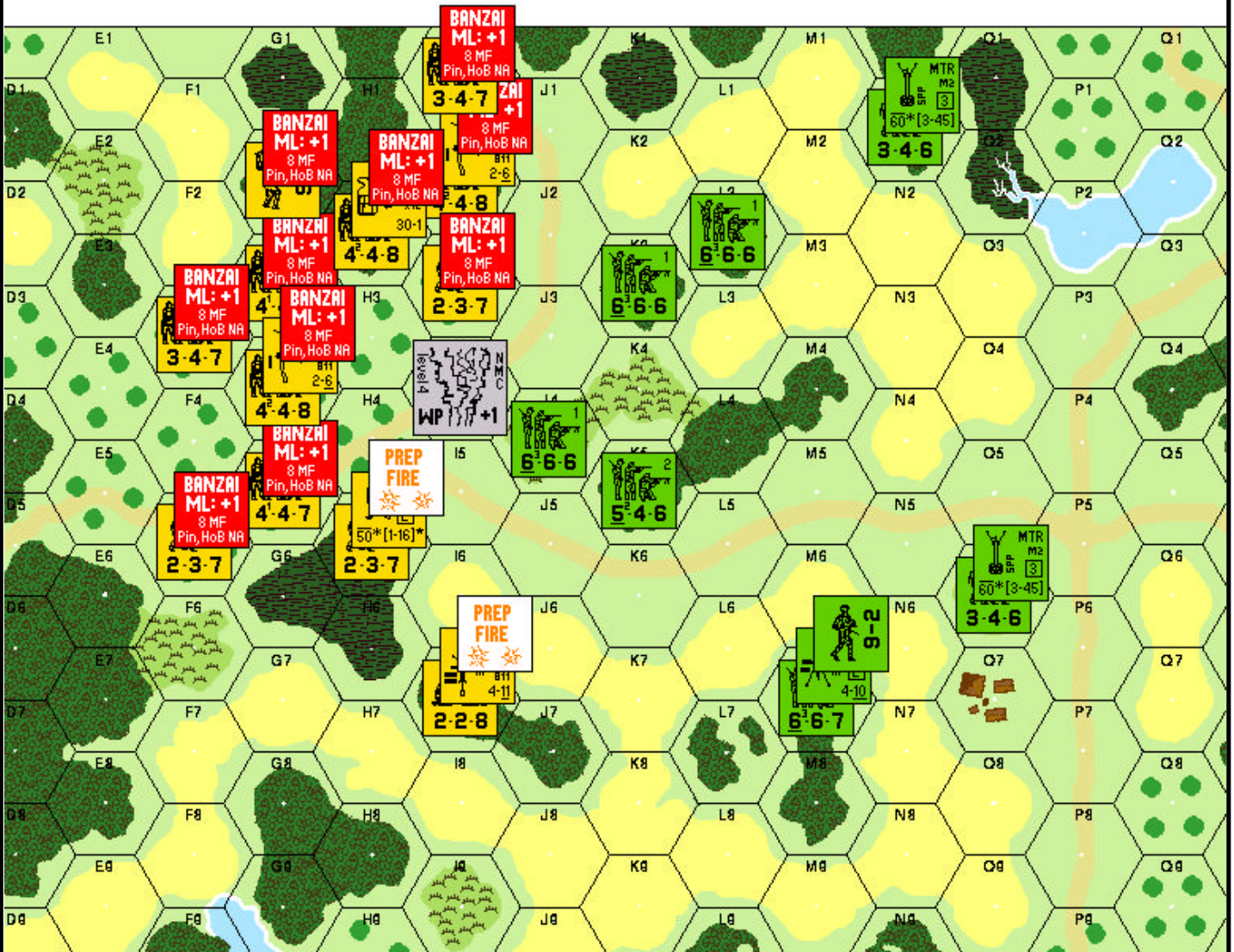


# Banzai!!!



The Newsletter of the Austin ASL Club

October, 2000      Volume 5, Number 3

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# Banzai!!

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## Editor's Corner



### Matt Shostak

I hope you enjoy this issue. From the table of contents above, you can see that we have some good stuff here. The club is currently basking in the afterglow of our most successful tournament ever. See Mike's wrap-up for the details. The best thing about the tourney was meeting several new (to us) Texas ASL players, and also meeting several out-of-state players who made the trip. Thanks guys. You made all the difference.

While compiling this issue I noted Andy's comments about speed of play (or lack thereof), and I think it's worth commenting on, especially since I have this space here on page 2 which I have to fill. Currently Andy is experimenting a bit with a chess clock, and I hope we can bring you an article about it in the future. We've probably all been guilty at one time or another of over thinking a particular move and thereby letting a game drag a bit. I don't really think this is a serious issue at all. Nevertheless each of us probably wouldn't mind being just a little bit more efficient when we play. I'm probably not the best person to comment on this because I don't consider myself a particularly fast player, but I'll give it a shot. Feel free to call me Captain Obvious, but here are a few suggestions you can employ to speed play:

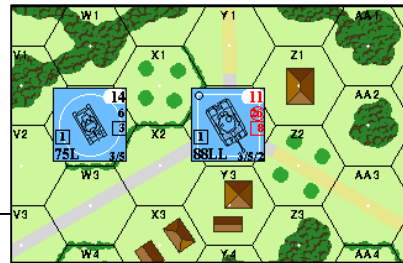
- *Choose a scenario beforehand.* Perhaps your games appear to drag because after showing up you took an hour to pick something that you were both happy with.
- *Look up necessary rules beforehand.* This only works if you've already picked your scenario. If you know ground snow is in effect, it can save time if both players are able to read the rules for it the night before the game.
- *Have a setup ready.* Picking the scenario should allow the defender to plan his setup ahead of time, so that the attacker doesn't have to twiddle his thumbs for an hour while his opponent does a setup from scratch.
- *Play the game.* Do you ever wonder why many experienced players appear to play faster? I don't. Generally speaking the more you do something the better you get at it.
- *Just do it.* I've seen players go into brain lock when they simply can't decide what to do among two or three alternatives that each has good and bad points. In my opinion this is the essence of gaming and is where the real fun lies. But dwelling overlong on it can be counterproductive and has a higher drag coefficient.

Sometimes you just have to choose an option and go for it! Hey, if it doesn't work you can always try something else the next time because you're playing faster.

- *Try a chess clock.* I'd hate to play speed ASL, like the chess players in the movie *Searching for Bobby Fischer*, but I think reasonable use of a chess clock could put just enough pressure on players to prevent too much dawdling. If you're interested in participating in Andy's experiment just give him a call or drop him an email.

Be patient with your opponents though. Everyone has a different experience level, a different comfort level, and a different pace for the game.

**Tactics Tip: Try using your tanks in pairs, with a wingman guarding the vulnerable flanks and rear of your lead tank. This can be especially helpful in protecting a tank like a Panther from a bounding fire swarm.**



## Tourney Wrap-up!!

### 2000 Texas ASL Team Tournament



### Mike Seningen

Here it is almost three months past the end of the 2000 Austin ASL Team Tournament. While I love to organize and host the event, writing about it is like pulling teeth.

First let me apologize for procrastinating so long. I owe it to the participants to thank them for making this year's tournament everything I could have dreamed of when I kicked off the ASL Team Tournament in 1993. While over the years we had struggled to attract the numbers we had hoped, a dedicated core of Austin's finest ASLers (as players and people) kept the faith and provided the necessary nucleus to keep the tournament alive.

Last year we saw a spike in attendance. After years of low to mid teen turnouts, we had 18 ASLers meet at a makeshift venue to perform our annual cardboard rituals. We had branched out and made contacts in other parts of Texas. The fruits of our labors were to really pay off for 2000.

Inspired by attendance in 1999, and listening to the cries of the players to "Give us more ASL!" the ASL Team Tournament took a chance and contracted the Best Western Seville in Austin for three full days of ASL.

By mid May, we had already pre-registered more players than had attended our record year of 1999. Players continued to register right up to game time on Friday. In fact the great guys from Kansas were waiting to break through the doors when I showed up bright and early Friday morning. By noon on Friday we had 28 players, and a total of 31 attended throughout the weekend. We would have had 33, more than double 1999 all weekend count, but two of our local comrades were called off for family duty.

The players hailed from as far as Portland, had road tripped from Kansas, flown in from Juarez, Mexico, and throughout Texas, representing Houston, San Antonio, Dallas, Ft Worth, the Rio Grande Valley, and of course Austin.

In fact we had nearly a 50/50 mix of Central Texas ASLers, and World All-Stars. For grins, we created two-mega Teams to see how each group fared (CTASL won with a combined 39-31 record to the World All-Stars 36-44).

As far as the teams were concerned, 15 teams were seeded, each consisting of 2 players, with South Texas with 3 players. In addition to the normal team play, each participant was eligible for the 10-3 individual award. Novice players were eligible for the 8-1 individual award as well.

Matt Shostak and Bret Smith were the class of the field. They combined for a score of 10.0, with 11 victories and only one defeat. In addition, Matt won the 10-3 award, accumulating a perfect 6-0 record against the strongest grouping of opponents whose .750 record against all opponents other than Matt shows just how dominant Comrade Shostak was that weekend. Bret pulled his own weight as well. He bested 5 opponents, with only a single loss on the scorecard. This effort earned him the 8-1 award. You can be assured you will not see Mr. Smith in the novice class in the future. Matt and Bret's combined 5-point margin of victory was the largest ever.

Despite failing his mechanical reliability DR, and having been forced to hitchhike to the tournament Saturday morning, Jeff Toreki, the reigning Team and 10-3 champion, also accumulated an unblemished record. His 4-0 record, combined with a lifetime best 4-3 tournament record by his teammate Mike Austin, was enough to best former champions Jack O'Quin and yours truly for second place team honors with 5 total points. Hat's off to Mr. Austin, as he quadrupled his lifetime win total!

Last year we inaugurated the Major Johnson award. This award goes to the individual who plays the most ASL. Only Matt Shostak could tell you how the formula works, but David Hailey must have interrogated Comrade Shostak and forced him to reveal the secrets to the formula. Again Major Johnson-Hailey stole the award. He basically scared most of his competition off Friday by playing *Ci Arrendiamo* ASL 58. This monster desert scenario racked up nearly half his 2227.75-winning total. Should David crack the formula next year, we'll have to retire the Major Johnson award and rename it "The Hailey".

Saturday offered a one-day, three round mini-tournament. We call it Texas Heat, a fast paced ASL day hiding out from the Texas weather -- rolling dice and enjoying some much-needed AC. In Texas in early summer, it's the rainy days we take off to enjoy the weather, the rest of the time we wish we were playing ASL!

Past experience has shown that some of our ASL brethren can't get a full weekend hall pass from their honeys. Last year we

began our Saturday only tournament. Despite the difficulty in completing three rounds in a day (a very longgggggg day), there was a strong demand to participate in another mini. Eight participants showed up bright and early to slug it out.

In a vain attempt to address the time limitations, I designed a points based scenario that would allow the best performances per nationality to advance to the next round. This had the side benefit of allowing a virtually unlimited number of participants. While that was not needed this year, it will likely be a feature offered in subsequent years. While the scenario was well liked, the Cheneaux map and the KGP rules required made the play a little slower for some of the less experienced players. Most players agreed with the concept and suggested that it be used again in the future. Now all I need to do is come up with a better (read easier to play) set of scenarios.

Alex Key, who was visiting nearby Fort Hood from his home in Illinois, saw our flyers on the mailing list. Loaded with a handful of goodies he donated as prizes, Alex arrived after a 2 hour drive ready to play. Boasting his "novice" status, the field should have been prepared as he steamrolled (or at least low rolled) the competition with three straight victories. Alex left us with bleary eyes as the Saturday-Mini threatened to roll into the wee hours of Sunday. Alex also left with the Texas Heat title and a roomful of new friends. Let's hope he gets to visit Fort Hood often and gives us a chance to regain some lost pride :-).

Bill Thomson of SL fame decided to slum with us this weekend and play ASL for the first time in his career. There was one caveat. Bill got to promote his Personal Leader Competition. With a formula even more convoluted than Shostak's Major Johnson criteria, Bill coerced a few masochists into joining his parade. After the dust settled, Steve Eckhart was sporting multiple promotions and toting a mighty spiffy plaque to honor his achievement. I shared a hotel room with Bill and got to chat with him -- though he wouldn't admit it publicly, or at least not to his SL buddies, he expressed that he had a pretty fine time and enjoyed his ASL experience.

The highlight for me was meeting up with Ray Wolosyzn again. I had met Ray in North Carolina when I made a rare road trip to attend a pair of Winds of War tournaments Ray hosted in the early 90s. Ray's business has him globetrotting. As a perk, Ray boasts he has played more different ASLers around the world than any other player. Sadly, Ray and I have never shared dice. That just means he'll have to return in the future to add another feather in his cap.

A close second was upon arriving Friday morning to see the Kansas ASLers foaming at the mouth to get the dice rolling. We figured while they were foaming, we might as well lather them up as well, and set them to work as human pack mules, transporting tons of gear from our cars to the gaming facilities. I first met Roy and Mike in Denver a couple WWFs ago. They brought along Bud and Randy, who decided he had so much fun at our tournament he refused to return to Kansas, and can now be found playing ASL for food in the Dallas metro area.

If you made this year's ASL Team Tournament, I wish to thank you. For those who couldn't make it this time, reserve June 22, 2001 on your calendar and plan to join us next year!

Remember to pre-register. Those that pre-registered this year raved that the BBQ buffet was awesome!

## Tactical Analysis: Dreil Team

**Matt Shostak**



*(This article originally appeared in the very first issue of Banzai. Back in those days we had a very small readership, so we thought we'd give it a facelift and run it again. Eds.)*

I chose *Dreil Team* (A37) because it is small and manageable, and quite exciting. The latest issue of the Internet record has it 50-45 in favor of the Germans, which suggests that it is fairly balanced. The attraction is that it is a tight little tournament style scenario featuring a greatly outnumbered German force, with no heavy weapons except a nearly invulnerable Panther, trying to hold back a mass of British infantry, using the flooded stream between them as a barrier.

**German Advantages:** unopposed armor (a Panther tank), defensive choke points

The Panther is clearly the Germans' best weapon. Its 18 frontal armor is too much for the British PIATS, which have a kill number of 15. As long as the German can prevent any opportunities for side shots, he can keep his tank in the game. An SSR even gives the crew morale of 9, though I probably wouldn't take a chance on recalling this magnificent weapon by exposing the crew to any decent IFT shots at all.

The British can only cross the stream at 4 points. These are the two bridges and the two endpoints of the stream, which are considered deep water by SSR (not flooded like the rest of the stream is). Moreover, moving into the deep water is slow and risky for the British. It costs 4 MF to enter such a hex, and the unit automatically becomes CX (B20.43). This makes it difficult to advance from W10 to V10 in the same turn that they entered the water. The trick is to declare CX movement before moving, enter the stream, and use whatever movement points are left to go into crest status on the other side. Then the unit can advance out in the same turn.

**German Disadvantages:** outnumbered, low exit VC

The British have 14 squads to the Germans' 6, and their total firepower, discounting ROF and the PIATS, favors them 70-52. They only need to exit 8 VP. That's just 4 squads, or 3 squads and the 8-1. You get the picture.

### German Defense

The German player must be ready for a fallback defense, but first he must cover the choke points with fire. There are several nice positions, but I would be wary of setting up any Germans in upper building levels, since this will make it harder to fall back when necessary. One should consider how formidable the Panther can be in J1. From here he can cover 2 of the 4 crossing places with point blank fire, and most likely get some sort of negative DRM to boot. When I played this scenario, the Panther parked in this position held the entire right wing of the British assault in check for several turns, since they had no smoke left for their mortar at that time. It may have won the game for the German side. Therefore I think the German should either start his Panther in this hex or move it there when it is needed. It'll take 2 turns to get the tank from Q10 to J1. A squad (or even just a half squad if the German is feeling bold) should go in either J2

or J0, to assist the tank in covering this approach. J2 is probably the better of the two. To cover the R7 bridge, I recommend putting a squad in P8. Another should go in O9 with one of the 9-1s, so they can start the game concealed and advance forward to help cover the crossing also, and to prevent the British from getting a bunch of lucky rolls to break the entire covering force on the first turn. It is worth considering putting one or both of the LMGs in this area, so that they can throw fire lanes across the bridge. This could be very intimidating to any British units wishing to cross. The other 9-1, with three squads and (maybe) the 2 LMGs, goes in the N6-M6 area. This area has the advantage of covering both bridges, while being out of sight of any British Prep Fire on turn 1. N6 has quite a few nifty lines of sight, notably to O1, L1, and S7. M6 can see O2 also. It could take the British a while to root this group of Germans out, depending on what they do with their attack.

Of course, as soon as the British 9-2 kill stack gets a bead on them, they'll probably have to relocate. K7 and K5 are good fallback positions. And the Germans **will** have to fall back. The British cannot be completely stopped in this scenario, only slowed. With that in mind, the German player must not only pay attention to his initial positions, but should carefully consider where he will have to retreat as well. One reason I like the LMGs in the N6 area is that I figure they should eventually wind up in the I6 building, where they can threaten fire lanes out to I1, and also have shots at the N9-M10 area. It can also conveniently see G9 and F10. D5 and B6 are good last-ditch positions. Note that all of these crucial positions for the German infantry are in the middle of the board. This is because, in my opinion, the greatly outnumbered Germans should try to choose spots with shots at both flanks, since there probably won't be enough troops around to cover each separately.

The German must be prepared to use his Panther as a fire brigade, to plug any holes the British start to exploit. This is the most mobile German weapon, so it should be repositioned when necessary to cover British lines of advance with its machine guns. Don't forget overrun possibilities, and don't give up any side shots to PIATS. A panzerfaust can also be a nasty surprise to the British player, since he has no armor. But his infantry in buildings and behind walls are eligible targets, and the German will want to keep in mind the potential of this weapon.

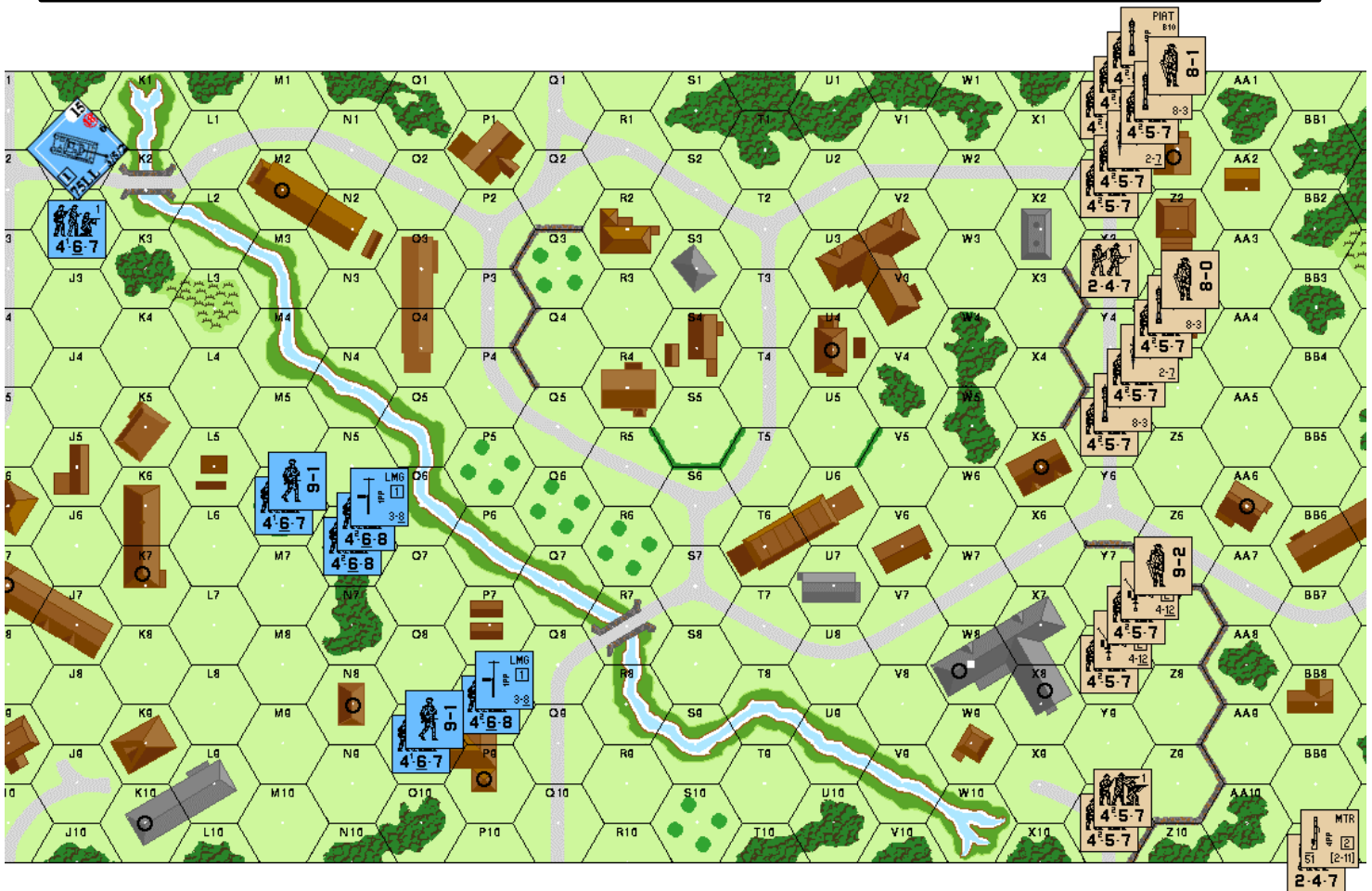
Lastly, as the game winds down, start figuring out which British units cannot possibly exit the map. There is no need to fire on these units, so knowing which ones are capable of exit and which are not may help to offset the numerical advantages the British have.

**British Advantages:** 9-2 leader, MMGs, 51mm MTR, numbers

The 9-2 is the best leader on the board, so I list this as a British advantage despite the fact that the Germans have a better leader to squad ratio. The MMGs have the best ROF on the board, and the numbers edge was covered earlier. I list the 51mm MTR because of its ability to place smoke (s7). This is probably the most important weapon the British have, and it should be guarded jealously. It is, however, a very dicey advantage. As soon as it runs out of smoke (and it can happen on the very first roll, believe me), it becomes just another support weapon.

**British Disadvantages:** choke points, unopposed German armor

I really don't know what else to list here. Usually in scenarios where the attacker must exit VP time is a great factor, but it



strikes me that with 9 turns available, time will be on the side of whoever plays well in the early game.

**British Attack**

The first thing that the British player should remember is the victory conditions. Only 4 of the 14 squads need to get off. With this in mind, I wouldn't worry too much about getting everybody moving right away in an attempt to get across the stream. I might even go so far as to count on certain units **not** exiting. This most likely would include the 9-2 kill stack, and the half squad with the mortar. I played one game where my opponent tried to wade the W10 stream hex with the 9-2, 2xMMG, and 2x4-5-7 in the early going. Well, a sniper came along and wounded the 9-2, and that coupled with the 4PP MMGs made it very slow going for them as they tried to get out into V10. During all this time they were not providing much needed fire support.

I think W8 level 2 is a good spot for a kill stack made up of the 9-2, 2xMMG, and 2x4-5-7. They should be able to get there with little difficulty. From there they can hit the P8 building with 12+0 shots, or hit the N6 woods with 12-1. That ought to drive the Germans away from the R7 bridge. Of course, a Panther in this area poses the threat of a critical hit with its gun, but that's war. Other positions, such as Y10 or Y6, provide the opportunity to hit the P8 building with Prep Fire on turn 1, but this leaves the kill stack exposed, so I probably would not chance it. I think 2 squads should start in Y10 with the intent of wading hex W10 as early as possible. This ought to put some pressure on the German right. In the Y2 area I would put 5 or 6 squads with a leader (probably the 8-1), a couple of PIATs, and an LMG. Their job is to move to the K1-K2 crossing area as soon as possible. By

themselves they represent enough VP to win the game, and their job is to keep the Germans honest. Remember double time and the road bonus, but beware of the lines of sight from N6 and M6! The rest of the force should go through the middle of the board. Many of these units could start the game concealed if set up right, and they should be able to stay away from any truly dangerous fire for a while. Some should head for U7 and T6, from which they are ready to rush the R7 bridge when the opportunity arises. If the K1-K2 area looks more promising, these units could be shifted there relatively easily.

Where to put the mortar is an important consideration. One good spot might be BB10. They could start the game concealed, and get to Z10 just in time to try for smoke in Q8 when their buddies are poised to cross. Another option would be to stack the mortar-toting half squad with a leader in Y2, with the goal of reaching O1 by turn 2. Remember, a leader can "lend" his 1PP to the half squad (A4.42). From O1, they could smoke either bridge area. Of course, the Germans in N6 need to be neutralized before I'd put such an important unit in O1. I would be wary of trying for smoke early in the game. It is too crucial to the success of the bridge crossings to risk losing it so early. Timing is everything.

Once across the stream in force, the British must press the Germans hard. Remember the usual tricks for limiting subsequent fire opportunities. Take advantage of Close Combat to tie up German units. Look for side shots against the Panther with the PIATs. Remember that deliberate immobilization can ruin the Panther's day. Don't forget that British units don't cower, so leaders can be used to rally the broken guys without losing too much in the way of fire direction. And don't forget how much time you have left. As I mentioned earlier, time will be on the

side that does well early. In some cases units that Prep Fire will not then be able to exit.

### Conclusion

The Germans sweat as they peer out of windows and from behind the cover of trees at the bridges the Tommies must cross. They know they are outnumbered. But the sight of the monstrous Panther heartens them. The British paratroopers have very little anti-tank capability.

Meanwhile, on the other side of the stream, the Brits move into their assigned positions. They must link up with the Polish paratroopers at Dreil, and Panther or no Panther; this small SS force is not going to stop them.



## Player Profile: Andy Milder



**Banzai!!!:** Tell us a little bit about your gaming background. How long have you been gaming? What was your first game? Are there any particular games that stood out over the years?

**AM:** I don't have much gaming experience at all. I hadn't really played any board games before ASL, besides the usual beer-and-pretzels games: *Monopoly*, *Risk*, etc.

**Banzai!!!:** When and how did you discover ASL?

**AM:** Back in '94-95 I worked as a post-doc on an experiment at Brookhaven National Lab. A fellow post-doc and collaborator on my experiment, Mike Hebert, hooked me up with ASL. We got in some good games, including a few days of a RB campaign. The data-taking phase of the experiment ended before we finished the campaign, unfortunately, and we had to head back to our respective home institutions. I didn't play for a while there, until I looked up ASL clubs on the web and found Matt Shostak and the Austin club.

**Banzai!!!:** What would you say are your ASL strengths and weaknesses?

**AM:** Uh, I have no strengths. Weaknesses: well, I've gone 0-4 against Sam Tyson, that's pretty weak. Seriously, I feel my major weakness is my lack of patience. I get bored very easily waiting for my opponent to do his thing. In order to speed play sometimes I'll rush a bit and make mistakes. I probably don't have the best personality for ASL. Also, I tend to forget things, maybe I have early onset Alzheimer's, but it's probably related to the patience thing.

**Banzai!!!:** Your team won the Austin ASL tournament in 1998 and 1999. Is it true that performing a three-peat is harder than winning it either of the first two times?

**AM:** Yeah, especially when you don't show up.

**Banzai!!!:** What is the best part of ASL? The worst?

**AM:** I like the fact that there are so many possibilities. Each time you move, or fire, there are so many different things the game allows you to do. It really lets you be creative and, in a way, express yourself. It's also fun when you roll low.

On the other hand, that complexity means that it takes a lot of time to play. I think that is the worst thing about ASL: the time it takes to finish a scenario. I've toyed with the idea of playing ASL with a chess clock, whipping through the moves, making the best decisions you can under pressure. Sure, you'd make lots of tactical errors and miss a few things, but do you think those guys in the battlefield had the benefit of quiet, uninterrupted, practically unlimited time to think about what their orders should be? I wasn't there, but I really don't think they did.

**Banzai!!!:** What does it feel like to be 0-4 vs. Sam Tyson?

**AM:** You mean Sam "Trash-Talk" Tyson? I try not to think about it. Actually I think only one of those was not a playtest, and they were all unbalanced dog scenarios. He wins by picking unbalanced woofers, getting lucky dice rolls, and distracting me with his incessant taunts. OK, I'm just kidding, Sam is actually a great guy to play.

**Banzai!!!:** What was your greatest ASL moment? Your worst? Funniest?

**AM:** Greatest moment- that's a hard one. Of course I've had my share of multi-sigma statistically improbable events, but anybody can get lucky. I tend to think the great moments are those rare occasions when I plan something clever, and (even rarer) actually pull it off. I wish I could think of one but I can't. Worst moment would definitely be losing to Sam Tyson for the 4<sup>th</sup> time, in fact I can't even make up anything worse than that. Funniest would be... uh... ASL is not a funny game.

**Banzai!!!:** What area of your play would you like to improve on most over the next year?

**AM:** The actual playing part.

**Banzai!!!:** Panther or Tiger II?

**AM:** I like stripes, so I'll go with Tigers. I don't know squat about tanks, so I'm pretending you're talking about the animals.

**Banzai!!!:** We'll get to your favorite ASL scenarios in another issue, so how about telling us what your other favorite games are?

**AM:** Since joining the club, I've played some other board and card games, mainly with Kirk Woller. Some of them are really a blast, like *Settlers of Catan*, *Illuminati*, *Stellar Conquest*, and the squad leader card game, *Up Front*, which is being re-released by MMP soon. It's pretty cool, and you can play a scenario in an hour or two.

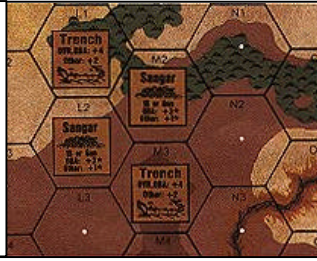
**Banzai!!!:** What are your other interests outside of gaming?

**AM:** I like to watch films and anime, also I brew my own beer and collect antique American watches. My real interest is my company, National Sensor Technologies Corp., of which I am part owner, and Chief Technical Officer. Check out our web site: <http://www.nsensor.com/>.

**Banzai!!!:** Any final comments to wrap up?

**AM:** No.

**Rules Reminder: Trenches can often connect directly to gullies or wadis. Read the first sentence of F8.6 carefully.**



## Favorite Scenarios: Kirk Woller



I despise ASL! The Design Your Own (DYO) component of the game, that is. The old *Squad Leader* (SL) game had at least one advantage over *Advanced Squad Leader* (ASL): a very workable and fun DYO aspect, and a rulebook that fit in your pocket.

Although the original game came with only a handful of scenarios, you could quickly graduate to the DYO and have a blast. I still very much prefer the SL way to the ASL method, which is quite disappointing. I do wish ASL had a friendlier DYO component that would let me configure some terrain, come up with a defense and some Victory Conditions, and then bid and buy for the attacker with the low bidder assuming the role of attacker against the predesignated defensive force. This, at least theoretically, should be extremely well balanced once both players gain a bit of experience with estimating what forces are necessary to achieve various objectives. I think this is a skill and an enjoyable part of the game that I miss and needs more attention in our club, in my opinion.

The obvious lack of DYO games in our club is evidence that something isn't quite right with the DYO system the way it currently works, or our club is set on pre-made scenarios and nobody wants to push for more DYO. Perhaps it is the rigidity of selecting forces. But whatever you think it is that keeps you from playing DYO there are, as compensation, hundreds of scenarios for ASL (Note to Ladder Czar: how do we handle DYO scenarios, since they by design will probably only have one playing ever? I haven't seen many, maybe none, posted.)

So, since no one wants to DYO with me (for whatever reason), here are some of my favorite pre-done scenarios.

**The Commissar's House (4):** This scenario comes on both the RB board and the geomorphic configuration; I think the geo one is more balanced but the RB board is more fun to play on. The scenario has flamethrowers, demolition charges, sewer movement, HIP, fortified buildings, booby traps, and high quality troops. In it the Germans give it their all to flush out those nasty Russians. It's a good rockin' experience to test your will and efficacy with fancy equipment, or a lesson in skulk-a-rama.

**The Liberation of Tulle (27):** Partisans decide to take the fight to a German security unit. With this scenario you can experience low quality troops in action, and how important that German MMG can be. Lack of multi-hex fire grouping for the Partisans will try your patience and have you begging for some kind of AFV support.

**Festung St. Edouard (KGP 2):** A small contingent of Americans is holed up inside a sanatorium, surrounded by Germans. The Americans launch an attack on the building,

uphill. I really like the feel of KGP and the real terrain with hills that cover whole boards. This scenario lets you practice attacking and routing on a hill and proper use of supporting artillery. You may drive yourself nuts trying to secure a victory as the German if you haven't dislodged those crazy Americans by mid-game.

**Probing the Villas (KGP 6):** A few Germans hold the village while a convoy of Americans comes rounding the hill. Again, the sloped terrain and off-road action with hidden mines and a Tiger II as reinforcement make this a fun and definitely replayable scenario.

**Peiper's Last Gasp (KGP 10):** This is a desperate run for the money in the Ardennes. The Germans, with fewer squads than the defenders, desperately try to move along the side of a hill while the Americans rain down gunfire, shells and artillery from the hilltop and from the 90L gun on the hill across the stream. Take the village or exit units; you will at some point have to expose the vulnerable side aspects of your AFVs if you plan to fulfill your VCs in time.

**Lehr Sanction (DASL 7):** An interesting British vs. German engagement on big hexes. Now if there were only big pieces I could read to determine whether or not that darned tank has smoke.

**The Guard's Counterattack (A):** "Stick by your guns", my 5th grade teacher said, when I gave an answer everyone else shouted me down on, and in the end was absolutely correct. So I'll say it, this is my favorite scenario. You can learn about crossing streets correctly, routing, fire grouping, building control, and how to handle the Russians' lack of smoke and deployment capability. Easy setup limitations gives the beginner a chance and makes the five turns doable without being an endurance test. More like a chess match, it is the small chances, the lucky die rolls, and the desperate moves that make each game different and a joy to play over and over again. Not complicated enough for ya? Remember, less can be more!

**The Streets of Stalingrad (C):** Can you say "human wave"? Basically this scenario adds the AFVs to scenarios A and B to make a great one-board scenario just thick with units. I really like the options available to both players, since on each half of the board German engineers with high-tech toys match the Russian guards. Don't be deceived; there are about sixty Russian squads and thirty German squads so the seven turns can take a while to play. I also like the die roll to determine who gets to go first!

**Tiger 222 (TOT 7):** I found this scenario when playing my brother after opening the pack from the mail while we were visiting my parents. A classic bridge crossing exercise with a twist: Schwimmgagens! The German has only five short turns to get across that bridge safely with his Tiger and associated troops intact, gaining victory through a combination of casualties inflicted, building control, and units across the river, while the Americans can frustrate the Germans with units on the other side of the river and building control. A great scenario with loads of replay value. Watch out for those hidden bazookas, mines, and AT gun!

## Top Ten Scenarios: A Newbie's Perspective



Patrick O'Brien

Let me first give you a brief history of my gaming habit. I have been playing ASL for about a little over a year now, and have been in a unique situation that has allowed me to play an abundance of ASL. Through this time, I have to date completed sixty-eight scenarios and two *Red Barricades* Campaign Games. I have one ongoing *A Bridge Too Far* CG, and I am embarking on a *Berlin: Red Vengeance* CG. Oh, and by the way, as if this was not enough, I have just started a *KGP I* CG via VASL.

Now that you know how much experience I have had in the last year, here is my list of my favorite 10 scenarios. A short synopsis on each will follow.

**Urban Guerillas (J1):** An interesting scenario, where the Russians must capture two of three victory buildings in order to win. The defending SS remnants of Das Reich have some serious advantages. The first of which is not their Panther tank, or the 88L AA piece. It is their ability to force the Russians to cross one of two bridges. Thus any position that can put fire on a bridge is going to be a good one for the Germans to occupy.

The Russians, on the other hand, are no slouches either. Twelve 4-5-8 squads, a 9-2, and three T34-85s promise to deal out death, combined with the HMG, a FT and 2 DCs. Reinforcing elements of the 30th Guards Heavy Tank regiment bring the promise of capturing an unaware German's force. Even if they don't, they do offer five 6-2-8 squads, an 8-1, and two IS-2m tanks.

Before playing this one initially, I asked the ASLML (ASL Mailing List) for opinions. I got many replies. It was suggested to me that if the Germans could hold the 23Y7 building until turn 4, it was all but lost for the Russians. My gut feeling was this was incorrect, and I have found the best chance for success is to pull the vehicles back across the river immediately. Also get the MMG, and the three LMGs across. Leave only a token force in 23Y7. Be aware, one of the CT AFVs can be driven into the building, and if it does not fall into a cellar, it will force the Russians to pass a PAATC and eliminate it in order to claim control of that Hex, assuming one of his AFVs does not kill it beforehand. Hiding it in relative safety for this maneuver may be a strategy worth considering.

All in all, this scenario offers a sizeable Russian force, certainly capable of completing its objectives if played properly. The defender has some options but has to be careful not to get encircled and cut off from retreat across the bridge. Definitely a 10 in my book!

**Send In The Sand Rabbits (FF8):** I have played this scenario twice. Both games resulted in German wins, despite the ROAR seemingly showing it as pro-Russian. (When I first played it, it was 9-0 Russian wins). Here a German force with some heavy hitting firepower is pitted against an initially overwhelmed Russian force. Then, however, the Russians get help, and counterassault. The Germans gain Exit VPs every turn for squads east of hex row T. This is a very unique victory condition, and I like it! The Russians also earn points for reinforcement elements exited off the west edge of the board.

Both sides have to worry about their lines being overrun; the Russians early, the Germans late, if the Russians stay close in

points. This is another scenario, like the first, where the Russian leadership is both more quality, and more quantity! Those poor late-war SS units do have a tough time, but there are some key locations on the map. If the SS can get to these, the Russians will be hard pressed to dislodge them. My second playing of this game came down to 3 CCs, and the German pulled it out. You have to love scenarios that come down to the last DR.

**Turned Away (RB6):** This was my first visit to Stalingrad. 5-4-8 German supermen were threatening to overrun my HQ building! Led by Mr. 9-2, the Germans have adequate firepower and forces to extradite the Russians. But, they have to locate the HQ!!! There are three possible buildings: one to the north, one to the south, and one in the middle. Which one is it? When I played this scenario, my opponent sent small forces to each possible location. The game came down to his inability to break into my fortified HQ. Some intense fire was exchanged from both sides, and the Germans pressed on relentlessly, however the Russian resolve would not be broken (amazingly, including my passing consecutive 1 and 2 MCs with a pivotal HS with HMG). In the end, this resulted in a Russian win. The HQ of the 179th Independent Engineer Company and the 138th Division HQ Guard Company would not fall this day! Let me note, however, the extreme respect this scenario and two *RB* CGs have given me for the 5-4-8. With assault fire, they are more of a threat if they forgo most of their Prep Fire and move instead. What, exactly, is the difference between shooting on the 5 (assuming you use IFT, not IIFT) which rounds to 4, or on the 4 for assault fire? It's a no brainer here, even if all you do is assault move one hex, fire 4 in the advancing fire, and advance another hex! Two hexes are better than one where I come from!

**White Tigers (A47):** A very fun scenario. Maybe not very fair, but very fun. A large Japanese force needs to take control of many locations from a stalwart British defense. Funny enough, this one too involves a bridge, and a ford. This scenario has plenty of options for both sides. The Brits can stand up front and try to perform a fighting withdrawal. Or they can make a stand behind the bridge and ford. The Brits, it should be noted, are in fact Ghurkas.

The Japanese assault likewise has many options open to it. First off, having an OB with twelve 4-4-8s and eight 4-4-7s is always nice. Five Japanese leaders promise **banzais galore!** Five radioless AFVs also help formulate the following strategy: three 4-5-8s, a 10-1 leader (like a commissar, and a -1 modifier giving the squads effectively a 10 ML if he passes any MCs he takes), setting up. Get to the bridge location. Then conduct a platoon movement banzai across the bridge! (*Is this legal? Ed.*) What fun we have today in the mud!

**Clash Along the Psel (A51):** Steppe terrain on desert boards! A ton, and I mean a ton of armor: 38 Russian AFVs vs. 22 German AFVs. German forces must make extensive use of their smoke capabilities in order to win. Some very open ground is involved in this one, as well as some troublesome situations. Some of the best cover to be provided will be from the dead wrecks that catch fire. Also, finally, a scenario which gives you a mild breeze at start combined with a force that has large smoke capability. Light dust kicks off during turn 4! Bring on the fun!

**Festung St. Edouard (KGP2):** More SS in this scenario, defending against the Americans. The Americans get all the toys they could want. There's a pregame bombardment, not one, but two modules of OBA, and the ability to set up a fanatic 6-6-7 and 9-1 in the victory building at start in a fortified location! What fun, what fun!



The downside, of course, is that the German OB has 6-5-8s, a flak panzer IV/20 with a 20 IFE and a rate of fire of 3, reduced to 2 for shooting IFE. A Panther with a 9-2 armor leader also promises to wreak havoc on that American assault, especially if they come running up the road! Overrun possibilities are endless in this one! My one playing of this one was a German win, but it was a lot of fun, despite the American player's mismanagement of his smoke capabilities.

**Totsugeki! (A60):** If you have played PTO, you probably played this one. If you do not play PTO, start! I swore for months I would never play PTO. I know little historically about the battles in the Pacific, and it seemed like a minor part of the war. What fun could come from that area? My answer came when I got together with local DC Conscript Aaron Krebs, and he kicked my keister at this one. My Japanese swarmed the first two guns, and were marching on the third. At least 6 times, no lie, we thought it was the final roll. Then it came to "well, if this happens, I can still win".

There was a banzai across the path, mortars scoring countless airburst hits, and Chinese units getting killed in HTH CC. What a blast. Two guns down.... Then, I banzai'd into one final CC. No effect, as I rolled an 11. Aaron likewise missed his roll. His half of the turn brought no change. One of the DRs we thought would be the final one was my crew throwing a DC into the hex with the gun and its manning crew. His crew broke.... yippee.... all I had to do is advance into the hex and claim the gun...my crew pinned! D'oh!

Then, from said HTH CC, I realized if I withdrew a unit into the now empty gun hex, I would get the win. Wouldn't ya know it, Aaron killed my withdrawing squad, despite my keeping two squads as screening units. Again, the last DR type games are special!

**Valhalla Bound (A74):** Overwhelming numbers of Russian troops have to accomplish one of two objectives, chosen ahead of time. Either exit VPs, or control some buildings on the board 10 village. Either way, this one is pro-German, but a lot of fun. Having played it three times now, each result wound up as a German win. Only once was it ever in contention. The Russians had almost made it off, but my opponent took a shot and scored a hit with rate. Dead Russian tank. Then he pivoted his turret, hit: second dead tank. Intensive fire? Why not! He scored a third hit, and killed my personal morale. The coup de grace was his advancing into a hex with one of my few remaining AFVs, though I had exited almost enough points for the win. Of course, his squad immobilized the AFV. Again though, it did come down to the last DR. Of note, all three games were played with the Russian balance. My suggestion is to plan on playing this one twice, switching sides when done. It really is that much fun!

**The Puma Prowls (T2):** Ah, the plight of the Pumas. A very balanced scenario that I have won as both sides. I've played it three times. Five T70 Russian tanks vs. four Pumas. With about equal odds to hit and kill for each side, the only question is do you prefer five tanks with no rate, or four tanks each with a rate of 1? Victory is simple: exit and kill the most. Russians have a slight edge here, since if nothing is killed and nothing is exited, they win. Twice this one has come down to the final DR, including my loss. I took an advancing fire MG shot at a CE German crew...and rolled a three! Of course, the crew passed its check. My MA shot was a miss! Reverse the order, and it would have been a Russian win!!! Ah well, cannot get 'em all!

**A Stiff Fight (J9):** I've played this scenario once, and have an ongoing game on VASL. It resulted in a Ghurkha win the first

time, and is looking like another Ghurkha win on VASL. The first time through, however, it started much differently. I set up forward, but the Japanese came on anyhow. I fought a withdrawal battle, but was losing too much ground too quickly. A flanking attack to the south was threatening to get in behind me. I was rolling poorly, and my opponent was hot. Then something miraculous happened. I started passing NMCs with 8 morale troops. His troops started to fail the MCs, as my dice were making them 1MC and an occasional 2MC. My opponent was new to the Japanese, and he got anxious. He jumped into CC with me, and in two separate locations he lost 2 squads. He conceded. I think the answer is to surround, hope to break the Ghurkhas in advancing fire, and have units behind them to limit or totally cut their rout paths. This is a truism of the Japanese in my opinion. Do not forget, if he is concealed, and does not shoot at you during Defensive First Fire, you can late CX and search, and with reasonable odds strip his concealment. At least this way, if you feel you must jump into CC, he is no longer -2 on the ambush roll for being concealed! Note that you will need other units to jump into CC with the Brit, as the searching unit becomes TI, and going into CC with a CX unit is asking for trouble.

Well, those are my top ten scenarios of the year. Perhaps this will become an annual event, writing about the 10 best scenarios I have played that year, perhaps not. Either way, I hope you take my recommendations and play these scenarios. There are, of course, many others that are worthwhile. These are just the ones I happened to have played which were the most demanding, and rewarding for my time.

## Club Notes

### Biweekly Lunch Gathering!

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

### Game Days

Both the Austin and Houston groups have remained active, hosting various gatherings for club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The gatherings at the Seningen HQ featured some really good chow as well. Our newly found Ft. Worth brethren, Jim Ferrell and David Finan, even made the trip down to south Austin twice for consecutive Saturdays. Maybe we'll have a Ft. Worth chapter pretty soon! To stay informed of upcoming club events, join our email group. You can email the entire group at [central-texas-asl@egroups.com](mailto:central-texas-asl@egroups.com) or you can point your favorite browser to <http://www.egroups.com/groups/central-texas-asl> and take a look. For those still not connected, give Matt, Mike, or Sam a call for club information.

## This Happened to Me

Mike Austin



### J23—Kampfgruppe at Karachev AAR

This was definitely the most exciting ASL game I have ever played. And it came on the third and final day of the 2000 Austin ASL Team Tournament, held this past June 23<sup>rd</sup> through 25<sup>th</sup> at the Best Western Seville in Austin, TX. This was an excellent tournament and a fantastic ASL experience. After Friday and Saturday of the tournament, I was 3-3, which was far better than I had ever dreamed possible given my lack of experience and previous record (1-24). I had managed to come in second place in the Austin HEAT Mini-Tournament on Saturday, losing the final round by one point to Alex Key (from Illinois) in a hilarious and somewhat botched up playing of *The Puma Prowls*. Next year, Alex, we play it again and we get it right, okay? And I must add, Alex was just one of several really great guys that I got to meet and go head to head with at the tournament. The others were: Bud Garding and Roy Connelly from Wichita, KS, Glenn Schools from Fort Worth, Bret Smith, and Russell Mueller. Thanks, guys. Win or lose, it was a pleasure.

When I came into the gaming hall Sunday morning, I knew I would probably get only one game in that day. I was fried from two solid days of playing, and I wanted to be home by the time my wife and youngest daughter got back to town from two weeks of visiting my wife's mom. So when I looked around, the only available player was Brian Roundhill. Brian is part of our local group but I had yet to ever play a scenario with him. We decided to give it a go.

I did not take notes during the game, so I may have made some minor errors in the retelling. However, it amazes me how much I do remember and how clear the memory is. I feel like I crossed some kind of threshold with this scenario, similar to that point in studying a foreign language when you realize you are thinking in that language, not just speaking it. Anyway, here goes.

*Kampfgruppe at Karachev*, J23 from the ASL Journal #2, presents an interesting situation. It's played on board 32 rows A-P east of board 37 rows R-GG, and takes place, I just noticed, on my birthday, July 28, in 1943 (I was born in 1954). All of the buildings are wood, and the woods-road hexes on board 37 are considered paths with no Open Ground in the woods-road portion of the hexes.

For initial set up, the German player gets two 5-4-8 and five 4-6-8 elite squads, two 2-4-8 elite half squads, a crew, and the usual complement of good leaders (9-1, 8-1, and 8-0). For hardware, he gets a HMG, a MMG, two LMGs, a 50mm MTR, and a PSK 40 AT gun. He also gets two Daisy Chains of 2 AT factors each that set up secretly with the 5-4-8s or their half squads. For fog of war there are six dummy counters. On turn 4, reinforcements arrive in the form of two 8-3-8 elite squads with a leader, a LMG, two DCs, and a StuG IIIH tank destroyer, which all enter from anywhere on the south edge. The 8-3-8s are considered Assault Engineers and are Fanatic when possessing and placing the DCs. The Assault Engineers and the 5-4-8s (and their half squads) may use ATMM on a roll of  $\geq 2$ .

The Russian player enters on turn 1 through a restricted entry area on or between 32P3 and 32P6, a whole four hexes! Through that small gap, which does include two road entrances, he has to bring in two 6-2-8 elite squads and ten 4-5-8 elite squads,

carrying a dismantled HMG, three LMGs, and two DCs. These guys are accompanied by a 9-2 leader, two 8-0 leaders, four T-34 M43 tanks, and a 9-1 armored leader. He also brings on four dummy counters, an unusual occurrence for an attacking OB. The Russian 6-2-8s are also considered Assault Engineers and Fanatic when possessing and placing the DCs. As I discovered, this is a hell of a lot of personnel and materiel to force through such a small opening. To complicate matters, the T-34s enter having already expended 8 of their 16 MP.

The Russian player has two possible immediate victory conditions:  $\geq 25$  CVP, or  $\geq 32$  VP exited off the South edge (bd. 32 row A, bd. 37 row GG) between the road at 32A5 and the woods on 37, another restrictive area of only eight hexes. They also have a game end victory condition of controlling all of the buildings in the German setup area, a village cluster of seven wood building hexes right up against the south edge of 32. The German player either has to rack up 38 or more CVP for an immediate victory, or prevent the Russian from meeting any of his conditions. The scenario is 6.5 turns, with the Russian getting one last at bat in the top of Turn 7.

**German Setup:** When I came to the board, I saw four concealed stacks in the woods behind the stream, three of which had LOS on the left east road hexes at 32P6 and O6. There were four concealed stacks in the woods west of the road, three with LOS on the two hexes where the road leaves the woods. The AT gun was in G5 with clear LOS to J3, the last hex before the road leaves the woods. I believe the MTR was in H5 (or else it moved there during the first turn). The rest of the German forces were scattered through the village.

**Russian Setup:** I decided to bring in two tanks on each road entrance, with two 3-squad stacks at the east road entrance (P6) and three stacks (one of which was a dummy stack) at the west entrance (P4). I knew I had to get as much force down to where the road leaves the woods as fast as I could, but it wasn't going to be easy.

#### Turn 1:

**Russian:** I moved the T-34s to K3, L3, M4, and N4, followed by infantry stacks to each of the same hexes. The Germans behind the stream attacked the first stack on the east road in O6 and broke two of the three squads. I kicked myself for making such a stupid newbie mistake—moving a whole stack while in LOS of the enemy! I was so wrapped up in the mechanics of how to get all those units as far down the road as possible that I ignored the LOS, and I paid for it right off the bat. At the end of my turn, the two broken squads routed to O5.

**German:** The German took no Prep Fire and made some minor readjustments to his position.

#### Turn 2:

**Russian:** I moved out the lead tank in K3 only to have the German squad in I3 attempt to place a daisy chain in J3. They missed. Then the AT gun in 32G5, which happened to be bore sighted on J3, fired at the tank: on a 9 to hit, he missed, then he tried again but also missed. As the tank moved into G4, the German squad in F4 attempted to place a daisy chain on the tank and missed again. My lead tank ended up in the village at D4 with CA D3-E4. I wiped my forehead and proceeded to the next tank.

The second tank (with armor leader) moved down to C2 in the village with CA D1-D2, and the third tank ended up at F1 with CA E1-E2. All of these tanks took MA and MG shots, but with little effect due to the numerous Bounding fire modifiers. The

fourth tank stopped in K3 to support the infantry. I spread out my infantry into the triangle bounded by K3-K4-M5-M2, except for a leader and 4-5-8 squad that stayed with the broken squads in O5.

During DFPh, the German AT gun killed the tank in K3, then spun around to shoot at the tank in F1 but missed. (Actually, the K3 tank may have bought it during German turn 2 Prep Fire.)

**German:** I'm not sure exactly what actions the Germans took in turn 2, but they were not significant to the overall flow of the game. I do recall that the Germans skulked to stay out of Russian LOS during DFPh. And I do recall minor position changes (if any), and the firing of the AT gun, which was the only German unit that had LOS to Russian units.

#### Turn 3:

**Russian:** At the top of turn three, I managed to break the German squad in K6. The tank in D4 moved to B5 with CA B4-C5, and the one in C2 moved to B1 with CA C1-C2 (I think). The AT gun flamed the F1 T-34 as it moved to E1. During the AFPh, the blazing T-34 spread its fire to the grain in the same hex. (*This would have been in error, as the spreading fire wouldn't apply to this tank until the next turn. Ed.*)

**German:** Again the German skulked, made minor position changes, and fired whatever he could with little effect.

#### Turn 4:

**Russian:** At this point I knew I needed to get rolling or I didn't stand a chance. I started pushing my infantry to the west flank, and finally advanced into K1 only to discover a dummy counter. That little bugger had held me up for two turns! I moved the T-34 east of the village into D7 with CA C8-D8 in anticipation of the German turn 4 reinforcements. I also moved the T-34 west of the village into CC1 (CA?).

**German:** At this point, the German MTR drew a bead on the Russian HMG and squad in 32K2. He finally managed to break the squad after rolling seven straight ROFs! The reinforcing German 8-3-8s moved in through the village and headed for the T-34. The StuG IIIH entered on the board 37 road and came to rest in bypass between the marsh and woods in 37DD4-EE4.

#### Turn 5:

At this point, Mike Seningen, the tournament director, informed us that our game and one other game in progress at that moment would decide whether my team (myself and Jeff Toreki, another Austin player) would come in second place for the tournament. He kindly added "No pressure!"

**Russian:** At the beginning of turn 5, I paused to assess the situation. I had so far not managed to kill any Germans, so the automatic CVP victory condition was out of reach. There wasn't a chance in hell of pushing my infantry through all the German killing fields to get control of the village, so the game-end building control victory condition was history as well. I realized my only chance for victory was getting enough VP off the south board edge, but I was severely hampered by the restricted exit area. Brian had significant firepower in the C1-D1 building and surrounding area, enough to pound on me pretty hard as I tried to squeeze through the woods in 37GG4-FF3-FF4-EE4 into the GG3 exit hex and off the board. I counted all the VP that I thought I had any chance at all of getting off the board. On the first counting, Brian and I determined that I had exactly enough possible exit points to win, 32, if everything went exactly right and I got them all off the board. I had two tanks and a 9-1 tank leader, seven squads, an 8-0 leader, and a 9-2 leader that were in possible range.

So, in turn 5, I moved everything that I could as far as I could through the woods and down the board 37 path. I still had a stack of squads and a leader in 37Y1 and a squad carrying that damn HMG in 32I1. If I had been thinking clearly, I would have dropped that damn HMG and gotten that squad the hell out of there, but I didn't. I had two squads tied up in the woods east of the board 32 road holding back two or three German squads. One was in melee in J5, and the other was preventing the Germans in the woods behind the stream from coming west. I knew they would never make it off the board.

**German:** During the German turn 5, Brian managed to break the MA on his TD. That was a crucial moment for me, because it greatly increased the chances of my T-34 in 37EE2 getting off the board alive. And I believe it was in turn 5 that a German 8-3-8 went into CC with the T-34 in D7, and I managed to kill an 8-3-8 squad carrying a DC in E6.

#### Turn 6:

At the top of Turn 6, my hands were actually shaking, not from the excitement so much as from fatigue and mental stress. It was coming down to the wire of my seventh game in three days. So far in the tournament I had already completed almost 23% of the ASL games I had ever played, and I had so far scored 75% of my total ASL victories!

**Russian:** I started turn 6 expecting the game to end on every roll. One broken squad or leader, one killed tank or malfunctioned gun, and it would be over. Things started well when Brian disabled the MA on the TD while trying to repair it. I made all the moves I possibly could to position my infantry units for exiting the board. My squads and leaders would have to exit through 37GG3, and be subject to fire lane attacks from four different MGs! As I moved down the board 37 path/road, Brian managed to lay down a 2FP fire lane from the MG in BB2 to cover the DD5 road hex, a crucial step on my path to the board edge woods. I managed to get most of my units through the fire lanes unscathed, but one 4-5-8 finally broke in DD5. He routed into CC6, and I felt doomed. Could he rally at the top of turn 7 or not?

**German:** During the German half of turn 6, I managed to score no hits in Defensive Fire, not that I had many shots to take anyway. The German TD left the board due to recall. The Russian 4-5-8 in melee in J5 finally succumbed during CC.

In his turn 6, Brian skulked the squads in the C1 building to C2 to get them out of LOS of the T-34 in EE2. He then moved a squad with a LMG and an 8-0 leader into 32A4. During his advance, the squad and LMG from BB2 moved to CC3, and the killer stack advanced back into the building at C1. He now had four MGs with fire lane LOS to 37GG3. Fortunately for me, the LMGs in 37CC3 and 32A4 both had an orchard hex in their line of fire, reducing their effectiveness somewhat.

#### Turn 7:

**Russian:** So, in my turn 7, I started off the board. First, I had to rally the broken squad in 37CC6. The Russkies toughened up and came back! Then I moved the T-34 from bypass in 32C6-D5 to D2 to take bounding fire MG and MA shots at the C1 killer stack. I seriously thought about stopping at D3 to take the shots and then moving down between the C3 and C4 buildings, but for some stupid reason, the 8-3-8 in A4 worried me, so I moved on. My MA shot missed due to too damn many bounding fire modifiers. But on my MG shot, a 2+2 (6FP halved due to motion and +2 for the building), I rolled only my second snake eyes of the game. In the resulting IMC checks, the two MG squads cracked under the pressure and broke! I couldn't believe it. I thought to myself that I just might pull this one out after all. That

tank moved on off the board for 7VP. The T-34 in EE2 missed both of his bounding fire shots, and moved on off the board with the armor leader for 9VP more. I was half way there.

I started moving the squads and leaders stacked in 37GG4 and FF4 off the board. I moved the 9-2 leader off first, knowing he had the best chance of surviving the original attacks from the squads and MGs. He took the small arms fire from the remaining 4-6-8 in 32C1 and made it. He took the 6+0 shot (8-3-8 halved for long range plus the LMG, down 1 for FNAM and plus 1 for the orchard in GG2) from 32A4 and made it. He took the 6 +1 shot from CC3 (4-6-8 with LMG, down 1 FFNAM, plus 2 for grain in EE3 and orchard in DD3) and made it. I think he passed one 1MC and one PTC to do it. I then proceeded to move the remaining leader and squads. One by one, they moved out. Brian kept rolling the 1 even shots for his two fire lanes, and the few that hit anything did no damage, until the last squad finally broke. I screamed a curse word, because I thought I had lost, and several heads turned our way. But Brian had been keeping track of my exit points. I had moved off both the leaders and five squads, for 14VP. So far, I had 30 exit VP, and I still had the rallied squad in CC6 left to go.

By this time, my heart was pounding, and so was my head. For 53 hours, I had been eating, breathing, sleeping ASL. I was tired, shaky, and hungry. I was also very much ready to go home. I moved the last squad to that blasted double fire lane hex. Brian rolled once. A miss. Brian rolled again, a five. On the last possible roll of the game, I had to pass a PTC, or lose! I rolled and closed my eyes. When I opened them again, the dice read 5, and I had won the game!

## Club Ladder

### Our Humble Club Ladder

(Through October 2, 2000)

(Inactive players not listed)

Player	Points	Record
Matt Shostak	1756	101-25
Jeff Toreki	1740	50-19
Chas Smith	1640	56-13
Mike Seningen	1563	66-24
David Hailey	1277	28-25
Jim Ferrell	1200	9-4
Jay Harms	1191	15-7
Doyle Motes	1170	15-7
Steve Desrosiers	1156	5-2
Andy Milder	1142	21-34
Tom Lavan	1125	6-4
Bob Purnell	1119	19-13
Walter Eardley	1116	7-6
Jeff Toney	1104	3-1
Steve Eckhart	1093	9-12
Glen Gray	1087	5-5
Rupert Cullum	1068	3-1
Bret Smith	1062	13-15
John Hyler	1042	2-1
Stephane Graciet	1037	1-0
Todd Hively	1032	11-25
John Garlic	1021	2-3
Greg Swantek	1018	7-8
Ray Woloszyn	1007	2-3
Mike Sosa	1005	2-4
Sam Tyson	999	10-22
Tom Gillis	997	14-20
Ed Mott	994	1-5
Jack O'Quin	993	12-21
RJ Mate	989	9-13
Ryan Nelson	986	2-3
Paul Thompson	978	0-1
Neal Ague	971	1-2
Kirk Woller	967	43-64
Duane Blocker	967	0-1
Brian Roundhill	966	4-10
Matt Schwoebel	965	5-7
Eric Gerstenberg	963	36-58
Matt Scheffrahn	959	0-2
Jeff Taylor	950	3-8
Bill Dorre	949	1-3
Glenn Schools	946	2-4
Jake Henry	938	0-2
James Rex	928	0-2
Chuck Lemons	924	0-3
Clint Robinstein	911	4-8
Bill Thomson	904	0-3
Glenn Schools	903	2-6
Mike Austin	896	4-12
Carl Kusch	894	13-28
Aaron Schwoebel	892	6-21
David Finan	886	1-7
Russell Mueller	862	0-5
Dave Morgenthaler	861	0-5
Jim Knatcher	849	0-8
Dirk Renshaw	791	2-9

Recent Ladder Results

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

Victor	Side	Victim	Side	Scenario	Victor	Side	Victim	Side	Scenario
Kusch	Part	K Woller	Germ*	The Liberation of Tulle	Seningen	Brit	Garlic	Part	Hot in Kot
Shostak	Germ	Tyson	Russ	Kampfgruppe at Karachev	Toreki	Russ	O'Quin	Germ	Urban Guerillas
Taylor	Germ	Kusch	Amer	Merzenhausen Zoo	Roundhill	Germ	Gillis	Fren	Hamlet's Demise
Toney	Amer	Harms	Germ	Ace in the Hole	Woloszyn	Germ	Tyson	Amer	Audie Murphy
B Smith	Germ	Renshaw	Dan	Goodnight Sweet Prince	Shostak	Amer	Ferrell	Germ	The Hornet of Cloville
Gillis	Jap	Nelson	Amer	Battlin' Buckeyes	Hailey	Pol	Motes	Germ	Round One
Motes	Germ	Mate	Part	Death From the Sky	B Smith	Fren	Eckhart	Amer	Batterie du Port
Toreki	Siam	A Schwoebel	Fren	Siam Siambal	Tyson	Germ	Gillis	Russ	Udarnik Bridgehead
Shostak	Russ	Roundhill	Germ	Smashing the Third	Tyson	Germ	Schools	????	Rivers End
Milder	Brit	Gerstenberg	Germ	Hold Your Ground	Toreki	Germ	Garlic	Pol	A Bloody Harvest
Toreki	Russ*	K Woller	Germ	RB Commissar's House	Seningen	Germ	Desrosiers	Amer	The Hornet of Cloville
Gillis	Amer	B Smith	Germ	Wollersheim	Austin	Russ	Roundhill	Germ	Kampfgruppe at Karachev
K Woller	Germ	Kusch	Russ	Wintergewitter	Schools	Russ	O'Quin	Germ	The Dead of Winter
Motes	Germ	Nelson	Amer	No Better Spot to Die	Hively	Germ	Woloszyn	Brit	Faugh A'Ballagh
Toreki	Germ	Kusch	Russ	Eye of the Tiger	Gillis	Russ	Renshaw	Germ	Block Busting in Bokruisk
Motes	Germ	B Smith	Amer	Inhumaine	Gillis	Amer	Harms	Jap	KP167
B Smith	Germ	RJ Mate	Fr/Nor	Triumph atop Taraldsvikfjell	Eckhart	Germ	Shostak	Pol	Orlik and the Uhlans
B Smith	Amer	Robinstein	Germ	Deadeye Smoyer	Mate	Germ	Renshaw	Amer	Among the Ruins
Mate	Belg	Robinstein	Germ	Strength through Unity	Shostak	Russ	Gerstenberg	Germ	Stalnie Prostoni
Robinstein	Rum	Gillis	Germ	Turncoats	Cullum	Brit	Robenstein	Ital	Over Open Sites
Gillis	Germ	Mate	Russ	Paper Tigers	Shostak	Germ	Milder	Amer	Zon With the Wind
Kusch	Russ	K Woller	Germ	Berserk!	Gillis	Amer	Motes	Germ	Lost Opportunities
Harms	Pol	B Smith	Germ	Orlik and the Uhlans	Shostak	Russ	Ferrell	Germ	Pomeranian Tigers
Seningen	Germ	Taylor	Pol	Orlik and the Uhlans	Tyson	Germ	Gerstenberg	Amer	A War of Corporals
Motes	Amer	Nelson	Germ	Silence That Gun	Ferrell	Russ	Schools	Germ	Urban Guerrillas
Shostak	Ital	A Schwoebel	Russ	In the Name of Rome	Finan	Amer	Ferrell	Germ	Aachen's Pall
Gray	Brit	Tyson	Fren	Cutler's Cross	Ferrell	Germ	Finan	Fren	For Honor Alone
Toreki	Russ	Gray	Pol	Age Old Foes	Shostak	Germ	Finan	Russ	First to Strike
Desrosiers	Amer	Taylor	Germ	Rocket's Red Glare	Ferrell	Germ	Gerstenberg	Russ	Under Siege
Motes	Amer	Schools	Germ	Inhumaine	Shostak	Germ	Finan	Russ	The Puma Prowls
Shostak	Amer	Woloszyn	Germ	Abandon Ship!	Purnell	Germ	K. Woller	Brit	Piecemeal
Shostak	Russ	Motes	Germ	A Stroke of Luck	Ferrell	Pol	Schools	Germ	Round Two
B Smith	Russ	Tyson	Germ	A Stroke of Luck	Hailey	Brit	Hively	Germ	Among the Bravest
Hively	Russ	Eckhart	Germ	Cream of the Crop	Seningen	Germ	Eckhart	Brit	PB-CG1
Gillis	Greek	Gerstenberg	Germ	Revenge at Kastelli	Harms	Germ	B Smith	Russ	Back to School
Toreki	Russ	Taylor	Germ	Block Busting in Bokruisk	Milder	Germ	Taylor	Amer	One Puka Puka
Roundhill	Brit	Hailey	Ital	Ci Arrendiamo	Ferrell	Russ	Finan	Germ	Block Busting in Bokruisk
O'Quin	Germ	Ferrell	Amer	Under the Noel Trees	Motes	Germ	Cullum	Brit	Crux of Calais
B Smith	Brit	Austin	Germ	Tod's Last Stand	B Smith	Russ	Renshaw	Germ	Block Busting in Bokruisk
O'Quin	Germ	Roundhill	Russ	Udarnik Bridgehead	Toney	Germ	Dorre	Amer	Among the Ruins
Ferrell	Amer	Thomson	Germ	Lost Opportunities	Harms	Germ	Gillis	Russ	Draconian Measures
Woloszyn	Amer	Garlic	Germ	Inhumaine	Gerstenberg	Germ	Henry	Fren	Marked for Death
M Schwoebel	Brit	Thomson	Germ	Tod's Last Stand	Gillis	Germ	B Smith	Amer	Han-Sur-Neid
Hailey	Germ	Tyson	Brit	Lovat First Sight	Ferrell	Germ	Finan	Russ	First to Strike
Garlic	Amer	A Schwoebel	Germ	Thrust and Parry	Ferrell	Germ	Schools	Russ	First to Strike
Austin	Germ	Mueller	Amer	Thrust and Parry	Hylar	Germ	Finan	Russ	The Hedgehog of Piepsk
Schools	Amer	Thomson	Germ	Thrust and Parry	Ferrell	Russ	Hylar	Germ	Shklov's Labors Lost
Gray	Russ	Taylor	Germ	High Tide at Heiligenbeil	B Smith	Amer	Motes	Germ	Audie Murphy
Gray	Russ	Gillis	Germ	Hold Your Ground	B Smith	Germ	Mate	Amer	Stryker's Charge
Eckhart	Chin	Roundhill	Germ	RB Commissar's House	Mate	Amer	B Smith	Germ	Ranger Stronghold
B Smith	Russ	Gerstenberg	Germ	Wollersheim	Mate	Germ	Dorre	Russ	The Puma Prowls
Motes	Fren	Kusch	Russ	Wintergewitter	Mate	Amer	Dorre	Germ	Silence the Gun
A Schwoebel	Germ	Mueller	Russ	Forest Fighting in Latvia	Motes	Russ	P Thompson	Germ/Rom	The Capture of Balta
Seningen	Russ	Hively	Germ	Urban Guerillas	Dorre	Finn	Gillis	Germ	Brothers in Arms
Austin	Germ	Schools	Amer	The Hornet of Cloville	Harms	Germ	Toney	Amer	Inch by Inch
					Hylar	Russ	Finan	Germ	Sowchos 79

## Next Issue

- More articles about ASL
  - Player Profile
  - Andy Milder's favorite scenarios
  - Club Meeting Recaps
  - Club Ladder
- And much more!

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