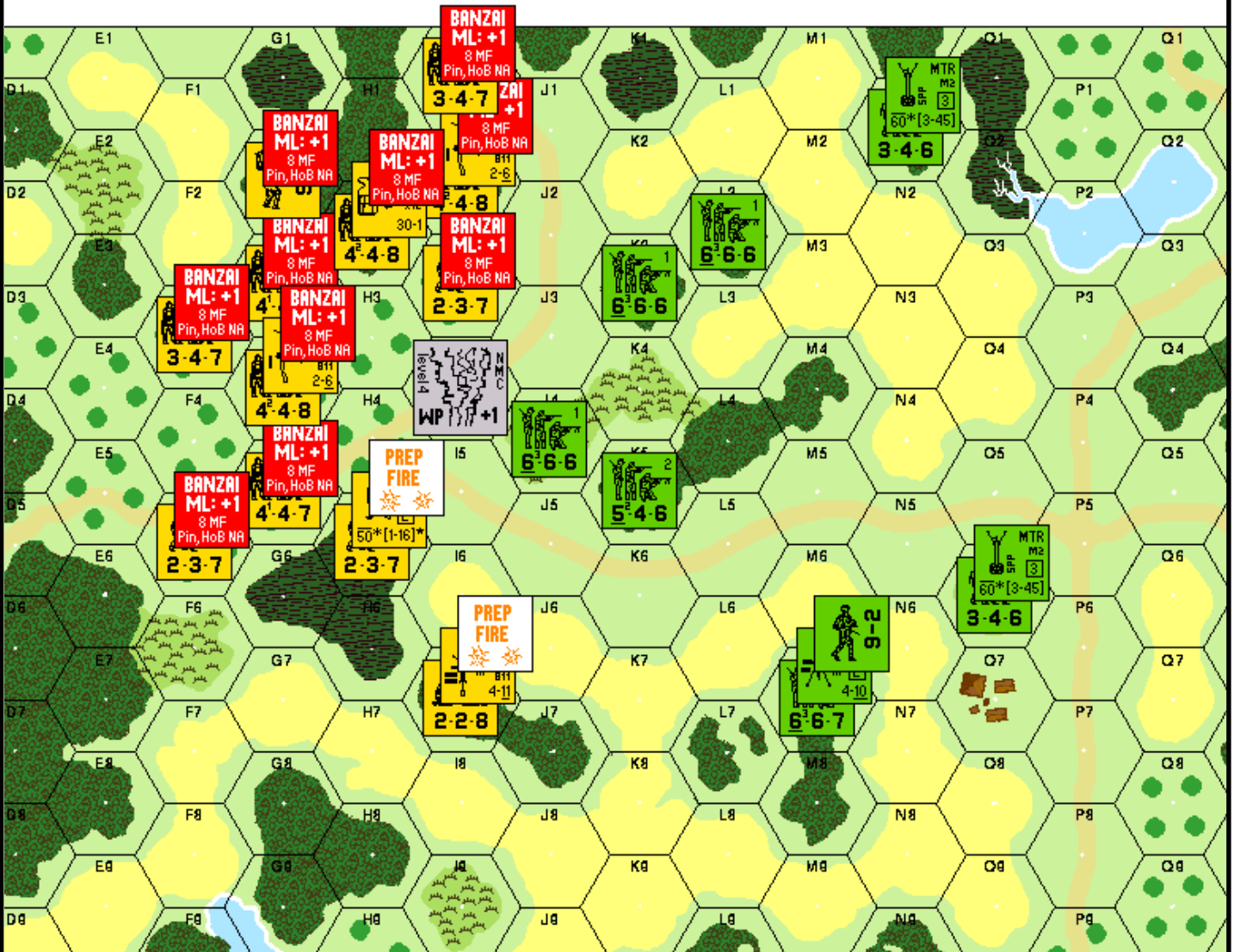


Banzai!!!



The Newsletter of the Austin ASL Club

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Banzai!!

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Editor's Corner



Matt Shostak

For the second year in a row, a Chas Smith design has been voted the scenario of the year in Tom Repetti's Internet poll. This year it was *Silesian Interlude*. Congratulations, Chas! Kudos are also due our very own Sam Tyson, who has always done yeoman work on Chas' creations, and all those who helped in playtest. Chas really started doing scenario design work while stationed here in central Texas, working closely with our local players on his designs. Our group still provides valuable input on his work. Pete Shelling's *Broadway to Prokhorovka* trilogy finished hot on *Silesian Interlude's* heels. We analyzed those scenarios in the last issue, and in this one we bring you an after action report. I hope you enjoy it.

One other note: The recently established monthly gaming days have become a huge club success. The event is held the first Saturday of every month, alternating between the northern outpost (odd months) at Sam Tyson's house and the southern command center (even months) at Matt Shostak's house. The attendance has regularly exceeded a dozen players, so it is very easy to get some ladder action in at least once a month. Plan ahead to play next month!

Tactical Tip

And now, for something completely different...

If you play the same opponent a lot, once in a while try to do "Opposite Day" with your tactics: Play totally against your normal tendencies, just to keep your opponent off balance. For example, deploy every chance you get and swarm with half-squads. Or, if you are normally a very conservative attacker, choose one game to go for an all-out, ultra-aggressive blitz. Even if you lose, it will probably be worth it just to see how your opponent reacts, and to set him up for the next game.

It's a Matter of Balance



Mike Seningen

A few weeks back at our November meeting. I got the chance to play A24, *The Mad Minute*. Rick Reinesch, an up and comer to our group, and I faced off in one of his first major armor engagements. In fact, *The Mad Minute* is a very AFV-centric conflict and requires the knowledge of combined arms tactics.

The Mad Minute is notorious for being a little out of kilter. However, here was an excellent opportunity to play a scenario I had never played, against a newer opponent that I was looking forward to playing, yet keep the game nail bitingly interesting.

Lest you misunderstand where I'm coming from, I am not here to boast. I have been playing the great game of ASL (& SL) for over 20 years, and while rusty at times, it certainly would not be reasonable to expect a newer opponent to have a fair shake on a level playing field.

Dusting off the list of "War Dogs" and offering up your less experienced opponent the side rumored to have the edge can be an enjoyable match. More can be had than just a good game. Your opponent will more likely enjoy his game against you when he feels he has a fighting chance. He'll be exposed to levels of play from the more experienced player that he would not normally be privy to. How often does a new player get to hang in the middle or late game with a grognard? He can do nothing but improve markedly. He will also be exposed to an experienced player forced to play at the top of his game, because if he doesn't, an "L" is not far away. Rather than a blitzkrieg first couple of turns and a mop-up operation, it is likely the more experienced player will actually have to play the scenario diligently and much more like a game with his peers.

In the end what does this really do?

- ❖ Keeps both players playing at a level that can only improve their games.
- ❖ Allows both players to feel the game is worthwhile.
- ❖ Keeps both players "in the game."
- ❖ Increases the likelihood of players of differing experience levels being willing to pair off. In a sense, it removes the psychological edge and brings the game back to ASL.
- ❖ Decreases the time before the experience and skill differences vanish, and both sides will be the better for it!

Sure, ladder points are at stake and “cheap points” will be harder to come by. But should one of your newer opponents triumph over you, do what I did: Demand a rematch! For the new guys, remember your sportsmanship. You are much more likely to encounter the opportunity to play a “balanced” game if you honor the request for the grognard to save face.

Even if the two of you split the contests, the negligible ladder movements will be far outweighed by the pair of excellent games you got to play!

Here’s a few of the Dogs just begging to be played!

Courtesy of ROAR: War Dogs—15+ Playings (75% +)			
Scenario	Balance	Favors	Playings
Hamlet’s Demise [A114]	75.41%	German	61
The Globus Raid [29]	75.68%	German	37
The Old Town [31]	75.76%	German	33
Half a Chance [56]	76.00%	Italian	25
Sudden Fury [SP27]	76.19%	British	21
The Predators [CH8]	76.19%	Russian	21
They Fired on Odessa (SCA2 re.) [A81]	76.47%	Romanian	34
L’armée du bout du monde (The Army at the End of the World) [TAC52]	76.47%	French	17
Himmler’s House [BRV5]	76.47%	German	17
Sunday of the Dead [G9]	76.47%	German	17
Night Drop [A76]	76.47%	German	17
Across the Wire [A61]	76.47%	Italian	17
Invisible Foes [AP5]	76.47%	Japanese	17
Rivers’ End [SP59]	76.47%	German	17
Gambit [T14]	76.60%	German	47
Piano Lupo [SP12]	77.27%	German/Italian	22
The Mailed Fist (Z12 repub.) [AD13]	77.50%	French	40
Late for Mass [ABTF3]	77.78%	German	18
Dress Rehearsal [J52]	77.78%	German	18
No Way Out [85]	77.78%	Polish	18
First and Goal [CH31]	77.78%	American	18
Franzen’s Roadblock [TOT25]	78.26%	German	92
Shootout at Singling [ASLUG5]	78.95%	German	19
Red Sorghum, Yellow Earth [PBP1]	78.95%	Chinese	19
Bitter Reply [TOT11]	78.95%	American	19
Tennis, Anyone? [KE7]	80.00%	Japanese	20

The Dinant Bridgehead [A65]	80.00%	German	15
Nightmare [TOT8]	80.00%	American	20
Intimate War [AD5]	80.56%	Japanese	36
Oy Veghel [A36]	80.95%	German	42
The Forgotten Front [G3]	81.82%	American	22
Moyland, Bloody Moyland [CH13]	82.14%	German	28
First Crisis at Army Group North [M]	82.35%	German	34
Piercing the Peel [49]	82.35%	German	34
Kangaroo Hop [BB11]	82.35%	German	17
Fighting Sparrow [A86]	82.35%	Japanese	17
The Hand of Fate [CH20]	82.35%	American	17
Soldiers of Destruction [N]	83.33%	German	78
To the Last Man [GD-A]	83.33%	Russian	30
They’re Coming! [D17]	83.33%	American	18
Probing Layforce [A43]	84.21%	British	19
Defeat in Java [A30]	84.21%	Allied	19
Winter Wonderland [TOT10]	84.44%	American	45
Counterattack at Sidi Bou Zid [A20]	85.19%	German	27
The Grand Canal [A87]	86.21%	Japanese	29
Monastery Hill [A14]	86.36%	Greek	22
Marine Ambush [TOTtB]	86.67%	German	15
Angels at the Airfield [KE10]	86.67%	Japanese	15
The Agony of Doom [A8]	86.84%	German	38
Pandemonium [PBP18]	87.50%	Japanese	16
Ghosts in the Rubble [GH-A]	88.89%	Russian	18
Authie: The Death of Company C [CH1]	93.75%	German	16

Dress Rehearsal: After Action Report



Carl Kusch (Russian) and Rick Reinesch (German)

Banzai!! 6.2 featured analyses of the three scenarios that make up the Broadway to Prokhorovka campaign game. Those articles focused on the scenarios as individual games rather than as part of a greater campaign. For an analysis of the campaign as a whole, check out Jim Torkelson's article in Dispatches from the Bunker #13. Carl and Rick played the first stage of the campaign as part of a team relay and bring us front row seats with this report. Eds.

Russian Perspective

Started: Sat, 1 Sept, 2001

Rick Reinesch and I were first out of the blocks for our respective teams playing the BP (*Broadway to Prokhorovka*) Challenge. We decided to use the occasion of the September club meeting at Sam's as the setting for our encounter so as many members as possible could witness the carnage. As it turned out, both of our team captains were in attendance: Jeff Toreki was there to encourage Rick, and Matt was available to lend me his support. Unfortunately, we were unable to complete the entire scenario at that time. Partly because Rick does not have board 48 and therefore could not look over the terrain before he got to Sam's, and partly due to time constraints, we just didn't get it done. Rest assured, we will conclude this contest of cardboard at a later date. I am writing this now because by the time we finish the scenario, I am likely to have forgotten what has happened thus far.

First, I must say a word about my worthy opponent. Although Rick just started playing ASL during our tournament last June, he has picked up the game extremely well, as demonstrated by the fact that he is willing to play a scenario like *Dress Rehearsal* at this early stage of his ASL education! I want to spread the word that he is certainly up to the task. Rick is already a good player. It won't be long before he is a great player! Future opponents, be forewarned!

In the BP Challenge, Jeff's team is playing the German side. So, Rick had the Germans and I had the Russians. Rick made the following selections for his German OB: the three 50L AT guns instead of the two 75L guns; the two 81mm mortars instead of the OP tank; and for armor, he chose the two Tigers and three Pz IVF2s. Up to this point, he has been attacking the town instead of going for the Exit VC. But that could change at any moment.

For the Russian OB, I started by selecting the two 82mm mortars. The selection of four out of the six remaining chits (groups: four AFV and two infantry groups) was

much more difficult to make. Having already played this scenario twice as the Russian (and losing both times), I did have some experience. I read Mike Seningen's article in which he recommends choosing two of the AFV groups (three T-34/M43s and three SU-122s) and the two infantry groups. But, looking at that selection more closely, the AFV numbers didn't add up for me. While such a configuration would certainly give the Russian an overwhelming advantage in infantry, the German actually controls this scenario with his VC decision. The Russian can come armed to fight an infantry battle, but the German could easily decide that he doesn't want to play that game and go for the Exit VC instead.

I just didn't feel comfortable with Mike's recommendation. In my humble opinion (remember my record: 0-2), the Russian configuration of two AFV and two infantry groups doesn't give the Russian enough firepower to stop the German from successfully achieving the Exit VC: 6 Russian AFVs versus a possible 7 German AFVs plus 8 halftracks. Even if the German chooses the two Tigers, that still gives the German up to 6 AFVs. That makes 14 to 15 vehicles running the gauntlet for the northern board edge against 6 Russian AFVs. To win by Exit VP, the German only has to exit 7 or 8 of those vehicles with or without infantry aboard. The problems for the Russian with this configuration include the fact that his armor cannot expect much more than one shot per AFV per fire phase because of low or no ROF capabilities. Red TH #s, the possibility of Mist, and poor Basic TK #s for the Russian AP ammo do not bode well for a strategy of "one shot one kill" for the Russian armor. Furthermore, the Russian could find himself in trouble if his armor is not properly positioned to contest a German exit strategy. His mortars or OBA certainly have to help by stripping away some of the German halftracks.

A more conservative and balanced OB selection for the Russian would be three AFV groups and only one infantry group. And really, that's not a bad way to go. I think the vast majority of Russian players will make that selection. I believe the mix of three armor groups with one additional infantry group provides the Russian both enough infantry to fight it out in the village and enough AFVs to fairly contest a German exit attempt. This selection presents the German with a balanced fight. The biggest problem for the Russian occurs if he either overcommits his armor to one flank or spreads them out so far that the German can take advantage of an opening and shoot for a quick Exit VC.

After much agonizing (I had teammates who would be affected by my decision), I decided to attempt to throw my opponent a curve ball. I selected *all four armor groups* for my Russian OB! (Matt: "Carl, I hope you know what you are doing." Carl: "Not a clue, Matt. But don't worry, the dice will take care of me.") That is the only configuration that can completely overpower any German OB selection. As long as I was mindful of the Tigers, I figured 13 AFVs would pretty much guarantee me free reign over the

battlefield. I would have enough armor to block a German attack and retain the ability to support my infantry (anchored around the SU-122s). Furthermore, I planned to form a powerful "hunter-killer group" of three T-34/M43s to roam the battlefield looking for the isolated, the weak, the young and the infirm. Obviously, by employing this strategy, I could not be very aggressive with my infantry because I would have only 12 squads at my disposal (against 10 German SS squads). My Russian armor would have to do the heavy fighting in the village with the infantry filling in where the AFVs created an opening. But that is very possible with three SU-122s (which not only pack a big HE punch but also have smoke) to support the infantry. (By the way, after playing a few game turns with this selection, that much Russian armor really changes the tenor of the scenario. It is certainly worth a try!)

The opening game turns were pretty uneventful. Rick deployed his on-board infantry a little north of the 48Q5 road junction. I had placed one of the Russian 82mm mortars at 18CC10. Retaining ROF, I successfully placed four smoke counters, two along each road (48P5-48I9 and 18R8-18X9) that facilitated my turn 1 moves. I ran a dismantled 82mm up to 18Y7 and one of the 50mm mortars to 18X5. Based on random chit draw, my turn 1 reinforcements were the weaker three T-34/M41s and two T-34/M43s accompanied by the two T70s. I would have preferred the other two stronger groups, especially the SU-122s, so that I could get them into position sooner to support the infantry attack. Not knowing whether Rick had selected the 75L or the 50L AT guns, I decided to cautiously lead with my infantry. After manning all the crew-served weapons, I sent half of the remaining infantry to clear and advance down the two roads while the other half ran down the eastern board edge. This second group made first contact with a German 50L AT gun hidden in 48L0. I don't remember how I did it, but I dispatched the crew of that gun with surprising quickness. On turn 2, as they were making their way around the German right flank, these same troopers uncovered the second German 50L in the orchard at 48O2. This gun proved to be a stubborn nut to crack. After getting the weapon to use up its ROF with a half-squad (survivors of the previous German AT gun encounter), I attempted to run three squads at it. But three successful FPF shots broke one squad and pinned the other two dead in their tracks. I made my first and thus far biggest mistake here by not immediately running up an AFV to support my infantry even though I had a T-34/M41 in the vicinity. I hesitated because I did not yet know where the other 50L was nor did I know what Rick was going to do with the German AFVs, in particular his two Tigers. Instead, I broke the two pinned squads to rout them so the gun would not wax them in an open, adjacent hex on the German's next PFPh. Although not rallied yet, those Russian squads are still holding on. So far, I have been trying to suppress that

German 50L with what has proven to be ineffective long-range tank fire.

Elsewhere on the battlefield, Rick entered his turn 1 reinforcements through the center of board 48, dismounting his infantry in the vicinity of 48W6. By turn 2, Rick had found seven of my eight minefield hexes but in 13 die rolls, I only managed to immobilize one Pz IVF2. During his DFPh, Rick was able to snake an incredible shot from a Tiger in 48R4 to one of the SU-122s supporting my infantry at 48I8. No one thought the shot was there but the AP round blistered the paint off the building at 48K7 on its way to flaming my heavy assault gun. (After rolling snakes on the TH DR! Please take note of a developing trend.)

The only other notable engagement that has occurred so far was when Rick dispatched his two remaining mobile PzIVs to guard his left flank at 18L6. Unfortunately for him, those German tanks were in range of my roving hunter-killer group of three T-34/M43s who immediately closed on the two panzers. Through both skill and luck, Rick successfully extricated one of the two panzers and returned it back to the relative safety of the village area under the watchful eyes of his two big Tigers. After we concluded the action for the day, Matt reminded us about attempting to use our special ammo. In the Russian case, the special ammo only adds one to the 76L's Basic TK #. But as Matt pointed out, using the special ammo is "more about enhancing your chances of getting a hit rather than improving your chances of getting a kill." Point well taken, Matt. Thanks.

By the time we had to call it a night, the German had suffered one panzer killed, one panzer immobilized and two halftracks immobilized. While I don't often dwell on the dice rolls (I figure they all even out in the long run), I feel compelled to mention my turn 3 (Yes, I know. It's all about **me**. Maybe someone out there will feel my pain.). The following events occurred during that fateful turn:

My prep fire first created a German hero, then caused the German 9-2 to go berserk (as a result of two more snakes on back-to-back German morale checks. Developing trend ... or pure coincidence ... you decide.) The 9-2 subsequently got his accompanying 6-5-8 to go berserk as well. "Drop that MMG and follow me boys! We're gonna take out that SU over there across the road!" The 9-2 leader and 6-5-8 squad eventually got wasted trying to assault a hull down SU-122 that had two other Russian tanks backing it up.

I malfunctioned the 82mm mortar up on 18Y7 only to fully disable it during the next RPh in a repair attempt.

Through a series of German sniper activations, the crew of my other 82mm mortar (18CC10) was hit a total of three times, eventually killing it. Figure the odds on that, first rolling three SANs and then having all three activated during the course of only one game turn! The only good

thing that can be said about that sequence is that at least the weaponless 82mm crew in 18Y7 now has something to shoot--if I can only get them over to 18CC10 unscathed by Rick's killer sniper. I guess the only other good thing that could be said is that at least it was only a mortar crew that got whacked by the killer sniper. It could have been worse. But I digress.

Continuing, I fully disabled the MA of one of the T-34s trying to intensive fire at an escaping Pz IV (the one that got away) in the aforementioned engagement (thus prompting Matt's comments about using special ammo).

Even acquired, I missed a point blank shot (TH # of 10) by a T-34 at a German halftrack who had already shrugged off three ATR hits!

During the course of turn 3, I managed a long series of 11 and 12 TH DRs that ended up mal'ing three more MAs. (Good thing I chose all four armor groups. I would be in a real hurt locker now if I hadn't.) Turn 3 was not kind to me. Where's the love? The way I see it, these were all "self-inflicted" wounds. My biggest regret about not being able to finish the scenario that night is that I am afraid the dice are going to forget that they owe me some balance once we resume our cardboard war.

Completed: Sun, 14 Oct, 2001

When my infantry got spanked, I got my AFVs out a little too far ahead of the grunts (only about 4 to 6 hexes). I was hoping that the armor could punch a hole in the Germans and pull the Russian infantry forward. It didn't work out that way. Rick was able to bring his infantry up and KO'd a couple of my AFVs in CC.

Looking back at the battles with the Tigers, I never attempted a deliberate immobilization (DI) shot. There were a couple of times I could have tried one. However, at the time the shots I had looked good. There were a couple of times when I was looking down the barrel of a Tiger but through a side VCA that I went for the kill instead of the DI. I was afraid that even if the DI shot was successful, my AFV was dead meat anyway.

The other reason that I hesitated to take a DI shot was that one of the Tigers was located right in the middle of things at 48N6. I figured that it wasn't going to do me much good having an Immobilized Tiger right there when he could still bottle things up with a functioning MA. I thought I needed to clear him out and I had a number of good shots on him from many sides.

At any rate, in hindsight, I probably should have tried a couple of DI shots. Of course, I wouldn't be saying that if any of my other shots had taken out the Tiger.

Hard to figure that I started out with such a superiority of AFVs and ended up on the short end of the stick in terms of CG Bonus Points. I guess I spent too much time and too many AFVs trying to knock out the Tigers. When given

the opportunity, I aggressively attacked them at close range, thus simplifying their task, instead of laying back attempting to make them come to me. But:

(a) The Tigers are powerful enough that they can reach out and touch someone from long range (something that light rain, red TH numbers, and having to fire BU makes difficult for the Russian), and

(b) It is the Russian's task to get to within three hexes of the road junction at 48Q5. To a certain extent, the Russian has no choice but to approach the Tigers, especially with one parked in 48N6 and the other one sitting at 48S4.

MTDBWY

Semper Fi, Carl

German Perspective

Started: Sat, 1 Sept, 2001

I won't rehash the details of selections, onboard setup, and entries that Carl has so eloquently described in the Russian AAR. What I will do is elaborate on Carl's observations and review things that were done well, badly, or otherwise.

For the German OB selections, I chose the leader/support weapon group with the 9-2 and 8-0 leaders with the three SWs (two LMGs and an MMG) over the group with the two -1 leaders and two SWs (HMG and LMG). I believe this is the stronger of the two groups due to the modifier associated with the 9-2, and the number of fire factors that can be distributed to the German squads with the SWs. The three SWs in this group total 11 FP to the other group's 10 FP. This allows three squads to bump up to the 8 column on the IFT, as opposed to one squad going up to the 12 column and one to the 8. This distributes firepower more efficiently and allows for the creation of more effective firegroups from the limited number of squads the Germans start the game with. As it turned out, I lost my 9-2 after he went Rambo on me in turn 3 and I was left with only a single leader with any leadership modifier. I had to relegate the remaining leaders to performing rally duty.

A tougher decision came with the selection of the anti-tank battery and artillery support elements. Carl successfully threw me a curve with his armor-heavy OB selections. I expected him to choose a lot more infantry than he did. Based on that assumption, I selected the three 50Ls, with their greater ROF, over the two 75Ls. Again, I came from the standpoint of wider distribution of power projection in the face of the expected Russian infantry hordes. Unfortunately, 50Ls don't do well against T-34/M43s. I chose the two 81mm mortar units over the OP tank due to the fickle nature of OBA, and the fact that I would not have to deal with an area of ASL with which I had less experience than I had with armor. Unfortunately, the

81mm mortar halftracks are light skinned, and keeping them alive caused them to be less effective than I'd hoped.

In hindsight, the OBA may have been the better option, but it would also have driven the selection of my turn 1 armor reinforcements. The selection of the Tigers is a no-brainer. However, if you choose the OP tank, you probably should select the two Pz IVF2s and two Pz IIJs over the three Pz IVF2s as a way to keep the Russian wondering for a while which Pz III running around is the OP tank. If the OP tank is not camouflaged this way, you might as well hang a neon sign on the counter saying "shoot me first." If the Russian can eliminate all of your OBA by going after that tank, he will. Assuming that I had the infantry end covered with my battery selections, I chose the three Pz IVF2s as my other armor support element.

With so few squads at the German's disposal on turn 1, a defense that covers both the town and the high ground along hexrow 18Y is not feasible. I decided to concentrate my forces in the town and the two campaign victory hexes, 18R9 and 48oL8. I placed two squads with SWs and the 9-2 leader on the north end of the town on either side of the north-south road in 18M6 and 18N7, one squad with a LMG in the house in 18K1, and the fourth in building 18P4 near the crossroads in the center of town. Unfortunately, this surrenders the high ground to the Russians on board 18, which Carl obligingly seized by placing one of his 82mm mortar units in 18Y7 and his 50mm mortar in 18X5. He placed his other 82mm in 48F10 to sight down the road. Let the rain of mortar rounds commence!

Carl's cautious advance down the roads and eastern edge in turn 1 was an attempt to probe for the location of my AT guns. He found one of my 50Ls almost immediately in 48L0. A boxcar NMC eliminated the gun crew in short order. The ATG in the orchard at 48O2 opened up and pinned the offending unit, but left the ATG exposed to assault by the remainder of his infantry on the eastern edge. One of my mistakes in this scenario was hanging the guns out on the eastern flank without proper infantry support. I intended the guns to support each other and keep the Russians at bay until my infantry reinforcements could arrive in the area in turn 2.

Carl has already detailed the German turn 1 entry and resulting actions of note. Looking back, there are a few things that I should have done differently.

I still have not determined an effective use for the halftracks. By deciding to hold the village instead of going for the exit condition, it was my intention to keep them far behind the village and out of the way once they moved forward and unloaded their infantry. I hoped this would keep them from getting shot up as the German units in the village could act as a buffer to the oncoming Russians. But with the limited amount of concealment terrain available to protect against Carl's mortar fire on the south end of board

48, they wound up making their way to the edge of town, causing them to be in the way more than anything. Keeping the halftracks on the south edge of board 18 would have allowed plenty of concealment, but exposed them as easy pickings from Carl's roving band of T-34s. I used a couple of halftracks to act as minefield locators. "Yeah. Just drive around a while and we'll see if you blow up." Using them as mobile LMG platforms did not work out as well as I hoped, though it did tend to occupy the attention of at least some of the Russian tanks. In the end, they wound up running around keeping broken stacks of Russian infantry under DM.

My mortar units should have been laying smoke for the first two game turns before the onset of the rain, instead of concentrating almost entirely on getting into a position to conduct counter-mortar suppression.

Coordination between the armor, mortars, and infantry needed to be better. I was too reckless in sending out isolated armor thrusts at the Russians. The only way the Pz IVs can stay alive is under the protective oversight of the Tigers. Dumb luck is the only thing that kept me from losing two of my three Pz IVF2s in turn 3.

Given the highly mobile nature of his forces, I would have been better off placing the three Pz IVF2s in hull down position along the 18M7 to 18O9 hill line when they entered in turn 1. That would have put them in good position to intercept any units moving down board 18 and harass any units located on the level 2 hilltops near 18X6.

Carl's selection of an armor heavy force was certainly unexpected. The Germans certainly cannot win a battle of attrition in this case. The loss of a German tank and immobilization of another by the end of turn 3 left the Germans outnumbered over 3 to 1 in tank strength. It placed the Germans even more on the defensive, and limited their ability to take and control any of the victory hexes. They wound up concentrating on holding the center of the village.

Completed: Sun, 14 Oct, 2001

When we picked up the action with the Russian portion of turn 4, it was obvious that Carl had spent considerable time considering his next moves. He immediately brought his tanks out of the gully area around 48G4 and around 18Y10. His tank positions in the gully limited the effectiveness of his fire due to the grain field hindrance along with other Russian tank restrictions. So his only choice was to move them toward the village. His malf'd SU122 overran the German AT gun and crew in 48O2, two T-34s stationed themselves in 48O3 and 48O4, and the other SU122 moved up next to the Tiger in 48N6. Russian infantry moved down the west side of the north arm of the village and toward building 18R9, and the roving pack of three T-34s moved against the western arm of the village guarded by my two remaining MkIVs. He moved a T-34 adjacent to the Tiger in 48N6 opposite the SU122, and a T-

34 with a malfunctioned MA right on top of the Tiger (Tiger sandwich anyone?). The Germans managed to break all of the advancing infantry and destroyed the T-34 in 48O3 and the SU122 in 48N5. The German infantry's ability to use ATMMs in CC significantly supplements the German armor in taking out Russian armor.

By the end of the scenario, the armor heavy chit selections by the Russians caught up with them. With the majority of the Russian infantry broken, I used the halftracks to keep them under DM. I wound up sacrificing a couple of halftracks in the process, but was able to keep his infantry out of action long enough to take the scenario.

This is the first scenario I've played using Tigers. So sweet! After turn 4, the Germans had only two Tigers left to face ten Russian tanks. By the end of turn 6, they had taken out four Russian tanks, the infantry and remaining AT gun had taken out two more, and two more Russian tanks had malfunctioned. The Russians eventually concentrated their available infantry on maintaining control of the victory hexes they held by the last turn.

One obvious conclusion from all of this is that the German player would be crazy not to take the Tigers. I'm thinking that the 75L AT guns may have been a better choice than the 50Ls. They are more versatile against the armor, and provide a bigger HE punch against infantry. I felt pretty good about the rest of my selections.

So how did the point totals wind up?

CG Victory Conditions (i.e., scenario score):

German:

Winning the scenario: 5 pts

Capture of a squad and a HS –(not exited): 3 pts

Total points: **8**

Russian:

KIA three German AFVs: 3 pts

KIA three German halftracks: 1.5 pts.

Control of 18X5, 18R9 and 48oL8: 6 pts.

Total points: **10.5**

CGSSR 1: German Fatigue:

Two 8-0 leaders: 2 pts

One wounded 8-1 leader: 1 pt (wound reduces his leader DRM to 0)

One 9-1 armor leader: 2 pts

Total Fatigue points: **5**

CGSSR 2: Bonus OB Points:

German:

Two Tigers: 14 pts

Three functional, mobile halftracks: 15 pts

One functional, fully manned ATG: 2 pts

No POWs Exited: 0 pts

Total Bonus OB points: **31**

Russian:

Two functional, mobile T-34s: 14 pts

Tinkering with the Script

Do you want even more variety in playing the *Broadway to Prokhorovka* scenarios? How about letting each player choose his opponent's order of battle instead of his own? Pete Shelling calls this the "Challenge Version." Or as a balance provision, let the less experienced player choose some or all of your units. Eds.

Player Profile:

Aaron Schwoebel



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?

AS: I started by playing *Diplomacy* in some class for gifted students in 5th or 6th grade in the Detroit suburbs (what a cool teacher, huh?). I took out the Avalon Hill catalog that was still stuck in the box and got interested. I think I mail-ordered *Jutland* and *War and Peace*, and then started visiting a local game store and buying games. At the time, I mostly focused on the easy-to-moderate games (on the AH 1-10 complexity scale), and although I was intrigued by the write-ups for *Squad Leader* and its modules, the complexity sounded intimidating.

Banzai: When and how did you discover ASL?

AS: *Squad Leader* intrigued me more and more, and then the ASL stuff came out in 1985-6... as a 12 year old I couldn't afford it, though. We moved to Kalamazoo, Michigan and my Mom made some deal with me where if I helped her with her business here and there and didn't complain, after a couple months I'd get a "bonus" of ASLRB and *Beyond Valor*. I did that, and stared at the rulebook in disbelief. Collateral attacks, what? There were some gamers in Kalamazoo, and eventually I hooked up with Randy Yeates (who has since moved to Iowa and designed the Cassino CG for Critical Hit) and learned

enough to start reading the rules. I always thought the ASLRB was a Catch-22 where you had to already know it to learn it, it starts dropping unexplained references from the beginning. It seems to have an interesting parallel to early Christianity, do you have to be a Jew first or not? Do you have to know SL first or not? I didn't, and it was hard. I kept buying all the modules as soon as they came out but didn't play much in college. For grad school I moved to Austin and started playing in the club soon after. Mostly I play my brother Matt or Jeff, because they live just seconds away from me and I'm lazy and spontaneous like that. [Note: In this article, I call my brother Matt, and I call Matt Shostak "Shostak".]

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

AS: I don't think through things enough. I think of ASL as recreation, and so often I'm not necessarily in the mood to think things through 10 steps down the line. I want to be good, but I also like to just relax and enjoy myself and see stuff blow up.

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

AS: By far the best part is the variety. I almost never played tactical games before ASL, I usually played grand strategic games (the whole Civil War, or WWII, or Korean War on one table) because they were more into my interests in history, geography, and diplomacy. But I was really attracted to ASL's quantity of countries and units, and the depth of possibilities. It was obvious that if you were just going to concentrate on one game, this would keep bringing new challenges, and that's true. The worst part of ASL? Hmmm, I don't like it when things move too slowly, or when I'm stuck in a bad situation and I know I'm going to have to spend a lot of my time living through the natural end. Like when I played the Tarawa campaign as the Japanese against Matt and Jeff, and after the first day I killed a lot of them, but it was obvious they had so much more firepower on the island (I lost a lot of squads) and I had no place to hide anymore. From there it was like 30 hours of real-life time invested in watching my units die one at a time.

Banzai: *What are you most looking forward to with regard to ASL?*

AS: I've done almost everything. I think the list is down to caves and rice paddies? Night, beach landings, paratroops, PTO, desert, huge CGs... got around to all of that stuff. I've played *Red Barricades* campaigns twice, *Pegasus Bridge* once, *Blood Reef: Tarawa* once. So what I look forward to now are products. Since I'm a junkie for new nationalities and counters, I want my dark green Romanian StuGs! I would love it if MMP did a Spanish Civil War module. I don't know that it'll happen, but that war has so many possibilities. I would also love Korean War and Arab-Israeli War modules (I've got *Genesis '48*, and it's decent, but...). The HASLs and campaign studies they have coming out sound fine, but I'll take new units and nationalities over HASL, even though I love HASL.

Banzai: *What was your most enjoyable ASL moment? Your worst? Funniest?*

AS: I really liked it when Matt walked into both my Set DC locations in RB and got blown to smithereens. I like it when things I plan work well more than when I succeed by luck—say, killing a whole stack by getting rate 8 times on someone with a MMG. I feel guilty when I roll well. The worst was when I played Eric Gerstenberg in *Scouts Out* and it was the last half-turn and I couldn't envision ANY way I could lose based on who had how many MFs to get to victory buildings, etc., so I didn't move all my units and was looking ahead to lunch or something. I forgot about some random unit he had that made a lucky shot which allowed him to sneak in the last building and win, and if I had just moved all my units I certainly would have won. I felt so very, very stupid. I guess another worst moment was when I knocked a glass of water into Jeff's informational counters Plano and there was literally an inch of water in several of the compartments. He lost lots of counters permanently that night. Now we laugh about it, but he won't let me keep an open-topped container on the dining room table. Funniest? Uh, funny stuff happens all the time, in fact if I'm not laughing I like the game a lot less. It was real funny when I created more Russian leaders through snakes on self-rally and CC than I lost in combat the first couple CG dates in Red Barricades. That really pissed Matt off.

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

AS: Again, I'd like to be a better player. I think my ladder record is a little deceiving because I'm like 0-14 against Jeff and .500 against everyone else. I'm convinced there is some sort of home-table advantage going on there. That mean dog and even meaner girlfriend, the deprivation of food and water and the bright lone bulb sitting over the table... sometimes there's even a drip in the ceiling that lands on my forehead every few seconds.

Banzai: *What advice would you give to players who are just starting out, and what advice would you give to ASL clubs in trying to attract and retain new players?*

AS: Well, if you're in Austin you're in a great situation. Read the Chapter K. Don't stress too much about how many different things there are, just take it one step at a time. I've done most everything there is to do, but that's over 14 years, and it certainly didn't happen overnight. Don't worry that there is a perfect solution you're not seeing. Things work out all sorts of ways. For example, recently I moved a stack of three squads and a leader (don't ask) into a hex where a HIP 75L gun was. The gun broke and my units were unscathed. Meanwhile, I've done really clever things that were well thought out and some surprise or bad luck ruined them. This isn't to say that you shouldn't think over probabilities and work through the soundest approach, but you don't need to obsess about it. Stay away from OBA, it never works for one's self, but always for the opponent. For God's sake, kill Captain

Praxa as soon as you can. Play better players, you'll learn more, just put your pride aside for a while. If your pride still hurts, search for moral victories ("he beat me, but not until the last turn!"). Oh, and don't let Shostak throw you off your game with that dice whining.

Banzai: *What's your favorite AFV in ASL and why?*

AS: Well, I've got an article on this, so read that instead. (See next issue – Eds.)

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

AS: I've gotten rid of most of my other games that I don't play anymore, but I don't believe I'm just an ASL guy. I did get into wargaming, not ASL-gaming. So there are games out there I'd love to play given the right situation. Again, mostly AH strategic-level games, like *Civil War*, *War and Peace*, *Korean War*, *Vietnam War*... among non-AH, I like the *World in Flames* stuff. On the computer, I like *Cossacks*, *Age of Empires* series, *Europa Universalis* (thank god they have that on computer now), the *Steel Panthers* series, and sports simulations.

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

AS: I like to travel, taking many vacations each year. I read a lot of non-fiction, disproportionately military history, but plenty of other stuff too. I play musical instruments. Oh, I dig chicks. I dream that some day Jeff "The Stud" Toreki will lend me some of his magic. Now that he's in a relationship he doesn't need it anymore.

Banzai: *Any final comments to wrap up?*

AS: There's a good thing going in Austin. Early on (in Michigan), some of the attempts I made to find other wargamers were really disappointing, as I felt like they all lived with their parents and never showered (wait, was that role-playing dudes?). Except for me, guys here seem to be pretty well-adjusted and prioritized (most even have women who accept them and marry them!), while also having a lot of interest and knowledge in military history. So you really can't help but find a good opponent if you need one. Of course I've been pretty guilty of sticking to a few main opponents, but I found a routine I like. You can too, and maybe you can "give back" some as well—and I don't just mean ladder points. I think the advantage of a club our size is that chances are no matter what your interests or personality, you can find at least a couple people who you really like playing. Or, if you are into variety, you can have a different opponent every month for years. Matt Shostak is a god-awful dog!

Favorite Scenarios: Sam Tyson



As I put this list together, I began to realize how much playing the guys in Austin has influenced me, and what makes ASL the most fun game I have ever played. Combined arms scenarios are definitely my flavor of choice, and I have played all of these picks at least twice. I welcome the chance to play them again, as either side. This type of scenario packs the punch that makes them playable over and over. It has been a real pleasure to work so closely with Chas Smith in playtesting some of these, and learning the tactics and power of combined arms actions pays off.

The Slaughterhouse (J33): What an appropriate name for a scenario. The two victory buildings in this scenario both qualify as such, for there have been many cardboard units slaughtered in each, both Russian and German. It starts quickly, and gets better from there. The Russians must overcome mines, wire, and a stout defense to take control of the two meat lockers.

Narrow Front (HoW 5): This was one of my first favorite deluxe scenarios. The Americans storm into town with Stuarts and artillery support, and try to dig the Germans out from the rubble and buildings. The Germans are not puny-men either, especially with elite and first line troops backed by two Mark IVs and a dug-in Panther. I can only hope MMP will reprint this someday and expose more people to a great scenario.

Block Busting in Bokruisk (J8): This one is another smash-mouth ASL action, reminiscent of *Guards Counterattack*, but kicked up of few notches. The Germans are holed up in the town, and the Russians have orders to kick them out. I have seen buildings demolished by the Russian SU-152, a last turn Human Wave, SMC overruns, and CC ambush withdrawal for victory. What's not to like about a scenario that can do all that and more?

With Flame and Shell (DASL 7): Assaulting they will go, assaulting they will go, hi-ho the Jerries know, assaulting they will go. That is, unless the Russian hordes put a stop to that nonsense. Another deluxe scenario, this one is *Streets of Fire* at its best. The Germans move up to the line of scrimmage, get set, and they're off. With guns a-blazing and flames a-sputtering, the Germans grind forward. But the Russians have plenty of firepower and sneaky tricks up their sleeves, so over-aggression can be a punishable offense. Give either side a try.

Urban Guerillas (J1): What, you expected something else? I know it's on everybody's list, but if it's not, there must be a *Chutes and Ladders* tournament just calling your name somewhere. This scenario adds in pop-up partisans with 'fausts, so there is always something exciting going on. The Germans get a Mark IV and a Panther with a 9-2

armor leader, taking on three T34-85s and a pair of IS-2m toughies. Talk about on the job training for bounding fire, wingman support, and the dance of death; this is it in a nutshell. Throw 22 8-morale squads, a flamethrower, DCs, an 88mm gun, and a bunch of negative modifier leaders in the fire, stir gently, and BAM...instant classic.

In the Bag (HoW 10): Wait, I think I see a pattern here... another combined-arms scenario from *Hell on Wheels*. This one is quite a bit different though. It has American air support, and the US has to both control the board 24 village and exit 70 VP worth of units. Good thing they have 8 turns, because they will need them all in most cases. There are over 60 vehicles involved here from both sides, so it's not a scenario for the faint of heart, or a slow player!

Cold Crocodiles (A25): Something about this scenario just warms my heart. Oh yeah, it must be the Crocodiles! What's not to like about getting the chance to roast chestnuts over an open fire? This time it's the Brits who get to take control of a village, with a nice combined arms force and OBA with WP capabilities. But, if the Germans get enough good results from their panzerfausts and AT guns, it will be the Crocs that end up being cooked.

Merzenhausen Zoo (HoW 8): Simply put, this is the best. Americans attack again with an amazing combined arms force, but they are also backed by a trio of Crocodiles on loan from their generous allies. The Germans have the edge initially though, because the onus is on the Americans to press forward and get the upper hand. The Germans receive some welcome relief in the form of two Tigers and six squads, so if the Americans don't get an early foothold in the village, it's lights out on their chances for victory.

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 e-mail reminders, or you can call Matt for information on the next get-together.

Game Days

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

Tactical Tip

Trade in 1/2" Concealment for 5/8" Concealment

Before you set up another dummy kill stack in a scenario where you have some vulnerable vehicles, why not trade in two or four of those valuable 1/2" concealment counters for some 5/8" ones. According to A12.11, a 5/8" Dummy stack can claim to be an Emplaced Gun or a vehicle. As long as they are set up in concealment terrain, you can keep your opponent guessing about where the real vehicles are, at least until he discovers which is which.

As with all dummy stacks, you need to be prudent in your decision making regarding fire discipline. If you have two real vehicles in your OB and create one 5/8" dummy stack, and you lose concealment on both of the real vehicles, then your opponent will no longer wonder what lies beneath the other ? counter.

On the other hand, if you position your decoy in a spot that your opponent fires at or spends time attacking and/or avoiding your dummies, then you have achieved a small victory already.

Club Ladder

(Our humble Club Ladder through Dec 28, 2001)

(Inactive players not listed)

Player	Points	Record
Matt Shostak	1850	131-29
Jeff Toreki	1731	57-21
Mike Seningen	1702	78-26
Chas Smith	1640	56-13
Jim Ferrell	1488	38-11
Eric Gerstenberg	1357	55-68
Jay Harms	1336	21-8
David Hailey	1331	33-27
Doyle Motes	1262	30-14
Sam Tyson	1219	20-27
Phil Swanson	1213	7-4
Randy Shurtz	1180	6-2
Bob Purnell	1163	22-14
Andy Milder	1142	21-34
Glen Gray	1134	9-8
Dana Sandarusi	1128	7-4
Tom Lavan	1125	6-4
Tom Gillis	1109	29-32
Steve Eckhart	1093	9-12
Rick Reinesch	1091	4-4
Jeff Toney	1071	3-2
Steve Desrosiers	1064	5-4
Rupert Cullum	1061	4-3
Todd Hively	1058	12-25
Scott Hopkins	1052	2-0
Walter Eardley	1046	9-10
Jess Popp	1038	1-0
Stephane Graciet	1037	1-0
Roy Casagrande	1028	1-2
Bret Smith	1026	14-17
Edward Beekman	1022	3-4
Greg Swantek	1018	7-8
Bryan Register	1007	4-7
Ray Woloszyn	1007	2-3
Mike Sosa	1005	2-4
Ed Mott	994	1-5
John Garlic	981	3-7
Paul Thompson	978	0-1
Aaron Schwoebel	973	8-21
Neal Ague	971	1-2
Duane Blocker	967	0-1
Dan Preston	959	1-4
Ryan Nelson	959	3-6
Matt Scheffrahn	959	0-2
Kirk Woller	950	44-68
Jerry Blakemore	945	0-2
Brian Roundhill	936	7-18
Matt Schwoebel	932	6-11
James Rex	928	0-2
Jack O'Quin	926	12-23
Chuck Lemons	924	0-3
Bill Jennings	923	0-3
Scott McFarlane	917	2-8
Bill Dorre	911	4-10
Clint Robinstein	911	4-8
Russell Mueller	911	1-5
Jake Henry	905	0-3
Bill Thomson	904	0-3
Mike Austin	896	6-16
Steven Long	893	0-6

John Hyler	937	4-11
Glenn Schools	869	5-19
Jim Knatcher	849	0-8
Charles Stampely	844	0-6
Dave Morgenthaler	839	0-6
David Finan	838	1-9
Jeff Taylor	821	4-21
RJ Mate	819	10-21
Carl Kusch	813	13-38
Dirk Renshaw	718	2-13

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Next Issue

- More articles about ASL
 - Player Profile
 - Favorite Scenarios
 - Club Meeting Recaps
 - Club Ladder
- And much more!

Recent Ladder Results

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

Winner	Victim	Scenario
Harms(Amer)	Gillis(Germ)	Bad Luck
Harms(Russ)	Gillis(Germ)	Silesian Interlude
Motes(Brit)	Sandarusi(Germ)	Faugh A' Ballagh
Sandarusi(Germ)	Eardley(Brit)	3rd RTR in the Rain
Hopkins(Amer)	Renshaw(Germ)	Lost Opportunities
Tyson(Amer)	Long(German)	Han-Sur-Neid
Purnell(Amer)	Gerstenberg(Germ)	The Niscemi-Biscari
Gerstenberg(Germ)	Purnell(Amer)	Devil's Hill
Shostak(Germ)	Woller(Russ)	Nimm Das Jetzt
Seningen(Russ)	Kusch(Germ)	Silesian Interlude
Seningen(Russ)	Kusch(Germ)	Silesian Interlude
Ferrell(Germ)	Gerstenberg(Amer)	Lost Opportunities
Reinesch(Amer)	Register(Germ)	Confusion Reigns
Shostak(Germ)	Kusch(Russ)	Showtime
Gerstenberg(Fren)	Ferrell(Germ)	Strangers in a Strange Land
Hailey(Amer)	Stampley(Germ)	Bizory Loves Company
Shurtz(Germ)	Hailey(Amer)	Bizory Loves Company
Sandarusi(Germ)	Dorre(Amer)	Trial by Fire
Sandarusi(Brit)	Eardley(Jap)	A Stiff Fight
Swanson(Fren)	Motes(Germ)	Counterstroke at Stonne
Sandarusi(Germ)	Gillis(Dane)	Good Night Sweet Prince
Shostak(Germ)	Long(Amer)	Shoot-n-Scoot
Motes(Germ)	Swanson(Amer)	No Better Spot to Die
Tyson(Brit)	Taylor(Germ)	Cold Crocodiles
Gillis(Jap)	Sandarusi(Fren)	The Ultimate Treachery
Swanson(Brit)	Gillis(Jap)	Sword Play
Cullum(Russ)	Blakemore(Germ)	Friday the 13th
Nelson(Russ)	Sandarusi(Germ)	Cream of the Crop
Gerstenberg(Germ)	Taylor(Russ)	Bad Luck
Gerstenberg(Amer)	Register(Germ)	No Better Spot to Die
Gerstenberg(Amer)	Roundhill(Jap)	Battlin' Buckeyes
Preston(Russ)	Long(Germ)	Commando Schenke
Shostak(Russ)	Register(Germ)	First Crisis at Army Group
Gillis(It/Germ)	B Smith(Brit)	Upham's Bar
Motes(Germ)	Nelson(Amer)	Inhumaine
Motes(Russ)	Swanson(Germ)	Tiger, Tiger
Swanson(Russ)	Motes(Germ)	Tiger, Tiger
Ferrell(Germ)	Beekman(Russ)	Hill 253.5
Shurtz(Germ)	Hyler(Russ)	A Stroke Of Luck
Gerstenberg(F/G)	Taylor(Russ)	Forests of the North
Gerstenberg(Germ)	Long(Part*)	The Old Town
Register(Germ)	Reinesch(Russ)	Czerniakow Bridgehead
Toreki(Amer)	Tyson(Germ)	Ace in the Hole
Register(Russ)	Long(Finn)	Fighting Withdrawal

Gerstenberg(Jap)	Austin(Ghur*)	A Stiff Fight
Register(Russ)	Preston(Germ)	The Commissar's House
Ferrell(Belg)	McFarlane(Germ)	Art Nouveau
Sandarusi(Egyp)	Gillis(Isra)	The Archers of Um Sheham
Seningen(Russ)	Roundhill(Germ)	Friday the 13th
Motes(AlMn)	Cullum(AxMn)	Blood Enemies
Hopkins(Germ)	Dorre(Amer)	No Better Spot to Die
Shostak(Germ)	Long(Amer)	The Road to Wiltz
Harms(Germ)	Swanson(Amer)	St. Barthelmy Bash
Eardley(Germ)	Nelson(Amer)	Bucholz Station
Sandarusi(Germ)	Dorre(Amer)	Riposte
Gillis(Russ)	Motes(Germ)	A Burnt Out Case
Motes(Dutc)	Mate(Jap)	Strongpoint 11
Ferrell(Ital)	Hyler(Brit)	Half A Chance
Taylor(Germ)	Register(Russ)	In Sight of the Volga
Shostak(Brit)	Casagrande(Ital)	A High Price to Pay
Popp(Germ)	Preston(Amer)	Silence that Gun
Hively(Jap)	Stampley(Amer)	Last Stop Before Victory
Austin(Germ)	Roundhill(Russ)	Urban Guerillas
Gerstenberg(Am/Ch)	Tyson(Jap)	Men from Mars
Tyson(Germ)	Register(Russ)	To the Square
Reinesch(Germ)	Seningen(Amer)	The Mad Minute
Motes(Amer)	Mate(Germ)	Kurhaus Clash
Motes(Russ)	Nelson(Germ)	The Guards Counterattack
Gillis(Russ)	Mate(Germ)	Pomeranian Tigers
Motes(Brit)	Casagrande(Ital)	A High Price to Pay
Shostak(Germ)	Preston(Brit)	Dorset Wood in the Rain
A.Schwoebel(Russ)	M.Schwoebel(Germ)	Silesian Interlude
Casagrande(Germ)	Gillis(Brit)	Taurus Pursuant
Shostak(Germ)	Preston(Amer)	Under the Noel Trees
Seningen(Amer)	Reinesch(Germ)	Under the Noel Trees
Register(Germ)	Austin(Russ)	Dash for the Bridge
Tyson(Germ)	Taylor(Amer)	Scouts Out
Gerstenberg(Amer)	Stampley(Jap)	Munda Mash
Ferrell(Germ)	Beekman(Russ)	A Burnt Out Case
Ferrell(Russ)	Schools(German)	Guryev's Headquarters
Hyler(Germ)	Beekman(Russ)	Under Siege
Shostak(Jap)	Taylor(Amer)	The Jungleers
Shostak(Germ)	Register(Russ)	The Citadel
Seningen(Brit)	Register(Germ)	Point 270
Swanson(Amer)	Motes(Germ)	Under the Noel Trees
Gillis(Amer)	Blakemore(Nkor)	Seoul Brothers