

# THE ADVANCED SQUAD LEADER OKTOBERFEST

OCTOBER 15-21, 1996

The Eleventh Annual ASLOK Gathering of The Faithful

ASLOK XI 1996

## WELCOME TO ASLOK 1996

It is a pleasure to welcome you to ASLOK 1996, the 11th year of our annual ASL gaming week(end). ASLOK IS THE PLAYER'S FEST, a festival of gaming and gamesmanship as much as it is a competitive tournament. Play is OPEN and uninhibited; many play just for the fun of it while others delve into the Big Weekend Tournament, hereafter known as THE GROFAZ in honor of Bill "GROFAZ" Conner, it's founder.

ASLOK also offers an abundance of Tournament action; ASLOK WEEK features at least 13 individual Tournaments with plaques awarded to all winners as well as to the runner-up in GROFAZ. At ASLOK the word is "Do What Suits You". You will find grognards, rookies, experts and average players alike. You will find comradeship, good gaming, interesting talk, some new materials and you are bound to learn and teach a few things over the next several days. ENJOY!

## ASLOK PROCEDURE

Most games at ASLOK are "OPEN" games, played for the fun of it. Find any opponent and pick any scenario; this is the "festival" of ASLOK, a celebration of a great game.

The main event at ASLOK is THE GROFAZ. Play in GROFAZ begins Thursday. You begin this competition by playing any opponent (or in a THEME event), but as you win you must play equal winners to establish your "strength of competition", which can be a key tie-breaker. With one loss in GROFAZ you may choose to consider yourself out of the running; with two losses you are definitely out. THURSDAY THEME Tournaments can count for GROFAZ. See specifics which follow for details. Once out of GROFAZ contention, players continue with OPEN and mini-tournament action.

The mini-tournaments are more structured than GROFAZ and OPEN gaming. These are single elimination events using AVALONCON style scenario selection.

MANEUVERS are intended for new players to get their feet wet. Helpful guidance from an ASL pro is included.

## AGENDA

**TUESDAY, OCTOBER 15TH 1996:** Early arrivals roll into the Holiday Inn. Tuesday play is in THE EAGLE'S NEST (Presidential Suite 504), 840 square feet of luxury located on the 5th floor. Upon arrival at the hotel Tuesday, contact Mark Nixon in THE EAGLE'S NEST for early gunning.

**WEDNESDAY, OCTOBER 16TH 1996:** At 8:00 AM the action spills from THE EAGLE'S NEST to "BLOODY OMAHA" (Ballroom #5, 1600 square feet of bore-sited ASL proving grounds) where we storm ashore and hold THE BEACH open for 124 continuous hours. Play on Wednesday is all OPEN, with no Tournament action scheduled, but ask about possible events.

**THURSDAY, OCTOBER 17TH 1996:** At 8:00 AM we open "THE SCOTTISH CORRIDOR" (Room 107, 650 square feet) and burn our way into the official ASLOK smoking room "THE

BLAZING WRECK" (Huron Room, 640 square feet), both open for action and, along with BLOODY OMAHA, remain open the rest of the way. (All three rooms are located within a stone's throw of each other and the elevators.)

GROFAZ and THURSDAY THEME Tournaments start at 8:00 AM (see following details). Players who opt to not play in a THEME Tournament are free to partake in as much OPEN gaming as they like and/or play up to 2 games in GROFAZ.

**FRIDAY, OCTOBER 18TH 1996:** GROFAZ and OPEN gaming continue. Awards presented to THURSDAY THEME Tournament winners at 6:00 PM. MANEUVERS swing into action at 6:30 and are scheduled to last until 11:30 PM. See the TD to sign-up for Sunday THEME/THEATER Tournaments.

**SATURDAY, OCTOBER 19TH 1996:** More GROFAZ and OPEN gaming. MANEUVERS resume at 7:00 AM and drill through the morning till 12:00 NOON. At 8:00 AM the SATURDAY THEATER Tournaments kick-off (see description).

**SUNDAY, OCTOBER 20TH 1996:** GROFAZ and OPEN gaming surge onward. Add-on THEME/THEATER events start at 8:00 AM, interest allowing. Awards presented to SATURDAY THEATER winners at 2:00 PM. Awards presented to GROFAZ winner and runner-up sometime, probably very late or early Monday morning. Congrat-"yawn"-lations guys!

**MONDAY, OCTOBER 21ST 1996:** GROFAZ and OPEN gaming wrap-up. All out of the arena before noon. Many thanks, happy trails, see ya in 1997!

## ASLOK 1996 SSR's

1. Have a good time.
2. Please display honesty and good sportsmanship.
3. KIBITZING will not be tolerated. Do not comment on any game in progress other than your own. NOTE: Even comments you may think to be harmless can be KIBITZING!
4. Please roll dice into some container - not on the game board.
5. Agree on any optional rules before choosing sides.
6. Record all games played on your PIS - even games played just for fun. Turn in your PIS before leaving ASLOK.
7. Smoking in the BLAZING WRECK (Huron Room) only.
8. Hotel policy prohibits individuals bringing alcohol into the gaming rooms from the outside.
9. Unlimited coffee for the weekend \$1.
10. ASL is a gentleman's game. If you have a rules dispute, I suggest you resolve it between yourselves. If that fails, there are many experts at hand; feel free to ask willing experts. If you ask the TD on duty, his judgement is final and based on the ASLRB and Avalon Hill published errata and Q&A. You use personal House Rules and Variants at your own risk.
11. HIP/Prerecorded Info: Any player required to record any information must give a duplicate to the TD for later verification. Players should also make a side note as their opponent's HIP/etc are revealed.
12. If players cannot agree on a scenario, "Roll One Up" on MAJOR ROLLOW'S MYSTIC RANDOMIZER.
13. OPEN play can be of any mutually agreed upon scenario.



## ONE ASLOK TRADITION ENDS

After founding and running ASLOK the first 10 years, Bill "GROFAZ" Conner and Darryl "ACTION" Burk have retired. However, fear not, for the event continues much as before, only now you may actually get to face these ASL Legends in a scenario as they return to circulation on the floor at ASLOK.

## THREE NEW ASLOK TRADITIONS BEGIN

ASLOK officially adds Wednesday to the festivities, with OPEN gaming beginning Wednesday, October 16th at 8:00 AM. (OPEN play will also be available for early arrivals Tuesday the 15th in THE EAGLE'S NEST.) Also, as mentioned elsewhere, SATURDAY THEATERS Tournaments have arrived and for less experienced ASL'rs we are pleased to provide MANEUVERS, a chance to "Get Yer Feet Wet" with an experienced player on hand to lend guidance.

## MOST ASLOK TRADITIONS REMAIN

Just about everything else remains as it always has been, so in the immortal words of the Grofaz himself, "READ AND TRY TO UNDERSTAND ALL THIS CRAP".....

## OPEN PLAY

OPEN play is THE RULE at ASLOK. Most games played are of the OPEN variety in which two players simply agree to play, select a scenario on their own and determine balance/sides via any mutually agreed manner. It truly is as simple as that. Any having difficulty selecting a scenario on their own might consult MAJOR ROLL-OVER'S MYSTIC RANDOMIZER (MRMR). For help finding an opponent there is always an ASLOK Tournament Director (TD) on duty to lend assistance.

## ASLOK TOURNAMENT DIRECTORS

ASLOK will always have a TD on duty to register new arrivals, help find opponents, hand-out info and directions, sell T-shirts and so forth. The dual Leader Direction of Conner and Burk is replaced by a 1st Line Half Squad; you will find several different individuals manning the TD spot in shifts. I have no doubts you will extend to all of them every courtesy as they strive to attend your needs.

I firmly believe you will find service as good as always. While I cannot guarantee every TD on duty will wield the ASL rules savvy of a GROFAZ or ACTION Burk, I do guarantee they will be extremely helpful with their own ASL rules knowledge and guidance towards other experts in the area to help resolve your toughest rules questions. The TD on duty calls the shots, and if he determines any matter of importance which comes to prominence cannot be adequately resolved by himself or other experts on the gaming floor, he will direct that matter to me (Mark Nixon) for final judgement.

## PERSONAL INFO SHEET (PIS)

Every player carries one (or more) of these sheets around during ASLOK and records all games played, even OPEN games played just for kicks. Be sure you note the column which indicates those scenarios being played for GROFAZ. Hand in your PIS before leaving for the home front.

## THE GROFAZ

The Big Weekend Tournament (THE GROFAZ) officially begins Thursday morning at 8:00 AM, although only two Thursday games can count towards GROFAZ. (Refer to THURSDAY THEME Tournament section below for added details on this.) Players arriving Friday are also free to compete in GROFAZ, although their time burden will be more of a factor. Any players arriving fresh on the scene Saturday morning and hoping to seriously challenge for GROFAZ Championship must immediately report to the TD so we can determine if and how we can fit that hope into the developing competition; it may not be possible at that late stage. Players competing in GROFAZ must record their games on their PIS and be prepared to play at least 8 games to win this event. There are no set starting times or "rounds", although it is recommended players select scenarios and sleeping schedules which allow time to complete 4 games by Friday night and 2 more on Saturday, leaving only 2 (or maybe 3) to play Sunday. For those in GROFAZ contention it is not wise to get too far ahead or behind this pace, and these individuals must remain in CC (Close Contact) with ASLOK TD's.

Players competing in GROFAZ who win their first games must play their second games vs. other GROFAZ winners, winners of two games must play other two-game winners and so forth. In general, players who wish to contend for the GROFAZ championship are required to continue facing opponents with equivalent records. Meanwhile, those players with two or more losses are generally freed from any Grofaz concerns, while players with one loss are "on the edge" of contention. If you have any question about this or for extenuating situations, see the TD for clarification or clearance.

**THE WINNER OF GROFAZ:** will be that player with the best record (most likely undefeated) after 8 rounds of this fare. A 1st place tie will be resolved by: 1) previous head-to-head GROFAZ game, 2) a playoff game [if time allows], or 3) that player tied for 1st place who played the toughest opponents [based on records in that GROFAZ event - Mark Nixon will be final judge of that elucidation]. Cash prizes (to be determined) and plaques will be awarded for the winner and runner-up.

### GROFAZ SSR's:

1. Only one scenario played may be 5 or less turns.
2. You may play a scenario/opponent only once.
3. No game started after 6:00 PM Sunday can count.
4. Winners must play opponents with equivalent records.
5. You must record GROFAZ games on your PIS and make sure both you and your opponent mark, before any other action, that the game you are about to play applies to GROFAZ.
6. There is no specific rule on scenarios but there are, unfortunately, plenty of "loser" scenarios circulating. It is recommended you stick with something professional. If the scenario you are playing is flawed and you come to the TD for a judgement, understand the predicament you are presenting him. He will have to make his best call and you will have to accept it.
7. Follow the ASLOK 1996 SSR's above.

## THURSDAY THEME TOURNAMENTS

Eight three-round single elimination mini-tournaments, each based on a WWII THEME, will begin at 8:00 AM Thursday. Each is open to 8 players. Sign up for these is based on first come, first served at preregistration/registration. THEMES for 1996 are: NIGHT, SPECIAL FORCES, WINTER WARS, 1943,



PARATROOPS, "T" TOURNAMENTS and THE BLITZKRIEG YEARS (1939-1941).

Unlike OPEN play and GROFAZ, these THEMES are designed to begin promptly and to move along quick enough that the three rounds can all be completed Thursday. Players entering these events should be committed to sticking with it on Thursday at a tenacious pace adequate to achieve this goal. Scenario selection is AVALONCON style, with three choices available per round from which each player picks the two he would most like to play. Opponents compare their choices and select one mutually picked scenario to play. Lists of scenarios will not be circulated prior to Thursday morning.

Because only two scenarios played Thursday can apply towards GROFAZ, the winner and runner-up of each THEME Tournament are entitled to count two wins and no losses for GROFAZ. (The winner will have actually won three scenarios, but does gain bragging rights and a plaque for winning his THEME.) Thus, the last round of each THEME is played solely for that championship, not for additional and nerve-rattling GROFAZ consideration. No other scenarios in the THEME events apply towards GROFAZ. Losers of round #1 can forget their one loss and losers of round #2 drop their one loss as well as their one win. Thus, THEMES provide a chance to win a small event as well as to pile up some GROFAZ wins, and all at no risk of suffering any GROFAZ losses. Losers of rounds #1 and #2 are free to immediately play up to 2 GROFAZ games on Thursday or jump into OPEN play. THEME winners and runners-up are finished with GROFAZ games for Thursday, but can still play OPEN games at their discretion.

## MANEUVERS

### INEXPERIENCED GAMERS! CLOSET ASL'RS!

Played only a dozen games? Play only once a month? Get a rules refresher and warm-up your dice in action against other Green Sergeants before entering the Cauldron of ASLOK. Experienced Gamer on hand to offer Leader Direction with quick answers/reference (assistance, not handholding) to those pesky rules which Bog down your game and leave you Shocked. Preregister to guarantee your place on MANEUVERS:

FRIDAY 6:30 PM - 11:30 PM  
SATURDAY 7:00 AM - 12:00 NOON

Save time...play more! Come with a prepared tactic for:

SILENCE THAT GUN (ASL 14)  
GURYEV'S HEADQUARTERS (DELUXE 1)  
DASH FOR THE BRIDGE (ASL 7)  
FIRST TO STRIKE (DELUXE 4)

## SATURDAY AT THE THEATERS

Similar to THURSDAY THEME Tournaments in style, these mini-tournaments are designed for those arriving fresh on the scene Saturday morning and for those who find themselves knocked out of GROFAZ contention yet still Berserk for more tournament action. THEATERS begin at 8:00 AM, are open to 8 players each and are three round, single elimination AVALONCON style events. THEATERS for 1996 are: FAR EAST, EAST FRONT, MEDITERRANEAN, and NORTHWEST EUROPE.

**SATURDAY THEATERS ARE NA FOR GROFAZ!!**

If still in GROFAZ contention, do not play in THEATERS.

## SUNDAY TOURNAMENTS

Subject to demand, extra runnings of some THEME and THEATER events are offered Sunday, starting at 8:00 AM. Sign-up with the TD beginning Friday afternoon. Do not sign-up if you cannot stay to play three rounds on Sunday. Do not sign-up for the same event you already entered on Thursday or Saturday. **THESE ARE NA FOR GROFAZ!!**

## MAJOR ROLLOW'S MYSTIC RANDOMIZER

If you cannot decide or agree upon a scenario to play, MAJOR ROLLOW has provided the following LISTS (the MRMR) to ease this toughest burden we ASLOK'rs face (at least it can be tough after several days of non-stop gunning).

MAJOR ROLLOW has mastered three LISTS (A, B and C on the next page) of 108 scenarios in all, (plus another 6 scenarios in the ever-SO-cute "QRDG" below). Each LIST contains 36 different scenarios in GROUPS of six. LIST "A" contains only AVALON HILL published scenarios of moderate complexity. LIST "B" scenarios are also all AH published, but feature PTO, DESERT, NIGHT, DELUXE, MINI-MONSTER, and PARADROP/GLIDER/BEACH. LIST "C" scenarios are of all sorts from amateur zines and Windy City Wargamers color scenarios. (Notice that the various sorts of scenarios contained in LIST "B" are in GROUPS by type, so if you want to play a NIGHT scenario [for example] but cannot decide which to use, you could agree to forego the rest of MAJOR ROLLOW'S RANDOMIZER procedure and just make one dr on that GROUP. In similar fashion, LIST "C" scenarios are arranged by zine/WCW.) For that matter, if you see any certain GROUP which looks appealing you could just make one dr on that GROUP and play the scenario you roll-up.

There are many ways to use MRMR, and MAJOR ROLLOW does not insist you do it in any certain manner. Sometimes the simple act of perusing these LISTS might reveal an agreeable scenario to play, or you may wish to pre-determine one of the three LISTS you will roll on or, for the totally mind-boggled, make a dr for it: 1-2 use LIST "A", 3-4 use LIST "B" and 5-6 use LIST "C". (You could also roll between just two mutually acceptable LISTS, such as 1-3 for "A" and 4-6 for "C".) Next, make a DR and consult the LIST you chose or rolled-up. Red die determines which GROUP to consult and white die determines the scenario within that GROUP. **DISCLAIMER:** MAJOR ROLLOW does not guarantee the scenarios on his LISTS are all perfectly balanced. In the end, the players must still use their own discretion, if balance is your concern.

For the totally awake, MAJOR ROLLOW'S MYSTIC RANDOMIZER may seem more complex than picking a scenario on your own, but for those gamers well into a deep-dark-three-day-ASLOK-funk, MRMR can be a big help.

### MAJOR ROLLOW'S QUICK RANDOMIZER, DIMINUTIVE GROUP (QRDG)

Want to get in a quick game before breakfast or while your opponent is engineering the "perfect" defense for BLOODY RED BEACH? If you find yourself short of time or just looking for a quick 1-2 hour game, roll on MAJOR ROLLOW'S QUICK RANDOMIZER, DIMINUTIVE GROUP (the QRDG) of the fastest playing scenarios known in all of ASL LAND.

#### GROUP "QRDG"

1. AACHEN'S PALL (ASL T8)
2. STAYER'S STRAYS (ASL T16)
3. DELAYING ACTION (ASL A49)
4. CAT BECOMES THE MOUSE (WCW4)
5. RIPE PICKINGS (DELUXE 11)
6. SURRENDER OR DIE (BB10)



**LIST "A"**  
**AH MODERATE**

**GROUP #A1**

1. COUNTERATTACK ON THE VISTULA (ASL A21)
2. THE CRUX OF CALAIS (ASL A22)
3. NOT OUT OF THE WOODS YET (ASL A73)
4. THE PROFESSIONALS (ASL A28)
5. A MEETING OF PATROLS (ASL A29)
6. BLOCKING ACTION AT LIPKI (ASL A44)

**GROUP #A2**

1. RATTLE OF SABRES (ASL A46)
2. HOLDING THE REAR (ASL A5)
3. FAUGH A'BALLAGH (A93)
4. IN FRONT OF THE STORM (A104)
5. ITALIAN BROTHERS (ASL A72)
6. THE LONG ROAD (A94)

**GROUP #A3**

1. BUCHHOLZ STATION (ASL I)
2. HITDORF ON THE RHINE (ASL L)
3. 1ST CRISIS @ ARMY GROUP NORTH (ASL M)
4. TIMOSHENKO'S ATTACK (ASL G1)
5. THE FORGOTTEN FRONT (ASL G3)
6. HILL 253.5 (ASL T7)

**GROUP #A4**

1. THE ATTEMPT TO RELIEVE PEIPER (ASL T11)
2. FIGHTING WITHDRAWAL (ASL 1)
3. THE CZERNIAKOW BRIDGEHEAD (ASL 3)
4. CONFUSION REIGNS (ASL 12)
5. KURHAUS CLASH (ASL 22)
6. TO CLEAR A ROADBLOCK (A99)

**GROUP #A5**

1. THE LIBERATION OF TULLE (ASL 27)
2. RUDE AWAKENING (ASL 47)
3. TOUJOURS L'AUDACE (ASL 48)
4. BIRDS OF PREY (ASL 46)
5. AGE-OLD FOES (ASL 50)
6. A HIGH PRICE TO PAY (ASL 53)

**GROUP #A6**

1. THE BATTLE FOR ROME (ASL 57)
2. BRIDGE OF THE SEVEN PLANETS (ASL 79)
3. END OF THE NINTH (ASL 76)
4. PLAY BALL (ASL 80)
5. LE HERISSON (ASL 77)
6. FOR HONOR ALONE (ASL 82)

**LIST "B"**  
**AH COMPLEX**

**GROUP #B1 (DELUXE)**

1. MAYHEM IN MANILA (A103)
2. BREAKOUT (DELUXE A6)
3. ROYAL MARINES (DELUXE A9)
4. TUSSLE AT THOMASHOF (DELUXE A12)
5. THE MAILED FIST (DELUXE A13)
6. THE KIWIS ATTACK (DELUXE B)

**GROUP #B2 (NIGHT)**

1. MIDNIGHT MASSACRE (ASL A9)
2. SBEITLA PROBE (ASL A18)
3. FIRST BANZAI (ASL A57)
4. ALLIGATOR CREEK (ASL G16)
5. CAT'S KILL (ASL G21)
6. A GOOD PARTY (ASL A56)

**GROUP #B3 (PTO)**

1. LAST OF THEIR STRENGTH (ASL A83)
2. CHAKILA SUNRISE (ASL A45)
3. SMITH & WESTON (ASL A53)
4. MUNDA MASH (ASL A58)
5. HIGHWAY 5 (A92)
6. FIGHTING SPARROW (ASL A86)

**GROUP #B4 (PARA/GLIDER/BEACH)**

1. HUNTERS FROM THE SKY (ASL T12)
2. THE AKROTIRI PENINSULA (ASL T15)
3. TAVRONITIS BRIDGE (ASL A1)
4. AIRBORNE SAMURAI (ASL 85)
5. THE CAT HAS JUMPED (ASL A55)
6. MIKE RED (ASL A79)

**GROUP #B5 (DESERT)**

1. ACROSS THE WIRE (ASL A61)
2. CUTTING OUT A STRONGPOINT (ASL A90)
3. AND HERE WE DAMNED WELL STAY (ASL A50)
4. BLAZIN' CHARIOTS (ASL 35)
5. KHAMSIN (ASL 37)
6. RED STAR, RED SUN (ASL 65)

**GROUP #B6 (MINI-MONSTERS)**

1. VALHALLA BOUND (ASL A74)
2. COUNTERSTROKE AT STONNE (ASL A66)
3. PARKER'S CROSSROADS (ASL G26)
4. HUBE'S POCKET (ASL G)
5. SWAN SONG (ASL A52)
6. THE BITCHE SALIENT (ASL J)

**LIST "C"**  
**ZINES/WCW**

**GROUP #C1 (ROUT REPORT)**

1. MORNING IN MOUEN (ROUT X6)
2. THE GLORY ROAD (ROUT X8)
3. VICTORIA CROSS (ROUT X7)
4. BRANDENBURGER BRIDGE (ROUT Z5)
5. RIDING SHOTGUN (ROUT Z10)
6. THE DEBT REPAID (ROUT Z18)

**GROUP #C2 (CRITICAL HIT)**

1. THE GREEN HELL (CH3)
2. ARMORED PROBE (CH6)
3. THE PREDATORS (CH8)
4. BREAKTHROUGH TO KOZANI (CH9)
5. MOYLAND, BLOODY MOYLAND (CH13)
6. INTO THE VALLEY (CH19)

**GROUP #C3 (CRITICAL HIT)**

1. THE HAND OF FATE (CH20)
2. SCHWERPUNKT (CH22)
3. LAND OF THE KHAN (CH25)
4. CLOSE ORDER DRIEL (CH26)
5. FIRST AND GOAL (CH31)
6. AT THE POINT (CH33)

**GROUP #C4 (BACKBLAST)**

1. SHATTERING THE LINE (BB6)
2. THE PINNACLE (BB7)
3. SURRENDER OR DIE (BB10)
4. THE AWAKENING OF SPRING (BB12)
5. TRIUMPH ATOP TARALDSVIKFJELL (BB13)
6. UP NUMBER ONE ROAD (BB15)

**GROUP #C5 (ASLUG)**

1. BEYOND THE PAKFRONTS (ASLUG 1)
2. CHATEAU CHERRY (ASLUG 2)
3. SHOOTOUT AT SINGLING (ASLUG 5)
4. ONE STEP FORWARD (ASLUG 6)
5. RAIDERS ON BUTARITARI (ASLUG 11)
6. MORGAN'S STAND (ASLUG14)

**GROUP #C6 (WINDY CITY WARGMS)**

1. WILL TO FIGHT...ERADICATED (WCW1)
2. TIGERS AT MEREFA (WCW3)
3. ABANDON SHIPI (WCW5)
4. EYE OF THE TIGER (WCW7)
5. THE LAST VC IN EUROPE (WCW8)
6. STAND AND DIE (WCW10)