

Banzai!!

The Newsletter of the Austin ASL Club Issue #2.7 September 1997

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Club Notes and Ladder Standings

Player	Points	Record
Seningen	1423	23-9
Smith	1392	34-11
Shostak	1248	38-14
Toreki	1142	7-9
Kirk Woller	1097	21-28
Lavan	1096	4-3
Hailey	1066	13-11
Purnell	1049	11-8
Hively	1037	9-18
Barry	999	2-3
Poole	985	0-1
Esparza	982	3-3
Swantek	981	6-8
Dillard	980	1-3
Gerstenberg	972	9-18
Schwoebel	972	0-1
Kusch	972	0-1
O'Quin	970	6-9
Lemons	952	0-2
Knatcher	887	0-5
Lester	879	0-5
Austin	860	0-4
Milder	847	3-15
Inactive		
Phelps	1038	1-0
Tom Woller	1037	1-0
Morgenthaler	978	0-1
Bonham	966	0-1
Fritz	963	2-3
Recent Results		
Shostak	(Brit) def Seningen (Germ) in Close Order Dreil	
Toreki	(Germ) def Swantek (Russ) in Guryev's Headquarters	
Hively	(Jap) def Smith (Amer) in Men of Stone	
Toreki	(Fren) def Hailey (Brit) in Showdown in Syria	
Toreki	(Russ) def Shostak (Germ) in The Red Wave	
Purnell	(Germ) def K Woller (Fren) in In Front of the Storm	
Shostak	(Amer) def K Woller (Germ) in Abandon Ship!	
Seningen	(Germ) def Shostak (Amer) in Thunderbolts	
Smith	(Russ) def Barry (Germ) in Into the Valley	
Toreki	(Russ) def Swantek (Germ) in In Sight of the Volga	
Hailey	(Germ) def Purnell (Fr/Nor) in Triumph Atop Taraldsvikfjell	

Seningen	(Germ) def Lemons (Amer) in Operation Nordwind
K Woller	(Germ) def Kusch (Amer) in Auld Lang Syne
Hailey	(Amer) def Lemons (Germ) in Frozen Earth
Milder	(Germ) def Austin (Amer) in Death at Carentan
Smith	(Russ) def Gerstenberg (Germ) in Hill 253.5
Seningen	(Germ) def Purnell (Russ) in Into the Valley
Toreki	(Jap) def Schwoebel (Chin) in Shanghai in Flames

If you'd like information about our club, please call Matt at 280-8414 or Mike at 288-3778.

Players who have not completed a ladder game in six months have been moved to inactive status. Their records and scores will be kept, and they can return to active status any time by completing a ladder game.

Biggest Meeting Ever

This club had its best attended meeting ever Saturday, August 23, at Matt Shostak's house. Including the host, there were 13 ASL players there, filling the playing area to capacity. Included among the group were a couple of new faces and a few of our brethren who have been missing in action lately. Chuck Lemons, newly arrived in Austin from Colorado, and Carl Kusch from Kerrville, joined the group for the first time and got right into the spirit of things by engaging in ladder matches with some of our regulars. Bob Purnell, Aaron Schwoebel, and Mike Austin also showed up. We haven't seen much of them lately, but we're hopeful that this is a sign that they'll all be making more frequent appearances across the gaming table. Regulars David Hailey, Mike Seningen, Andy Milder, Jeff Toreki, Kirk Woller, Chas Smith, Eric Gerstenberg, and Matt Shostak rounded out the group.

Mike Seningen and David Hailey made the biggest gains, with each winning two matches. Jeff Toreki defeated Aaron Schwoebel, capping a remarkable 5-0 run since the last newsletter, vaulting from fifth from the bottom of the ladder to fourth place. Perhaps not too surprisingly, the club regulars had the upper hand all day over the new faces.

A rocking game of Bowl Bound capped the evening. After the others had left, Mike Seningen guided the 1986 Penn State Nittany Lions against the 1987 Miami Hurricanes, led by offensive coordinator Matt Shostak and defensive coordinator/special teams coach Kirk Woller. In the first quarter a single big play allowed Miami to take a 3-0 lead. Miami had trouble moving the ball against Penn State's defense, but managed one more big play in the second quarter for a touchdown. Penn State immediately responded by returning the kickoff 106 yards for a score. Then their defense took over, trapping Miami deep in their own territory for the rest of the quarter, and grabbing two more field goals. With seconds remaining, they had Miami trapped at their own one-yard line, but the Hurricanes punted out of danger and the Lions took a 13-10 lead into the locker room. The Miami offense made a couple of first downs to begin the second half, then broke things open with a little razzle-dazzle, a flea flicker that put them in scoring position. They punched it in for a score, and suddenly the floodgates were opened. The juggernaut scored 20 points in each quarter, while the defense and special teams stymied the Penn State offense time and again. The shell-shocked Lions were sent home on the short end of a devastating 50-13 stick.

Ladder policy, A.2 and the ASOP

Recently a couple of ladder games have been withdrawn due to mistakes discovered a day or two later. Let me say up front that the players have all put good sportsmanship ahead of other considerations, which I appreciate. Since I have had no firm policy with respect to such corrections I have gone ahead with the corrections at the mutual request of the players involved. Such changes, however, are a minor hassle for der Laddemeister and they set us on a slippery slope with regard to errors. While the players have shown good sportsmanship all around, I felt this was the ideal time to

institute a policy for the ladder, while it's fresh on my mind. That policy is simple: once a game is reported, it stays. Period. In very major cases the players can appeal to der Laddemeister, but it is likely to fall upon deaf ears except in the most extraordinary circumstances. The reasons for such a policy are twofold. One, I'm lazy and don't want to go and make corrections once games are in. It's already difficult enough to get the newsletter out according to my own ambitious schedule. Two, it can become difficult to establish a statute of limitations. If discovering the error the next day is sufficient, why not two days later? Two weeks? As one ASL grognard put it, "In ASL, mistakes are going to be made. You can't throw a game out simply because somebody got something wrong."

Since I'm already on a soapbox let me talk a bit about A.2 and the Advanced Sequence of Play. I was never a big fan of A.2 (the famous rule that once play has proceeded beyond the point of commission, it stands) because I felt that it could be abused by some players. If a guy moves a squad very quickly through several Locations, and I want to stop him and shoot in the first Location, I don't want him to say, "Well, I'm already past that point. You didn't speak up quick enough." While that has never happened to me I recognized the theoretical possibility, and didn't like it. Nor would I like an opponent to not let me perform a rally out of sequence in a large game with a lot to keep track of. In general, my rule of thumb has always been that if it is a trivial matter, such as the rally example above, players should be allowed to bend the rules. Therefore I have often played a very loose game, letting my opponent get away with some things that are against the letter of the law (but never against the spirit of the law), and expecting the same from him in return. I still feel that way for the most part, and I'm sure that most people who have played me can attest that I play a pretty friendly game, dice whining notwithstanding.

Recently, however, I have begun to change my attitude somewhat. I'm beginning to think that a sort of "tough love" approach would be better. If you make a mistake but your opponent lets you off the hook (such as doing OBA out of sequence, or letting you retain a unit you set up illegally), you are less likely to learn from your mistake. Indeed, I'd wager you are more likely to keep making the same sorts of mistakes and expecting your opponents, in the name of sportsmanship, to let you off the hook. If, however, you get burned by such a mistake, you are probably going to remember it, and if it is painful enough, you are likely to make efforts that it doesn't happen again. A setup error cost me a unit at Wild West Fest. I didn't even ask for any quarter, I simply took it off the map. I hated to do it, and I hated myself for making such a stupid mistake, but I'll remember it too. And to be honest, I felt much more mental toughness by not asking for any mercy. Try it yourself. I think you will see your play improve. What's to stop a player from doing illegal things to gain an advantage? First of all, I have never met an ASL player who I think would do such a thing (although I haven't met all ASL players). Your best defense in all cases is to know the rules well. And that's my main point: playing a less forgiving game would force us all to learn the rules better.

What are my recommendations? I don't think it is worthwhile to try to get every last minute detail exactly correct, conducting each turn by reading each step of the ASOP aloud and performing the relevant actions before moving on. I do think, however, that consistently working on a few simple things will go a very long way toward playing a "correct" game, better preparing players for the tournament scene, and in general making things easier on all of us. In my mind, those things are setup, smoke, and OBA. Therefore I suggest:

- **Setup:** If you set it up illegally, you lose the unit as soon as the mistake is discovered. In scenarios where there is a lot of HIP, it may be impossible for one player to detect a setup error until it has already influenced the game significantly. In such cases, the erring player should offer to resign.
- **Smoke:** It is very important to get the sequence right with smoke. Most players expect you to, and it is understandable why the rules require a certain sequence.
- **OBA:** Same as smoke.

As in all things, good sportsmanship should prevail over all. I can honestly say that I think all the players in our club are good sports, and share the same basic goals about playing ASL.

That's my opinion. What's yours?



After Action Report: Wild West Fest III

Matt Shostak

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First of all, I'd like to congratulate the organizers, Tim Wilson and Tom Repetti especially, for running another great tournament. I had fun, it seemed like everybody else did too, and I really appreciate their efforts on our behalf. I'd also like to thank Pete Shelling for running his own mini tournament again. Tom's right - he really cares about his scenarios and it's fun to see some new ones. Timbo and Pete also generously let others use their ASL stuff when necessary throughout the weekend, which was great.

Okay, on to the games. After some hellos and joviality all around upon arrival, I found myself matched up with Tim Clouse from Washington. I had no stuff except my rulebooks, so I had to scrounge all weekend. Tim only brought Russians and Germans and was determined to play Eastern Front all weekend. We chose Counterattack on the Vistula and I got the Russians. Tim's attack was bold, and he paid for it on turn 1 when the 57LL got APCR and pegged his first King Tiger from the side, knocking it out (crew survived). This same gun shortly thereafter deliberately immobilized the other Tiger. Already behind the eight ball, Tim lost a squad in CC, then later lost the first Tiger's crew. The loss of a halftrack to an ATR put him within about 2 of the CVP cap very early in the game, and eventually the JSII came on and smoked a halftrack to end it. 1-0 in open play.

Next day I got Repetti in Ring of Fire from TOT. I finally evened my record against Tom at 1-1 overall by following the time-honored strategy of rolling low. Actually, I combined it with its corollary of having your opponent roll high. I took one flame tank on the left side, figuring there would be no ATG in that restricted area, and he killed a squad and helped open that flank up. Overwatch infantry stacks took the near stone buildings while the other tanks hid for a turn or two. Eventually I decided I had to move forward or lose, so the other flame tank moved down the road. Repetti surprised me with a great position for his HIP PIAT-totin' HS, but he missed. Then he opened up with his ATG a little later. It was in the stone building in the middle. It missed with no rate. The flame tank moved next to it, out of covered arc. The gun swung and intensive fired, missing again. Rather than flame the gun, I made what I think was my one good move of the day and kept going down the road to KIA his 9-1, MMG, and squad. Following elements, including the StuG doing a VBM freeze, took out the ATG and Tom resigned shortly thereafter, as he had no way to stop my tanks. Good game, but it could easily have gone the other way with some decent rolls on Tom's part. 2-0 in open play.

Next up was Rodney Kinney, and we chose something called Angels at the Airfield. In this one, some Japanese hold out at an airfield while a motley but extremely well led (10-3, 10-2, 9-2) American force tries to root them out. I surprised Rodney with some ambushes from HIP half squads and killed a few American squads. Rodney pressed on, and on the last turn,

made a mad dash at the remaining Japanese. I really brain farted on my last turn's defensive fire, and Rodney took advantage. Still, it all came down to a CC between a 9-1 of his and a 228 of mine. His 9-1 was CX. He had to eliminate the crew or lock it in melee to win. He killed the crew. I was pretty bummed by my poor play at the end there, but Rodney was great fun to play, and showed why he's such a great player. He plays a good endgame. 2-1 in open play.

The Shootout started on Friday, and I matched up with Steve Pleva. Wow. I really wanted to play him this tournament, but I didn't think I'd get a chance, because undefeated players need to seek out other undefeateds, so if I didn't see him in the first couple of rounds, I didn't expect to see him at all. We chose to play the same scenario that everyone was playing from Repetti's mini tournament, Panzerkeil. Steve and I chose sides. We both opted for the Germans, and I won the die roll. Steve kindly decided not to force me to give him the balance. Steve quickly grokked the best setup for the Russians. He strung his trenches out across the middle of the board, and rubbed (as allowed) the buildings. That way, the only way the German halftracks could exit was in bypass of a woods hex, or through a woods gully. He promptly set both afire, leading me to wonder if the designers had ever seen this defense. Youch. Still, I had some luck early. His 57LL on the far hilltop plinked some shots off one of my Tigers, which soon returned fire and scored a critical hit, knocking out the gun. He got two of my other Tigers in a trap and even got a side APCR hit from the 45LL on one of them, shocking it. It recovered and promptly broke the crew. His 76L took a shot or two, intensive fired and broke. Then he sixed it out in rally. I eventually pushed some tanks through the trench line, braving a bunch of bog rolls. One Tiger (of course!) bogged, but other tanks got through. Another Tiger failed his startup roll and was reduced to watching from afar. In the endgame Steve made a mistake with a T-34, giving me first shot with a PzIII, which I took, found APCR, and destroyed it. He had two T-34s left in rubble hexes in the back. I swarmed with my tanks, forcing some shots outside of covered arc. I got one in bounding fire point blank with APCR. The other was set up nicely for my cleanup hitter, the remaining Tiger with the 9-1. It drove up from behind and stopped for some nice bounding fire. He needed a 7 to hit. He could try APCR (needing a 6) and if that failed, he could try AP. If that failed, he could intensive fire (I think). He rolled boxcars instead, and Steve's remaining T-34 knocked out a PzIII and a PzIV to win the game. I felt great about this game despite losing, because I took the champ right down to the wire. I think it was the best game I played all weekend, although I might not be saying that if Steve had had better luck with his ATGs. 2-2 overall, 0-1 in the Shootout.

Scott Picardat was next. He was determined to play nothing but PTO all weekend, and I have to admire that. He wanted to go with Ramsey's charge and I was agreeable. Scott had played it before and I hadn't, and he was willing to take the Americans. The Japanese might have a slight edge in this one. Scott's Americans took a lot of time and effort to take the pagoda, and his bridge detachment didn't get close enough to the bridge early enough. This allowed the reinforcing Japanese to get across relatively easily. They were helped by some great MMG fire from across the river, as I was rolling very well for the 10-1, MMG, 228. I got a lot of rate. The Americans didn't have enough strength to take the area. 3-2 overall, 1-1 in the Shootout.

Next up was Tim Wilson. Again we chose a scenario from the Repetti mini tourney, this time featuring strong Italians (okay, it's a relative term) against a Yugoslav defense. There was nothing Tim could do. My dice were awesome in this game. Still, Tim passed his PMC and pressed on, making me sweat it out when my dice hit a cold spell. But they didn't stay cold, and it wasn't as close as I feared it would be. I had illegally placed a 75 ART, and I lost it therefore. I hate it when that happens, since it's something that I can (and should!) completely control. I was upset with myself, because I was doing everything I could to lose the game. The dice saved me this time. Tim deserved better. 4-2 overall, 2-1 in the Shootout.

Saturday I entered Pete Shelling's mini tournament, because I missed it last year and didn't want to miss it again. First up was Dade Cariaga in a scenario featuring a strong Russian attack against SS in 1945, with a sassy SSR allowing Partisans to show up at random to harass the SS. Dade was in a fog from a late-night-whatever-it-is-that-Dade-does-at-night-God-help-me-I-don't-think-I-want-to-know. When another player showed up wanting into

this mini tournament, Dade begged off and I matched up with Jim Munson. Jim beat me two years ago in Rocket's Red Glare, so I knew he could be tough. He said he was rusty though. I got the SS, and played a packed defense around the front building, running a few squads back across the canal to the other victory buildings. Jim's attack was strong but perhaps a little too careful, as he was pressed for time. At one point I started up a Panther, and drove it behind a wall to face off two of his T-34/85s. He got a turret hit, but a 17 to kill against 14 armor? It is to laugh. Jim was laughing last when he rolled snakes. My revenge came later when I started up my PzIV, and drove it across the wall. His T-34 nearby declined to shoot to see what I would do (his covered arc was pointing the other way anyway). I moved the tank around and overran two squads that were in the open behind the wall. I thought I had him until he revealed his FT in the woods next door and flamed my tank. Still, the overrun gets carried out with half firepower, so it was an 8-1. Now I rolled snakes for a 2KIA. It was worth it. Jim resigned when he still didn't have the front building after turn 4 and didn't have anyone yet near the canal. 5-2 overall, 3-1 in the Shootout.

I drew Dave Bradbury in the second round of the mini tourney, in a scenario called Scobie's Preserves, featuring Greek partisans attacking Indian (British) troops on deluxe boards. This scenario had a strange feel but it played pretty close. The only worthwhile weapon my Partisans had was CC (they got a unique modifier against infantry in CC to reflect the use of Scobie's Preserves, tomato cans filled with gunpowder, nails, glass, etc.). I did as much CC as I could stand, and killed several squads. Dave beat up my Partisans too, but the game turned when a berserk Partisan squad tied up his big firegroup for a bit, while other Partisans ran out into the street and destroyed both the armored car and the Sherman with Molotov Cocktails. 6-2 overall, 4-1 in the Shootout.

The last game was against Rick Slagy(?) in Friendly Fire, featuring a Japanese attack across relatively open terrain (for the PTO) against Americans backed up by some pre-registered 105mm OBA, with radio contact already established. We diced for it and I got the Japs. I would have preferred the Americans, but I thought I could do some nifty things with the Japanese. I decided to try a Banzai, but only after I had set it up properly. You can't banzai from offboard anyway, so at the earliest it would be turn 2. I was really figuring on turn 3. Anyway, on turn 1, his observer couldn't see anybody, but he called the OBA down as harassing fire, hoping it would stray over me (about a 1 in 3 chance). It had an equal chance of straying over his own troops, but it landed in the perfect position, and my guys couldn't pass a check. So much for my knee mortars providing smoke to cover the banzai. Later he pulled the same correction maneuver, again getting it to stray precisely where he wanted, and again wreaking havoc with the Japanese. It was pretty much over at that point, but I slogged on because I didn't want to deprive Rick of his fun by calling "No Mas". My banzai was crushed after his OBA disappeared, and the game was over. This scenario may well be even, it's hard to tell. I may have played too conservatively, and certainly I was rolling pretty high on morale checks. I think a lot of it depends on how well the OBA does. Without it, the Japanese may have a decent chance at forcing a breakthrough. 6-3 overall, 3-2 in the Shootout.

I was pretty pleased with my performance overall, although there were a couple of idiot things I did that I wish I could have avoided. There were several people I wanted to play but didn't get a chance to, because being in Pete's mini tourney limited my options there. But everyone I played was fun. Dade, next year you and I will have to mix it up.

Taking a page from Tom Repetti's after action reports, here are my random observations:

I finally got a Texas guy to go to a tournament with me. Andy Milder showed and apparently played in a lot of close games. Oklahoman Stephen Burleigh, who just showed at our local tournament last month, went to WWF and shocked a lot of people.

Gutsy Award: Tie:

- Scott Picardat, for insisting on playing nothing but PTO.
- Tim Clouse, for playing Hill 621 twice!

- Snaver and Mark Greenman, for playing Bloody Red Beach. How did that one turn out?

Dade's expression when he shot down a Stuka in Brandenburger Bridge was priceless.

After Action Report: Close Order Dreil

Matt Shostak

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I got a chance to play Mike Seningen the other day in CH26 Close Order Dreil. The scenario features Polish paratroopers in the Market Garden campaign holding out against an SS attack supported by halftracks and a PzIIL. It has the added advantage of using board 42, which is a good-looking board. The Poles in this one are in a rather tough spot. They have 4 squads and 4 half squads, and a few leaders. They have one PIAT, one MMG, and a couple of LMGs. The Germans have 8.5 squads, a mortar halftrack, an HMG halftrack, a couple of run of the mill halftracks, and the PzIIL, which is pretty cool. It only has a 20L gun, but it has 18 MP, and a 2 ROF. Together with its coaxial machine gun it can dish out 11FP. To help against the vehicles, the Poles also get a few anti-tank mines. The Poles get reinforced by a 10-3 who must enter on a bicycle (a lady's bicycle, no less), and an armored car. The Poles suffer from ammo shortage. The Germans definitely outclass the Poles here, but they have a stiff task ahead of them. They have to cross most of the board and control 8 of the 12 buildings in a given area, no easy task if an opposing 10-3 is around.

The Internet record had this one as even at 10-10. We diced for sides and I got the Poles. An SSR allows each side to deploy half of their squads at setup, which Mike took as a clue. So did I. I needed units to cover ground, so I deployed as much as possible. I set up the 9-2 and the MMG with a half squad behind the hedge covering the center road, but just out in front of the victory buildings area. In front of them I put 1 AT mine in each hex of the road/hedge/woods chokepoint. In one of the victory buildings I put an 8-1, LMG, 648. Out far forward in the woods I put a line of half squads to block the German path, with the intention of withdrawing them toward the village as the game wore on. A half squad toting a PIAT, at the edge of the woods where he could cover the road in case some ambitious SS tried a blitz against the 9-2, anchored the far left of this line. Next to the 9-2 was a half squad with a mortar, hoping to cover the woods in front of the PIAT team. A leader backed up the skirmish line in the woods, and I think I had the other LMG, 648 behind the skirmish line.

Mike began his attack aggressively, as is his style. He drove a loaded halftrack right by the PIAT team, hoping to draw some fire. Instead, the 9-2 and MMG team opened up and stunned them, pinning the passengers as well. He drove several other vehicles past, all presenting various low-odds chances to the PIAT team. I declined to shoot, saving it for the stunned halftrack laden with cringing SS. When Mike drove a halftrack with his 9-1 and squad inside near the PIAT team, I couldn't resist the upside of killing such a valuable unit, so the PIAT team fired and missed. They were soon swarmed. They wound up killing a half squad in CC, but were shredded in the next fire phase after that by an attack on the 36 column from some adjacent infantry. I think that was at the beginning of turn two. Getting back to turn one, he drove his PzIIL right up next to the mines, but wily old Mike knew what a likely spot it was for mines, so he resisted the temptation to overrun my 9-2. He even correctly guessed that I mined the adjacent woods hex hoping to catch him in bypass. I think I really played a poor turn 1. I had a good chance to kill a halftrack full of SS, but blew it because I couldn't hold my fire with the PIAT when he tempted me with a lesser odds shot at the 9-1. The 9-2 and MMG team, I soon discovered, were vulnerable where they set up. His tank covered their exit path in one direction, so they

had to creep the other way, and they certainly couldn't get as far back as they wanted.

I withdrew my skirmish line as far back as possible to try to stem the tide. He had units as far as the hedge on my left very early, and infantry all over, and in the fringes of the woods. He even got the tank behind my 9-2, MMG team, and mortar team. Soon my entire left flank was gone, although I can't remember how the 9-2 died. It happened so fast!

Fortunately for me my reinforcements came on as early as possible, and the 10-3 quickly took up residence in a building by the crossroads. A half squad soon joined him. It wasn't much firepower, but the -3 DRM made it respectable. The armored car should have been able to win his duel with the PzIIL, but couldn't. Mike managed to shock it, and although it recovered long enough to hit the PzIIL with a shot, it rolled a 12 for the kill. Intensive fire broke the gun, and it disabled it in rally, so it turned around and headed for home.

In general, things were looking desperate for the Poles so I decided it was time to do stupid things and hope for good dice. It actually worked. I counterattacked in the woods, with the goal of eliminating a broken German leader and the couple of broken squads he was with, but had to survive some fire to do so. The first Polish half squad moved out and survived a 12-1 and 6-1 to pin adjacent to the broken Germans. Then other Poles moved up concealed to threaten the German squad that had been firing with some CC. Then other Polish units moved in on the other side and survived several shots, such as a 6+0, 2+0, and 12+1 to nearly surround the broken Germans before finally failing on a 6+1 shot from one of the last Germans. Somewhere in that sequence, one of the SS squads resorted to FPF, dooming him when he rolled a 9 to death by failure to rout, thus freeing the half squad of prisoners he was guarding. The broken Germans that were the object of the attack were able to rout away, but failed to rally anybody in two rally phases, enabling a Polish half squad to move up adjacent concealed, and finish them off in CC. The result of this whole fight in the woods was that the Polish right flank was pretty secure. The left flank was in a shambles, and indeed, the forces looked like they were divided right down the middle by the road.

Meanwhile, in a building by the crossroads the 8-1 had been hunkering down with a LMG, 648 for a while, and they had been joined in an adjacent building by the other LMG, 648. They withstood everything the Germans threw at them. They got smoked in, but still managed to break up enough of the assaulting Germans that the SS 9-1 and his squad balked at coming in for CC. Instead they set up an adjacent massive firegroup, threatening to hit on the

36 column in the next defensive fire if the Poles decided to duke it out. They didn't have much choice, so the Poles opened up in Prep Fire with a 16+3 and rolled snake eyes. Yikes. The Germans in the street crumbled and routed away. This was a key point in the game. Ammo shortage actually came into play twice against the Poles, and resulted in the loss of a half squad to disruption while adjacent to an enemy unit. Mike slipped 1.5 squads through my left flank to move against the rear victory buildings.

Toward the end Mike drove his tank around to provide encircling fire and eventually moved it to the far end of the board where the crew abandoned it in order to occupy the farthest victory buildings in the endgame. His HMG halftrack provided some fire against the last Polish defenders. But nothing could touch the 10-3. He broke once only to come back immediately the very next turn. The LMG squad in the building across the street was even more stalwart. Nothing could break this unit. With one turn left, Mike resigned when it looked like he couldn't get the necessary number of buildings.

This was a fun scenario for me, but it was strange in a lot of ways. I played poorly early on, and ultimately felt forced to make some bold (stupid?) moves to try to make up for it. But the moves worked by the luck of the dice, and helped retrieve the situation. The armored car was useless, and although the 10-3 was tough, I didn't (couldn't) give him enough firepower to make him as dangerous as he should have been. I'd play this one again with either side. The Internet record has it balanced, but I'd be interested to see what a better Polish defense could do.

Club Championship

David Hailey

What: Austin ASL Club Championship - Round 1

When: 10:00 am, January 17, 1998

Where: David Hailey's house in Georgetown

This tournament will be single elimination, seeded by the ladder as of Dec. 1, 1997. We will play approximately a round a month. The first round will be at a club meeting at my house. Hopefully everyone interested can make it, but if not arrangements can be made to play at another time. Subsequent rounds might be played at a club meeting or simply arranged to suit the players involved. If you plan to participate please let me know before Dec. 1.

I will model this tournament after the AvalonCon ASL event. There are scenario lists of three for each round. Opponents secretly rank order 2 of the 3 scenarios. If only one scenario matches, it is played. If both match, in the same order, the first choice is played. If both match, in a different order, the low dr gets his first choice. Use balance provisions (A26.5) to choose sides.

Here are the scenario lists for this year:

Round 1: Americans

AP3 A Breezless Day

AP4 L'Abbaye Blanche

V Auld Lang Syne

Round 2: French

A95 The Long Road

U Chance D'Une Affaire

A104 In Front of the Storm

Round 3: Allied Minors/Finns

AP8 Bloody Harvest

A81 They Fired on Odessa

43 Into the Fray

Round 4: Russians

A70 Wintergewitter

WCW7 Eye of the Tiger

A98 Crossing the Gniloi Tikitsch

I look forward to this friendly competition. We will play for the honor of being crowned the Club Champ. I may work on a prize of some sort. There will not be a fee for this tournament, but if you would care to contribute \$2-5, I will at least have a plaque. I'm also working on an idea to have dice cups embossed with our club name and a paratrooper caricature similar to our Team Tournament trophies. If this idea comes to fruition, I think it will be simple enough to add a '1998 Club Champ' line underneath. I would consider this a prized possession, but maybe it's just me? (*Would Chas prize it if he won? – ed.*)

Let me know if you want to play!

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