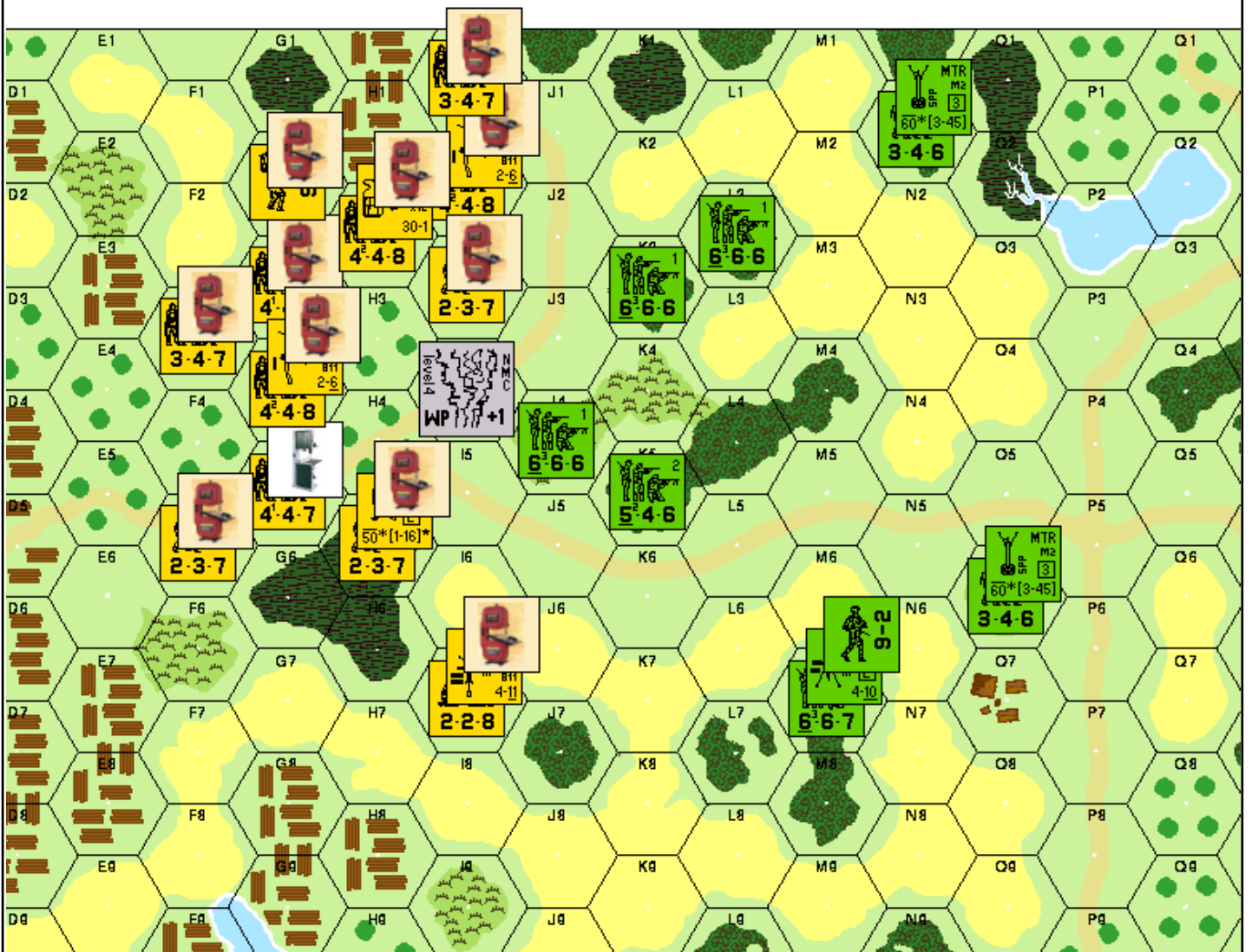


Bandsaw



One of the other Newsletters of the Austin ASL Club

April 1, 2005

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

Bandsaw

In this Issue

Sing Along!	2
Ladder Results We'd Like to See	3
More Unused Scenario Titles	3
Kilroy's Klews	3
Next Issue	5

Sing Along!

Bryan "Pre" Register

ASL players are always looking for ways to make the game more fun, and to be a more fun opponent to play. What better way than a good old-fashioned singalong? Try this one on for size, sung to the tune of the B-52's *Love Shack*.

If you see a faded sign -at- the side of the road that says 15 boards to the... Squad Shack!

Squad Shack yea yeah

I'm headin' down the Stalingrad highway,
lookin' for the game getaway

Heading for the game getaway, game getaway,

I got me a tank, it's as big as a whale and we're
headin' on down To the Squad Shack

I got me a Tiger, it seats about 20
So hurry up and get your dicebags open

well the Squad Shack is a little old place where we
can get together

Squad Shack baby, Squad Shack bay-bee.

Squad Shack, Advanced Squad Shack,
Squad Shack, Advanced Squad Shack!

Sign says... Woo... stay away fools,
'cause snakes rule at the Squad Shack!

Well it's set way back in the middle of a field,
Just a funky old shack and I gotta pass checks

Counters on the paddies
Counters on the buildings
Counters on the grain fields
Counters on the jungle

The Squad Shack is a little old place where we can
get together...

Rollin' and a cursin', HIPin' and concealin',
leadin' next to nothing

Cause my guys keep on dyin'

The whole shack shimmies when everybody's movin'
around and around and around!

Everybody's movin', everybody's shootin' baby!

Folks linin' up offboard just to walk on

Everybody's movin', everybody's shootin' baby

Smoky little shack! Burnin' rubbled shack!

Hop in my Tiger, it's as big as a whale and it's about
to explode!

I got me a tank, it seats about 20
So come on and get your dicebags open.

Well the Squad Shack is a little old place where we
can get together

Squad Shack baby, Squad Shack bay-bee.

Bang bang bang on the hull baby!
Roll a little lower baby!

Bang bang bang on the hull baby!
I can't hear you!

Bang bang bang on the hull baby!
Try that special ammo, suga

Bang bang bang on the hull baby!
I can't hear you!

Bang bang bang! On the hull baby (roll a little lower)
Bang bang bang! On the hull
Bang bang bang! On the hull baby
Bang bang!

You're what?... Turret, crit!
Squad Shack, Advanced Squad Shack, Squad Shack,
Advanced Squad Shack!

Bandsaw

Unreported Ladder Results

Dan Preston

Tannen def McFly in "Textbook Attack"
Crassus def Spartacus in "In the Name of Rome"
Cheetah def Tarzan in "Bungle in the Jungle"
Earp def Clanton in "Shootout in Singling"
Jimmy Dean def Bob Evans in "A Brief Breakfast"
J. Deere def A. Chalmers in "The Tractor Works"
Tiger def Roy in "Paw of the Tiger"
DeGaulle def Petain in "The French Decide to Fight"
Moses def Ramses in "Blazin' Chariots"
French def Arthur in "King's Castle"
Tom def Jerry in "Cat and Mouse"
Skywalker def Vader in "Men From Mars"

More Unused Scenario Titles

Dan Preston, Bryan "Pre" Register,
"Haz" Matt Shostak

Storm Drain Troopers
Across the Anus and into Fresno
Ran Fast The Guards
The Crutch of Calais
Storm of Stool
The Mad Minutiae
In Defense of Loogies
Cat's Dander
Big Cat Diary
Cat: A Tonic
Wire Hangers
The Puma Naps
Clear Up the Blackhead
Attack on the Ol'factory
Big Scat at Bay
The Puma Stretches (Languidly)
Double Entendre
Tiger Scat
The Puma Yawns
Paving Ryan's Driveway
The Crap at Marc and Jules' House
The Streets of Dubuque
The Poodle Prowls
Big Cats at Spay
Don't Shoot, You'll Just P*ss It Off!
Christmas in Antwerp
The Tiger's Duodenum

Kilroy's Klews

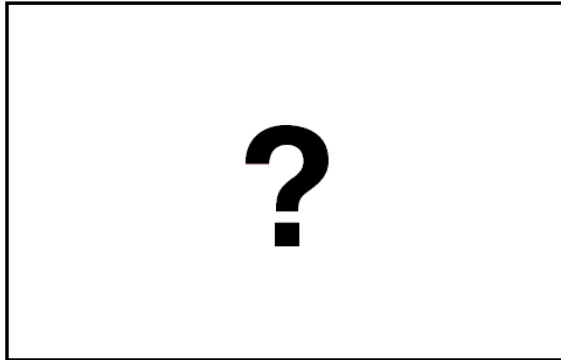
When you can't decide whether to prep fire that
unit or move it, think about it for another hour.
Your opponent won't mind, right?

Bandsaw

Popcorn Scenario

SOLDIERS OF DISTRACTION

SCENARIO OTT 10 (Version 2.0)



WESTERN FRANCE, 1944: In 1944, two opposing patrols from the American and German armies entered the same wooded area at the same time. Both patrols sought to pass through the otherwise empty woods with a minimum of trouble and recon the area beyond. It was not to be.

BOARD CONFIGURATION:

BALANCE:

- ✚ The Germans are Stealthy.
- ☆ The Americans are Stealthy.





(Only hexrows A-P are playable)

Victory Conditions: The side which exits the most VP off the opposite edge from its entry wins.


TURN RECORD CHART


✚ GERMAN Moves First On a dr 1-3	1	2	3	4	5	6	END
☆ AMERICAN Moves First On a dr 4-6							


 German Patrol [ELR: N/A] enter along north edge of playing area on Turn 1: {SAN: 0}



 12


 American Patrol [ELR: N/A] enter along south edge of playing area on Turn 1: {SAN: 0}



 12

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA.
2. All "?" are considered squad sized units with a normal movement of 4. Infantry Double Time and Road Bonus are allowed.
3. All "?" are worth 1 VP for exit purposes only. All "?" have a FP of 1 which may only be used in CC. Modifiers for CX and Ambush are used normally.
4. All "?" are considered Known Enemy Units for the purposes of Concealment Loss. Hexes containing enemy units may not be entered in the MPh. Searching and Mopping Up are NA.

AFTERMATH: Since neither patrol really existed, nothing happened, and the war went on.

Bandsaw

This Happened to Me

Bandsaw Staff

During one game, I had a squad in a key location undergo a morale check. I rolled a 7.

Biweekly Lunch Gathering

Don't forget to join us every other Friday at 1300 hours down at Pok-E-Jo's on Fifth Street. Who wouldn't want to yuk it up with the comedic geniuses behind Bandsaw?

Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth groups have remained active, hosting various gatherings for club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The Austin group now meets on the first Saturday of every month. To stay informed of upcoming club events, join our e-mail group. You can post a message at central-texas-asl@yahogroups.com or you can point your favorite browser to <http://groups.yahoo.com/group/central-texas-asl> and take a look. For those still not connected, give Matt, Mike, or Sam a call for club information.

The <i>Bandsaw</i> Staff	
Editor in Chief	Matt Shostak (512) 280-8414 mbs@zycor.lgc.com
Managing Editor and Keeper of the Ladder	Sam Tyson (512) 656-7250 samtyson@kdi.com
Copy Editor	Mike Austin austin-m@swbell.net
Contributing Authors	Dan Preston, Bryan Register, Matt Shostak
Publishing Schedule	Whenever we feel like it!
Club Information	Matt Shostak or Mike Seningen (512) 288-3778 mikes@evsx.com
Club Web Site	www.kdi.com/~samtyson

Copyright © 2005 by the Austin 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 articles about ASL
 - Player Profile
 - Favorite Scenarios
 - Club Meeting Recaps
 - Club Ladder
- And much more!