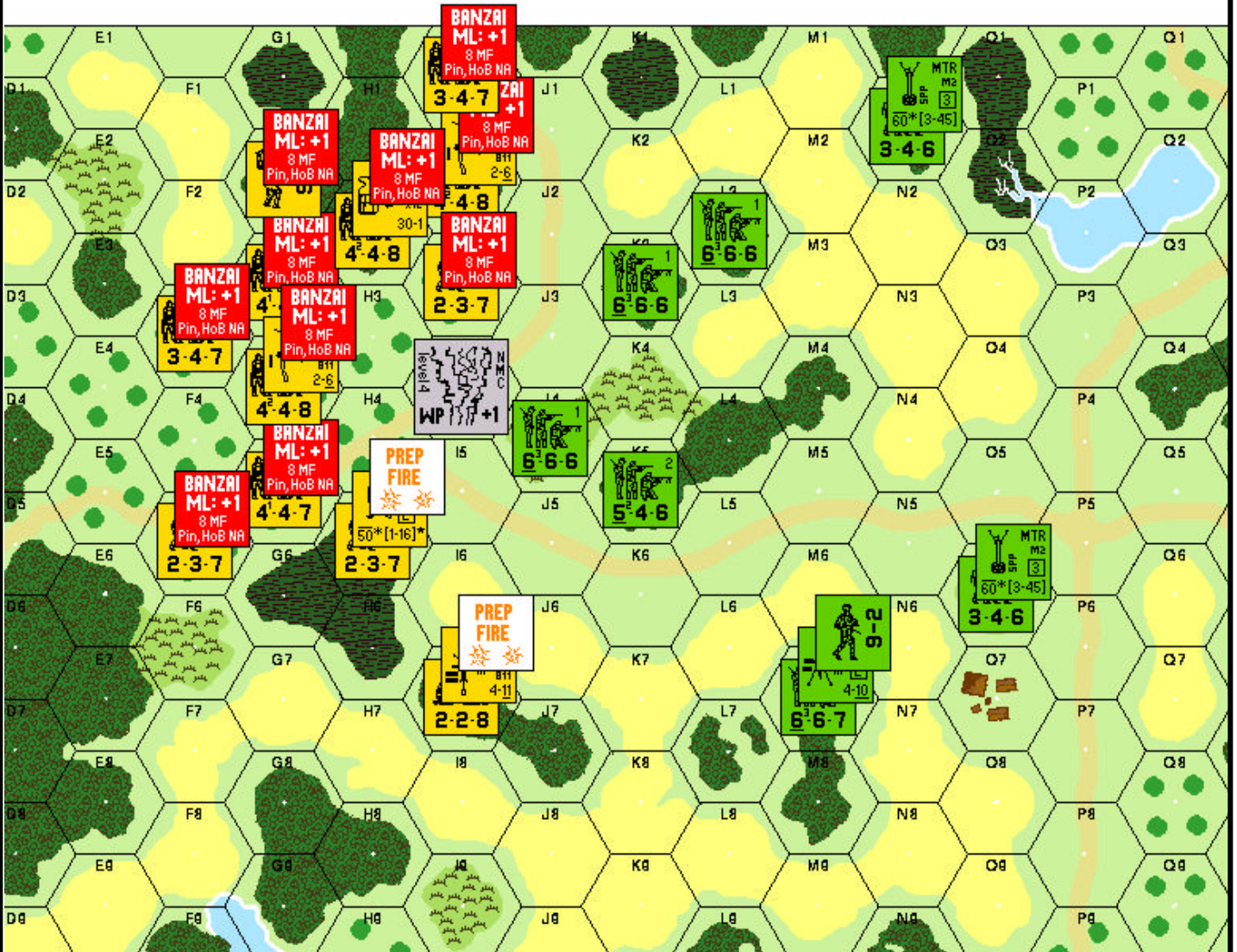


# Banzai!!!



The Newsletter of the Austin ASL Club

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# Banzai!!

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## Editor's Corner



### Sam Tyson

Matt finally backed me into this corner, so I'm here to welcome you to the latest issue of *Banzai!!*, produced solely for your reading pleasure. This is a great issue, with an extensive tournament wrap-up, an exciting analysis of *Hornet's Nest*, a Q&A session with Jeff "T-Bone" Taylor, and the other usual *Banzai!!* features.

On the local scene, we continue to expand the fun of ASL in Texas. We have added Mike Denson to the monthly club meeting rotation schedule. Having the gamedays in Bastrop will likely promote bigger events, being able to attract the Houston Half-Squads and other regional Texans to join in the fray.

Recently there was an Austin-San Antonio gathering, which was well attended by both sides. That same weekend, Bryan Register won two of three scenarios with Ladder Leader Mike Seningen, shaking up the standings a bit. Those losses, combined with Jeff Toreki's recent five game winning streak, vaulted "The Big Tease" to the top of the pile.

Another spark was generated by a new concept of promoting rivalry and interest, borrowed (with permission) from the Southern California ASL group. Club members will vie for possession of a virtual Ten-Gallon Hat, which starts with one player and passes to the person that beats him in a ladder match. Roy Casagrande was given the honor of wearing the Hat first. Maybe that was a reference to "check out the big brain on Roy" given the recent statistical analysis that Roy has been dishing out to the mailing lists. Possession of the hat will be tracked on the club website. Given the fact that Roy said **"I would much rather have the 🍷 than play ASL."** getting the hat from Roy may be a big challenge. When somebody beats Roy in a ladder game, they get to wear the Hat next.

It looks like a great time for Texas ASL, so get out there and play a few games.

## Tourney Report



### Mike Seningen

It's been over a month now since we crowned the first non-Texan the overall champion of the 2003 ASL Team Tournament. I think I have finally decompressed enough to start the tournament write-up.

A record forty-eight stalwarts met in Austin to battle it out for many an honor from June 18th through June 22nd in our 11th annual ASL Team Tournament. Due to popular demand we added a fourth day to the tournament, opening our doors Thursday morning. And boy was it popular! We had more players (35) on Thursday alone than the attendance of any ASL Team Tournament, except for last year's weekend total of 47!

What was equally impressive was that we had 17 new players come join us, some from as far away as Ohio, New York, Indiana, Arkansas, and Tulsa, Oklahoma. We love to have such diversity at our tournament. Foreigners, as we Texans call 'em, add a bit of character and spice, while we reciprocate with a ton of Texas hospitality and some (hopefully) challenging ASL!

To stir things up a bit, we incorporated some additional mini-tournaments, as players kicked off Thursday battling in skirmishes found in the SoCal Melee I Pak, and two playtest tournaments, Robert Hammond's Russian Civil War, and Mark Pitcavage's Battling Buckeye Pack. We also have the Paddington Bears to thank for donating some scenarios most of us hadn't seen from previous Aussie Packs. These minis gave us a chance to play some new scenarios, and get a feel for some of the new products that should hit the streets by next year's event.

As always we had our Saturday Texas Heat Mini Tournament -- and this year it was sponsored by our good friends and BBQ caterers, Poke-Jo's on 5th Street. Our local group meets for lunch there every other Friday, and they've been catering our event for the last 4 years. Nothing like coming to a Texas tournament and getting fed some of our great BBQ! Sure hits the spot after 60 some hours of ASL, and you still have 24 more hours left.

Ah heck, enough about the boring details of an event long past -- **who won the darn thing?**

The Team Tournament was won by Bob Chandler (Houston) & Jack O'Quin (Austin). Jack is a three time Team Champion. Bob and Jack held onto a precarious lead Sunday afternoon. Yours truly and my partner Bill Dorre were nipping at their heels. Jack, Bill, and I were all fighting close battles. Had Jack not been victorious, a win by either Bill or me would have left us the champions. Alas, Jack won his, and Bill and I both went down to defeat in nail biters. As a consequence of our late Sunday

slide, John Garlic (Rio Grande Valley) & Glenn Schools (Fort Worth) slipped into second place.

John Garlic also was the bridesmaid for the 10-3 award. John was defending his 10-3 title with a passion, but ran into long time tournament grognard, but first time ASL Team Tournament visitor, Bill Hayward (Ohio). This is the first time the defenders of the Republic of Texas have let a Foreigner (anyone from outside of Texas) take our coveted 10-3 award for the finest individual performance. Bill blew through the competition compiling a perfect 5-0 record. On his way to victory, Bill overcame the second highest strength of schedule, with his opponent's record a combined 15-4 (0.79), not counting the losses Bill inflicted.

John did win the Aussie Pack Mini-Tournament. A pair of seconds and a first place in a mini is another fine showing from our southern Texas contingent.

Our 8-1 XO award, which is given to the best performance by an up and coming ASLer, wasn't decided until 9PM on Sunday. Clinton Howell (Carthage, Texas) was duking it out with Bill Dorre (Houston) for this prize. Clinton had won his first game ever at the tournament earlier in the weekend and brought a 21 record into the 81 Finals. Despite Bill being the low man on the Texas ASL Ladder, his 2-1 record propelled him into the 8-1 Finals. It was a hotly contested battle of the aptly named *Trial By Combat* [U10] for bragging rights as our newest XO. Clinton's Germans tried to hold off the American onslaught as the emotions and excitement overflowed with each roll of the dice. Clinton in his Northeast Texas stoic poise and Bill an emotion swept mustang were a conflict of styles, but pure excitement to watch. Neither player sat down for the last 2 game turns, as the crowd of onlookers felt each die roll. In the end Clinton's Germans prevailed and as the last man standing in the game room (literally), and his cardboard warrior's heroic stand complete, the weight of the entire weekend, and his new promotion to XO settled in, Clinton collapsed into his chair utterly exhausted. That 6-hour ride home could wait!

Bill Dorre, defeated, but not a loser, rode the momentum of a full game of *In The Bag* [J61] to more than 2000 Major Johnson points. Bill bested second place Rick Reinesch (Austin) by more than 300 points, more than can be had in an average sized scenario! The Major Johnson Award goes to the player who plays the most ASL, calculated by scenario size and complexity. The premise of the award is to recognize the enjoyment of ASL by playing ASL. Bill epitomized the essence of the Major Johnson recipient with his antics, spirit, and enthusiasm for the game throughout the weekend and especially in the 8-1 XO Finals game. Bill, your play, enthusiasm, and fervor reinvigorated my passion for ASL!

The ASL Team Tournament also offers a Saturday only, one-day mini-tournament, punctuated by a full BBQ dinner provided by Pok-e-Jo's of 5th Street. We call it the Texas Heat. It is a unique format where players are pitted

against each other not only across the playing board, but whose combined results are compared with their fellow Axis or Allied commanders. A field of 16 played two scenarios: *Terminus Sened* [TAC71] and *Tenez vos Positions!* [TAC64]. Bob Chandler won both rounds and was easily the top Allied Commander. Scott MacFarlane (Dallas) used a second place in round one and a first place in round two to garner top Axis Commander accolades.

Several other mini-tournaments were played during the weekend.

David Hailey (Austin) won the SoCal Melee Mini.

William Sanders (Jonnesboro, Arkansas) won the Battling Buckeyes Mini.

Several folks participated in a playtest mini-tournament of Robert Hammond's Russian Civil War, although no winner was crowned.

As the sun set on day four of our 11<sup>th</sup> Annual ASL Team Tournament and the last of the gear was packed and most folks had already headed back to the real world, I could only think of how enjoyable and exhausting an event the Team Tournament as become. It is incredible to have all these great players get together for several days. The tournament has become a dream come true for me! Without your support, camaraderie, and friendships, the ASL Team Tournament wouldn't exist. Fortunately I can count on you guys in the future. The four-day format will be a fixture for years to come. We hope that you can join us next year as we look to see who will be our champions for our 12th ASL Team Tournament. Before we even finished cleaning the game room, we secured the booking of next year's event returning to the La Quinta Inn Round Rock. For you Texans, let's polish up those skills we need to take back the 10-3! For you foreigners, we would love to have you join us for some great ASL fun. To all, please mark your calendars for June 24 through June 27, 2004 for the 12th Annual ASL Team Tournament!

## Hornet's Nest (OB 2)



### Scenario analysis by Matt Shostak

This is a scenario I've enjoyed playing recently, and I thought it was a good candidate for analysis in these pages. It's a medium-to-large combined arms action on the Eastern Front in 1944, featuring a strong Russian attack against a fortified German position. Mines, wire, pillboxes, and trenches protect this small German force from the Russian onslaught of infantry and tanks. The game opens with a couple of pre-registered artillery strikes with rockets and big guns, followed by a push from the Red infantry supported by several open-topped assault guns and a brief appearance from two fighter-bombers. The Germans counter with five Hornets reinforcing their position, and finally the Russians up the ante with five T-34/85 tanks halfway through the game to bolster the momentum of the attack. The matchups in this fight are intriguing: defensive setup vs. initial artillery strike, StuG IIIIG vs. the fighter-bombers, advancing Russian infantry vs. mines and wire, SU-76M vs. pillbox, Hornets vs. SU-76Ms, Hornets vs. T-34/85s, German 105 ART guns vs. Russian armor, etc. I like the 3-tiered victory conditions as well. The Russians can accumulate victory points in three ways: by causing casualties, by achieving a breakthrough, and by taking key terrain. I think this is a great way to model the various goals a commander might have.

**Russian Advantages:** Numbers, concentration of force, artillery, air power

**Russian Disadvantages:** Lots of open terrain to cross, vulnerable AFVs

The Russians start with 19 squad equivalents and six assault guns, as compared to just 12 squad equivalents for the Germans (which includes 8 crews). The Russian infantry is also of pretty good quality and is well armed. Usually the attacker can get an even better numbers advantage by concentrating his force and hitting just part of the enemy's defensive line. Here against a somewhat static fortified position that ability is even more pronounced. The artillery strike to start the game is massive, and I expect the 200mm rockets to eliminate most of what they hit. Brush up on the rules for creation of shellholes, rubble, and fires. The 120mm tubes are nothing to sneeze at either. At the very least, the threat from these modules will strongly influence the German setup, perhaps causing the Germans to disperse more than they would like, or to avoid certain good positions since they might be obvious targets. The Russians also have some 120mm artillery available during the game, and its timely appearance in the middle rounds could go a long way to smashing that pesky German position that has been holding up the assault. The airplanes might knock something out in the first stanza, and they will also keep the Germans from moving about freely. Since they're in play for only the first turn, however, they don't constitute a

very big edge. It's not all good for the Soviets, though. They have to conduct this attack over some pretty open terrain. When your best cover is woods and grain, and you're trying to overcome wire and minefield obstacles as well while under fire from machine guns in pillboxes, things can get a bit rough. For the first half of the game the only armor support available comes from the SU-76M assault guns, which are easy prey for the German 105 ART guns, the 81mm mortar, and the StuG IIIIG, not to mention the Hornets. Keeping these guys alive while doing something useful with them will be a challenge. Even the T-34/85 tanks have a lot to fear from the Hornets, and only 4 turns on board to work their magic.

**German Advantages:** Fortifications, Hornets

**German Disadvantages:** Static position, large frontage to cover, brittle force

These Germans have a well-prepared position. They are well dug in with lots of cover, and the wire and mines they've laid out ought to slow the Russians down. The Hornets pack quite a wallop with their dreaded 88LL guns and shouldn't have any trouble destroying any Russian armor they draw a good bead on. The Germans need to set up their defense well, because it will be difficult to maneuver in this battle. In the early going Russian artillery and airplanes will hinder movement. Although reinforcing a threatened sector might not be so hard later on, it will of course require abandoning those wonderful fortified positions to do so. Guns are very difficult to move very far, so any that get bypassed might not see much significant action at all. The German force can also disintegrate rapidly. Half of their squads are second line troops. For all their hitting power, the Hornets are very vulnerable themselves. They are large targets with weak armor, limited HE, and not much machine gun firepower either. Almost anything on the Russian side can knock them out.

### German Defense

Let's take a look at one possible German setup for the purposes of discussion. It is probably not the best, but it should provide a frame of reference for us to address the main issues of the scenario. The first order of business is to avoid losing everything to the initial artillery strike. So put yourself in the Russian player's shoes. Where is he likely to bring the OBA down? For one thing, I think many Russians will be reluctant to drop it really close to the board edge for fear of having it stray offboard. Sure, the extent of error is halved, but that could still easily mean a 2 or 3 hex drift. Russians may also balk a bit at trying for the OBA very close to the German front line, again because it might stray into no-man's land. The stone building at 44X1, however, is an inviting target. It is right smack in the middle of the German position. No matter how inaccurate the initial artillery is, it will still be falling within the German setup area. This zone is also very

likely to contain some defenders. Other likely target areas are the 16O3 building, which is just right of the German center and somewhat up front, the 16L6 building with the stone wall around it, which is on the German right flank, or on the German left the 44S7 building area, or perhaps the hill overlay behind it at 44V8. The good news is that the Russians can't hit everything if you spread out, and well-entrenched units might just survive the shelling. But don't count on it. And remember to check for whether the OBA eliminates any minefields or other fortifications or terrain. The rockets are especially likely to cause shellholes, fires, etc. It would be wise to remember that there will be a couple of aircraft prowling around during the first turn. Infantry hunkering down in their bunkers and trenches probably don't have too much to worry about, but anyone moving around on that first turn could be in trouble. The StuG must be especially cagey. Even if it doesn't move, it is a likely target. But the StuG isn't needed right away. It is mobile enough to get somewhere useful on turn 2. Therefore I'd probably set up this assault gun somewhere out of the way, far from any likely OBA action, in the best cover possible against air power, such as woods or orchard, where it can remain concealed until it is time to move out. How about 44FF9 or 16H10? The German defense must also be prepared for an attack massed against one flank or the other. Fortifications cannot redeploy, and for guns it is very difficult. So you must allocate your resources and pick your spots wisely.

### Russian Attack

Pick a board and hit it hard. Since the Germans must defend the entire front with some rather immobile resources, massing the attack in one place is almost certain to bypass something and therefore render it ineffective. The wide-open spaces of board 44 allow quick movement forward but are also dangerous due to lack of cover. Board 16 on the left provides much more cover in the form of all those grain fields, but moving through the grain will slow the infantry down. Whichever side you choose to attack, prepare the ground with the initial artillery strikes. The middle area around 44X1 is a good conservative choice, since hitting the middle with the artillery can help an attack on either side. A bolder move would be to take a chance on some possible German strongpoint areas on the flanks as mentioned above, such as the 44V8 hill. Don't waste ammo shelling a flank that you don't intend to attack though. In a larger engagement like this I don't usually try to come up with a perfect plan for every single unit. Rather, I go into the attack with some rules of engagement and general ideas about what each type of unit will try to accomplish. Here for the Russians it may be just as important to focus on what they don't want to have happen. I don't think the Russians can afford to lose their SU-76M assault guns early, without accomplishing much. So be careful not to expose too many to any single German weapon. It will be almost impossible to avoid losing some of them, but lining 4 of them up in line of sight of a 105mm gun is a good way to lose them all in short order.

Look for ways in which they can get forward into position to shell German infantry yet be out of sight from German guns. Their AP ammo can be especially effective against pillboxes. They are good weapons, albeit fragile. The radio guy will probably not have a good target for a few turns; so keep moving him forward carefully to a good observation position. Although there is a lot of open terrain, the infantry can often sprint forward. That doesn't mean you should be reckless with them, but they should be able to make good progress even if they take some losses. The T-34/85 tanks seem to arrive rather late, but they don't have much to fear from the German guns. The Hornets, however, are very serious threats to all the Russian armor, and I wouldn't willingly drive into their line of sight without a really good reason. The answer to the Hornets is the Russian infantry, which can take advantage of the Hornet's limited HE and likely lack of machine guns. Infantry will often be able to run straight at them and suppress them with small arms and close combat. If the Russian infantry and tanks can work together, they can swarm the Hornets.

### Ebb and Flow

It may seem to the Russian player that he is taking it on the chin for the first several turns while making almost no progress. Resist the urge to throw in the towel. The Germans are very fragile. It won't take many losses for cracks to appear in their line. Once that crack appears, work Russian units into it and use them like a crowbar to open up the line. The last couple of turns might see the floodgates open, with the Russians able to score a large number of points.

### Conclusion

This is a very enjoyable scenario with a lot going on for both players. The matchups are intriguing, and there is a lot of exciting action. I hope you try it and enjoy it too.

### Graphic

The graphic below shows a possible German defense and Russian attack, at the end of the Movement Phase of Russian turn 1. The pre-game artillery is not shown and is assumed to have had no effect. All Russian moves have been successful. All German units start the game concealed, and all fortifications and guns start the game HIP. All Russian units enter play concealed, and will lose concealment during play normally. Note that the Germans are spread out to reduce the effect of artillery. Russian armor could possibly create trailbreaks through the AP minefields for the infantry to follow. Therefore AT mines supplement those AP minefields that are not covered by German guns. The AT mines in 44S7 anticipate Russian armor looking for a hull down position behind the wall. Some Russian infantry has ridden on the tanks to get forward more quickly.



Here are the details of the units depicted above.

### Germans

Wire: 44R8-10, 16M8, 16N9, 16O10, 16O1, 44U2.  
 6AP: 16P1-44R6.  
 8AP: 16P2  
 2AT: 16N6, 16P0, 44R1, 44S7  
 16N10: 37L and 2-2-8, CA: 1, BS: N10  
 16J10: PSK, 1-2-7  
 16O3level1: LMG, 4-6-7  
 16N2: FXHL, 4-4-7  
 16M2: FXHL  
 16G3: 105 ART, 2-2-8, CA: 2  
 16G6: 1+5+7PB, 7-0, MMG, 4-6-7, BS: 44N1, PBCA: 1  
 16F6-C8: Trenches  
 16C8: 81MTR, 2-2-8, CA: 1, BS: 44N1  
 16B2: Trench, 9-1, HMG, 4-6-7, BS: 16Q10  
 16A2: Trench  
 44R7: LMG, 4-4-7  
 44U4: FXHL, 4-4-7  
 44V7: 1+3+5, 8-0, MMG, 4-6-7, BS: 44M3 PBCA: 6  
 44W7-8: Trenches  
 44W9: 1+3+5, LMG 4-6-7, PBCA: 5  
 44AA6: 105 ART, 2-2-8, CA: 5, BS: 44N5  
 44BB8level1: HMG, 1-2-7, BS: 44N2  
 44DD2: FXHL, 4-4-7  
 44EE1: StuG IIIG, CA: 5, BS: 44S7  
 44GG10: PSK, 1-2-7

### Russians

44F1: ?, CX, FT, 6-2-8, DC, 6-2-8, DC, 6-2-8  
 44F4: CX, 4-4-7  
 44F5: CX, ATR, 4-4-7  
 44F6: CX, 4-4-7  
 44F7: CX, 4-4-7  
 44F9: CX, dm MTR, 2-3-7, ATR, 4-5-8  
 44F10: CX, dm MTR, 2-3-7  
 44H9: CX, 6+1, 4-4-7x3  
 44H1: ?, CX, 8-1, LMGx3, 4-5-8x3  
 44I1: SU-76M (motion, CA 3), ?, radio, 8-0, MMG, 4-4-7  
 16Y1: SU-76M (CA 4), ?, 9-1, MMG, 4-4-7  
 44K5: SU-76M (CA 2), 4-4-7  
 44L4: SU-76M (CA 2) 4-4-7  
 44M10: SU-76M (CA 2)

I must give credit to Brian Roundhill for many of the ideas in this German setup. He used something similar against me to very good effect in a recent game.

All of the guns shown with a red outline are using HIP. All of the mines, wire, entrenchments, and pillboxes also started the game HIP, and are all shown on-board even though most would still be hidden.

## Player Profile: Jeff "T-bone" Taylor



**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?

**Jeff "T-bone" Taylor:** I've been gaming since around 1979. I think my first game purchase was *Panzer 44*, which was an SPI title. It was very similar to *Panzerblitz/Panzerleader*. I've always kind of gravitated towards playing tactical games. I think it wasn't too long before I purchased SL.

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

**JT:** I was stationed in the Army at Fort Stewart, GA. at the time. Picked up the rulebook and *Beyond Valor* in a shopping mall down in Savannah. This was in 1985. No one seemed to have any interest in it at the time. Most of the soldiers that did wargame liked less complex games like the *Russian Campaign* or *Panzerblitz*. Don't think I actually played ASL against a live opponent until around 1993 though I did continue to collect the modules as they were released.

**Banzai:** What nationality do you enjoy playing the most?

**JT:** I like playing the Germans. They have lots of cool equipment, usually good morale, and they have good AT weapons especially late in the war. I think they are usually the easiest nationality to play.

**Banzai:** Describe your favorite kind of scenario.

**JT:** ETO, moderate size scenario, 10-15 squads and 45 AFVs apiece. No more than 7 turns. Just meaty enough to be interesting. I like combination type victory conditions such as control of building/hexes and CVP/Exit VPs.

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

**JT:** I really don't know if I have strengths. I suppose that I'd like to think that I can remain calm when the situation just seems to be collapsing around me. Maybe that comes

from getting my butt kicked by Matt Shostak on a regular basis. He pretty much owns me. If you can keep your head and stay focused, you can often overcome bad luck. My weakness would have to be my lack of mental stamina to play well in large scenarios. I tend to get tired and careless during a long game session. Most of my mistakes occur in the last few turns of a scenario.

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

**JT:** The best part of ASL is sheer number of situations that can be gamed. If I were to keep only one game in my collection ASL would be it. I still love playing it. The worst part of ASL is probably the weapons malfunction rules. I can't tell you how many times a key weapon of mine has malfunctioned on the first shot. That has got to be the most frustrating aspect of the game.

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

**JT:** *Armies of Oblivion*. I'd like to see the core system finished. A Spanish Civil War (not the Critical Hit pack) and Korean War modules would be pretty cool additions to the system as well.

**Banzai:** You're attacking in 1944. Would you rather have four T-34/85s, or two JS-IIIs?

**JT:** Give me the T34/85s any time. I'll take numbers, speed, superior rate of fire, and faster turrets over armor and massive guns in most situations.

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

**JT:** Destroying Bryan Register's five Soviet tanks with my one remaining AC in *Puma Prowls* would have to be my most enjoyable moment...sorry Bryan. My worst would be gacking a TH8 DR with my 88LL AT gun vs. one of Sam Tyson's Crocodiles, and then watching him just disassemble my defense in *Cold Crocodiles*. Funniest? Just watch my pathetic attempts to beat Shostak. There has to be some humor in that.

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



**JT:** I'd like to improve my combined arms play using the Americans. I think they require a lot of finesse on the attack. Attacking with low morale troops, mediocre armor and leaders, and smoke takes skill.

**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?

**JT:** New players need to just focus on chapter A and not attempt to memorize the entire rulebook. Realize that you only need a small portion of the rules at any one time to actually play the game. Start with small scenarios. Find a local club. Play someone who knows the system. It's much easier to learn the game by playing against an experienced player. I really don't know if there is a good way to attract new members. Wargaming is sort of a niche hobby. People with an interest in military history just sort of gravitate towards it, but they have to know that the hobby exists. Post club contacts on bulletin boards at your local hobby shops and hope that they stock ASL on their shelves.

**Banzai:** What's your favorite AFV (or other game piece) in ASL and why?

**JT:** The late model German Panther. It's probably the best all-around AFV.

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

**JT:** Most of the time I play GMT's card driven games like *Paths of Glory*, *Wilderness War*, the *Napoleonic Wars*, etc. but most of my gaming is online. My favorite games, which I don't get to play that often, would be the OCS and CWB series from the Gamers/MMP.

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

**JT:** Reading, traveling with my wife and friends. I've also recently started building 1/35 scale models again.

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

**JT:** Austin ASL Rules! We have a really cool club with lots of nice members who do great things for the ASL hobby. I've had an excellent time playing and learning ASL with them, and I look forward to more of the same.

## Favorite Scenarios



**Jim Ferrell**

Trying to list a few ASL scenarios as favorites is like my wife being told she can only have a couple hours to make her purchases at the mall. So many choices too little time. Matt set a time line that has to be followed or I would be here until Hades froze if I followed my wife's concept of time. My ideal ASL scenario takes place on the eastern front 1941-1945. I just love the east front. The *Streets of Fire* scenarios are the best (long live deluxe ASL!) but there are others. Here are a few that I think are truly outstanding gems including a few from the other fronts.

### DASL 1: Guryev's Headquarters

Deluxe ASL slug-out on those great big boards. This slug-out has a large German infantry force trying to take stone buildings from elite Russians. This scenario often comes down to the last close combat, you can't ask for it to get any better than that. I would list most of the deluxe scenarios from *Streets of Fire* as must play.

### SP 73: Seregelyes Slug-Out

Heavy metal at its height! Is-2ms, Panthers and Tigers oh my! Dorothy and Toto wouldn't want to traverse these roads! This turns into a heavy-duty slugfest between the tanks but it is the infantry that will win this jewel. Bridge control is the key; the Russians must deny the Germans 7 points of control with each bridge varying in victory point cost. Which side's tanks will survive to help their infantry is the question here.

*Schwerpunkt* has produced several great scenarios with plenty of movement and action.

I'm going to jump fronts for a minute and visit the desert. I'll start with a small scenario and work up to a large one.

### V1: High Danger

Dust, intense heat haze, Tommies and Huns mix it up for control of a hillock summit. This features a rush by the Afrika Korps to capture a key piece of ground. This is one of my favorite all time scenarios! I'll play it anytime, either side. This scenario has come down to the last turn every time I have played and it plays fast, you can finish it in 2-3 hours.

From short and intense I'll jump to huge and intense.

### 42: Point of No Return

The British must survive an ambush led by Rommel himself! Large swirling action with instant victory conditions that the British player must constantly be aware of. It's not often you see a 10-3 leader up front manning

the line but Rommel is there. The 1st turn is awesome and the British player may have to take that personal moral check! Throughout the game both sides receive reinforcements that allow the attack or defense to continue. It's a great desert melee. Did I mention it is large? Ten turns of fighting over that huge escarpment overlay. The desert at it's finest.

Several early war scenarios are fun. I'm going to jump to France in 1940.

### **82: For Honor Alone**

This scenario features a two-pronged German infantry assault on 2 buildings controlled by the French. The French get a few tanks, and the Germans get a fighter-bomber. The Germans will get a chance to push those anti-tank guns into position, but will they do any good? This is a fun scenario with lots of action. Watch out for any fires in those grain fields; you could run short of blaze counters!

### **J43: 3rd RTR In The Rain**

One of the very best small, combined-arms scenarios that there is. It is an early war scenario in France. The Germans have a village; the British are coming to take it. Both sides get armor support and the action takes place in a driving rain. This scenario often comes down to the last close combat roll!

Lets head back east for a minute. Sometimes you want to shoot something, and tank vs. tank gets in your blood.

### **AP7: Directive Number Three**

For all you tread-heads, hold on to your sprockets. Your fantasy has just come true. This scenario features tanks, lots of tanks in various sizes that collide in a big way. Dig out your chapter H notes, because you are going to need them. This large meeting engagement is loads of fun. The main fight often takes place in a large wheat field. Throw in a few burning wrecks and presto instant smoke screen that keeps growing and growing you'll literally have a blast. This one will teach you the vehicle "to hit" rules quickly.

### **Red Barricades: Campaign Game**

Just do it!

The last of my favorites are early war in Poland. These are fun!

### **J25: The Weigh In**

The Polish infantry are hunkered down in a village that the Nazis are trying to take. The Germans have large combined arms force, and could steamroll the Poles if they did not have all those AT/ART pieces to keep that CVP cap of 50 in the German commander's mind. The Poles get a little armor support later that can just ruin someone's day. This scenario is highly enjoyable though a bit hard on the Germans.

### **J26: Round Two**

The Nazi Blitzkrieg has 7 and a half turns to amass 100 victory points without hitting a 50 CVP cap in losses. This scenario features offboard artillery for both sides, a Stuka, molotov cocktails, and loads of action. This is a must play so put it on your list.

I have left out so many other scenarios, including Chas Smith's designs, which are some of the best fun around. I'm like most ASLers and have my likes and dislikes but will play just about any scenario if it gets me a game.

Urrah!

### **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, San Antonio, 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. To stay informed of upcoming club events, join our e-mail group. You can check out club action on the Ladder web site, or you can post messages at [central-texas-asl@yahoogroups.com](mailto:central-texas-asl@yahoogroups.com). Point your browser to the club site found on the web at <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.

## Club Ladder

(Our humble Club Ladder, as of Aug. 21)

(Inactive players not listed)

Rank	Player	Points	W	L
1.	Jeff Toreki	1812	73	23
2.	Mike Seningen	1754	102	30
3.	Matt Shostak	1715	168	38
4.	Jim Ferrell	1697	66	15
5.	Chas Smith	1640	56	13
6.	Jay Harms	1532	35	12
7.	Randy Shurtz	1479	36	15
8.	John Garlic	1462	14	7
9.	Sam Tyson	1422	53	39
10.	Phil Swanson	1410	17	6
11.	Zeb Doyle	1361	16	4
12.	Eric Gerstenberg	1310	86	87
13.	David Hailey	1302	40	34
14.	Bob Chandler	1266	9	5
15.	Roy Casagrande	1239	40	31
16.	Tom Gillis	1188	57	59
17.	Carl Kusch	1179	31	57
18.	Jeff Taylor	1179	22	45
19.	Mike Denson	1158	10	6
20.	Allen King	1149	22	22
21.	Bryan Register	1137	23	44
22.	Scott McFarlane	1130	10	13
23.	Doyle Motes	1127	49	38
24.	Rob Burton	1126	12	17
25.	Tom Lavan	1125	6	4
26.	Chris Kolenda	1100	3	0
27.	Ken Havlinek	1095	4	2
28.	Walter Eardley	1089	17	19

29.	Steve Eckhart	1088	9	12
30.	Jeff Toney	1072	3	2
31.	Glen Gray	1064	15	20
32.	Cliff Cornell	1059	3	2
33.	Todd Hively	1058	12	25
34.	Bob Purnell	1054	24	19
35.	Rupert Cullum	1044	6	7
36.	Stephane Graciet	1037	1	0
37.	John Hyler	1036	11	23
38.	Rick Reinesch	1034	19	29
39.	Kevin Keneally	1032	1	0
40.	Kirk Woller	1031	52	75
41.	Steve Desrosiers	1020	5	5
42.	Clinton Howell	1013	2	3
43.	Greg Swantek	1011	7	9
44.	Mike Sosa	1005	2	4
45.	Ed Mott	994	1	5
46.	Jack O'Quin	991	16	27
47.	Ray Woloszyn	986	2	4
48.	David Holmes	984	0	1
49.	Jess Popp	982	2	3
50.	Paul Thompson	978	0	1
51.	Dick Curtis	972	0	1
52.	Neal Ague	971	1	2
53.	Duane Blocker	967	0	1
54.	Hector Garcia	966	0	1
55.	Bret Smith	965	18	27
56.	Matt Scheffrahn	959	0	2
57.	Aaron Schwoebel	958	8	22

58.	Ryan Nelson	946	4	8
59.	Edward Beekman	941	2	6
60.	James Rex	928	0	2
61.	Chuck Lemons	924	0	3
62.	Joe Schlichting	921	0	4
63.	Victor Behar	919	0	4
64.	Brian Roundhill	913	12	33
65.	Jerry Blakemore	912	0	3
66.	Clint Robinstein	911	4	8
67.	Matt Schwoebel	901	10	26
68.	Jake Henry	900	0	3
69.	Dan Preston	898	4	13
70.	Scott Hopkins	894	3	10
71.	Russell Mueller	890	3	10
72.	Glenn Schools	882	8	31
73.	Bill Thomson	882	0	4
74.	Robert Esparza	880	5	8
75.	RJ Mate	856	11	21
76.	Jim Knatcher	849	0	8
77.	Doug Erwin	847	0	12
78.	David Finan	838	1	9
79.	Jim Martin	828	4	18
80.	Bill Jennings	823	0	8
81.	Mike Austin	817	6	19
82.	Steven Long	790	3	16
83.	Charles Stampley	743	0	12
84.	Dirk Renshaw	717	2	13
85.	Bill Dorre	661	5	29

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## Next Issue

- More articles about ASL
- Player Profile
- Favorite Scenarios
- Club Meeting Recaps
- Club Ladder

And much more!

## Ladder Results Since Last Issue

(Send ladder reports to Sam at [samtyson@kdi.com](mailto:samtyson@kdi.com))

Allen King (Russ) def Rick Reinesch (Germ) in Crossing the Gniloi Tikitsch  
Doyle Motes (Russ) def Ken Havlinek (Germ) in Urban Guerillas  
Matt Shostak (Germ) def Jeff Taylor (Russ) in The Barrikady  
Jeff Taylor (Brit) def Eric Gerstenberg (Germ) in The Lawless Roads  
Jeff Toreki (Amer) def Allen King (Germ) in Merzenhausen Zoo  
Jim Ferrell (Russ) def Glenn Schools (Germ) in Acts of Defiance  
Rick R. (Germ) def Brian Roundhill (Russ) in Directive Number Three  
Sam Tyson (Chin) def Bryan Register (Jap) in Shanghai in Flames  
Jim Ferrell (Germ) def Glen Gray (Pole) in Round Two  
John Hyler (Alli) def Russell Mueller (Axis\*) in Gift of Time  
John Hyler (Amer) def Edward Beekman (Germ) in Le Manoir (The Manor)  
Mike Seningen (Vich) def Matt Shostak (Chin) in Siam Sambal  
Roy Casagranda (Jap) def Rob Burton (Brit) in The Eastern Gate  
Scott McFarlane (Russ) def John Hyler (Germ) in With Flame and Shell  
Tom Gillis (Jap) def Bob Chandler (Brit) in The Eastern Gate  
Eric G. (Jap) def Bryan Register (Fren) in Army at the Edge of the World  
Cliff Cornell (Amer) def Victor Behar (Germ) in Under the Noel Trees  
Matt Schwoebel (Jap) def Eric Gerstenberg (Chin) in Land of the Khan  
Allen King (Russ) def Jim Martin (Germ) in The Capture of Balta  
Jim Ferrell (Germ) def Glenn Schools (Russ) in Berserk!  
Eric Gerstenberg (Germ) def Allen King (Amer) in Death at Carentan  
Rick Reinesch (Amer) def Jim Martin (Germ) in Defiance on Hill 30  
Roy Casagranda (Brit) def Bill Dorre (Jap) in The Eastern Gate  
Jim Ferrell (Germ) def Randy Shurtz (Russ) in Valhalla Pound (X11 repub.)  
Rick Reinesch (Russ) def Jim Martin (Germ) in The Puma Prowls  
Walter Eardley (Brit) def Bill Dorre (Germ) in Point of the Sword  
Eric Gerstenberg (Germ) def Matt Schwoebel (Russ) in The Last Tiger  
Cliff Cornell (Russ) def Victor Behar (Germ) in The Puma Prowls  
Tom Gillis (Brit) def Roy Casagranda (Germ) in Husum Hotfoot  
Jim Ferrell (Cana) def Glenn Schools (Germ) in Je me so uviens  
John Hyler (Germ) def Glen Gray (Russ\*) in Kampfgruppe at Karachev  
Mike Denson (Germ) def Matt Shostak (Russ) in Beyond the PAKfronts  
Mike Seningen (Germ) def Rick Reinesch (Russ) in Showtime  
Doyle Motes (Russ) def Bill Dorre (Germ\*) in The Fugitives

Jay Harms (Russ) def Doyle Motes (Germ\*) in The Fugitives  
Jeff Taylor (Amer) def Eric Gerstenberg (Germ) in Priests on the Line  
Matt Shostak (Germ) def Jim Martin (Russ) in Urban Guerillas  
Matt Shostak (Russ) def Jim Martin (Germ) in Cream of the Crop  
Roy Casagranda (Germ) def Bill Dorre (Russ) in The Fugitives  
Roy C. (Germ\*) def Rob B. (Brit) in Counterattack at Viller-Bocage  
Tom Gillis (Germ\*) def Ken Havlinek (Russ) in The Fugitives  
Brian Roundhill (Jap) def Bryan Register (Amer) in Cibik's Ridge  
Bryan Register (Alli) def Brian Roundhill (Jap) in Strongpoint 11  
Eric Gerstenberg (Germ) def Dan Preston (Amer) in Schloss Bubingen  
Eric Gerstenberg (Germ) def Jeff Taylor (Russ) in Tooth and Nail  
Randy Shurtz (Part) def Victor Behar (Brit) in Scobie Preserves  
Allen King (Germ) def Jim Martin (Yugo\*) in The Professionals  
Rob Burton (Germ) def Roy Casagranda (Amer) in Backs to the Sea  
Allen King (Germ) def Bryan Register (Russ) in Hedgehog of Piepsk  
Roy Casagranda (Germ) def Rob Burton (Russ) in The Fugitives  
Sam Tyson (Germ) def Jeff Toreki (Amer) in Surrender or Die  
Tom Gillis (Germ) def Roy Casagranda (Russ) in The Liberators  
Jeff Taylor (Germ) def Allen King (Russ) in The Golovchinko Breakout  
Randy Shurtz (Germ) def Doug Erwin (Amer) in Shattering the Line  
Randy Shurtz (Germ) def Doug Erwin (Russ) in Ghost of Napoleon  
Carl Kusch (Germ) def Dan Preston (Amer) in Zon with the Wind  
Carl Kusch (Germ) def Sam Tyson (Brit) in Waiting for Frenedall  
Eric Gerstenberg (Germ) def Allen King (Russ) in One Eye to the West  
Jim Martin (Russ) def Bryan Register (Germ) in Block Busting in Bokruisk  
Tom Gillis (Jap) def Bret Smith (Gurk) in Bum Gurkha Bum!  
Matt Shostak (Amer) def Brian Roundhill (Germ) in Bridge at Stavelot  
Mike Seningen (Germ) def Allen King (Russ) in One Eye to the West  
Bill Dorre (Fren) def Rob Burton (Jap) in Army at the Edge of the World  
Roy C. (Jap) def Bret Smith (Fren) in Army at the Edge of the World  
Tom Gillis (Jap) def Scott Hopkins (Fren) in Army at the Edge of the World  
Eric G. (Germ) def Matt Schwoebel (Russ\*) in A New Kind of Foe  
Allen King (Russ) def Jim Martin (Germ) in Hill 621  
Jeff Taylor (Brit) def Eric Gerstenberg (Germ) in Monty's Mess  
Roy Casagranda (Germ) def Tom Gillis (Russ) in The Bitter End  
Tom Gillis (Russ) def Doyle Motes (Germ) in The Last Tiger  
Jim Ferrell (Russ) def John Hyler (Germ) in Smashing the 3rd  
Allen King (Yugo) def Mike Denson (Germ) in The Professionals  
Jeff Taylor (Germ) def Rick Reinesch (Amer) in Inhumaine  
Matt Shostak (Russ) def Brian Roundhill (Germ) in Hornet's Nest

Bryan Register (Germ) def Sam Tyson (Amer) in No Better Spot to Die  
 Rick Reinesch (Amer) def Dick Curtis (Germ) in Surrender or Die  
 Sam Tyson (Germ) def Rick Reinesch (Russ) in Armor Clash  
 Rob Burton (Amer) def Tom Gillis (Germ) in Triste baptême (Sad Baptem)  
 Allen King (Alli) def Bryan Register (Germ) in Bring up the Guns  
 Walter Eardley (Jap) def Tom Gillis (Amer) in The Green House  
 Rob Burton (Germ) def Roy Casagranda (Fren) in Hamlet's Demise  
 Roy Casagranda (Jap) def Tom Gillis (Amer) in The Jungleers  
 Eric Gerstenberg (Russ) def Aaron Schwoebel (Ital) in In the Name of Rome  
 Jeff Toreki (Germ) def Allen King (Cana) in One Tough Canuck  
 Eric Gerstenberg (Germ) def Jeff Taylor (Russ) in The Slaughterhouse  
 Randy Shurtz (Jap) def Doug Erwin (Brit) in Commando Hunt  
 Randy Shurtz (Jap) def Doug Erwin (Guam) in Ninety Minute War  
 Jeff Toreki (Brit) def Tom Gillis (Germ) in Skirting the Mace  
 Sam Tyson (Russ) def Glenn Schools (Germ) in The Mighty Maus  
 Sam Tyson (Amer) def Jeff Taylor (Germ) in The Factory  
 Doyle Motes (Germ) def Eric Gerstenberg (Part) in Engaement pour un tour  
 David Hailey (Alli) def Doyle Motes (Axis) in The Wolves' Last Tooth  
 Randy Shurtz (Russ) def Allen King (Germ) in Hood Ornaments  
 Jim F. (Germ) def Scott M. (Amer) in Across the Aisne and Into Freineux  
 Walter Eardley (Russ) def Rick Reinesch (Germ) in Hill 621  
 Roy Casagranda (Jap) def Mike Seningen (Amer) in The Bushmasters  
 David Hailey (Amer) def Brian Roundhill (Germ) in Curtain Kall  
 Jay Harms (Russ) def Randy Shurtz (Germ) in Kampfgruppe at Karachev  
 Jim Martin (Germ) def Walter Eardley (Russ) in Cream of the Crop  
 Jim Ferrell (Germ) def Allen King (Fren) in In Front of the Storm  
 Bob Chandler (Russ) def Matt Shostak (Germ) in Cream of the Crop  
 John Hyler (Brit) def Jeff Taylor (Germ) in Khamsin  
 Tom Gillis (Germ) def Bryan Register (Russ) in High Tide at Heiligenbeil  
 Sam Tyson (Amer) def Rick Reinesch (Germ) in First and Inches  
 Phil Swanson (Part) def Carl Kusch (Germ) in Mila 18  
 Mike Seningen (Brit) def Mike Denson (Germ) in Flaming of the Guard  
 David Hailey (Russ) def Scott McFarlane (Germ) in Panzerkeil  
 Jay Harms (Russ) def Jim Martin (Germ) in The Slaughterhouse  
 John Garlic (Germ) def Clinton Howell (Amer) in First and Inches  
 Eric Gerstenberg (Jap) def Randy Shurtz (Brit) in Die Gurkha Die!  
 David Hailey (Jap) def Russell Mueller (Amer) in The Lighthouse  
 Robert Esparza (Germ) def Glenn Schools (Russ) in Friday the 13th  
 Mike Denson (Russ) def Jim Martin (Germ) in Walk in the Woods  
 Jeff Taylor (Russ) def Carl Kusch (Germ) in Siberian Woods  
 Tom Gillis (Germ) def Allen King (Russ) in The Mius Trap  
 Matt Shostak (Chin) def Walter Eardley (Jap) in Jungle Citadel  
 John Garlic (Germ) def Jay Harms (Russ) in Setting the Stage  
 Glenn Schools (Russ) def Rick Reinesch (Germ) in The Grim Reapers  
 Sam Tyson (Russ) def Matt Schwoebel (Germ) in Jackboot Woods  
 Mike Seningen (Russ) def Bob Chandler (Germ) in Eye of the Tiger  
 Russell Mueller (Germ) def Robert Esparza (Part) in The Liberation of Tulle  
 John Garlic (Russ) def Sam Tyson (Germ) in Panzerkeil  
 Eric G. (Brit) def Russell Mueller (Jap) in Down the Manipur Road  
 Jay Harms (Germ) def David Hailey (Amer) in Last Act in Lorraine  
 Mike Denson (Germ) def Bryan Register (Amer) in Terminus Sened  
 Bret Smith (Russ) def Carl Kusch (Germ) in Von Bodenhausen's Ride  
 Phil Swanson (Germ) def John Hyler (Russ) in First to Strike  
 Jack O'Quin (Amer) def Robert Esparza (Germ) in Lee's Charge  
 John Garlic (Alli) def David Hailey (Ital) in Morire in Belleza  
 Allen King (Amer) def Rick Reinesch (Germ) in Terminus Sened  
 Doyle Motes (Germ) def Sam Tyson (Russ) in Walk in the Woods  
 Eric Gerstenberg (Amer) def Walter Eardley (Jap) in Bucking for Sergeant  
 Matt Shostak (Germ) def Jay Harms (Russ) in With Flame and Shell  
 Clinton Howell (Russ) def Jim Martin (Germ) in Smashing the 3rd  
 Matt Schwoebel (Brit) def Carl Kusch (Germ) in Dangerous Crossroads  
 Bryan Register (Fren) def Rick Reinesch (Germ) in Tenez Vos Positions!  
 Randy Shurtz (Amer) def Jim Martin (Germ) in Schloss Bübingen  
 Randy S. (Brit) def Tom Gillis (Germ) in Counterattack at Viller-Bocage  
 Rick Reinesch (Russ) def Robert Esparza (Germ) in The Puma Prowls  
 Brian Roundhill (Germ) def Bret Smith (Russ) in The Last Tiger  
 Bryan Register (Jap) def Jack O'Quin (Amer) in Matsumoto's Charge  
 Carl Kusch (Germ) def Doyle Motes (Russ) in Armor Clash  
 Jim Ferrell (Germ) def Phil Swanson (Pole) in Rabka Uzana Road  
 Jeff Toreki (Russ) def John Hyler (Germ) in Seelow Seesaw  
 Clinton Howell (Germ) def Bill Dorre (Amer) in Trial by Combat  
 Scott McFarlane (Germ) def Allen King (FrFr) in Tenez vos Positions!  
 Rob Burton (Brit) def Roy Casagranda (Germ) in The Prize  
 Rob Burton (Amer) def Roy Casagranda (Jap) in Cibik's Ridge  
 Roy Casagranda (Aust) def Tom Gillis (Jap) in Frogs in the Pocket  
 Bryan Register (Jap) def Matt Shostak (Alli) in Strongpoint 11  
 Matt Shostak (Alli) def Bryan Register (Jap) in Wet Sahwahs  
 Mike Denson (Germ) def Jim Martin (Russ) in Friday the 13th  
 Rick Reinesch (Amer) def Steven Long (Germ) in Buchholz Station  
 Jeff Toreki (Germ) def Dan Preston (Brit) in North Bank  
 Carl Kusch (Germ) def Kirk Woller (Amer) in The Sound of Guns  
 Allen King (Russ) def Jim Martin (Germ) in Smashing the 3rd  
 Roy Casagranda (Jap) def Tom Gillis (Aust) in Signal Hill  
 Bryan Register (Amer) def Jeff Taylor (Germ) in Taking the Left Tit  
 Jay Harms (Russ) def Roy Casagranda (Germ) in High Tide at Heiligenbeil  
 Jim Ferrell (Phil) def Doug Erwin (Jap) in Precious Minutes  
 Roy Casagranda (Germ) def Scott Hopkins (Norw) in Might Makes Right  
 Tom Gillis (Russ) def Bill Dorre (Finn) in Toast Victory with Vodka  
 Carl Kusch (Germ) def Mike Seningen (Russ) in The Cat's Lair  
 Allen King (Pole) def Brian Roundhill (Germ) in They Stop Here!  
 Jim Martin (Russ) def Steven Long (Germ) in Urban Guerillas  
 Glen Gray (Germ) def John Hyler (Russ) in Race for the Sarvis  
 Randy Shurtz (Jap) def Doug Erwin (Alli) in Defeat in Java  
 Rob Burton (Jap) def Roy C. (Fren) in Army at the Edge of the World  
 Roy Casagranda (Germ) def Rob Burton (Alli) in Last Stand  
 Jeff Taylor (Russ) def Carl Kusch (Germ) in Siberian Woods  
 Jeff Toreki (Germ) def Sam Tyson (Cana) in The Good Shepherd  
 Bryan Register (Fren) def Jim Martin (Germ) in Le Herisson  
 Eric Gerstenberg (Ital) def Matt Schwoebel (Yugo) in Morire In Belleza  
 John Hyler (Alli) def Doug Erwin (Jap) in Quick & Dirty  
 Randy Shurtz (Russ) def Doug Erwin (Jap) in Evicting Yamagishi  
 Allen King (Fren) def Sam Tyson (Germ) in The Road to Lyon  
 Roy Casagranda (Amer\*) def Rob Burton (Jap) in China Girl  
 Rick Reinesch (Russ) def Allen King (Germ) in Wintergewitter  
 Kirk Woller (Russ) def Bob Purnell (Germ) in Tractor Works  
 Kirk Woller (Amer) def Bob Purnell (Germ) in The Sound of Guns  
 Jay Harms (Jap) def Roy Casagranda (Amer) in Didn't Have to be There  
 Carl K. (Amer) def Allen K. (Germ) in Across the Aisne and Into Freineux  
 Mike Seningen (Jap) def Eric Gerstenberg (Amer) in Tasimboko Raid  
 Sam Tyson (Russ) def Jim Martin (Germ) in Under Siege  
 Bryan Register (Ital) def David Hailey (Amer) in The Guns of Naro  
 David Hailey (Jap) def Bryan Register (Fren) in Ultimate Treachery  
 Matt Schwoebel (Alli) def Bryan Register (Axis) in The Wolves' Last Tooth  
 Brian Roundhill (Chin) def Matt Schwoebel (Jap) in Shanghai in Flames  
 Bob Purnell (Germ) def Kirk Woller (Pole) in Rabka-Mszana Road  
 Sam Tyson (Germ) def Doyle Motes (Brit) in Tavronitis Bridge  
 Mike Seningen (Aust) def Bryan Register (Jap) in Peningkibaru Push  
 Bryan Register (Jap) def Mike Seningen (Amer) in Restoration  
 Bryan Register (Jap) def Mike Seningen (Amer) in Restoration  
 Carl Kusch (Yugo) def Eric Gerstenberg (Germ) in The Professionals  
 Glen G. (Jap) def Doug E. (Phil) in Plenty of Time to Rest when you're Dead  
 Jeff Taylor (Amer) def Matt Schwoebel (Jap) in Armored Probe  
 Matt Shostak (Germ) def Bob Purnell (Russ) in Eye of the Tiger  
 Roy Casagranda (Jap) def Rob Burton (Amer) in Chesty's Turn  
 Tom Gillis (Alli) def Roy Casagranda (Jap) in Men From Mars  
 Allen King (Russ) def Bryan Register (Germ) in One Down, Two to Go  
 Tom Gillis (Germ) def Scott Hopkins (Russ) in Walk in the Woods  
 Jeff Taylor (Amer) def Eric Gerstenberg (Germ) in First and Inches  
 Randy Shurtz (Germ) def Doug Erwin (Pole) in Round One  
 Sam Tyson (Brit) def Doyle Motes (Germ) in Slaughter in Heaven