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Another Issue, Believe It or Not!

For you out-of-towners and others that did not make it, the Austin ASL Club held its 6th Annual Austin ASL Team Tournament (June 19–21) at the Georgetown Recreation Center, oddly enough, about 25 miles up the interstate from Austin. I am proud to say I logged my first ever face-to-face win! See the Recent Results section for a list of the tournament's mighty struggles. And please join me in a well-deserved round of applause for David Hailey, the tournament organizer for the last four years.

Well, this issue has everything the last one had and a whole lot more. We have a scenario analysis from John Slotwinski, a name you may recognize from the Internet ASL mailing list. We have a player profile of Mike Seningen, and the most recent club news and ladder standings. In addition, I am happy to have the first installment of Mike Seningen's rules clinic, a brief discussion of the Ladder system from Matt, Matt's favorite scenario list, an AAR of a session of *First Contact—First Defeat* played by Matt and Jeff Toreki, and some other tidbits I think you will enjoy.

Until next issue,

Banzai!!

Mike Austin, Managing Editor

Analysis: The Fugitives (ASL8)

By John Slotwinski, Ph.D.

[We are pleased to have a scenario analysis this issue from John Slotwinski, a physicist with the National Institute of Standards and Technology in Maryland. John is an active ASLer and a regular presence on the Internet ASL mailing list. If you want to send him some feedback on this analysis, his e-mail address is jslot@aptd.nist.gov.—MA]

Let me start right off with a disclaimer. Obviously I do not consider myself to be in anywhere near the same league as Nixon and his wonderful scenario analyses. But I do think I am a competent player, and I enjoy writing analyses of fun scenarios that I've played. What I hope to convey to the readers is my own perception of this scenario in general, and what worked for me in particular. I present such as food for thought. Your own experiences may vary and I would very much like to hear about them and your comments on this analysis.

My buddy Chris Baer and I recently dusted-off the classic *Fugitives* scenario from Beyond Valor (BV) and gave it a whirl. This is a great scenario, in part because of its size and variety of units involved, but it is also readily playable by all ASLers because it comes in BV. Much to my surprise, considering how much play the scenario has received [100 playings, *Germans 42*, *Russians 58*, *as of the June 25th ROAR*], I could not find much in the way of AARs for it on the web. I vaguely recall a replay article for this scenario in an old *General* so, if you can find that issue, you might want to check it out.

Allure

Desperate late-war German soldiers try to cross a canal and break through a thin Russian line to escape to the western front. Combined-arms (infantry/AFVs) clash in the city!

Perceived Balance

I rate this scenario 55–45 pro Russian, using German balance (add an 8-1 Armored Leader).

Errata

There are important errata (see '95 Annual Debriefing) regarding the order of implementation for the SSRs. Basically, the pre-game SSRs should be executed in the following order:

1. German secretly records the order of entrance for his three groups [SSR 1].
2. Russian rubble placements [SSR 7].
3. German designates the entry location(s) for each of his three groups [SSR 1].

This sequence allows the German player to see where the rubble has fallen before committing his troops to a particular entrance location.

Q. What were Allied casualties during the 24 hours of D-Day?

A. Between 10,000 and 12,000, of which 6,603 were U.S.; 946 Canadians; and the rest British, French and other Allies. The British have never released official figures.

Russian advantages: HIP, canal defense, T34/85 AFV

Russian disadvantages: Initial troop disposition, lack of AT weapons, movement restrictions

Two HIP squads (plus leaders/SWs) keep the German attacker on his toes, and somewhat nervous. The canal on board 23 ensures that the Germans *must* cross at one (or more) of the four bridges, thus allowing the defender to focus on these locations. Finally, the T34/85 is a well-rounded tank, featuring good armor and movement, fine MA, and even 6 factors worth of MGs.

The small number of squads makes the Russian defense dispersed and quite thin at the start of the scenario. Only one legitimate anti-tank (AT) weapon, the 57LL AT gun, starts on board, although at close range the SW MGs have a slight chance of taking out some of the thinly armored German vehicles. The Russians have to wait until turn 5, when the T34/85 makes its appearance, to get additional AT support. To complicate matters, the movement restrictions due to SSR 3 hamper any initial Russian attempts to shift those units west of the canal to meet the German attack.

Defender Setup

The Russian defense is slightly influenced by the initial rubble placement and subsequent rubble DRs, per SSR 7. In general, I would place rubble in an attempt to persuade the German to attack the Russian right. If I do not get fortuitous subsequent rubble to support this, I might change a few things in the setup, the most noticeable being the HIP squads. But for the most part, things remain the same. The setup lists some locations to consider for placing the rubble. I've also listed where I would put the additional rubble for each of my rubble hexes, although only two hexes generate additional rubble. There are a lot of good locations for rubble; these are just a few of the possibilities.

Rubble:

23F4: Add rubble in 23G5 to block 23H4 bridge exit location.
 20Z7: Add rubble in 20Y8 to block road leading to 23H4 bridge.
 20Z4: Add rubble in 20Y5 to block road leading to 23H4 bridge.
 20T3: Add rubble in 20T4 to block board 20 lateral movement.
 20T2: Add rubble in 20T1 to block board 20 lateral movement.
 20P9: Add rubble in 20Q10 to block road entrance.

Board 23:

F3L2: 4-5-8/HMG, 7-0
 F3L1: 4-5-8
 F4: 4-5-8
 M8/2: 57LL/ATG, 2-2-8 (HIP)
 Q8: 4-4-7
 X6: 8-0, 4-4-7
 Y6: 4-4-7
 CC7: 4-4-7/LMG

Board 20:

DD5: ?(x2)
 AA4: ?(x2)
 Z4: 4-4-7/LMG
 R4: 4-4-7
 P2: ?(x2)
 M4: 4-4-7
 K1L2: 4-4-7/MMG, 4-4-7, 8-1 (HIP)
 All non-HIP, non-dummy units set up concealed.

My basic defensive philosophy is as follows: The non-HIP board 20 units are intended to delay the Germans as long as possible and are completely expendable provided they accomplish their goal. The board 23 units simply cover the four canal bridges, which the Germans must cross sooner or later. They lay down residual fire on the bridges whenever a crossing is imminent.

Ninety percent of the time I put the ATG in 23M8L2, because it covers two of the bridges (23P7, 23X3) and much of the 23O7–23BB4 road on the other side of the canal. If the German AFVs decide to cross on the bridge sitting on the Russian far left or far right, then I'm in a little bit of trouble and have to rely on the T34/85 reinforcement for anti-tank duties. Some other good spots to place the ATG are 23L9L1 and 23N9L1. These positions cover much of the same territory as 23M8I2, but perhaps offer better protection from PF-attacks from the other side of the canal.

I've set up the 23E3 church to be a tough nut to crack. The 4-5-8/HMG, 7-0 stack in 23F3L2 has multiple uses. They can cover the 23H4 and 23P7 bridges with 8FP (4 residual), and the 23X3 bridge (18 hexes away!) with 1 FP (no residual), thanks to the mandatory leader direction. They also cover the entire 20U1–20J6 road, although this fire is hampered by the early-game visibility modifier. In addition, they can make TK attempts against the half-tracks and armored car if the vehicles get within 16 hexes or decide to dash across the 23H4 bridge. The 4-5-8/HMG can also hit any German squads who think they're safe behind the 23J4–23N6 wall with 8+0 shots! Check out the LOSs; the wall does not protect anyone sitting behind it from the HMG. The 4-5-8 in 23F3L1, and another in 23F4, provide additional support for the 23H4 bridge.

My HIP placement (4-4-7/MMG, 4-4-7, 8–1) in 20K1L2 is based on successfully convincing the Germans to cross on the Russian right. The Germans are unlikely to enter this position to setup a firebase because the LOSs from this position to Russian units across the canal are obstructed by the orchards. The Germans are also pressed for time and probably won't take a time-out to set up a formidable stack here. So these Russians stay hidden until sufficient enemy units pass and start to cross the bridges on board 23. From here, they can hit the 23X3 bridge with 12 FP (6 residual), the 23BB5 bridge with 8 FP (4 residual) and the 23P7 bridge with long-range MG fire at 2 FP (1 residual.) The 8–1 leader makes these defensive fire (DF) attacks a net –1 against any Germans crossing without smoke hindrances [–1 FFNAM, –1 leader, +1 bridge] provided the LOS crosses the bridge depiction. Any DF attacks on the 23X3 bridge are –3 from this position [–1 FFNAM, –1 FFMO, –1 leader], because the LOS from 20K1L2 does not cross the bridge depiction. These units, once revealed, also limit the routing possibilities for any broken Germans in the southeast corner of board 23.

Of course, the German player will probably remember to use his smoke capabilities, but that is not a concern for the units in 20K1L2 because more often than not the smoke will be placed on the bridges themselves, or on the west side of the canal. Smoke on the bridge affects any initial attacks, of course, but it does not reduce the amount of residual from these attacks because it is not a hindrance outside of the target hex. So, even with smoking bridges, the Germans are forced to move through 6 residual in 23X3, 4 residual in 23BB5, and 1 residual in 23P7, all with an FFNAM DRM, unless using assault movement or armored assault.



The 4-4-7 in 23Q8 seems out of place and void of any TEM protection (yikes!), but this brave fellow accomplishes two things. He can place 8 FP (4 residual) onto the 23P7 bridge, or 2 FP (1 residual) as defensive first fire (DFF) onto the 23X3 bridge exit hex (23X4.) Of all the bridges, I think the German is least likely to cross at 23X4, and therefore I don't feel too nervous about setting up this squad in the street. If the Germans do cross here, they can be attacked from three sides and things could get real ugly.

The 4-4-7/8-0 in 23X6 are nicely protected by the stone building and orchard road hindrances, making most incoming shots at +4. From their location, they can hit the 23X3 bridge and its entry and exit hexes, leaving 2 residual (no cowering thanks to the leader) during DFF, and 1 residual during SFF. The 4-4-7/LMG in 23CC7 covers the 23BB5 bridge and can lay a nice 1 FP firelane down the road, including the exit hexes for the 23X3 and 23BB5 bridges. If the German uses only the X3 bridge, just go ahead and fire it regularly to leave 1 FP residual in X4, because repeated sorties by Germans through a FL might break your B11 weapon. At least if you fire it normally and it breaks you still leave residual. Just don't cower (as if your troops listen to your commands—mine usually don't!) He can also make a TK attempt (do not forget short range penetration!) against the lightly-armored HTs and AC crossing 23BB5-23BB6.

Of course, many of these positions can be somewhat neutralized with prudent smoke use.

German advantages: Low visibility TEM, smoke, numbers

German disadvantages: Slow movement, conscripts, canal crossing, ammo shortage

The low visibility TEM (see below) provides a lot of protection for the advancing Germans during the first four turns, and three of the German vehicles can provide smoke through their MAs or sDs. The large German force allows for numerical superiority in any one area of their choosing, thus leading to Schwerpunkt possibilities.

At this point it is worth discussing the funky SSR covering low visibility effects. SSR 4 states that there is a low visibility +1 TEM in effect during the first four games turns. This is much different from normal LV hindrances. Typically, a LV hindrance causes a +1 modifier, but does not cancel FFMO and does not prevent interdiction. An LV hindrance also reduces the amount of residual firepower from an attack. The SSR explicitly states that the low visibility effect is a TEM, so the story changes a little bit. Now interdiction is eliminated, and residual firepower is not reduced. In addition, it seems that a unit moving through residual firepower is now entitled to a +1 TEM. This all seems a little weird, but you have to remember that when this scenario was introduced, Yanks (and its weather/LV rules) had not yet been released. Before you play this scenario, reach an agreement with your opponent as to whether or not you will treat this as a normal LV hindrance, or strictly as a TEM effect as the SSR stipulates.

The cluttered roads (SSR 2) slow progress for vehicles and eliminate road bonus for infantry. This is further complicated by the four conscript squads and their inherent problems of slow movement and double cowering. As mentioned above, the canal can only be crossed at the bridges, which allows for the Russian player to focus his defense on these hot spots. The annoying ammo shortage renders some of your weapons useless, much to the glee of your opponent.

Attacker Approach

The first important decision for the German is the order of entrance for the three OB-given groups. I would enter the German forces in the order three-one-two. Group three has those lovable conscript squads, but because they are so slow they need all the time they can get to reach board 23 and salvation across the canal. They also are (ahem) somewhat expendable and might ferret out some hidden Ruskies on board 20. So, group three definitely comes on board first. Next comes group one, which features the Stug and half-tracks. Finally, bring on group two, with the trucks and Panzer IV. This group comes on last simply because those infantry-loaded trucks can rev their engines and quickly dash across the canal and off the board if the opportunity presents itself, or rush to wherever else they are needed in short order.

The best approach is to use your initial advantage of superior numbers at the point of attack, and send everyone in a large assault against one bridge of your choice. Now, I have to confess that this is often my style of attack anyway, but in this scenario the situation calls for a large German Schwerpunkt. The initial Russian disposition of being forced to cover such a large front with so few squads, and the inability to easily shift forces due to SSR 6, helps ensure a large local advantage in numbers.

Keeping in mind that the Russian ATG is probably optimally positioned to cover as many bridges as possible, I think that the 23H4 bridge on the German right is probably safe, and it is here where I focus my attack. No doubt occasionally I will get burned and find the ATG perhaps in 23F1 or some other position covering this approach. However, most of the time this bridge is safe for my AFVs. What do you do if rubble is in 23G5? My first reaction would be to pick another scenario, but after some thought I'd probably assault the 23BB5 bridge instead.

So, under the cover of morning twilight, all three groups enter at 20Y10, in the order stated, and make for the 23H4 bridge. Squads move singly, of course, and double-time whenever possible. You might consider using armored assault and those smoke dischargers as well.

As you enter board 20 with your first conscript squad or two, you might want to just take that concealment counter off and put it CX side up when you announce that he's double-timing. In other words, go ahead and voluntarily give up his concealment when he comes on board. "But wait!" the reader cries out, "We thought that concealment was our friend. Shouldn't we always try to stay concealed?" Sigh. Well, yes, normally (95% of the time) you want to stay concealed as much as possible. Concealment IS our friend. But in this case, by giving up your concealment, and using some devious movement, you might induce your Russian opponent to take some ill advised and possibly blocked shots.

"Tell us more!" Ok. You see, normally the Russian gets a free LOS check from his units to try and strip your concealment. If the LOS is good, he knows right away, you lose concealment, and then he takes a shot at you. If the unit is not concealed, then he does *not* get a free check and must fire to check the LOS unless, of course, the LOS is obviously clear, like down the hexspine or across an open field. But, in a city environment like board 20, there are plenty of iffy-looking LOSs that are not automatic. Perhaps the Russian fires, finds the LOS blocked, and ends up marked with a first-fire-marker. Maybe he cowers and ends up with a final-fire-marker! Then you swarm him with your numerical superiority. Also the Russian player is not sure what unit you have running around there because you remembered to double-

time and put the CX-counter on top of him when he entered the board. Now, is this legal? Yes. You can give up concealment voluntarily whenever you want and the other player cannot inspect your unit unless he has LOS to it [See A12.16—MAJ]. No free checks for unconcealed units. Is it a little slimy? Maybe a little, but in this scenario the Russians have all of the advantages, so let's play with his mind at least a little bit, okay?

A few early casualties on board 20 are still to be expected, perhaps from some HIP Russians, but press on. You can reach the 23H4 bridge before the Russian reinforcements enter the board on turn 5, and that is your initial goal. As you get ready to make your bridge assault, think ahead and get the Stug and Panzer IVJ into position to smoke any threatening positions, or perhaps the bridge itself, during prep fire. The AC goes across the bridge and hits the sD, either on the bridge itself or perhaps in the bridge exit hex. The German player hopes to have the nearby Russian positions neutralized by this point, and the troops start to cross the canal.

Russian reinforcements, especially the T34/85, are a problem, and will probably enter the fray right in your face if you manage to secure the bridge. Also, Russian troops from the south may start making their way across the board. Keep an eye out for bridges that the Russian abandons to meet the German assault. You might find an opportunity to quickly dash some infantry-loaded trucks across an undefended bridge to safety. With the incoming Russians and turn 5 reinforcements, the victory conditions (exit 33 points off the west edge, roughly 39% of the initial German points) become very tough. Do not forget to take prisoners if the opportunity presents itself. But all of this is why I rate this scenario the way I do, and why I think a Schwerpunkt on the German right, coupled with prudent use of smoke, gives the Germans the best chance for victory.

Favorite Scenarios: Matt Shostak

[This is the first installment of our Favorite Scenarios column. This column will generally follow the Player Profile columns in that whoever is the "Player" profiled in one issue has his favorite scenario list in the following issue. We profiled Matt last issue, so here is his list.—MAJ]

The Commissar's House (4)

The appeal of this scenario is that it is basic ASL that a new player can get into right away, yet there are enough interesting elements to it that it never gets boring. It's been described as "meat and potatoes" ASL, and a hearty meal it is. German assault engineers armed to the teeth with great leadership take on a staunch Russian defense. Very well balanced.

Preparing the Way (D9)

The Germans may need some help here, because the record shows it to be pro-Russian. It could be that German players have been too aggressive with their Panthers. Regardless, this scenario is a blast to play. The deluxe city boards are great fun to look at and play on, and this scenario tests both players' nerves. Who wouldn't want six Panthers in his OB? Still, the German player must be cautious with them, because these big cats are meant for the wide open spaces and have trouble in an urban environment. Both sides have a lot of cool stuff to play with, so relax and enjoy the mayhem.

Cold Crocodiles (A25)

This is on everyone's favorite list, it seems. It is very well balanced and features a complete combined-arms attack on the British side. Infantry are supported by artillery and tanks (both infantry support tanks and tank hunter tanks), and they get two Crocodiles to play with as well. There just aren't that many scenarios that feature Crocodiles, and until you've driven one around the mapboard, you just haven't played ASL. The German side might not be quite as interesting to play, but they still feature a great OB, anchored by two mighty 88LLs.

Acts of Defiance (A68)

This is another scenario on everyone's favorite list. Both sides feature exciting orders of battle. The scenario has reinforcements trying to blow bridges, Brumbars tossing 150mm payloads around, well-led elite Germans on the attack against elite Russians backed up by some big OBA, and both sides attacking as Russian reinforcements try to cross bridges to come to the aid of their comrades. It is well balanced and lots of fun, although it's a bit hard to imagine the Russian player winning without getting a decent result from the OBA.

Totsugeki! (A60)

Totsugeki! is a good scenario to cut one's PTO teeth on. The rules-heavy PTO content is kept to a minimum. The scenario is very well balanced and usually plays to the last turn. As the strong Japanese force attacks the Chinese defenders backed up by their guns, both sides tend to wear down until at the end very little is left of either side. I have heard of games ending with no units on either side at the end of the last Close Combat Phase. It has to be experienced to be believed. It's a good scenario in which to practice your Japanese infantry tactics (and defense against same).

Draconian Measures (D6)

Another scenario on deluxe city boards. What sets this scenario apart is the victory conditions. The attacking Germans get to pick one of three choices, and the Russians don't know which one it is until the game is over. There's even a balance provision allowing the Germans to change (or fake a change) of their chosen VC in mid-game. I'd recommend playing that way if you're a big fan of fog-of-war. The units involved are another meat and potatoes mix, featuring Tiger Is and 8-3-8s on the German side, against T34s and elite Russians. I don't know about balance, and I suspect the unique VCs might make such a scenario more difficult to playtest, but it's a great idea and should be tried.

The Schoolhouse (D8)

I tell you, the Streets of Fire module is a great one. I just love playing on those boards, and the scenarios usually allow a greater density of units per hex than you see in standard scenarios. Many SoF scenarios would be called "monsters" by some players. The *Schoolhouse* strongly favors the Russians, so I recommend coming up with some sort of balance provision (such as the Chaney-McGrath recommendation), or taking the Germans against your rookie Russian opponent to give him a chance. Using the Elefants correctly is a key for the Germans.

Fighting Withdrawal (1)

This is a very deceptive scenario. It looks so simple, because it's just infantry. In a way, I think it's unfortunate that this sce-

nario was the very first scenario of the very first module, because I think that led to it being played a lot as the very first game many players tried. However, it's probably more appropriate for slightly more experienced players due to the unique nationality characteristics of the Finns, the difficulty of the maneuver the Russians must perform, and the pace of the scenario. The Internet record has long shown a pro-Russian slant to this scenario, but I'm not sure I have ever believed that. No matter which side I line up to play, I see very difficult challenges. The cool thing about scenarios that require some sort of fighting withdrawal, is that the defender will not get bored. The moves are rarely as simple as "assault move out of LOS, then advance back." Instead, the defender must always be careful and time his moves well or risk being overwhelmed. This scenario has been analyzed in depth in a previous issue of Banzai!! I'd love to hear from some club members who have tried it. With all the new material out, it's easy to forget about old classics like this one.

Armored Probe (CH6)

I look at *Armored Probe* as sort of the *Fighting Withdrawal* of the PTO. However, this time the attacker gets tanks to help him along. It appears to be well balanced, is fun to play, and is not too difficult in the PTO rules area, so it could be used as a good introduction to the theater.

Abandon Ship! (WCW5)

I look at *Abandon Ship!* as the *Fighting Withdrawal* of Bulge scenarios. Of course, the Germans are supported by tanks here. The record appears balanced, and the American defender must make every move count. Timing is everything.

Alligator Creek (G16)

Sometimes you just want to let it all hang out. I have no idea how balanced this scenario is. Check the record yourself and negotiate with your opponent, but play this scenario! A night attack by a horde (and I mean horde) of Japanese on Guadalcanal against Marines. When I played Jack in this one, I think I executed four separate banzai attacks in a single movement phase, each involving several squads. You've just got to try this and experience it for yourself. Don't be afraid of the night, it is way more fun than you might think at first.

Wintergewitter (A70)

We have discussed this scenario at length in the pages of Banzai!! It is very well balanced but is probably not for the beginner. Sure, it's basic ASL in terms of the rules and units involved, but knowing how to play them correctly can be difficult. The Germans, with a very small infantry group—nothing more than a platoon really, but supported by a bevy of tanks—must root all the Russians (about a company's worth) from the board 12 village. The Russians get some support from the vaunted T34 in this one. The armor battle is key, and this one often comes down to the last turn.

The Witch's Cauldron (ASLUG21)

There just aren't that many scenarios that let you go crazy with your tanks in ASL. Most scenarios have the tanks in a supporting role. Where they are in the featured role, however, tactics change dramatically, especially out in the open fields of France, and especially in 1940 with the various advantages and disadvantages each side has or wants to exploit. If you want to practice in-your-

face tank tactics, this scenario is for you. The record shows it pro-German, but I don't know if I believe that. I think the French have a good chance. The French have radioless tanks with great armor. Their German opponents have radios, but the German guns have trouble penetrating the French tanks. What often results is a swirling tank battle, as each player strives to get in position for good shots against the flanks and rear of their opponent's tanks. This is a very good scenario to practice motion attempts, bounding first fire, and smoke dispensers.

A Breezeless Day (AP3)

So far this one is looking pro-American, if only because the German task is such a tough one. But the units involved on both sides are very exciting and board layout is appealing to look at. The scenario is fun and, with some negotiation with your opponent, you could probably come to a reasonable balance suggestion. This scenario is a heavy metal slugfest, but on the Western Front for a change. Try it.

The Bushmasters (66)

This scenario caught my eye as soon as I first laid eyes on it, and it was obviously the centerpiece of the scenario set that came with Code of Bushido. Too bad the Internet Record has shown it to be very pro-Japanese, because I think that steers players away. Just look at the units involved and you should be salivating to play it. The 18-squad banzai has to be appealing. This scenario gives you a real feel for the PTO and you get a lot of units to play with. Negotiate some good balance with your opponent or, if there is a big experience gap, give the novice player the Japanese. The American needs to play close to the vest and prepare for the inevitable banzai charge by creating a serious kill zone for the banzaiers. After it has been dealt with, move on to satisfy the victory conditions. Be careful not to get ahead of yourself before the banzai appears.

Q. Identify the only U.S. Marine Corps officer to ever command a field army.

A. Major General Roy S. Geiger, a naval aviator, who was second in command to U.S. Army General Simon B. Buckner, Jr., when Buckner was killed during the battle for Okinawa. Geiger immediately assumed command of the Tenth Army.

The Rules Clinic: General Tips

By Mike Seningen

I have been playing ASL since it came out 13 years ago. I spent the five years before that cutting my wargaming teeth on the original SL. Yet it never ceases to amaze me how every time I play ASL, open up the rulebook, or pit wits against a new opponent, I learn something new, come away with a better understanding of a rule, or grasp a nuance of the system and develop a useful tactic.

I would like to give you the opportunity to leverage my experience to help broaden your own ASL repertoire. I'm not claiming I know all the rules. Who could? I'm not claiming my interpretations of the rules are gospel. The ideas and interpretations that I

offer in this and subsequent columns are my best attempts at understanding a rule, tactic, or ASL concept. When applicable, I strive to quote rule phrases, cite rule numbers, and point out ASL published Q&A or errata. I will inevitably err. When I do, please inform me and I will attempt to make amends by publishing corrections in future columns.

So, for starters, I offer a myriad of rule anecdotes illustrating ideas that I have found useful, rules that I or others have played wrong, or subtleties I think should be presented:

PIN Half FP No Moves No Adv
Pinned infantry are not subject to any further DRM for FFNAM/FFMO during that Player Turn (A7.83).

A pinned unit [EXC: PRC] is considered a non-moving unit for purposes of all subsequent ordnance To Hit attempts during that Player Turn (A7.83). Note C.8 does not apply and therefore Target Based To Hit DRM (C6) Case J is NA, but Case L could apply.

A pinned unit that is subsequently broken during DFF loses its pinned status and is subject to FFNAM/FFMO (if applicable) for further DFF attacks against it in its MPH (A7.83).

DM Rally: +4
A unit broken in DFF ends its MPH as soon as another unit moves (A7.83).

AM
A unit using Assault Movement (AM) ceases to be using AM if it is broken. Consequently, FFNAM would apply until the end of its MPH (A4.61).

An Original 12 IFT resolution is NOT a Dud. Only ATMM/DC/SCW/To Kill DR (A23.4, C7.35, C13.74) can be Duds.

Multiple Hits (C3.8) does not apply for CH or Improbable Hit.

FIRST FIRE MPH
FFNAM/FFMO applies to the To Hit, as well as the IFT DRM of a CH (C3.71).

A CH automatically destroys a Gun and its manning Infantry. (C11.4)

1-4-9
A Leader may only direct FG in same location (A7.53, EXC A7.531). A Hero's IFT DRM may be used with multi-location FGs. However, that DRM applies only if the Hero is firing in Normal Range of either its inherent FP or its weapon counter (A15.24).

HERO -1 DRM
1-3-8X
A wounded Hero who fails a MC is CRed. There is no wound severity DR; the Hero is dead (A15.2).

HERO -1 DRM
1-4-9X
The only way a hero can rout is if he is a heroic leader accompanying routing troops (A15.2 '91A).

1-4-9
A Hero created from a pinned unit is *not* pinned (A15.2 '92A).

MTR
50* [2-13]
All Guns and SW, including Light Mortars, are subject to both Barrel Length (typically *) (C4.1), and Small Calibers (<= 57mm, <= 40mm) (C4.2) modifications to their Basic TH# ('95A).

ATR
2
Remember a gun <= 40mm is also <= 57mm, and the Small Caliber modifiers are cumulative (C4.2).

Remember there is a difference between a DRM and modifications to your Basic TH#.

MTR
50* [2-13]
Crest
A mortar can hit units outside the firer's LOS if it hits the hardest-to-hit non-hidden enemy target in that hex (C3.33). Example: A mortar fires at and hits a unit in crest of a Gully. Any units in the same hex (e.g., in the Gully) are hit regardless of HIP, ?, target size, DFF status, or any other DRMs (see example C3.33 for further description). Note if there are no non-hidden enemy units in crest status, a mortar could not hit any units in the Gully.

MOTION +2 TH Half FP TH 2x+dr
Smoke +2 level2
You may wait until the end of the *entire* opponent's MPH before declaring any attempts for Motion Status (D2.401 '95wA) *but* use of Smoke Dispensers and Vehicle Smoke Grenades in the opponent's MPH is restricted to DFF. (D13.2)

BU
Remember to add +1 BU DRM to any Smoke Dispenser Usage, if applicable (D13.3). Note sN requires the AFV to be BU, and must always add the +1 BU DRM.

Any non Burnt-Out Wreck may be fired upon for purposes of Blaze. Use the original vehicle, and assume the TCA equals the VCA (D10.1 '93bA).

Small Target sized Guns and non-Large Target AT/INF Guns are the only 5/8" non-vehicular Gun counters that may occupy a building/rubble hex. [EXC: Rooftop Mortars (B23.85) and Fortified Buildings (B23.93)] (C2.7)

Fortified Building Location MinITEM +1
If a Gun is set up in an upper level building location, its location and all above ground locations below must be fortified (B23.93).

? Minefield
7 Morale
Dummies (?) may *not* enter/exit hidden minefields without revealing either themselves or the presence of the minified (A21.11 & B28.41, '96A).

? 7 Morale
Dummy stacks are revealed before making the Ambush dr. Dummy stacks may not be used to gain a concealment modifier to the Ambush dr (A11.9/ASOP 8.11B).

ENCIRCLED
An Encircled unit may *not* Interdict (A10.532, '96A).

Sangar
15 or Gun ORR: +3* Other: +1*
Movement to/from a HIP fortification that is not revealed costs no MF/MP (A12.33).

3+5+7
A fortification that sets up in Concealment Terrain may always use HIP and remain so until the use of its protective TEM is claimed, or a unit therein loses its concealment, or a Good Order enemy ground units gains a LOS to its Location and is within 16 hexes [EXC to all: Minefields] (A12.3).



A ? unit behind a wall/RB but in a foxhole, may be out of LOS, but because the foxhole is HIP, may appear to be in LOS. If a unit were to fire from a location that traces its attack across the wall/RB to the ? unit in the foxhole, and the attack would cause the loss of ?, the foxhole is revealed, and the shot has occurred but has no effect since there is no LOS (A6.11, A12.3).

At Setup, units may not start overstacked, on or off the map (A2.9).



At the player's choice, any OB given weapon capable of being Dm may start that way. However, an OB given Dm weapon must start Dm (A9.8).



Remember, regardless of circumstances, a unit's morale may *never* be increased beyond 10 (A.18).



If the US# of the unit/FG in a cellar using *Inherent* FP firing *outside* their building's depiction is ≥ 3 , only the Inherent FP of that attack is halved as Area Fire. All SW are not halved regardless of the total US# (O6.4).

Player Profile: Mike Seningen

[This is the second installment of the Player Profile series. Because he is a charter member of the Austin ASL Club, and because of his long time involvement in both the SL and the ASL adventure at large, we introduce Mike Seningen!—MA]

My gaming days started when I overheard someone claiming he had whacked a hobgoblin over the head with a club. Welcome to D&D circa 1977. I was hooked at first sight. We played a handful of times, but it was not until later that I became addicted.

Through a computer Explorer group, a blend of geeks and Boy Scouts, I met an IBM engineer by the name of David Boyle. Dave would be my mentor throughout high school and college. He not only took me under his professional wing, Dave converted me into a big classic rocker, and taught me most of my SL basics. At the time, Dave was about my age now, 32. He was a frustrated gamer, without any opponents. While Dave would play any war-game you sat in front of him, SL was his passion. It soon became mine, as well.

Dave had a family, and more than once I can remember sitting in his study, playing SL on the floor while he rocked his son on his knee, and rolled dice to the background tunes of the likes of the Moody Blues. His die system was a child proofed wine bottle, an early advocate of rolling in glass over cardboard.

Ironically, even in the beginning, my lack of rules knowledge was more than outweighed by my grasp of the subtleties and I prevailed more often than not. Dave, as I would learn later, was like most (A)SL players, in it for the love of the game, not the results. Enjoyment of the game above all else is probably one of the biggest lessons any ASLer can learn.

Another big benefit was that Dave could actually afford to buy those oh, so expensive expansion modules. I started my set just in time for ASL to be introduced in 1985. I still have some of those original SL pieces in a shoebox somewhere. I recently splurged

on a second ASL set and brought my counter storage system into the 90's.

When I entered college, my gaming time became somewhat limited. I had all but set aside most other games, but I still managed to play ASL at least a couple of times a month. While I had some top notch opponents in college—the likes of Pat Jonke and Guy Channey—I often found myself in the role of mentor, a role I would find myself repeating time and time again in my ASL career. If I wanted to play ASL, I had to create ASLers!

In 1988, I graduated from college and toted my ASL gear to Austin. I found Rodney Kinney and Mike Van Hoy here by chance, and had a period of a couple years of deep ASL immersion. Sometime during those early Texas years, Red Barricades debuted. The *coup de grace* of this time period was the completion and last turn CC victory of one of my favorite scenarios, *The Last Bid*. It took the three of us a good six months of intense play, a truly exciting and rewarding game.

The three of us started to travel to Texas tournaments, trading places on the podium. At the time, Austin was, and continues to be, the Mecca for Texas ASL players. I traveled back east to tout our Texas ASL abilities and proudly claim a 7-1 record in back-to-back Winds of War tournaments.

In 1993, I created the ASL Team Tournament in Austin. I was hoping to create a regional tournament, that could draw players from not only Texas, but reach out and grab players from afar. After having the trophies built and booking top notch accommodations at the Sheraton in downtown Austin, the turn-out was a little disappointing. Not to be dismayed, I trumpeted the tournament for its sophomore season, but could not attract any more takers. Despite a lot of positive impressions towards the Team concept and the Austin Memorial Trophy, there wasn't enough interest to travel to Austin. I was going to bag the idea altogether when David Hailey came to the Team Tournament's rescue.

Dave has transformed the Austin Team Tournament into a much more economical and locally oriented tournament held in Georgetown. Dave made me realize that it was more important to create an enjoyable tournament than it was to brood over the attendance. Over the years, I have had the fortune to find good teammates. We have taken team honors twice, and although our team has faltered of late, I personally can claim the coveted 10-3 award the past two years. Unfortunately, I have been unable to claim both in the same year. Maybe the 6th annual will be my lucky number!

My style is typically in-your-face aggressive. I try to win the psychological victory long before the last die is cast. As the competition has grown stronger, I have matured a bit in my ways, but that Panzer-Gegin-Sening'-Gegin (Thanks, Tom Lavan) nature is always ready at a moments notice.

It is hard to define what my favorite scenario is. There are too many out there to lay claim as my favorite. I like combined-arms the most. I think it allows both my style and experience to come to bear. An all infantry game has its points but quickly turns into a chess game where if fate twists the play, there is no trump card to play to wrestle back control. I love the interaction that is necessary among the combat units. Each new scenario is like a complex puzzle. You need to evaluate your strengths and weaknesses and pit wits against equally capable opponents. The more intertwined the pieces, such as a combined-arms action, the more complicated and rewarding the achievement of a successful solution.

I cannot remember ever having played a bad game of ASL. There have been times when I've played poorly, times when Lady Luck did not smile upon me, and even times when the scenario was a dog. But there has never been an ASL game I didn't enjoy. I have to give many thanks for that: To the senior whose name I cannot recall; to Dave Boyle, a friend, mentor, and gamer; to dicing with Guy Channey in college; to pitting wits against Rodney and Mike in my early Texas years; and most recently sitting across the table from many of the readers of this newsletter. Most of all, I'd like to thank Matt Shostak for making the Austin ASL scene a wargamers fantasy dream come true! Here's to many more years of 2-sigma die rolls and last turn CC victories!

AAR: First Contact—First Defeat

By Matt Shostak

Jeff Toreki and I renewed our ASL rivalry the other night with a spirited game of *First Contact—First Defeat* (NEWS19) at his place, where I have been winless. After gunning it up recently in several late-war ammo fests, we both decided we would like a change of pace, and settled on this early war scenario. *FCFD* is a Critical Hit reproduction of an old ASL News scenario. It features a German combined-arms attack against a group of Poles in the first days of the war. About a dozen German first line squads, backed by a PzI and four PzIIs, must attack down about 1.5 board lengths in rural terrain and exit 30 CVP to win. They are opposed by nine first line Polish squads backed by two 37L AT guns. All of the Poles get to set up HIP.

After looking the scenario over, we both thought it might favor the Poles, but since there was no record for it, we diced for sides. Jeff got the Germans and I quickly set up. The terrain in this scenario restricts the German attack fairly well. By SSR the brush hexes are marsh, which means that there are only two points where the German armor can easily penetrate into the Polish setup area. One is on the Polish left, the only gap in a very marshy area. The other is up front in the middle, where a road passes through the woods at the board junction. The Germans have to cross nearly a half board of very open terrain before they get to the woods line and the Polish main line of resistance. I decided to use the roadblock to block the woods road, because I could more easily cover the marsh gap with my AT guns. Although I flirted with the idea of putting the guns up front to score some serious rate of fire kills on the German armor as they crossed the open, it just rubbed me the wrong way somehow and I opted instead to use the AT guns as the backstops of my defense. One went in the grain in the Polish right rear, sighting down a clear hex row right to the gap in the marsh. The other was behind the first and to the left a bit, in a building, pointing forward. This one was meant to act as a goalie, because it could see a good portion of the rear areas any tanks would need to traverse to exit.

Still, the walled and wooded area in the Polish left rear is problematic because it is difficult to get any AT guns into position to see much of this area. I put nearly all my infantry up front in the woods line. My plan was to inflict whatever damage I could on the Germans as they crossed the open ground, then fall back and play a delaying action. With that in mind, I set up all my foxholes way back in that same grain area where the first AT gun was. The idea was that if I could fall back to this line, my squads would be entrenched with open ground in front of them. The woods run

from the board junction around to the Polish right, and behind them in the center are a number of orchard hexes. Because of this terrain, I felt that I could fall back successfully.

Jeff made a very good attack. He started by firing his two mortars in Prep Fire at the tree line, one of them directed by his 8-1. His first roll scored a hit on my 9-1, MMG, and 4-5-7 and generated a morale check of some sort. The leader promptly took some shrapnel to the head and died on the spot, while the squad broke. What an inauspicious start to the scenario! I was not amused. Losing the 9-1 really hurt, especially at the very beginning of the game, and I quickly realized that I might not ever recover the MMG, so that could be lost for the game as well. Jeff figured the best way to cross the open ground was liberal use of armored assault, and I think he was right.

Several of the Polish squads in the front line revealed themselves to fire, and managed to pin a couple of German squads and break a few more, but no serious damage was done to the Germans. In the Polish half of the turn, I gave up any thought of skulking and then advancing back to the woods line, for a couple of reasons. First, his two mortars could wreak havoc against defenders in woods and he was rolling well. Second, by not revealing any AT guns, I knew that Jeff knew that I had none up front. Therefore, on the next turn his tanks could simply play the vehicular bypass freeze maneuver on me while his squads waltzed up behind and gunned down my Poles. So, instead of skulking, most of my squads bolted for the rear at full speed. Some even went CX to do so. Only a few squads remained on the line, still hidden.

On the next turn Jeff played coy with his tanks but his infantry pushed to the woods line. There came a point where I thought I might turn the game around. A German 9-1 and three squads (with an MMG and a LMG), which had earlier been broken but had rallied, used the last two points of their movement to get into the woods hex next to the road. One of my squads fired a 4+0, achieving some sort of morale check. His leader promptly broke, as did two of the squads, including the one toting the MMG. Eureka! Better still, my squad still had subsequent first fire available at 2+0, and another nearby squad could also pump in a 4+0 and 2+0, provided he did not cower. Great. I thought I would really shred this stack and make up for the loss of my 9-1 and MMG. Although I rolled well enough to get another morale check, Jeff rolled even better. The unbroken squad created a hero. Then the broken MMG squad battle hardened and created a hero! In the space of about 30 seconds, I went from exhilaration to despair. With two heroes in his force, I figured I had no hope. But I wasn't going to start another scenario from scratch, so I decided to tough it out.

It was not easy. Without too much difficulty, the 9-1 rallied and soon the entire German force was pressing the Poles again. On the Polish right, a couple of tanks moved up for some point-blank fire and rout interdiction opportunities. Because I was already behind, I felt I needed to gamble a bit to get back in the game. I advanced an 8-0 and squad into Close Combat with his PzI. I failed to harm it, however, and the tank killed my leader. Now the Poles were completely leaderless. Eventually the squad was lost as well. In the meantime, the other Poles kept retreating, just trying to stay unbroken and stem the German tide.

Eventually the Poles wound up in and near their prepared fox-hole line, with the Germans just a couple of hexes away. A large number of Germans had penetrated to the wooded area in the Pol-

ish left rear, which was hard to get to and hard to shoot at. Jeff was making me regret not putting a single unit back there, because now I could not get one over there, and the Germans had a pretty good exit route figured out. Eventually, the German tanks had to chance it and one ran the marsh gap, when the first AT gun finally revealed itself and scored a critical hit to produce a flaming wreck. Then came the revenge of the AT guns. Because the other tanks were playing hide and seek, and with German infantry so close, the AT guns opened up on the infantry. A rather nice rate of fire bonanza, combined with some rifle fire from the squads nearby, broke up their front line rather well. Still, the Germans had a lot left and kept up a steady fire, but the Poles weren't breaking when Jeff rolled well, and Jeff rolled high quite a bit, too. One thing Jeff did really well was to force my AT guns to constantly change covered arc. This is one of the problems with being seriously flanked, as I was by the Germans in the woods to the left rear. The gun crews were valiant, shrugging off several attacks, but it was inevitable that they would break eventually, especially with two German heroes providing well aimed fire. The crew in the building did eventually break, and Jeff made his move.

Two panzers made a run for it, skirting the front AT gun, and working their way to the Polish right rear in the grain, overrunning a couple of squads in the process, breaking one. The other Germans tried to position themselves for the last turn, and the last couple of tanks pushed through the marsh gap while the AT gun was pointed the wrong way. Jeff had done a great job. He had enough points to win the game poised to exit, and had even slipped a couple of tanks past my AT guns. In my defensive fire, I decided that the remaining AT gun in the grain would pivot and take a shot at one of the tanks a few hexes away in the grain, mainly to get acquisition for the next turn. The gun retained rate of fire, however, so was entitled to another shot, and he got a hit, but then rolled a dud. Still retaining rate, his third shot knocked out the first tank. Then another rate of fire shot killed the other tank that was behind the first one. Wow. That was 10 points. In the Polish half of the turn, the other AT gun crew rallied and broke a couple of squads with Prep Fire. More Polish fire broke a few more Germans. The rally phase of the last turn sealed it, when the Germans couldn't rally enough men to have a shot at 30 CVP exiting.

This was a great come-from-behind win, and is another illustration to beginners of why you should not give up early. Believe me, I was sorely tempted on a number of occasions. First, losing the 9-1 and MMG before they could do a thing, then creating two German heroes, and finally throwing away my only remaining leader and a squad in a desperate attempt to kill a tank to try to turn the tables, all caused me to pause and consider whether I should just give up. Maybe the scenario is a bit pro-Polish. Maybe my hot dice at the end were just too much. The game came down to the last turn, though, which isn't bad. And it provided me with another lesson in why one should stick it out to the end. Kudos to Jeff for a well played game.

Club Notes

Biweekly Lunch Gathering!

Just a reminder that some of us Austin ASLers have been meeting for lunch at Pok-E-Jo's on 5th Street at 1 PM every other Friday. Come on down and join us! Jeff Toreki sends out e-mail

reminders. If you are e-mail challenged, call Matt, Mike S., Mike A., or Jeff to find out when the next get-together is scheduled.

T-Shirts!

Andy Milder has produced a great club T-shirt for us. It is a quality black tee with the front and back sides of the Fanatic +1ML counter on the front and back of the shirt, respectively. The shirts are only \$9. This is an incredible deal, so get yours today. Andy still has several left. You can reach Andy by phone at (512) 451-4806 or by e-mail at milder@rs6k1.hep.utexas.edu.

Club Meeting Recaps

Matt Shostak

Although Banzai took a hiatus for a while, the club did not stop its activities. Matt Shostak hosted the October club meeting at his house, and if memory serves, Aaron Schwoebel defeated Eric Gerstenberg in *To Clear a Roadblock*, Kirk Woller defeated Matt Schwoebel in *Tiger Route*, Carl Kusch stopped Andy Milder in *They Fired on Odessa*, and Chas Smith stomped Matt Shostak in *Wotanstellung*.

The November meeting, at Kirk Woller's place, had a smaller turnout, with Jeff Toreki defeating Matt Schwoebel in *Under the Noel Trees*, while Matt Shostak's Germans stopped Kirk Woller's Americans in *Scouts Out*.

Mike Seningen hosted the December club meeting. Carl Kusch surprised Jack O'Quin with a staunch defense in *L'Abbaye Blanche*, while Mike Seningen toppled Jeff Toreki in *A Breezeless Day*. Two new club members showed up, Sam Tyson and Matt Scheffrahn. Being new rookies, they played non-ladder matches against Aaron Schwoebel and Matt Shostak.

David Hailey hosted the January meeting, on the weekend before the Super Bowl. This was also the kickoff of the club mini-tournament. Hailey dispatched Shostak in *Auld Lang Syne* while Kusch eliminated Toreki in *L'Abbaye Blanche*. In non-tourney games, Chas Smith beat up on Sam Tyson in both sides of a double header of *The Gingerbread Men*, Seningen stopped Gerstenberg in *Setting the Woods on Fire*, and managed a win over Carl in Carl's favorite scenario, *L'Abbaye Blanche*.

In January (or February?) Mike Seningen found himself with an entire house for the weekend and nothing to do, so he put the word out to the club. Matt Shostak, Jeff Toreki, and Eric Gerstenberg showed up for a marathon session of *Dzerhezinsky Tractor Works* that lasted all Friday night and continued throughout Saturday. The game went the full eight turns, a remarkable outcome, and the extra time helped Matt's and Mike's Germans prevail. The concept of a marathon session to try to complete a small campaign or monster scenario was proven, with everyone involved agreeing that it would be worthwhile to try again.

Team play actually speeds things up in these large monsters, as both players on a side can execute their moves nearly simultaneously without interfering with game mechanics very much, if at all. Stay tuned, as the next one might involve team play of *RB CGII*, *The Last Bid*, or another *Tractor Works* campaign.

In April, Matt hosted again. Six players attended and played three games. The first was a nailbiting match of *The Puma Prowls* between Eric Gerstenberg (German) and Carl Kusch (Russian). It all came down to a last-turn faceoff between one Puma and one T-70 commanded by a 10-2. The Puma bounced several shots off the Russian tank, immobilizing it and even getting a possible shock, which the commander laughed off. He then destroyed the Puma with intensive fire. Eric thought he had lost the game until

he reread the Victory Conditions (always a good idea) and discovered that immobilizing an AFV counted for victory points, giving him the win.

Both other games were playtests of scenarios created by club member Chas Smith. In *The Guns of Naro*, Sam Tyson's Americans bested Andy Milder's Italians in a close one, while Mike Seningen's Germans stopped Matt Shostak's Americans cold in *Trench Warfare*, aided in large part by a hit from a 75L that turned a stack of 9-2, 3x.50cal/3-4-7, 2xMMG/1-2-6, MMG/3-4-7 into nothing but unpossessed equipment. The 12+0 roll was a 3, giving a K/3. The three .50-cal half squads tied and were eliminated. On the 3 check, the 9-2 boxcarred into oblivion and the other infantry broke. Then they all broke again on the LLMC. Add this one to the "This Happened To Me" file.

The club held its May meeting at Jim Knatcher's place on Saturday, May 30th. If you didn't show, you missed a good time. Kirk Woller's Germans stopped Matt Schwoebel's British in *Franzen's Roadblock*, while Eric Gerstenberg's Americans defeated Jim Knatcher's Germans in a high firepower urban shoot out called *Cross of Lorraine*. Matt Shostak's Japanese eked out a win against Aaron Schwoebel's combined Chinese/American contingent in *Men from Mars*.

Club Ladder: As of 6-23-98 [REDACTED]

The following tables list the ladder standings for active and inactive players and the results from recent Ladder games. Please report your ladder results to Matt Shostak.

Players who have not completed a Ladder game in the last six months are moved to the Inactive list. Matt keeps their records and scores, and they can return to active status at any time by completing and reporting a Ladder game.

Club Ladder for Active Players

Player	Points	Record
Chas Smith	1596	51-12
Matt Shostak	1550	64-19
Mike Seningen	1420	37-15
Jeff Toreki	1274	15-17
Tom Lavan	1133	5-3
David Hailey	1091	16-17
Eric Gerstenberg	1029	19-32
Ed Mott	1024	1-1
Jack O'Quin	1022	8-11
Andy Milder	1011	11-24
Todd Hively	993	9-22
Aaron Schwoebel	990	2-4
Eric Barry	985	2-4
Robert Esparza	982	3-3
Kirk Woller	970	27-40
Duane Blocker	967	0-1
Dave Morganthaler	962	0-2
Carl Kusch	925	4-10
Matt Schwoebel	915	1-4
Jim Knatcher	849	0-8
Sam Tyson	867	0-9
Mike Austin	807	1-9

Club Ladder for Inactive Players

Player	Points	Record
Bob Purnell	1049	11-8
John Phelps	1038	1-0
Tom Woller	1037	1-0
John Poole	985	0-1
Greg Swantek	981	6-8
Gary Dillard	980	1-3
Joel Bonham	966	0-1
George Fritz	963	2-3
Chuck Lemons	952	0-2
Rodney Lester	879	0-5

Recent Results

Winner	Versus	Scenario
Shostak (Pol)	Toreki (Germ)	First Contact, First Defeat
K Woller (Germ)	Gerstenberg (Amer)	Ripe Pickings
Seningen (Germ)	Gerstenberg (Amer)	Parker's Last Stand
Milder (Ital)	Austin (Brit)	The Taking of Takrouna
Toreki (Brit)	K Woller (Germ)	Faugh A' Ballagh
Seningen (Russ)	Gerstenberg (Germ)	Powderworks
Gerstenberg (Amer)	K Woller (Germ)	Morgan's Stand
Milder (Fren)	Seningen (Germ)	Death on a Hollow Road
Seningen (Germ)	Milder (Fren)	Death on a Hollow Road
Seningen (Amer)	Shostak (Jap)	Tangled UpBlue
Seningen (Germ)	Hailey (Fren)	In Front of the Storm
Shostak (Brit)	Tyson (Germ)	Cold Crocodiles
Shostak (Germ)	K Woller (Amer)	Probing the Villas
Shostak (Russ)	A Schwoebel (Germ)	Bread Factory #2
Seningen (Pol)	Kusch (Germ)	Into the Fray
Shostak (Germ)	Knatcher (Russ)	With Flame and Shell
Shostak (Rep)	Hailey (Nat)	A Civil War, Not a Gentleman's War
Toreki (Germ)	K Woller (Fren)	Le Herisson
Toreki (Russ)	Gerstenberg (Germ)	Valhalla Bound
Gerstenberg (Germ)	Kusch (Russ)	The Puma Prowls
Gerstenberg (Amer)	K Woller (Germ)	The Bridge at Cheneux
Milder (Germ)	Gerstenberg (Russ)	The Red Wave
Shostak (Germ)	K Woller (Russ)	Every Man a Fortress
Shostak (Germ)	Hailey (Russ)	Debacle at Korosten
Shostak (Germ)	Knatcher (Brit)	The Crux of Calais
K Woller (Germ)	Milder (Fren)	Strangers in a Strange Land
K Woller (Germ)	M Schwoebel (Brit)	Franzen's Roadblock
Shostak (Jap)	A Schwoebel (Chin/Amer)	Men from Mars
Gerstenberg (Amer)	Knatcher (Germ)	Cross of Lorraine
Smith (Brit)	Tyson (Germ)	Please Hurry
O'Quin (Russ)	Shostak (Jap)	Kravchenko's 6th Guards Tank Army
Shostak (Amer)	Kusch (Germ)	Morgan's Stand
Shostak (Amer)	Kusch (Germ)	Morgan's Stand

Austin ASL Team Tournament Results

Here are the results from the 6th Annual Austin ASL Team Tournament. And following the results, we present for your edification and amusement the traditional Banzai!! awards.

Winner	Versus	Scenario
Toreki (Germ)	Smith (Russ)	First To Strike
Shostak (Rep)	Milder (Nat)	Italian Brothers
Gerstenberg (Part)	Austin (Yugo)	Balkan Dawn
Seningen (Russ)	Tyson (Germ)	Commando Schenke
Hailey (Germ)	Kusch (Pol)	Bloody Harvest
Smith (Germ)	Mott (Nor)	Triumph Atop Taraldsvjikkfell
Shostak (Germ)	Hailey (Brit)	Scotch on the Rocks
Seningen (Germ)	Gerstenberg (Brit)	House of Pain
Milder (Russ)	Kusch (Germ)	Eye of the Tiger
Austin (Amer)	Tyson (Germ)	The T-Patchers
Shostak (Grk)	Toreki (Ital)	Mount Pissoderi
Smith (Germ)	Hailey (Brit)	Sunday of the Dead
Milder (Germ)	Blocker (Russ)	Guryev's Headquarters
Smith (Germ)	Tyson (Russ)	Tactical Doctrine
Mott (Germ)	Kusch (Amer)	Gavin Take
Toreki (Germ)	Seningen (Russ)	Beyond the Pakfronts
Shostak (Amer)	Gerstenberg (Germ)	Ranger Stronghold
Kusch (Brit)	Austin (Germ)	Blazin' Chariots
Toreki (Russ)	Tyson (Germ)	Wintergewitter
Smith (Jap)	Austin (Amer)	MayhemManila
Hailey (Brit)	Milder (Germ)	The Kiwis Attack

The 1998 Austin ASL Team Tournament Banzai!! Awards

Most Surreal Moment—Chas Smith explaining to Andy Milder just how to drop the dice properly in the dice cup to get the right kind of action on the dice.

The Oscar Wilde Award—Eric Gerstenberg. The Thirst Master had us in stitches all day Saturday with his banter. The journey just wouldn't be the same without Eric.

Best Moment—Mike Austin winning his first ASL game ever and receiving an ovation.

Sling of David Award—Jeff Toreki for toppling both Chas Smith and Mike Seningen, 'nuff said.

Best Nickname Award—Eric Gerstenberg. Captain Thirstenberg, The Thirst Master, Captain Destructo, Major Johnson, Burstinflames.

Unsung Hero Award—David Hailey. We all owe David a big Thank You for organizing and running the tournament for the fourth straight year.

Landser Award—All those who showed up to go toe to toe with the enemy in cardboard combat.

Tailgunner Award—Sam Tyson for never complaining about his dice while going 0-4, including having dice against Jeff Toreki that would have simply incapacitated Matt "the Dice Whiner" Shostak.

Fact: U.S. General Douglas MacArthur's mother apparently had a difficult time accepting that her child was a boy. Until he was eight years old she kept him dressed in skirts and wearing his hair in long curls.

The Ladder System

[For those of you who may have wondered how the Ladder ranking system works, Matt has contributed the following information about how he calculates the ladder points, as well as a discussion of the benefits of participating in the ladder.—MA]

Calculating Ladder Points

To determine the number of points won or lost for a ladder game, calculate the base points and add the bonus points. This total is the number of points the winning player gains and the losing player loses. In addition, each player receives two free points for playing a scenario, as an incentive for participation.

The base points are fixed, depending on the difference in the players' scores entering the match. If the lower ranked player wins, he gains the number of base points listed in the *If Lower Wins* column of Table 4, while the other player would lose that many base points. If the higher-ranked player wins, use the *If Higher Wins* column to determine the base number of points each player wins or loses.

Table 4. Base Points

Point Differential	If Lower Wins	If Higher Wins
0–50	25	25
51–100	30	20
101–250	35	15
251–500	40	10
500+	45	5

To calculate the bonus point total, use the following equation:

$$Bonus = (1000 - (W - L)) \cdot 0.01$$

where *W* = Starting point ranking of the winner and *L* = Starting point ranking of the loser. Bonus points are FRU.

Why Play a Top Dog?

One purpose of the ladder is to encourage rookies to take on the veterans. This is how it works. Assume that two players standing 600 points apart on the ladder go head to head and the higher-ranked player wins, as expected. Looking at Table 4, we see that the base points equal 5. The bonus points are $(1000 - (600)) \cdot 0.01 = 4$. And, of course, each player gets a two point bonus for completing a ladder game. Therefore, the higher-ranked player earns 11 points, while the lower-ranked player loses only 7.

However, if the lower-ranked player wins, the base points equal 45. The bonus points are $(1000 - (-600)) \cdot 0.01 = 1600 \cdot 0.01 = 16$, and each player gets the two point freebie. Therefore, the lower-ranked player earns 63 points, while the higher ranked player loses 59 points!

Extrapolating out, you can see that as soon as more than 1000 points separates two players, the higher-ranked player actually scores negative bonus points to add to his base. Indeed, suppose 1700 points separates the two players, and the higher-ranked player wins. He gains 5 (base) + (-7) (bonus) + 2 (incentive) = 0

points. But if the lower-ranked player wins, he gains 45 (base) + 27 (bonus) + 2 (incentive) = 74. That's quite a difference! Obviously, then, the risk/reward analysis definitely favors the underdogs in this system, and is progressively more favorable for bigger underdogs. The result? Heavy heavy underdogs can learn from the masters for a very small price.

This Happened To Me...

Ever have something truly unusual or bizarre happen to you during an ASL game? If so, write it up and send it in for inclusion in a future issue of Banzai!! Matt tells us, "In a recent game of *With Flame and Shell*, my German forces generated five heroes. That's right, five. Three of those times, the unit generating the hero battle hardened to fanatic status as well. I'm wondering if this is some kind of record. Has anyone in the club generated more?"

"Another first for me in my ASL career was invoking *Massacre* when a guarding unit went berserk and I therefore had no choice but to have the unit shoot its prisoners in the next fire phase."

Top Ten Rejected Scenario Titles

By Matt Shostak

10. Six More Hours on Board 1
9. Today We Retreat
8. The Conscripts Are Coming
7. Dash for the Rear
6. Capitulation on Hill 30
5. Acts of Submission
4. So Much Dust, You Can't Hit Anything
3. If You Do Everything Right, It's Balanced
2. Boxcar Willies
1. A Dicey Affair

Correction

In Volume 3, Number 1, we incorrectly showed the placement of the Russian ATG. It should be in dI5, not dL5. Our apologies for the error.

Next Issue...

So far, next issue should include...

- A scenario analysis of *With Flame and Shell* (DASL7) by Matt Shostak
- A player profile of David Hailey
- Mike Seningen's favorite scenarios
- Club Meeting recaps

And much more!

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