

## In This Issue.

### Scenario Design Contest.

Readers, you have a lot of good scenarios coming your way in 1993 as we release the entries in last year's SDC. All entries will be published and each entrant will receive a Special Award Certificate and a prize. Awards and prizes will also be issued in the 1993 SDC.

### This Is Dedicated ....

Pacific scenarios are also coming your way. Recently, some ASL versions of Bill Wilder's "Blood And Sand" scenarios came our way and our focus has shifted to this new area of concern.

For those of you who may not be familiar with this tale that has become SL Folklore, here it is.

Back in 1983 a guy named Bill Wilder designed Japanese scenarios for the G.I. level. His ad for playtesters ran in O.A.F. and it was from this group that "Wild Bill's Raiders" was formed. Soon a booklet of Japanese scenarios plus NEW rules (including caves, napalm, offshore bombardment and stuff not even in GH or COB) appeared. It was titled "Blood And Sand". Others followed including a campaign game titled, "Gung Ho" (sound familiar?). Not too long afterwards he started to receive a series of letters from TAHGC and eventually was driven from the hobby. How do I know? I was privy to some of that correspondence. In fact, I was the recipient of one of those famous AH letters, as were others (even 3W which had two scenario booklets out for sale). Blood ran thick in the streets that year ('84). Of the others doing scenarios only SEP (Bryan Martuzas' Scenario Exchange

Program) survived when it merged with ON ALL FRONTS.

Today, ten years later, you get to see some of what he, Bill Wilder and his playtest group, "Wild Bill's Raiders", accomplished. Ω

## Playtester Update

Sometimes things just happen and my projects get dropped or delayed. That's what happened to the Japanese solitaire scenarios - sorry guys. I design these scenarios in my spare time and I have not had too much of that lately. Other "solo" designs will continue to "trickle" out and I do hope to return to the Pacific.

### Playtesting Pacific Scenarios.

If you would like to help playtest some of the "Blood And Sand" scenarios write and let me know. Tell me a little about yourself - years gaming, playtest experience, etc. Remember, it only takes two to make a playtest team.

### Playtesting Other Scenarios

Interested in playtesting an A Dien Bein Phu scenario (2 boards, 8 turns)?

How about a big one (8 boards, 14 turns-Katyusha, OBA, air support, hvy tanks-hmm, hmm Good) set in 1948, U.S. relief of Berlin?

### Keep In Touch

You sent in your playtest results and haven't heard anything since and you're sitting there wondering what happened.

What happened? Who knows, but you can write in and let us know if you're still interested in playtesting. Keep your application active. Ω

## BULLETIN BOARD

### ERRATA

"Send More Pigeons"

The Bren should be Carrier C (not Carrier A).

### MISSING IN ACTION

If anybody knows the whereabouts of the following people, please let us know or have them contact us. It is to their benefit if they do.

**BOB GILLIS  
STEVE PORTER  
WILLIAM WILDER**

### CONVENTION NEWS

#### WINDS OF WAR

April 3-4, 1993  
5th Annual ASL Tournament  
Greensboro, NC

Contact:  
Raymond Woloszyn  
7162 Mantlewood LN  
Kernersville, NC 27284  
(919) 996-5677

#### ADVENTURE GAME FEST '93

May 21-23.  
Oregon Convention Center  
Portland, Oregon.

Contact:  
Adventure Games NW, Inc.  
6517 NE Alberta  
Portland, OR 97218  
(503) 282-6856  
or (206) 574-GAME

#### 1993 GEN CON

Game Fair  
August 19-22  
Contact 1993 GEN CON  
Game Fair  
PO Box 756  
Lake Geneva, WI 53147

**SPECIAL 1993  
RESUBSCRIPTION OFFER**  
See page 12 for details.