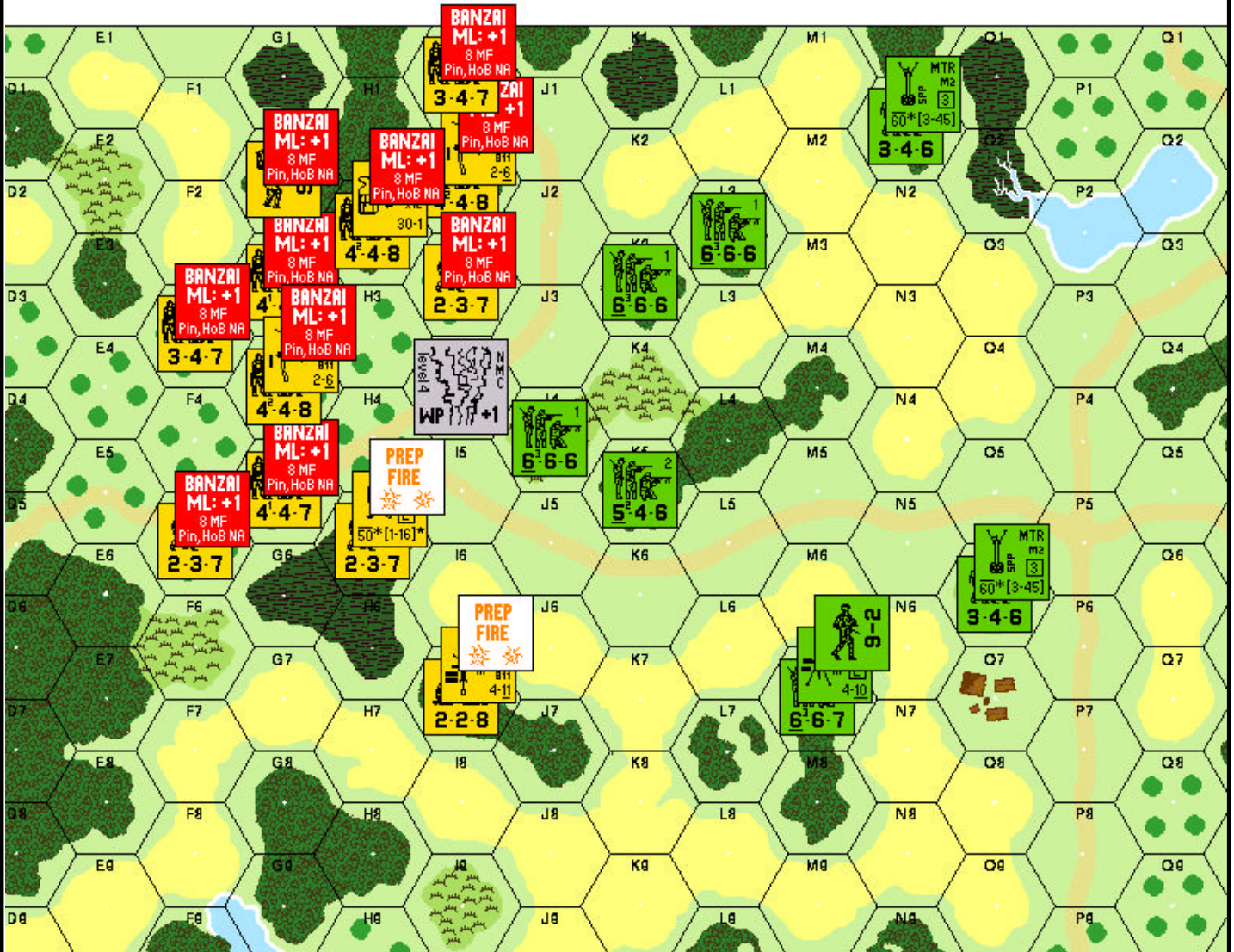


Banzai!!!



The Newsletter of the Austin ASL Club

April, 1999 Volume 4, Number 1

This newsletter is **FREE!** Don't let anyone charge you for it.

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Upcoming Event

7th Annual ASL Team Tournament



**6PM June 25th through 6PM June 27th
Lake Pointe Center Austin, Texas**

Editor's Corner



Matt Shostak

Since the last newsletter in November a lot has happened in the club. Most importantly, the Hell on Wheels Battle Pack was released by Bounding Fire Productions, which is comprised of our very own Chas Smith and Mike Austin. A large number of club members put in a lot of playtesting and proofreading hours on this project, and all of you can be very proud of your efforts. Hell on Wheels has been receiving nothing but very positive comments from those who have seen it, which reflects well on Chas and Mike and indeed the entire club. Great job guys!

Also of considerable interest to us is another changing of the guard for our local tournament this June. David Hailey is taking a hiatus after chairing the event for four very good years, and he is turning the reigns back over to Mike Seningen, who founded the tourney and ran it for the first two years. We owe both gentlemen our gratitude for running this event for our benefit. Thanks guys. Mike has secured a location and a date, and has been working on prizes and format. The tourney will be held at Lake Pointe Center in West Austin the weekend of June 25-27. We have received some inquiries from out-of-towners about this year's tourney. In fact, one Houstonian boasted that his group would come to Austin to show us how to play this game! Let's make this year our best turnout ever. It promises to be another fun event. Mike Seningen has created a web page that contains the important tournament information, <http://www.angelfire.com/tx2/seningen>.

Several new players have contacted us recently, adding to our overall membership. In fact, the size of the club puts us at a crossroads. The days when one guy could keep everything together are long gone. Help is needed everywhere, but thankfully what is needed most is the most fun: playing the game. Next time you are looking for a game, instead of calling your old reliable opponent that you play very often, look at the club phone and email list on the web page and try to find someone who hasn't played much. Make it part of your regular playing schedule to try to work in a new opponent every once in a while. I fear that already some prospective new players have fallen through the cracks because they never heard from anyone. Don't let potential new players slip away! If you want a large group of players available in the area, you have to make an effort.

Our "Team" Tournament is really two tournaments for the price of one! The "main" tournament has two person teams of all skill levels match wits to have the honor of seeing their names emblazoned on the Austin Memorial Cup. Teams will be randomly but fairly assigned at the beginning of the tournament. Success of a team is based upon their tournament games relative to their comparable strengths. While we take great pride in our "team" Tournament, we try to take the pressure off players and teammates by focusing on the most important aspects of ASL -- lots of dice rolling, and tons of fun! Basically the tournament is a weekend long excuse to play some ASL!!!!

The tourney inside the tourney has players challenging for the coveted 10-3 Award. This honor is bestowed to the individual who perseveres throughout the weekend and bests all comers. The XO (or 8-1) award debuts this year to the novice/intermediate ASL'er with the best performance! Rock the grognards' weekend and take all three honors!!!!

Additional awards include the Major Johnson Award, given to the player who plays the most ASL over the weekend, as determined by a formula that takes into account scenario size and complexity. The expression "the most fun wins" holds true for this award. After all, that's what ASL is all about - having fun. Austin is a laid back city, and our Tourney matches that attitude. Join the Austin ASL Club in their annual battle royale.

The Team Tournament has a new director and a new home for 1999. EVSX, Inc. has graciously let us heathens use their office space as the new home of the tournament. David Hailey passes the director's torch back to Mike Seningen, who founded the tournament in 1992.

EVSX, Inc. is located in the hills 15 minutes west of Austin in the thriving metropolis of Bee Caves. From downtown Austin, take 2244 West (Bee Caves Rd) through Westlake, and continue past Loop 360 roughly 8 miles towards HWY 71. One mile east of HWY 71 will be a two-story office building. This is Lake Pointe Center, and it's practically the only major building in Bee Caves. The tournament will be held on the second floor.

Registration this year is \$15 before 6/1/99, \$20 thereafter.

For information please contact the Tournament Director,
Mike Seningen
11612 RM 2244 Suite 200 Austin, TX 78733
mikes@evsx.com (512) 288-3778

Tactical Analysis

HOW 8: Merzenhausen Zoo

Matt Shostak



Chas Smith and I were about midway through our first playtest of this scenario when I looked up at him and said, "This could be a really great scenario." I meant it, and I am very pleased with the results. The tactical situation and the variety of units involved excited me. Just look at all the cool units, on both sides! Lots of tough American infantry, supported by a bevy of their own tanks, plus a few on loan from the Brits, including three Crocodiles. Wow. Opposing them the Germans have a couple of very heavy hitters in the Nashorn (Rhino) and the JgPzIV/70, not to mention the two StuGs that are perfectly capable of holing many of the allied tanks. A couple of King Tigers and a couple of platoons of 8-morale infantry also reinforce them mid-game. In addition, I thought the scenario did a good job of showing just how powerful an American armored formation could be. This is one scenario where the Americans have room to maneuver all those wonderful tanks. *Room to maneuver* may be good for the tanks, but all that open ground can be tough on the infantry. The Germans are powerful adversaries who can take advantage of that situation. Each side will have difficult challenges to cope with. Crocodiles, Tigers, and even a Rhino – sounds like a zoo to me!

German Advantages: AT capability, King Tigers

German Disadvantages: Initial PTC, outnumbered

The Germans definitely have some good things going for them in this scenario. They have two PSKs, and the guns of the Nashorn and the JgPzIV/70 can easily penetrate any Allied tank. They also have two StuGs that can do some damage as well with their 75L guns, and a 50L antitank gun that can be a nuisance. Remembering that Germans have lots of inherent panzerfaust capability in 1944, and also antitank magnetic mines (ATMMs), we see that they have a lot of things that can kill enemy tanks. On turn 5 they get two more killing machines – the King Tigers. These guys are especially dangerous because they really have no fear of being holed by any Allied tank, at least not frontally.

Sometimes even all that stuff won't seem like enough though, because the Americans are coming on like gangbusters in this one. They bring nearly overwhelming numbers. How many times do you see 3 Crocodiles in one scenario? There are also nine other Allied tanks coming on, to support a total of 21 squads against the Germans' 13. Wow. Looks like the Germans will need every scrap of firepower they can get. The SBR that forces non-HIP German infantry to take a PTC can hurt also, because it will give the American player some intelligence, and it may also cause a few units to ELR. Ouch.

German Defensive Philosophy and Sample Setup

The Germans desperately need to hang on for 5 turns so that their reinforcements can save the day. During that time they need to take a heavy toll on the American forces so that they won't be able to bring overwhelming numbers into the town in the endgame. The defenders need to keep the American infantry from cooperating effectively with their tanks, but above all the Germans cannot afford to lose the armor battle early. If the Allied tanks are allowed to run wild, it will become much easier for the GIs to execute their attack and storm the town. Especially important, I think, are the Crocodiles. These monsters can really help leverage the American infantry into the town if they are able to get in close. Therefore, they are the top priority targets. If a decent shot presents itself, go for it. It would be especially nice to grease a couple of these guys at long range so that they never really get into the game, but I doubt the American will offer them up willingly to any such shots.

In a scenario of this size it's probably worthless to try to predict exactly what will happen; it's probably better to simply offer some rules of engagement that the Germans should keep in mind. Matching the right weapons to the right targets is part of the process of conducting a good defense. Obviously, the Nashorn's 88LL and the JgPzIV/70's 75LL can penetrate any Allied tank, so they don't really need to worry too much about what they're shooting at. The StuGs, however, will have some difficulty against the Crocodiles, Churchills, and the Jumbo. Of course,

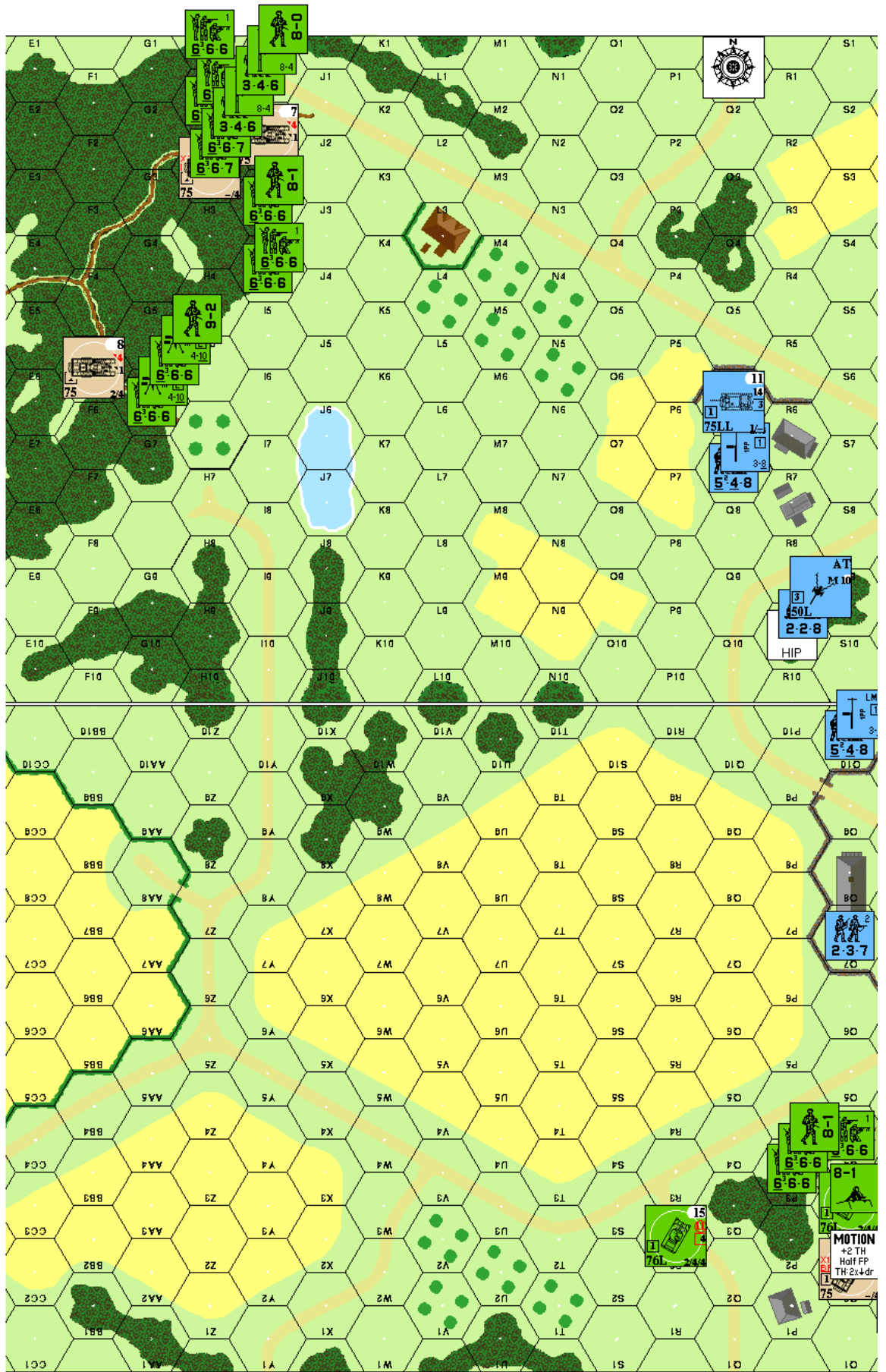
deliberate immobilization is always an option. The 50L AT can harm the Stuarts and a couple of the Shermans, but will also have difficulty against the heavier tanks. Although the PSK has a great kill number, in my experience it is rare to get more than a couple of shots with such a weapon before it either malfunctions or the owners are broken or killed by enemy fire. Therefore I think the HIP should be used for half squads as PSK teams. That will protect them from the pregame PTC of SBR 4, and increases their chance of getting a kill. I prefer to use low-quality troops in such a role, because I expect them to live very short cardboard lives once they are revealed. Why waste really good troops on a one-shot or two-shot weapon? One other thing I think the Germans should do, just about every time, is use the given dummy counters as 5/8" dummies, for a couple of reasons. First, 5/8" dummies are immune to the PTC of SBR 4, while 1/2" dummies are not and therefore may be lost before they do any good whatsoever. Second, with only four German AFVs available to confront the enemy horde of twelve powerful tanks, a little deception can go a long way in influencing the opponent's early moves. Your opponent might be willing to put a Crocodile or Jumbo in line of sight of a StuG, but probably not the Nashorn. Uncertainty about which is which might cost the American some valuable time.

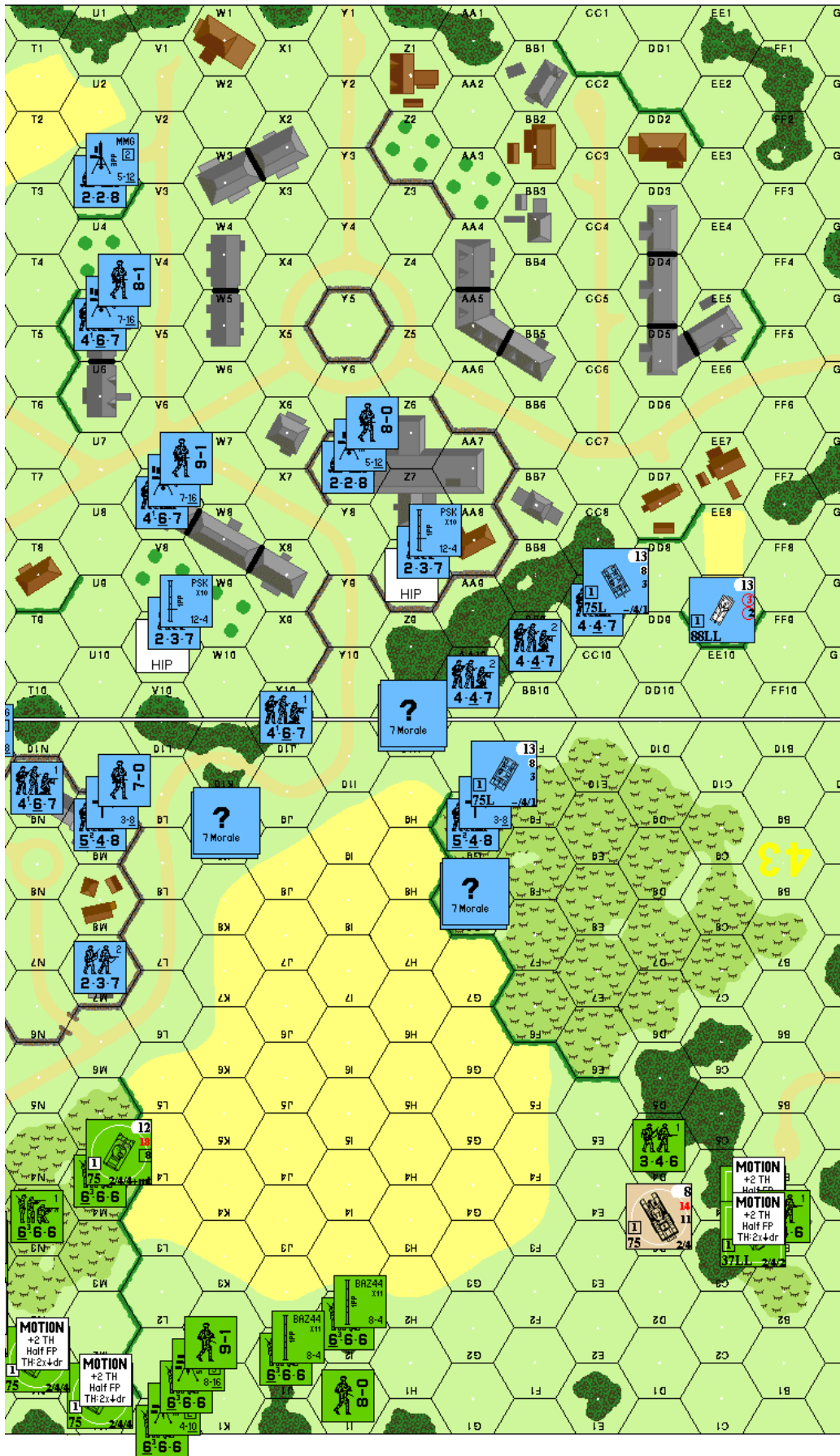
Now let's move on to a sample German setup for this scenario. As usual in my analyses, I have to offer my standard disclaimer: in no way do I view this setup as the best one possible, or even necessarily a very good one. So don't come whining to me if you use it and lose. Rest assured that I would not put my best stuff on paper for all my prospective opponents to see ("*Rommel, you magnificent bastard, I read your book!*"). But I do think it is useful to actually talk about a real setup, because it forces us to make choices with our unit placement and justify them (at least to ourselves) which is exactly the type of exercise we must all do when we sit down to play a real opponent.

All forces start the game concealed:

10Q6: JgPzIV/70, CA 5, boresight 10G6
 10Q7: LMG, 548
 10R9: (HIP) 50L AT CA 4, boresight 43T9, 228
 10U3: MMG, 228, boresight 10M2
 10U5: 8-1, HMG, 467, boresight 10M4
 10V7: 9-1, HMG, 467, boresight 10H0
 10V9: (HIP) PSK, 237
 43O10: LMG, 548
 43O7: 237
 43M7: 237
 43N9: 467
 43M9: 7-0, LMG, 548
 43K9: large ? x 2
 43J10: 467
 10Y7: 8-0, MMG, 228, boresight 43I2
 10Z8: (HIP) PSK, 237
 43H10: large ? x 2
 43G9: StuG IIIG (L) CA 4, boresight 43R3, LMG, 548
 43G8: large ? x 2
 10AA10: 447
 10BB9: 447
 10CC9: StuG IIIG (L) CA 3, boresight 43B6, 447
 10EE9: Nashorn CA 4, boresight 43M7

I have placed my Crocodile Hunter, the JgPzIV/70, to face the western attack force because there are two Crocodiles in that group. From his hullo down position behind the wall this tank destroyer can really force the attackers to be careful. No American player will want to risk losing one or both Crocodiles early in the game, and the 75LL gun is a huge threat. The German tank destroyers' biggest weakness is being attacked from the flank, and here the Americans have the numbers and the speed to do it, so care has been taken to protect these valuable German assets from flank assault. In the case of Mr. Crocodile Hunter, the building in 10Q7 protects him very well from the armor of the southern attack group. In addition to that, the 50L AT has been positioned nearby to drill any Stuarts that decide to get a little frisky and come after the JgPzIV/70 from the south. I have also taken pains to provide the JgPzIV/70 with an infantry screen. Their job is to keep American infantry of the western attack group away from the tank destroyer, so the tank destroyer can do its job of killing Crocodiles (or at least, keeping them bottled up at a distance and hiding). Close support is provided by the LMG, 548 in the 10Q7 building. The MMG, 228 in 10U2 has a nice field of fire across the





JgPzIV/70's front, and the 9-1, HMG, 467 ought to make the 10I1-10U7 road very hazardous. The other HMG in 10U5 also supports the tank destroyer. It is hoped that these units will be sufficient to keep the western attack group bottled up.

For this defense to work the rest of the German team, arrayed against the very powerful southern attack group, must do their part as well. In some ways their job is harder. Although there is only one Crocodile to contend with here, there are nine tanks altogether, three of which (the Crocodile, the Churchill, and the Jumbo) have little to fear from the StuGs. Moreover, the Americans have a bit more cover to work with in this area. All three dummy stacks are in this area, doing their best to masquerade as Nashorns or JgPzIV/70s. The Allies probably won't be in doubt for long as to what's real and what's fake, but the presence of these dummies might at least alter their initial turn somewhat. The Nashorn is the key piece, in my opinion. It packs the biggest wallop on the board, but it has a glass jaw. It is vulnerable to just about everything the Americans have. It probably fears infantry more than anything, because it has limited HE, and small arms fire could easily force the crew to button up. Most likely it would be curtains shortly thereafter. That is why the Nashorn is sitting in the back behind the hedge. I have to credit Jack O'Quin for showing me this position in our playtest match. It was a brilliant spot in our game. It was hard to approach it and yet it covered a key route into Merzenhausen. Moreover, once it begins to look a bit hot the Nashorn can start up and motor on over to the town square (exactly what Jack did) and obtain a hulldown position dominating the center of town. The StuG IIIG (L) in the nearby woods covers the Nashorn's flank in case a bold tank commander decides to speed down the board edge intent on killing the Rhino with Bounding First Fire. The other StuG IIIG (L) is in a position to shoot down the road all the way to 43X0, which covers the outskirts of Merzenhausen (the walled area centered on 43N8). Stacked with this assault gun is a 548 with LMG, in case a firelane is called for down the road. Notice that nearly all the vehicles and dummy counters are in concealment terrain. This is because vehicles lose concealment all too easily when not in concealment terrain, and I want the American to have a difficult time figuring out which tank destroyer is which. True, both the Rhino and the JgPzIV/70 are not in concealment terrain, but those spots just seemed like good places to put them anyway. A couple of half squads hold positions at the very edge of the village in 43O7 and 43M7 to act as a sort of picket line. Their job is to delay the Americans. Remember that all forces start the game concealed, so the American will not know what is there when he sets up. I am using the HIP capability here for panzerschreck teams. There are many good hiding places for them; I have simply chosen two. In this case I am playing it conservatively and posting the teams close to the village so that they might be able to fall back and rally after their first shot or two. A more daring approach might be to use them in the large brushy area to the southeast, where there are a number of clever spots from which to spring an ambush on a tank. Have fun with the HIPsters. Keep your opponent guessing. If each PSK kills one Allied tank, they will have done their job. The rest of the infantry are in supporting positions.

It's too difficult to predict exactly what will happen in the first half of the game, so let's get right to the German reinforcements. This is a very good group – a couple of platoons of elite infantry (with a panzerschreck) and two King Tigers with an armor leader. The Tigers will be very tough to kill, even from the sides and rear. Deliberate immobilization is probably their worst enemy, especially in the close confines of the town where they are likely to be engaged. Remember, however, that Crocodiles don't care what your armor factor is when they're using their flamethrowers. What to do with the reinforcements, of course, depends on the situation at the time. They can shore up the rear area buildings to prevent an American end run to snatch extra victory locations, they can reinforce a contested building, or they can counterattack to retake a lost building or two. The 10Z6 building might be hotly contested over the last few turns, so some of them might want to head there.

American Advantages:

Smoke, FT tanks, pincer attack, gyro stabilizers

American Disadvantages:

Distance to objective across open ground, morale

There's no nationality as good at putting smoke on the board as the Americans. Every squad has a smoke grenade exponent of 3, and just

about every vehicle has some kind of smoke ammo and/or smoke dispenser. That ought to help considerably in crossing all that open terrain. The Crocodiles are truly incredible weapons, and ought to strike fear into the hearts of the Germans. Still, the job ahead is a tough one, because the victory objective is far away across a lot of open terrain. The Americans will have to conduct a very solid combined arms attack, allowing infantry and tanks to help each other get to the town. Once in close with the enemy, the Crocodiles ought to be able to really make their presence felt.

The U.S. really has a great force here, coming from two angles. The weaker (western) force has two of the three Crocodiles! The stronger (southern) force has only one Crocodile, but don't expect your German opponent to show any sympathy. The western group's approach to the town is long and very open, so they will need help from their southern buddies who have a more direct approach and better cover. Still, most of the American infantry only has a 6 morale, making them very likely to break when they come under fire. It's not always easy to attack with 6-morale troops. Two eligible American vehicles can be equipped with gyro stabilizers, giving their tank force an extra card to play against their adversaries.

American Offensive Philosophy and Sample Attack

First of all, let's look at the task at hand. To win the American player must control 37 stone building locations within the German setup area at game end. That means that grabbing all of the stone buildings south and west of the 10Y1-Z5-GG6 road ought to be sufficient. Still, that's a long way to go and there's not a whole lot of cover. Next, let's look at the tools at our disposal. What a great ASL toolbox we have to draw from in this scenario! It seems that for almost any chore that crops up, we can find the equipment to get it done. Need Smoke? The M4A3s have WP7 (up to 8 because of their elite status). Or better yet, the Churchills have s8, sD7, and sM8. Every squad has a smoke grenade exponent of 3. Need firepower to crush an enemy stronghold in a stone building? There's nothing like a Crocodile for this job. Need speed and mobility to buzz around the flanks of those scary German tanks? Look no further than the Stuarts – they're fast and small targets to boot. Need infantry to take and hold buildings? You got it – 21 squads of corn fed American boys. The tools are all there. Using them effectively is the trick. *(If you really want to have some fun with your German opponent, complain that what you really need is some OBA or air support. I don't recommend this if your opponent has a short temper or is prone to violence.)*

It's interesting to debate which tanks should get the gyros. The Stuarts, with their small target size and speed, are good candidates. So are the M4A3s because of their white background ROF. The only thing I probably would *not* do is put the 8-1 armor leader in a tank with a gyro. It's just a matter of personal style, but I don't like putting all my eggs in one basket. One good choice might be to put both gyros in the M4A3s so that you can keep them in motion, making them slightly harder to hit. The Stuarts are already harder to hit because of their target size. Put the armor leader in an M4A3(76)W. Imagine a German tank destroyer trying to defend against a swarm attack where the leadoff man is a Stuart angling for his rear, point blank, then followed up by a gyro-equipped M4A3 coming from another direction, and lastly (if necessary) a cleanup hitter in the form of a 76L directed by an 8-1. Ouch.

The Americans have the equipment to be bold if necessary, but they also don't want to squander their tanks. When it comes time to wrest control of the stone buildings of Merzenhausen from the Axis it will be very helpful to have some vehicles available for VBM freeze. Better yet, it would be great to have a couple of flamethrowing tanks still in play. I really think the Americans need to protect the Crocodiles and make sure they get to the town to turn up the heat. It helps to keep some rules of engagement in mind in order to use your force most efficiently. You should try to identify the Rhino immediately and engage it with infantry but avoid it with your tanks. It probably won't stick around for long once you start getting some reasonable small arms fire on the crew. The JgPzIV/70 is tougher, because it will almost certainly be buttoned up. Infantry can still kill it in Close Combat or with a bazooka side shot, so they should try to do so if the opportunity arises. It may be necessary to swarm this beast with your own armor. Provided he doesn't get rate, and doesn't have supporting units knocking out your swarm before they get to the target, it should be possible to take him out with 3 tanks. The StuG

IIIG (L)s are an easier problem, because they can only realistically hurt the Jumbo with an APCR shot (usage number 4) or a critical hit. Therefore the Jumbo can just park beyond deliberate immobilization range and start shooting. The StuG will almost certainly lose this type of engagement. If he's lucky, he'll manage to move away without being killed. Obviously the StuGs are vulnerable to the same kind of swarming tactics as the other tank destroyers. In fact, the strongest side armor of any of the German tank destroyers is a 4, so any Allied tank can kill them through that aspect. Moreover, all the German tank destroyers are non-turreted and are therefore much more restricted in their ability to change covered arc if they are setup in a woods or building hex (or bypass of the same).

To help the infantry, the Allied tanks should probably be using their various smoke dischargers and smoke mortars every movement phase, not to mention Smoke and White Phosphorus ammo from the guns themselves. In combination with infantry smoke grenades, this kind of smoke cover can really help the assault along. Once in close proximity to the enemy the superior firepower of the American squads ought to make a difference on the IFT and in Close Combat. Infantry can even rescue a stranded tank, if enough of them can get smoke grenades between it and its enemy to block LOS. I know because I've done it. Smoke is probably the single greatest advantage the Americans have, so you'll want to use it well.

I think it is especially important to pay attention to spreading out and having good rout paths when you are using 6-morale troops. You definitely don't want to allow the Germans to break 3 squads and a leader with a single lucky shot. Take care when stacking. Make sure it is worth the risk. Large multi-location firegroups are great if you can put them together - low risk, high reward. Looking at the terrain, it appears that the western task force doesn't have a very good covered approach into Merzenhausen. They have the orchards around building 10L3 and a few small stands of woods, and they will have to make the most of them. The southern group appears to have two potential axes of attack with some cover. The first is along a northeasterly line roughly from 43P1 through the walled village and then angling toward the 10X8 building. The second is through the large brushy area on the eastern side of board 33.

Okay, enough with the generalities. Now let's look at one way to attack the given German setup. Remember that I am making no claims to knowing the perfect way to do this. I simply feel that a concrete example provides a good basis for further discussion, and I have to meet my page quota! Let's put the gyros in the M4A3s as discussed above.

All forces enter from off-board concealed:

10D0: 3x666
 10D3: 8-0, 2x667, BAZ 346, BAZ 346
 10D4: Croc (CA 2, CE), 8-1, 3x666
 10D5: 9-2, MMG 666, MMG 666
 10C5: Croc (CA 2, CE)
 10B5 Churchill (CA 2, CE)
 43R-1: M4A3(76)W (CA 1)
 43P-1: Croc (CA 1), 8-1, 2x666
 43O-1: 8-1 arm ldr, M4A3(76)W (CA 1), 666
 43O-2: M4A3 (CA 1)
 43N-1: 666
 43M-1: Jumbo (CA 1), 666
 43M-2: M4A3 (CA 1)
 43L-1: 9-1, .50cal 666, MMG 666
 43I-1: 8-0, BAZ 666, BAZ 666
 43D-1: Churchill (CA 6), 346
 43A-1: Stuart (CA 6), 346
 43A-2: Stuart (CA 6)

The opening moves by the American will be to attempt to get infantry into positions where they can see 10Q6 and 10EE9. Since those spots are not concealment terrain, a vehicle therein would lose concealment immediately. Therefore a squad (or deployed half squad) in 10D4 will go to 10G5 first thing. If it turns out that the JgPzIV/70 is revealed behind the wall in 10Q6, then the southern attack group knows that it does not have to worry about a 75LL engaging them right away. If it turns out that 10Q6 is a dummy, then the western flank Crocodiles can move about relatively freely (and probably ahead of schedule). If 10Q6 is the Nashorn, the tanks of the western group will lurk back in the woods out

of LOS until their supporting infantry suppress it, then they will move in for the kill. If it turns out to be a StuG, then the tanks can engage it on good terms, but not without some risk to themselves. Next the half squad in 43D-1 sprints CX to D5 to spot 10EE9. German fire may break this half squad before it gets to its destination, but if it succeeds we will know even more about the German dispositions. If this half squad fails, then the one in A-1 can sprint to B3 to achieve the same task. It is possible that both will be broken. That's war. You have to take some chances. All of the other moves will depend to some degree on what these initial scouts discover. For the sake of argument (and to be able to show a nice graphic of the turn one move) let's assume that each unit gets to where we've sent them, and spots the JgPzIV/70 and the Nashorn in their setup hexes.

Now, the western group knows it has a serious Crocodile Hunter in its path, so they will have to be careful to protect their flame-breathing comrades. The 3 squads in 10D0 can get to G1 and advance concealed to H0 and H1 with the idea of throwing smoke grenades in the road on turn 2. Probably only one squad goes in H0 because of the likelihood of coming under HMG fire from the other end of the road. The group in D3 will probably go to G2 and advance concealed to the H1-H2 area. The half squads with bazookas are important units because of the threat they pose to the JgPzIV/70, so the other squads will attempt to help their progress forward in future turns with infantry smoke grenades. The Croc in 10D4 will go to I2, where it can stop and put smoke on the board this turn and next. The 9-1 and 2 squads under it will go to H3 then advance concealed to I3-I4. The 9-2 stack will wind up concealed in G6 at the end of the turn, ready to put some long range hurtin' on the German infantry in their field of fire. The other Croc will go to H2 and stop, again thinking of smoking the road next turn, and the Churchill will go to F5 and stop, so that it can provide the 9-2 group with some smoke cover later if necessary. That German tank destroyer is a tough adversary, so it will require some coordination to get past him, especially considering all the supporting German infantry around it. This group will be careful, and hope the southern task force can help them by putting enough pressure on the other flank.

Knowing where the Nashorn is allows the Jumbo to drive to M4 and stop, where he can't be immobilized by any of the potential StuGs in the area, yet he can take 3 of them under fire. The 9-1 group will assault move to L0 from which they can use their firepower to strip concealment and help figure out just which stacks are dummies and which are really StuGs. The M4A3(76)W in R-1 goes to R2 and stops. The Crocodile could hang out in motion in the Q2 or O2 area, threatening to torch the walled village next turn. The 8-1 stack goes to P2 and advances to P3. The O-1 stack could armored assault to O3, and the squad could then advance to O4. The M4A3 in O-2 can hang back in motion somewhere in the N1 vicinity. The squad in N-1 goes to N2 and advances to N3, while the squad under the Jumbo goes to M3 and advances to M4. The M4A3 in M-2 would go to M1 or N1 and stay in motion. The 8-0 stack would go to I1 and advance squads to J1 and I2, while the leader stays in I1 for rallying. I like the bazookas in this general area because I want them close enough to at least have the opportunity to get close to the German armor. Both Stuarts wind up in motion in B2 and C4 bypass. At this point, the troops are poised to assault the walled village next turn. Soon we will know where the StuGs are, and the Jumbo very well might nab one of them. If he doesn't, the various tanks in our arsenal are poised to aggressively hunt them down. The Stuarts are standing by on the flank, ready to rush in and threaten Bounding First Fire from the sides and rear of whatever StuGs present themselves, or even the Nashorn if the opportunity arises. Knowing where the Rhino is, the Americans will strive to get some infantry in 43M7, from which they can fire at the crew. With a little luck they will stun them which will allow a Stuart to move in for the kill. At least they ought to cause the beast to withdraw to another position. Many of the tanks are also poised to put smoke all over the map to help the assault forward. The gyro-equipped M4A3s are hanging back waiting for their opportunity to dash forward with a bold move.

I can't really go into much detail about subsequent turns because so much depends on what is successful and what is not. The dice will give you setbacks and opportunities; you will have to react accordingly.

Conclusion

Rarely have I played a scenario that has given me as much enjoyment as Merzenhausen Zoo. I think it is fantastic because it has so many nice features. Both sides have exciting orders of battle and interesting units to play with. It has great replay value because there are many options for both sides. I'm sure some of you can think of better setups and attack plans. It also showcases the power of American armor in World War II in a way that I often don't see in ASL scenarios. For once the American side has the room to maneuver all those tanks and can even get gyrostabilizers into play.

During the playtest of this scenario Chas Smith (the designer) and I discussed balance provisions. It was ultimately decided to go with a point total alteration for the sake of making the balance more "tourney style". We also discussed a different set of balance conditions that might add to your fun factor and replay value of this scenario, but it didn't make it onto the scenario card. If you're interested in changing things up and want to give the German side a boost, change the Nashorn to a JagdPanther. If you want instead to give the American an extra edge, exchange one of the StuGs for a Marder. Chas told me that it was difficult to ascertain exactly what TDs/AGs were present. He said that sources had 80+ TD/AG present in LXXXI Corps at the time of the battle, and that many of these were from units destroyed during the fighting in France. The numbers reflect remnants of these destroyed units that were reconstituted into some kind of fighting force. Therefore almost any type of tank destroyer/assault gun could have been used in this scenario.

I hope this discussion has gotten you interested in playing Merzenhausen Zoo. I think you will enjoy it.

Welcome to the Front

Short Course to Success

Matt Shostak



So many tactics articles, in this newsletter and others, present the reader with a large number of advanced topics and clever techniques. I can just imagine many beginners, however, reading such articles and saying something like, "Great. He's telling me how to use Bounding First Fire and Riders when I still don't even play scenarios with vehicles yet." My experience with beginners has taught me that most of them are impatient to become better at this game, and therefore would be best served by articles that help them improve as much and as quickly as possible. Instead of being overwhelmed with a huge amount of tactical advice, wouldn't it be great to have a list of hints that is short enough to remember easily, and which will help you play ASL better right away? It is with that in mind that I present this short article, where I hope to point out the shortest path to quality play. That path requires the player to focus on a few hints in three basic areas: rules, tactics, and attitude.

I could say something trite about the rulebook like "know the rules." Of course, you want to know as much as possible, but here we want to concentrate on the most important areas, so I will limit my discussion to a couple of sections. Of all the rules in ASL, I think the rout rules in A10.x are the most important. Probably more troops are lost for failure to rout than by any other means. Knowing what is legal and what is not, and where units will be forced to rout, makes a huge difference. It can help you in setup, so that you position units with good rout paths to leaders that can rally them in relative safety. It can also help you decide when to shoot if you have a better idea when a unit is in imminent danger of death by failure to rout. Understanding the rout rules helps keep your cardboard soldiers alive, and it helps to eliminate the opponent's cardboard soldiers. It's as simple as that. If I had to mention one other rules section that it is worthwhile to spend extra time studying, it would be the defensive fire rules in A8.x. It is critical to know what your fire options are, and how to get the most out of your firepower. Units can often fire many times in defensive fire, so knowing how to do so helps tremendously. On the attack, it is useful to know how to limit your opponent's subsequent fire options. If you understand these techniques, you will have a better idea

of what your opponent intends to do with that half squad that he is running straight at your units, for example.

Let's move on to tactics, where we'll also keep it simple. The single most important ASL tactic I ever learned was skulking. Skulking is ASL slang for the tactic, most often used on the defense, of assault moving units out of LOS of the attacker, then advancing them (or other units) back to the front line in the advance phase. The idea is to give up an opportunity to prep fire in order to protect the units from attack, at least for that player turn. They wind up in the front line again, so that during the enemy's next player turn they can still fire at his units as he tries to continue his attack. In essence, this is a delaying tactic. Combined with multiple lines of defense and careful use of concealment, skulking can make a defense very strong indeed. It is a very simple tactic to learn and master, so beginners can start using it right away in their games. All it takes is discipline to carry it out carefully.

Lastly let's talk about attitude. Although ASL is a game of technical skill and luck, it also has a psychological element. It is important to have the right frame of mind, whether in a particular game itself, or with respect to your entire ASL experience. In a game of ASL, it is important to never give up until the game is over. I have seen so many players resign halfway through a game when things looked bad for them. Well, for one thing, the situation was rarely as bad as they thought it was. For another, the dice often swing back and forth, so by hanging on until the next turn of the dice, you can often find your situation improving. Rarely is a player so out of it that a few lucky rolls can't put him back in contention. Sticking it out to the end of each scenario also serves another purpose. It allows you to see how things turn out in the endgame. If you always resign early, how will you ever know how to play in the endgame of a scenario? Watching your victorious opponents execute their moves in the endgame can prepare you for later games. For example, after seeing an opponent work to gain control of the victory building in the last two turns of a game, you might have a better idea of what it takes to wrest control of a building from the enemy. Therefore you might have a better setup and plan for your next game. Now let's step back a bit and look at the larger picture. It is important to have the right attitude about your ASL career as well. Let's face it, as a beginner you have a lot to learn. Don't expect to win very often, especially against the better players. In other words, leave your ego at the door. Play hard and play to win, certainly, but don't be discouraged by defeat. Would you expect to take up martial arts and be decking the master after a few months? I doubt it.

Armed with this advice, a beginning player can play a healthy number of scenarios well enough to have fun and be somewhat competitive in them. The advice in this article is best suited for the defense in basic urban slugfests. It is in such scenarios that skulking is most prevalent. If you know the rout rules well and pay attention to your rout paths, understand how to get the most out of defensive fire from your units, know how to skulk and do it meticulously, and never give up, you should be able to play such a defense adequately. Welcome to the front.

An Offensive Story

Winter Offensive 1999 Tournament

Sam Tyson



What a ride! The tournament started on my birthday and just kept getting better. Six games over three days is a new pace for me, but it was all enjoyable.

The first game got started early Friday afternoon, so my opponent and I agreed to classify it as a warm-up game. Mark Walz was my opponent, and we decided on a new scenario from the ASL Journal #1. I picked J6, St. Barthelemy Bash since it was a DASL scenario and Mark agreed. We scrounged up the 6 DASL overlays, diced for sides, and got started. Mark's Americans set up in the heavy mist, and I brought the Germans on. The Americans get 4 76L AT guns in this scenario, and the Germans must exit 5 of the 8 AFVs in their OB through the center of the north edge. During Turn 1, Mark got a CH on a Panther that stopped behind a wall. The infantry and half-tracks pushed up the middle of the map, and

tried to find the other 3 guns. I sent two tanks on a flanking move up the east edge and across the north side of the map. This move got Mark to move one of his guns into a better position, but he did manage to kill one of the two tanks as it approached the exit hex. The half-tracks caused Mark much distraction, and he focused a lot of AT shots in their direction, knocking out most of them. I was glad to have such mobile resources, since they allowed the infantry to move up and overwhelm the American infantry and gun crews. With 3 guns out of commission and lack of infantry, Mark conceded during the 5th German turn.

The next game kicked off the official WO99 event for me, and I matched up with Joe Sylvester. I thumbed through the scenarios that he had, and we decided on the WCW version of Abandon Ship. This scenario has the Americans (me) doing a fighting withdrawal through the board 24 valley village, and trying to exit more VP off the edge of the map than the VP count the Germans get for each AFV and MMC across the gully. This one came down to the wire. A US baz-toting HS took out a German tank, which was preceded by a US hero grabbing a bazooka and taking out another tank in front of the roadblock. The Germans got 11 VP over the gully, and I was able to get plenty of guys off the board edge in the last movement phase to take the victory. This scenario was reprinted in the General, and Perry Cocke noted during our play that it had not changed from the WCW version. Play it if you can.

Now 1-0 officially, 2-0 overall.

The next game was with Steve Withers. Steve and I play VASL almost every Sunday and since we live about 2000 miles apart we had decided to meet and match up for our first FTF game at the tournament. I think our game left a permanent impression on Steve about how quick a tournament sized scenario can get out of hand for one side. We picked ASL A34, titled Lash Out. I got the Germans, and again had to exit off the other end of the board by going through or around an American force. Steve set up aggressively, and after two turns half of his force was gone. I broke a couple of squads and a leader, and then was able to eliminate them for failure to rout by getting a hero behind and adjacent to them. The other three or four American units were unable to stop the German push, and the British AFV Steve got as reinforcement only served as a PF practice target for the Germans. The grain fields made a comeback impossible, and I ran enough units to the exit edge to win.

Now 2-0 officially, 3-0 overall.

Perry Cocke sent Doug Bush my way next, since we were both 2-0 at that point. We set up after lunch on Saturday, and chose SP34 Frankforce. I got the Germans again, but this time I was defending the exit against a British force of 6 tanks and supporting infantry. I placed my two 88L guns towards the rear, covering the exit area with good fields of fire. I spread my infantry across the middle of the board, since I could not guess the direction the attack would come from. Doug took his only AFV with a high MP allotment down the edge of the board and circled around behind my infantry to the exit area. I moved my HS with PSK to cut him off, but I missed my shot. Doug chose to get the 5 points from this AFV and moved it off the board, rather than risking my PSK getting the best of it in the next turn. The other British vehicles were infantry support types, so they did not have much in the way of extra MP. Infantry assault and caution caused Doug to spend three or four turns getting across the first of the two boards. My infantry did not do much damage, but did cause the delay that was needed to build up a good defensive posture at the exit area. When the first platoon of two vehicles came into sight, one of my 88s opened fire and took care of them. One blazed during the movement phase and the other in my next Prep Fire phase. A couple of infantry units tried to outflank the 88L, but ran into a HIP 45L gun and were broken. The 45L crew then manhandled the small gun back to the exit area over the next two turns. The other 88L took out another tank, and the trap was set. Good dice left two wrecks in the first hex of the exit area, one of which was burning. Doug had enough units in the area, but they could not make it through the hail of mortar, MG, and AT gun fire to get enough VP off the board.

Now 3-0 officially, 4-0 overall.

About 10:00 p.m. on Saturday, I got set up with Bob Dyer in a battle of 3-0 records. Since it was late, we talked about playing something that would set up fast. Bob almost talked me into playing Guards

Counterattack, but the scorn of other players was too much for me to take. I pushed for something new, so we picked ASL J8, Block Busting in Bokruisk, a good old-fashioned German-Russian building control scenario. We dived for sides, and I got to defend as the Germans. Again. This scenario took us 9 hours to play, and it came down to control of three buildings decided by Close Combat. The Russians need to control four of the five multi-hex stone buildings, and Bob already had two of them. The first CC went Bob's way easily for his third building. The second CC matched a concealed German HS against two Russian squads. A German ambush result allowed me to withdraw into a different building hex, and maintain building control. Only one building was left to decide the outcome. The last CC pitted a German 4-6-7 against two 6-2-8 Russian squads and a 9-1 Russian leader. Bob missed the ambush by 1, and I missed my unlikely CC attack. It all came down to a 3-1 attack with a -1 modifier. If Bob rolled 8 or less, he would win. He rolled a 9. So my squad suffered CR, but the remaining HS was enough to keep control of the building for a German win.

Now 4-0 officially, 5-0 overall.

At this point, it was up to Perry to schedule the remaining players for the WO99 championship. JR Tracy and Eric Givler were also 4-0, and were already playing ASL J9, A Stiff Fight. Perry determined that the winner would be the champion, and I would play the other guy to decide second and third place. As it turned out, JR Tracy won the scenario and the championship, but Eric was scheduled to leave shortly. As a result, Perry declared that I would finish second, and Eric ended up third.

I FINISHED IN 2ND PLACE!

But there was still a lesson for me to learn.

Bob Bendis was still trying to get in a fifth scenario, so he talked me into a final duel. The lesson is....

Beware of the player that has worn most of the ink off of his counters and boards.

Bob's counter storage method had dissolved into a pile of a thousand counters, used in all of his previous tournament games. "Plenty of time for sorting later", he said. Uh-oh.

I showed Bob a couple of Hell on Wheels scenarios that I had taken, and we picked HOW11, Inhumaine. We both wanted the Americans, so we dived for it and I got the Germans plus the balance. I set up to guard the Chateau, and Bob poured in from the edge of the board like a true veteran. Soon I was engulfed in SMOKE and trying to limit the damage, but the green tidal wave just washed over me. My AT gun was well placed, but only managed one shot before the crew was broken. After 36 hours of ASL, my successful powers had been completely drained. I conceded, knowing that Bob's experience and early success in this scenario would be hard to overcome.

Now 4-1 officially, 5-1 overall.

Since this was after the awards had been handed out, the results did not alter the standings in the tourney. Bob finished 4-1 overall, and received honorable mention later from Perry.

All that in just three days. **Unforgettable.**



Player Profile: Chas Smith



My first exposure to boardgaming occurred in 7th grade when I received Panzer Leader as Birthday present. This soon grew into purchases of SL and its components. I never really learned the rules. I kind of just moved the counters around to "my own set of rules", and did dabble in a few ftf playings. By the time I was in 10th grade, girls and sports were of a higher priority, and the gaming boxes ended up buried in my Grandmother's garage.

My first real SL/ASL experience came during my sophomore year of college, when I met up with an old friend who had just recently purchased the ASLRB, BV, and Paratrooper. We must have played ASL/SL for about 7 straight days trying to learn the rules. I was hooked, but would not touch the system again for another 2 and a half years.

I purchased the ASLRB and some of the modules in October of 1994, soon after being commissioned and getting a paycheck. I initially didn't have much as far as ftf goes. That all changed in late November when I moved to Fort Sill. In an old General I saw an ad by John Ferris discussing an Oklahoma City club. Soon I was playing against him, Steve Tinsley, Paul Hornbeck, Mike Laney, and Mike Luozan. I got beat up a little at first, but stayed close by using military tactics. Under the teaching of Paul especially, I soon became a worthy opponent. My time at Fort Sill was soon up, and I moved to Fort Hood.

When at Fort Hood, I once again lacked ftf opponents. Someone informed of a group of players in Austin, and I contacted Matt Shostak. Soon I was a member of a fast growing club in Austin. There were many different opponents, and my skills continued to grow playing different opponents. Even though I did not think I was very experienced, I quickly established myself as one of the top players on the club ladder.

Soon my own interest in history and knowledge of operations led me into scenario design. As we all know, this led to the formation of Bounding Fire Productions and the creation of the Hell on Wheels Battle Pack.

I primarily like meaty, combined arms scenarios. The appealing aspects are the options a player has and the ability for luck to balance out over the course of a game. I do like playing scenarios with the Italians and Axis Minors. They offer a different challenge, as they tend to be weak in comparison with their opponents. One of my major disappointments is that to date the Axis Minors have not been completed. I feel that they are a much more of a major player than the Allied Minors are, and could open a new door to designing.

One of my pet peeves in scenarios is the type of units used. It just seems that way too many scenarios have Panthers and Tigers. Marders were a fairly common vehicle on the battlefield, yet they are used in very few scenarios. T-34/M41s were more common than T-34/85s even into the late summer of 1944, yet they are rarely seen in scenarios after Dec 1942.

My major rule pet peeve deals with OBA. I will not go in to some of the rules oddities on the processes and real life, but rather one part of the effects. Artillery firing high explosive has one great effect even without killing, and that is suppression. What I can not agree with is that units firing from an FFE get a +1 modifier, while units outside get the same for firing through or into an FFE. Basically, the side firing the artillery is just as equally suppressed as the infantryman is with shrapnel raining all around, and being shaken by massive explosions. I do not want to see the rules changed, as it may throw off balances in some scenarios, but it could have been too easy to have those inside of an FFE suffer a +2.

As a player most of my opponents classify me as aggressive, but not reckless. I conduct attacks in an audacious and violent manner, using every aspect of firepower and the rules at my disposal. My 'plans of attack' usually use actual military solutions, such as identifying support by fire units and positions, and assault elements that must take a certain objective. I am sneaky on the defense, and really like defending as the Russians. I do not hesitate to set up AT guns in my own minefields, or use CSOPs (see Banzai March 97). I also use concealment to the max, and only start shooting when the odds are good and it is time to starting derailing the attack.

Favorite Scenarios: David Hailey



Favorite scenarios, hmmm... I don't usually play scenarios more than once, but there are a few that are memorable and that usually leads me to ignore the 'play 'em once' rule. The things I like in a scenario are maneuver, options for attack/defense, variety of events, and a good amount of give and take. I guess, to put it simply, I like action!

Here are a few scenarios I've enjoyed over the years:

Bushmasters – This is probably my favorite scenario. Recording a win as the Americans may have something to do with it. I've always been a champion of the underdog, and this scenario fits the bill. It disappoints me that it gets dismissed as an unbalanced dog. It's a whole lot of fun! There are three different stages. First the Americans have to work their way through the sneaky Japanese setup and get close to the stream with enough time to prepare for phase two. Banzai! The attack out of the jungle is going to come and it's brutal. If there is an end game, it means the Americans survived the slaughter with enough to push for the final objectives. Sure, the Americans aren't going to win very often, but they can have fun trying.

Cold Crocodiles – This is a classic that I must agree with. Toys for everyone. The Crocs are the centerpieces, but the Germans have plenty to put up a good fight. What I like most is the many fronts to this battle. The fighting is spread out all over the map. It will play differently because of the concentration of value in each piece. The loss of an AFV, a German 88 gun, or an OBA module is devastating, but not insurmountable. This characteristic is missing from many nearly great scenarios.

For Honor Alone – This one doesn't get played enough. I guess because the French are involved. It's also a large scenario, but it's mostly infantry. I had a blast the time I played it. There are a few options for attack and the French have to be ready to react. I like the German mortars and figuring out how to best utilize them. Attacking with AT guns is kind of different as well. While it's not quite what I'd call a good 'combined arms' scenario, it's a wonderful exercise in mixing infantry with a few other pieces.

Bread Factory #2 – This one also probably qualifies as a classic and I've played it more than once. Powerful Germans, berserkers, Human Waves - this one has a bunch of cool stuff happening. It's quick, and the action is expected to sway back and forth. It's small, almost all infantry, but the loss of a valuable unit doesn't mean it's over. My personal story for this one involves Jack O'Quin. Having trounced the Russians early, I was able to setup up nicely for the inevitable Russian counterattack. The HMG was set to place a firelane down the road to chew up the Human Wave that was coming. Placing the firelane, malfunctioned the HMG. The Russians still took heavy losses, but a few stragglers made it across the road and succeeded in pulling off the victory. Just another reminder to never give up.

Hill 253.5 – This one also probably makes the list because of a personal experience, but I also think it has a lot of potential. The Germans have a tremendously powerful force with which to knock the Russians off the hill. The Russians either need to hold on, or take it back when the reinforcements arrive. My story begins by getting smacked hard by the Panthers. My entire initial forces were blown away. All my opponent had to do was position those monsters up on the hill and I was done. Luck happened to turn in a big way. Neither Panther decided to start. They were left useless at the bottom of the hill. I was able to advance on to the hill in the last turn for the win. The mighty Russian Air Force even managed to shoot down a Stuka! Never, ever give up.

If you haven't played one of these, I'd say you ought to. You won't regret it. And if you haven't played a Red Barricades campaign game, you ought to do that too.

Club Notes

Club Meeting Recaps

Since November 1998 there have been a few skirmishes at the various ASL war zones. Survivors have a hard time remembering details like dates and times, but a few scraps of information have allowed us to piece together a summary of some of the action. Some brave photographers even journeyed to the front line to snap some rare ASL combat footage. You can see some of these pictures on one of the club websites at <http://www.angelfire.com/tx/mbsas/> so surf's up!

The Shostak war zone was the site of one such clash. David Hailey journeyed from the Great White North that is Georgetown with the express purpose of delivering an ass-whooping to the league's leading griper, Matt Shostak. That he did as his Japanese overwhelmed the Ghurkas in *A Stiff Fight*. Meanwhile, Mike Seningen and Andy Milder dove into Stalingrad, where Andy's Russians ran into some poor luck and the always-solid play of Mike's Germans in *Before the Storm*. Newcomer Steve Eckhart from San Antonio and club stalwart Eric Thirstenberg ventured into Scandinavia as Eric's Finns held off a brutal Russian attack *At the Gates of Viipuri*. Jack O'Quin took on Hailey and Shostak in *Guryev's Headquarters*, a fun deluxe scenario also set in Stalingrad, but it was a no-decision due to time.

The next group clash was at the Seningen compound, where Mike's Americans overwhelmed Hailey's Germans in *Merzenhausen Zoo*. Shostak and Toreki played to an exciting last-turn conclusion in a playtest version of a scenario for Chas Smith's next project, the Herman Goring Battle Pack. Stalingrad was again the scene of some fierce combat as Andy Milder and Sam Tyson traded blows in *First to Strike*, with Sam's Russians ultimately prevailing in a close one.

A couple of weeks later the Seningen house was invaded by Task Force San Antonio. Neal Ague and Steve Desrosiers showed their faces for the first time on the Austin ASL scene, and got in two games. Steve prevailed in *Confusion Reigns* and *Hamlet's Demise*. Steve Eckhart was back also, this time to defeat Andy Milder in *The Dead of Winter*. Andy got his revenge in their second game, where his Germans were just too much for Steve in *The Puma Prowls*. A clash of titans was also underway as Seningen and Smith battled for top ladder honors in *Panthers in the Mist*. Smith's Americans pulled out the win, putting Chas back in first place.

Various other individual firefights occurred throughout the club since November. See the ladder results in this issue for details.

Biweekly Lunch Gathering!

Don't forget to join us every other Friday at 1300 hours down at Pok-E-Jo's on Fifth Street. Jeff Toreki sends out email reminders, or you can call Matt for information on the next get-together.

Club Ladder

Our Humble Club Ladder (updated Mar. 31, 1999)

Player	Points	Record	(Inactive players not listed)
Chas Smith	1618	54-13	
Matt Shostak	1586	71-21	
Mike Seningen	1516	44-17	
Jeff Toreki	1392	25-18	
Eric Gerstenberg	1196	28-38	
Tom Lavan	1133	5-3	
David Hailey	1127	18-19	
Bob Purnell	1110	14-9	
Steve Desrosiers	1042	2-1	
Greg Swantek	1018	7-8	
Ed Mott	1008	1-3	
Andy Milder	1007	14-28	
Mike Sosa	992	0-1	
Brian Roundhill	992	0-1	
Neal Ague	971	1-2	
Duane Blocker	967	0-1	
Jack O'Quin	964	8-15	
Sam Tyson	964	3-10	
Matt Scheffrahn	959	0-2	
Matt Schwoebel	951	3-5	
Steve Eckhart	943	1-3	
Kirk Woller	929	31-48	
Carl Kusch	903	4-11	
Dave Morgenthaler	889	0-4	
Aaron Schwoebel	851	3-14	
Jim Knatcher	849	0-8	
Mike Austin	791	1-10	

Recent Results

(Send ladder reports to Matt Shostak at mbs@zycor.lgc.com)

K Woller (Russ) def Gerstenberg (Germ) in Blood and Guts
 Toreki (Germ) def A Schwoebel (Russ) in Directive Number 3
 Toreki (Amer) def K Woller (Germ) in Chateau Nebelwerfer
 Toreki (Germ) def A Schwoebel (Pol) in Round 1
 Seningen (Russ) def O'Quin (Germ) in One Down, Two to Go
 M Schwoebel (Ital) def A Schwoebel (Grk) in Pride and Joy
 A Schwoebel (Ital) def M Schwoebel (Brit) in Across the Wire
 M Schwoebel (Finn) def A Schwoebel (Russ): Fighting Withdrawal
 Gerstenberg (Amer) def K Woller (Germ) in Peiper's Last Gap
 Gerstenberg (Germ) def K Woller (Amer) in Probing the Villas
 Gerstenberg (Brit) def Austin (Germ) in Tod's Last Stand
 Gerstenberg (Brit) def K Woller (Germ) in Piecemeal
 Toreki (Germ) def A Schwoebel (Russ) in One Eye to the West
 Toreki (Germ) def K Woller (Brit) in Tod's Last Stand
 Shostak (Germ) def Gerstenberg (N.Z.) in Point of No Return
 Purnell (Amer) def Desrosiers (Germ) in Under the Noel Trees
 Shostak (Germ) def Sosa (Amer) in Gavin Take
 Gerstenberg (Amer) def Kusch (Germ) in Wollersheim
 Toreki (Amer) def A Schwoebel (Jap) in Mayhem in Manila
 Shostak (Germ) def Seningen (Russ) in Big Cats at Bay
 Purnell (Brit) def K Woller (Germ) in Taylor Made Defense
 Seningen (Russ) def Shostak (Germ) in Big Cats at Bay
 Hailey (Jap) def Shostak (Brit) in A Stiff Fight
 Seningen (Germ) def Milder (Russ) in Before the Storm
 Gerstenberg (Finn) def Eckhart (Russ) in At the Gates of Viipuri
 Toreki (Jap) def A Schwoebel (Brit) in Armored Fist
 Seningen (Amer) def O'Quin (Germ) in Carnage in the Night
 Shostak (Germ) def Smith (Russ) in Block Busting in Bokruisk
 Seningen (Amer) def Roundhill (Jap) in The Last of Their Strength
 Shostak (Brit) def Gerstenberg (Ital) in Ci Arrendiamo (Ital balance)
 Seningen (Germ) def O'Quin (Amer) in Scouts Out
 Seningen (Amer) def Hailey (Germ) in Merzenhausen Zoo
 Tyson (Russ) def Milder (Germ) in First to Strike
 Eckhart (Russ) def Milder (Germ) in Dead of Winter
 Milder (Germ) def Eckhart (Russ) in The Puma Prowls
 Desrosiers (Amer) def Ague (Germ) in Confusion Reigns
 Desrosiers (Fren) def Ague (Germ) in Hamlet's Demise
 Smith (Amer) def Seningen (Germ) in Panthers in the Mist

Recent Results (continued)

(Send ladder reports to Matt Shostak at mbs@zycor.lgc.com)

Gerstenberg (Russ) def Toreki (Germ) in Forest Fighting in Latvia
 Agee (Germ) def Eckhart (Russ) in Storming the Factory
 Toreki (Germ) def A Schwoebel (Brit) in Piecemeal
 Hailey (Amer) def O'Quin (Germ) in Peiper's Last Gasp

This Happened to Me

Mike Seningen



Two memorable moments vs. Chas Smith

The first one occurred during the Championship at the 1995 Austin ASL Team Tournament, playing "Cold Cross".

I move a Challenger in sight of a hip 88LL. The Gun fires and misses my tank, but Chas figures he has his Prep Fire and probably my Movement Phase to nail him later.

The Challenger tank commander (9-1) wets his shorts, rotates the turret, and nails the crew in the AdvFire. The crew CRs on a 12 morale roll. The Challenger commander pauses to clean his shorts.

During the German movement phase, a 658 squad enters the 88LL's location and mans it. He can fire in AdvFire at +2 TH, and +2 for unqualified, he would still hit the Challenger on a 7! The Challenger calmly proceeds to Critical Hit, wiping out the Squad and the GUN since the Squad decided to possess it!

Just this past weekend, Chas enacted his revenge in "Panthers in the Mist". I reveal a HIP Panther in a critical spot during American Turn 2. He has a plethora of targets. He waxes some infantry and salivates about how good his Prep Fire will be. A horde of infantry in OG, an Adjacent loaded HT, a Sherman M4, and at least one Stuart are in LOS.

During the American AdvFire the Sherman, who had just moved, changes VCA and fires Area Target type trying to acquire the Panther. He Snakes, but wait -- that's an improbable hit. Base 7, +1 BU, -1 large target, +4 Case C, +3 VCA change. Needs a 0. A subsequent dr of 1 yields a critical hit. His TK roll yields an Immob, which causes the Panther crew a task check -- which they fail! Bail out time.

In addition, the supporting 658 squad set up ADJ to the tank fails a MC on a 2+2 attack, and dies to failure to rout -- this allows a Baz toting Squad to now be Adjacent to the Panther.

The crew manages to survive bailing out, and re-crews the Panther. The crippled panther causes some annoyance, but the lack of mobility, and flanking squad seal its demise. The once impregnable position of the Panther turns into a mere speedbump, and the early opening of the flank ultimately yields a tough loss.

Next Issue

- Tactical Analysis and After Action Report for DASL 7, With Flame and Shell
 - A player profile of Jeff Toreki
 - Chas Smith's favorite scenarios
 - Finale of the Schwoebel RB Campaign
 - Return of the Weak-Ender
 - Club Meeting Recaps
 - Club Ladder
- And much more!

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