	24	1.0
SMITH, Bob	4	4	24	1.0
PLACHTA, Daniel	4	2	22	1.3
MORTON, Eric	4	1	21	2.1
ABELA, Brian	3	5	20	< 1
ROSSI, Randy	3	3	18	1.0
REINKING, David	3	3	18	1.0
HARDIMAN, Francis	3	2	17	1.1
SENGOTTAIYYAN, Mike	3	1	16	1.5
LAUFLE, David	3	1	16	1.5
McGUKIN, Derek	2	6	16	< 1
CONCEPCION, Joe	2	4	14	< 1
ROSNER, David	2	4	14	< 1
ARGENT, Chas	2	3	13	< 1
EARLL, Bryan	2	3	13	< 1
NIXON, Stance	2	3	13	< 1
JOHNSON, Eric	2	1	11	1.1
JOHNSON, Karl	1	5	10	< 1
ANGELL, Cloyde	1	3	8	< 1
ALLEN, Jeff	1	1	6	1.0
TREATMAN, Steve	1	1	6	1.0
CICERO, Matthew	1	1	6	1.0

# Dog Days of War Tournament

- August 7th, 1999

*Continued from page 1*

squads, who broke from the backblast of their third PF shot, and cut them up further with a snake-eyes on the OVR DR. The Sherman then charged forward, breaking two squads who rolled two 6's apiece looking for PF, stopped looking straight up the rear of my JagTiger, then burst into flames from an Intensive Fire shot of a nearby STG. We only got through turn 5 before we had to call it on time. Chris had only one Sherman left and no BAZ. My armor losses were one STG and three half-tracks, so Chris offered a resignation. This scenario is really too big to be in a tournament, but it's too fun not to play. We'd have enjoyed completing it, but we chose to move on.

Last round was against Chuck Hammond in In the Old Tradition from the Journal. This scenario has 12 British 447's Human Waving up a deluxe Hill against dug-in Japanese. Chuck suggests "Let's use my dice." Then, on the first shot of the game, a 4(-2) on his 10-2,447x2,LMGx2, Chuck closes his eyes, concentrating in obvious dread. My toss comes up snake-eyes, 2KIA and the other squad box-cards the LLMC. Chuck, I think your dice are a little too sensitive to your psychic vibes! The British got hammered in most games during this round, although Cloyde managed a win with what looked like a cool-headed attack. Chuck's dice continued to stay sweet on me. I KIA'd his 7-0, then broke his 8-1 and kept him DM in the swamp with my MTR, leaving him leaderless. When my Berserker charged down off the hill, shrugged off DFF and broke his only squad on the hill in the AFPh, Chuck decided it was back to the tea plantation for those Indians.

If you have web access, these pictures and others can be seen at:  
<http://www.egroups.com/docvault/socalasl/Dog%20Days%20of%20War%20photos>



Robert Hammond sings "Hail to Paul Simonsen, winner of the 'Dog Days of War' one day tournament."



Dave Laufle gets into it.

Ron Mosher ended up taking second, and I placed third. Brandon Liesmeyer shocked us all by claiming the newbie award. He can't have been playing for less than 3 years. He's too good! Brandon is also directing the next one-day tournament in November. This one will be down in San Diego, so it'll provide us Northern Southern Californians the opportunity to whip those southerners on their own turf. Thanks to Robert again for hosting the Dog Days, and we'll see you all in San Diego in November.



Jeff Allen always salutes his opponent's efforts.

Here are the Final Standings for the tournament.

Name	Points
1. Paul Simonsen	25.5
2. Ron Mosher	24.5
3. Rodney Kinney	23
4. Michael Sengottaiyan	22.5
5. Brandon Liesmeyer	21
6. David Laufle	20
7. Derek McGuckin	17
8. Bryan Earll	16.5
8. Rob Stai	16.5
10. Robert Feinstein	15.5
10. Chuck Hammond	15.5
12. Chris Castellana	15
13. Stefan Restle	14.5
14. Eric Johnson	12.5
15. Bruce Kirkaldy	11.5
16. Brian Abela	11
17. Randy Rossi	10.5
17. Jeff Allen	10.5
19. Ronald Fajarit	10
20. Cloyde Angell	8.5
21. David Nicholas	7.5
22. John Knowles	7

Here are the Awards given and to whom.

Reason	Award	Who
1st	HOW Pack	Paul Simonsen
2nd	P'Bears Pack '98	Ron Mosher
3rd	MMP \$20	Rodney Kinney
Best Rookie Finish*	P'Bears Pack '97	Brandon Liesmeyer
AutoCannon (15)**	HOB subscription	Eric Johnson
Friendly sniper attacks (4)	Dispatch...Bunker	Rob Stai
Most Eyes (13)	MMP \$10	Cloyde Angell
Most Boxcars (11)	Maple Leaf Route	Robert Feinstein
Eliminate most AFVs (5)	CH! \$30	David Laufle
Purple Hart (Last Place***)	CH! \$15	Cloyde Angell

\*=Played less than 3 years.

\*\*=Most consecutive ROF shots.

\*\*\*=Played in all 3 rounds.

Hit the Beach.

Copyright 1999, SoCal ASL Club.

All rights reserved.

Editor: Matt Romey

Contributors: Rodney Kinney, Ron Mosher, Little Mosher, Matt Romey.

Photography by Rodney Kinney

Thanks to the VASL cable for their work on the VASL graphics used in this newsletter.

# Scenario Analysis - PP2 Supply Detail

By Matt Romey

For those who haven't seen this scenario, it comes from Provence Pack, a scenario pack put out by MMP and posted for free download from the Internet. Having downloaded all the scenarios, played one and analyzed another (see below), I thoroughly recommend this product to all of you. I use the term "product" loosely, because, it being free, we do not necessarily demand the same quality as we would from a product for which we paid money. Nevertheless, Provence Pack is high quality in almost every aspect: graphics, design, historical accuracy, scenario balance, variety, you name it.

This module exclusively covers the fighting for the port of Toulon in Southern France during the Anvil landings of '44. Frenchman Laurent Cunin designed it almost single-handedly, with support from playtesters all over the world. He has focused his 10 scenarios on the fighting by three Free French units, obviously because of his lament for the lack of Free French scenarios in the ASL lexicon. Fear not that this theatre holds no appeal due to it's "sideshow" nature! These scenarios indeed recreate some exciting and brutal fighting. A few of them are true bloodbaths.

As if that were not enough, Laurent has also included a lengthy section dedicated to historical analysis, unit histories, scenario discussion and designer's notes. There are probably 30 or so pages of this, and it is reading of the highest order.

You can download this pack for free from the MMP web page:

[www.advancedsquadleader.com](http://www.advancedsquadleader.com)

You will need Acrobat Reader to view the files, but there is a link on the page to download this free software if you do not have it. I can not recommend the Provence Pack highly enough.

## SUPPLY DETAIL

Rating: 55% Pro-French

**Appeal:** Designer Laurent Cunin has taken a real-life action and fleshed it out beautifully in an ASL version. In setting up the PP scenarios I am amazed at the sense of place that he creates with the geomorphic maps. Is the town fought for in this scenario really board 3? Amazing! Laurent has used overlays and pure creativity to give this terrain a feeling of flow that create tactical challenges for both sides. Likewise, by incorporating the details of the actual engagement into his scenario he has created a time and place that has never before been seen in ASL.

In mulling over the strategies for both sides, I

can't think of a scenario that is quite like this one. There are many scenarios where both sides get their chance to attack or defend, usually owing to reinforcements from one side or the other. But the attacking and defending rolls are indeed blurred in "Supply Detail," as both sides are attacking and defending at the same time!

GERMANS:

**Advantages:** Mountaintop villa, 9-2 leader, Kindling.

**Disadvantages:** Ammo shortage, outnumbered early, stream crossing.

**German Setup:** German setup options are limited to those units in the board 3 village. How best can the German defend the approaches to the town, saving valuable time till the relieving force comes to the rescue?

I am afraid of two avenues of approach for the French: 1. launching from Y8 through the W9 woods clump, and 2. launching from Y1 (blind to CC2) through the W1 woods. I want to defend both, but not to the last man, as I must have 2.5 squads left on board 3 at game end. I want to avoid, however, an early huddling in the town around S5. A few turns of that can turn ugly for surrounded troops. Fighting withdrawal is the goal here. I'm leaving the path from X3 to V3 open, because I do not believe that V3 is a good place

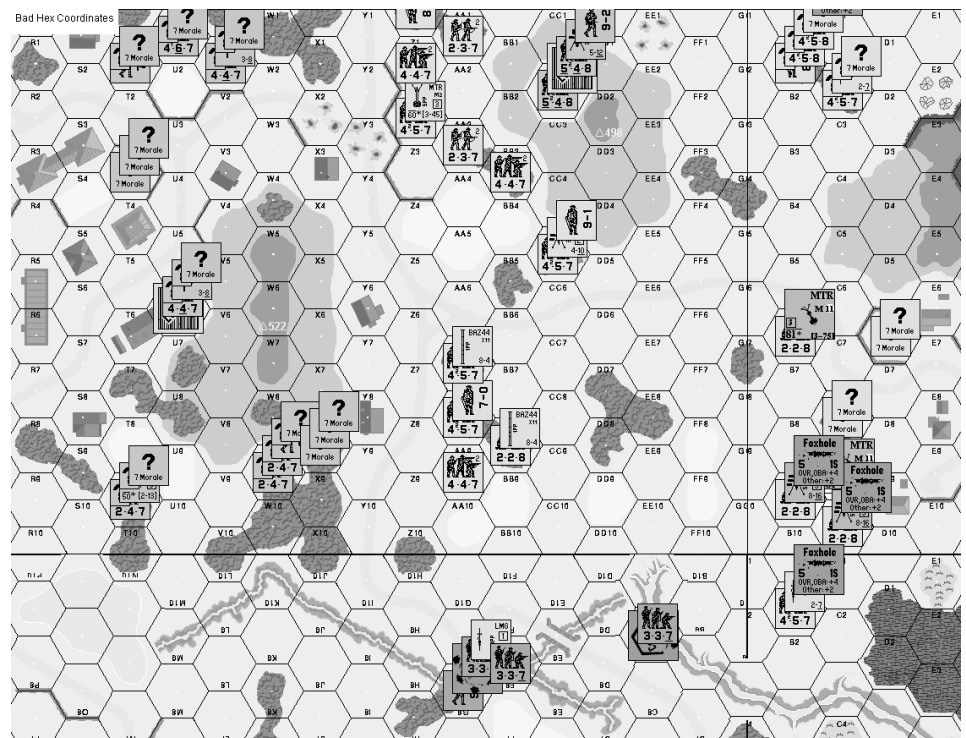
for the French to launch an attack. I will gladly let him take that route.

I have used the dummy ? counters to disguise the placement of my SW. Even though the LMGs are under ammo shortage (thus unable to place firelanes) they are nearly 25% of my ROF-adjusted firepower in the town - I consider them important to my defense, and would like to hide their location during the initial French assault. The mortar is placed in T9 to put down airburst fire on the key approach hexes of W8, W9, V10, as well as V8 and V9. The dummy stack in X8 is there to inhibit French setup in Y8. Whether the French player believes it is real or not, it is simply too risky for him to set up in Y8, as any broken unit will be forced to surrender.

The leader and halfsquads in W9 are primed to do some serious kindling. It may be sleazy, but I believe that the Germans must take every advantage they can get in this scenario. By torching this woods mass I hope to allow my reinforcing squads to slip across the stream near the pond. I like W9, by the way, because it is adjacent to four other woods hexes, two of which are connected.

As for the German left, some may argue with the relatively large investment in the small U1 section of town (2 squads out of 4.5 in the total

*Continued on page 6*



German and Free French setup. Note that the German player sets up first and moves first.





# Rebirth of a scenario: *Sacrifice of Polish Armor*

by Ron Mosher

My idea was to take the old Squad Leader 200 series of scenarios (since we now have the Minor Allies and the French) and convert them to ASL. You see in this newsletter my first attempt. This brief missive will outline how I arrived at my changes to the old scenario, and the check list I'm using to continue this endeavor.

1. Pick a Scenario—easy here, just start with 201 and continue.

2. Get someone to put it in an editable format—easy got my son to Quark the old scenario.

3. Now review the forces and determine any changes to try and keep the old balance intact. I assumed the old scenario was balanced for this part, an error possibly. However, pressing on, the vehicles seemed similar enough, except for the trucks, which now can carry almost twice as many troops. Therefore, reduction in truck numbers was done. As to the firepower ratios, the only “unbalancing” seems to be the FP increase in German LMG's. There are four in the scenario with an increase of 1FP per LMG. So one of the 4-6-7 squads was removed. One last consideration was the increase in fire power, caused by the various ROF's now available. The now HIPable 37L's with 3ROF seem a counter-balance for the 6 AFV's with ROF of 2 or 1. So no changes were made to weapon numbers.

4. Next determine the SAN and ELR Numbers. This is probably the most contentious point. My selection for the elite Poles was ELR of 4, since they were the best of the Polish units. I considered 5, but thought that too high for the first combat engagement feel of the scenario. Likewise with the Germans, first time in combat, little experience and first real opposition, they got ELR 3. As to the SAN's, the entry from off board made the 2 for the Germans a no brainer.

The 4 for the Poles might be one too high, but blame Matt, he was already saying the Poles will get hosed, so I stuck it at SAN 4.

5. The usual SSR 1 with “EC moderate, no wind” was used, with no evidence of “weather” other than the original scenario, this seemed appropriate.

6. Balance was next up, and I thought the addition of the ATR for the Poles might be overdoing their AT power, but the 6 German armored vehicles (and the possible “bypass freeze”s), against none, initially for the Poles, made the decision. As for the Germans, the reintroduction of the deleted 4-6-7 seemed appropriate.

Now gentlemen it's up to you. Play the thing and see if continued updates of other scenarios is worth inclusion in our local newsletter.

ter. Give me or Matt brief AAR's in writing, so we can include your evaluations in the letter. (My e-mail ronmosher@aol.com or snail-mail: 867 W. Oak Knoll, Brea, 92821) All we ask is for it to be typed, so we can scan or e-mail it to reduce our work load. For those too lazy to do an AAR, no matter how short, here's a check-list to fill out:

1. Do you like the idea of updated SL scenarios in the newsletter? Yes\_\_\_ No\_\_\_

2. Was this scenario balanced? Yes\_\_\_ No\_\_\_ (if No you better explain why not!)

3. Would you like updated scenarios to use newer/different boards than the original scenario? Yes\_\_\_ No\_\_\_

4. Would you like to see a new scenario, rather than updates? Yes\_\_\_ No\_\_\_

5. Do you have a new scenario you'd like the club to publish and playtest? Yes\_\_\_ No\_\_\_ (so send it already!)

6. If we continue with this project would you like to see a “Packet” of club scenarios with the current graphics on hardcard sold at cost/given as prizes at a club tourney once per year? Yes\_\_\_ No\_\_\_

## Supply Detail

*Continued from page 4*

garrison). It is true that I feel nervous for their fate as they can be cut off, but I am also confident that they can place some withering PBF on hexes V0 and W1, and have a good chance to hold off even a determined French attack in this area. In addition, this is the area of town that, if the relieving tanks gets through with the ammo vehicles (as per SSR 4), will most likely be relieved first - I would like to hold it as long as possible. Keeping even one of these buildings, along with the central town, will ensure a win barring any funny business with the bridge.

But the group in the CC2 villa really is the linchpin of my defense on board 3. Any serious French commitment to taking the board 3 village must first deal with the CC2 garrison. With a 9-2 leader directing a 16 firepower killstack, they are set up to put some serious hurt on the French. I expect them to receive some heavy fire early on, and will likely be encircled and Smoked immediately. Indeed, a bad roll for this hex could spell disaster, but they plan to cramp the Frenchie's style, nevertheless, not only with firepower, but by reducing French route options. The outcome of the scenario may very well rely on how long it takes the French player to dislodge this stronghold.

Instead of putting both squads with the 9-2 (a double-edged sword), here I have chosen to move a squad down the the ground Level. By blocking the

ground Level I force the French player to take the building one Level at a time. To this end I may even attempt to Deploy the 1st Level squad, leaving one half-squad on Level 1, and moving the other to Level 2. Either way the 9-2 will be available on the 2nd Level in order to rally any broken MMCs in future turns. I could opt to place both 548s on the 1st Level with the 9-2 to have fun with them in my first PFPh. In this case I would still Advance one of them (or a half-squad) down to the ground floor in the APh.

*German attack:* The lure of securing the bridge from the partisan scourge is tempting, but my entering units have but one objective in mind: cross the stream at the pond in order to reinforce the town garrison. The tanks will do everything in their power to see that this happens with minimal losses, including armored assault, riders, smoke grenades, providing +1 TEM and hindrances, either as a stopped vehicle or as a (burning) wreck. As long as I can get my elite supermenschen across the stream, then my chances of victory are good.

Granted I am conceding the bridge to the Free French player. But I believe that, to a large extent, the bridge is a red herring in this scenario. Even if the partisan units clear the bridge DC (thus requiring me to control 8 board 3 buildings) I think that I can hold out if my 548s cross the stream in force. As it is I may be able to interdict partisan activity with the tanks once the infantry cross the stream, but I view that as a bonus, not a goal.

I plan to move my infantry rapidly up the N and O hexrows. This approach, fortunately, is immune to fire from all French units except the ART pieces, and most hexes are even blind to them. And if all goes well, I expect to have tanks in the K9-M8 area by turn 1, which will give cover for infantry to enter the stream at K10-M9 by turn 2. Crossing the stream in force will dramatically increase my odds of holding the town, especially if my 9-2 holds out for 2-3 turns, and the woods mass around 3W9 is blazing.

FRENCH:

*French advantages:* Heavy weapons (AT Gun, Mtrs, '50 cal), white phosphorus

*French disadvantages:* restricted attack routes, setup restrictions, troop quality

The French player's hands are tied on board 3 at the beginning of this scenario. The CC2 force will be a thorn in the side of the attempt to squeeze the board 3 garrison, thus must be taken out as soon as possible. A big problem for the French is that they must withstand an initial German Prep Fire before they can fire back. To this end I plan to setup my board 3 force spread

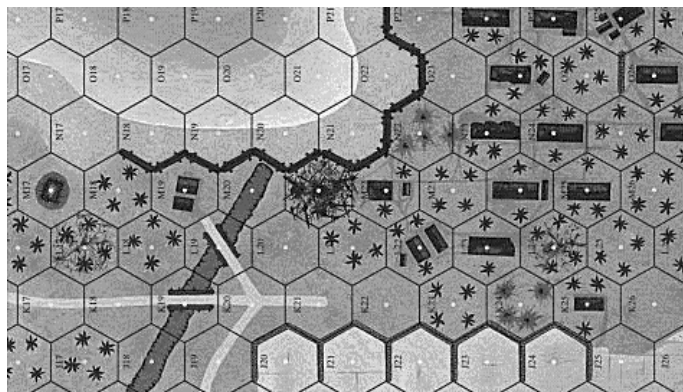
*Continued on page 8*

# REMEMBRANCE: Blood Reef: Tarawa

A drama by Flyon D. Wall

**TIME:** Late fall, 1995. Backblast #2, Critical Hit #2 and Time on Target #1 are on the store shelves. Monica Lewinsky has recently begun to “service” president Clinton in the Oval Office. The previous month the Atlanta Braves beat the Cleveland Indians in the World Series of baseball.

**SCENE:** Eddie Zeman’s old apartment. Cramped, dank and smelly (he’s a former NFL safety) - since condemned. The entire room is lit by one, small, \$10 fluorescent desk lamp. A color photocopied map of Betio island, in four peices, is tacked to a large piece of plywood laying horizontally on a saw-horse. Blockades against the cat, Nick, keep him from entering the room. Cardboard pieces of all imaginable colors are sprawled over the map. Eddie and Matt have been sitting there for hours staring at the board and rolling dice, just as they have done two or three nights a week for months.



**BACKGROUND:** Heat of Battle Game Designers are putting the finishing touches on their Tarawa module. With the release imminent they had placed a full page ad in the upcoming Critical Hit! magazine. The money is spent. The ad layout is nearly done; Ray Tapio (Critical Hit’s editor in chief) helped out with the graphics to make a rather nice looking ad. Things are falling into place, and the excitement is brewing at Heat of Battle headquarters. But there is one problem:

*The game has no name.*

The working title had started as “Follow Me”, dreamed up by Eddie’s partner Steve, a gung-ho former-Marine. Both Eddie and Matt hated it, Eddie especially so. “It sounds like a trip to Disneyland,” Eddie had said. The working title was then changed to “Death Tide: Tarawa”, which is the title of a documentary about the Tarawa landing. The name had already been incorporated into the Critical Hit ad, and although all agree that “Death Tide: Tarawa” is a nifty video, Eddie does not feel comfortable swiping its name. He wants the title to reflect upon this product, and this product only. So with its release imminent, the Tarawa module is still nameless.

We now join Edie and Matt in the trenches of Eddie’s apartment...

*(Fade in)*

MATT: Alright, leader and squad are wading across the lagoon. First hex, 3 movement factors to there.

EDDIE: Stop! The twin .50 will fire. That’s 12 down 2.

MATT: *(gulps)*

*(Eddie throws the dice into a glass. \*tinkle, tinkle\*)*

EDDIE: 2KIA, with rate.

MATT: *(sighs)* Ok. Next stack moves...

*(\*RIIIINGGGG!, RIIIIING! \* Eddie picks up the phone.)\**

EDDIE: Hello? Oh, hey Ray. Up late, eh? Sure, let’s talk about the Tarawa ad. Uh-huh.. Sure... Yeah... Uh-huh... Uh-huh.. Uh-huh.. Yeah.. Uh-huh.. Sure.. Uh-huh. Yeah... *(motions for Matt to continue moving)*

MATT: *(whispering)* ok, half-squad moves to here.

EDDIE: *(still talking on phone)* Uh-huh. Yeah.. Uh-huh.. Sure Ray... Yeah.. Yeah.. Uh-huh.. *(Eddie gestures to some peices on the map and rolls the dice)*

*(\*tinkle, tinkle\*)*

MATT: *(groans)* Ok. Next move...

EDDIE: Uh-huh. Uh-huh. Yeah, really. Uh-huh. No shit? Right. Uh-huh.

MATT: Next move...

EDDIE: Sounds great, Ray. But listen, I’m not gonna use the name “Death Tide: Tarawa” anymore, so we gotta change the name in the ad, ok? ... Yeah... Uh huh... What am I going to change it to? Well...? *(cups the phone)* Hey Matt?

MATT: *(Looking up from the map)* Wah?

EDDIE: What do you like better, “Red Reef” or “Blood Reef?”

MATT: *(without hesitation)* “Blood Reef.”

EDDIE: Ok, “Blood Reef: Tarawa” it is. Uh-huh. Yeah... Uh-huh... Yeah... Sure... Yeah... Uh-huh... Uh-huh.. Uh-huh.. Yeah.. Uh-huh.. *(motions for Matt to continue)*

MATT: *(whispering)* Ok, half squad to here...

*(\*tinkle, tinkle\*)*

*(Fade out)*

And that’s how “Blood Reef: Tarawa” got it’s name. Now you know.

## ASL NEWS!!! NEW RELEASES!!!

As always, ASL Oktoberfest saw the release of numerous ASL products. Here is a list of the products released in the past 6 months, that I know of. (-MR)

**Blood Reef: Tarawa** (MMP). USMC storms Betio atoll! Brainchild of SoCal’s own Eddie Z. and Stevie D.

**A Bridge Too Far** (MMP). Can the Red Devils hold till XXX Corps gets there? The 3rd time could be the charm.

**Provence Pack** (MMP). Available for **free** from the Internet. Covers fighting during Operation Anvil in Southern France.

**Recon By Fire** (HoB). Their first magazine, with all ASL content, including 8 new scenarios.

**The Third Bridge** (CH!). Red Devils again, using Spittoon Leader 2.x. Buy on risk (ditto for all other CH! below).

**Carnage at Cassino** (CH!). Different area than the HoB version, or so we hear. More Spittoon Leader 2.x.

**Uncommon Valor** (CH!). Iwo Jima moonscape. SL 2.x.

**Ordeal Before Shuri** (CH!). Okinawa, Kakazu ridge. SL2.x, may cover the same action as in upcoming Journal #2 by MMP.

**NEW!! Hermann Gring Battle Pack** (BF). Follows the Herman Goering Division, from Bounding Fire Productions.

---

## Supply Detail

*Continued from page 6*

out in adjacent hexes, to create large firegroups which I can direct in my initial DFPh, but which are not vulnerable to any individual attack from the 9-2 whirlwind. In conjunction with some of the 1st Section forces (who get to start concealed), and assuming I get WP from one of the mortars in my PFPh, I plan to bum rush CC2 in the MPPh to take them out in CC. This is dangerous business with a 9-2 leader around to lead CC attacks against me, but war is hell, I don't expect to get away Scott free. It is no more risky than hoping for WP the whole game, or trying to take them out with firepower turn after turn. At least, I hope so. There's no way the Germans can put RFP in every hex along the route to the villa, so I say the odds are good. Just pray for smoke...

With this setup, once the villa falls I will be heavy on my right side. This will leave me in the position of almost being forced to take the W1 woods route into the village. I don't like to telescope my intentions, however, so I have left a reserve on the other side to threaten the German right as well. The units in 3AA8 and 3AA9 are blind to the villa, and will eventually swing into the W9 woods clump. The two bazooka teams are situated on either side of the road to keep any relieving column at bay. With the 105 ART, 81mm

MTRs and these bazookas I hope to turn German ideas of relieving the beleaguered garrison into a pipe dream. Opinions will differ on what SW have the crew man. Some may choose the MMG, some the MTR, but I like giving him the BAZ, as he has the best Morale on board 3, thus the best chance to get up close for a higher odds TH shot.

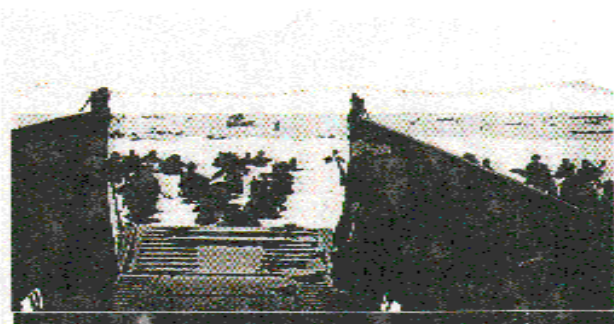
The 1st section forces on boards 13 and 15 are kind of a hodge-podge. I am confident that my heavy weapons teams can keep much of the relieving column at bay, so I have dedicated 3 of the 4 squads towards the assault on board 3. The ? markers are a curiosity, as I don't see any tremendous advantage to placing dummy stacks in this area. I put them in C8 and D6, but heck, they could go anywhere. Unfortunately, they cannot be placed on the squad in 15B9, as he is not in Concealment Terrain. I'll keep him there, however, as he is exactly 5 hexes from 12C6. I expect this may be a German firebase, and being 5 hexes away means I am in range, while he is not. Any extended firefight between these units benefits the French by delaying the Germans that much longer.

The positions of the Heavy Weapons is fairly straightforward. The .50-cals go in B9 and C10 in order to place fire not only on the bridge and the C6 building, but also on the suspected stream crossing point of L8/M8. The mortars are placed

to have LOS to at least one level of 3CC2, while still being able to put pressure on the bridge (I think 15B6 LOS to the bridge is clear, at least with VASL boards). The first PFPh they will immediately try for WP in 3CC2, and when that is exhausted (or the CC2 garrison is taken out) they will turn to rain death on the Germans on board 12. I love 81mm mortars - along with the 50-cals the French have 4 weapons with 8 firepower and 3 ROF. Awesome! The position of the 105 is a no-brainer; why would anybody put it in N4?

The partisans have three options: 1. set up in the stream with Crest status and protect the bridge crossing 2. set up up everybody on the bridge, hope for luck and try to clear the DC early, or 3. forget the bridge and begin attacking into the W9 woods. I have chosen option 1, but it probably depends on your opponent; some second guessing here may be of help. I have set them up to put PBF on both the bridge exit and entrance hexes. The squad F8 will move into Crest (4) status when the bridge is threatened, but for the meantime he represents a threat towards clearing the bridge of the DC. The 9-1 is safe in the stream in G8 out of LOS, in order to rally squads or help clear the DC if/when the time comes.

After this analysis, my impression is that I'd take the Germans if I want to have fun, the French if I want to win.



Matt Romey  
311 E. Bay Ave #2  
Newport Beach, CA 92661