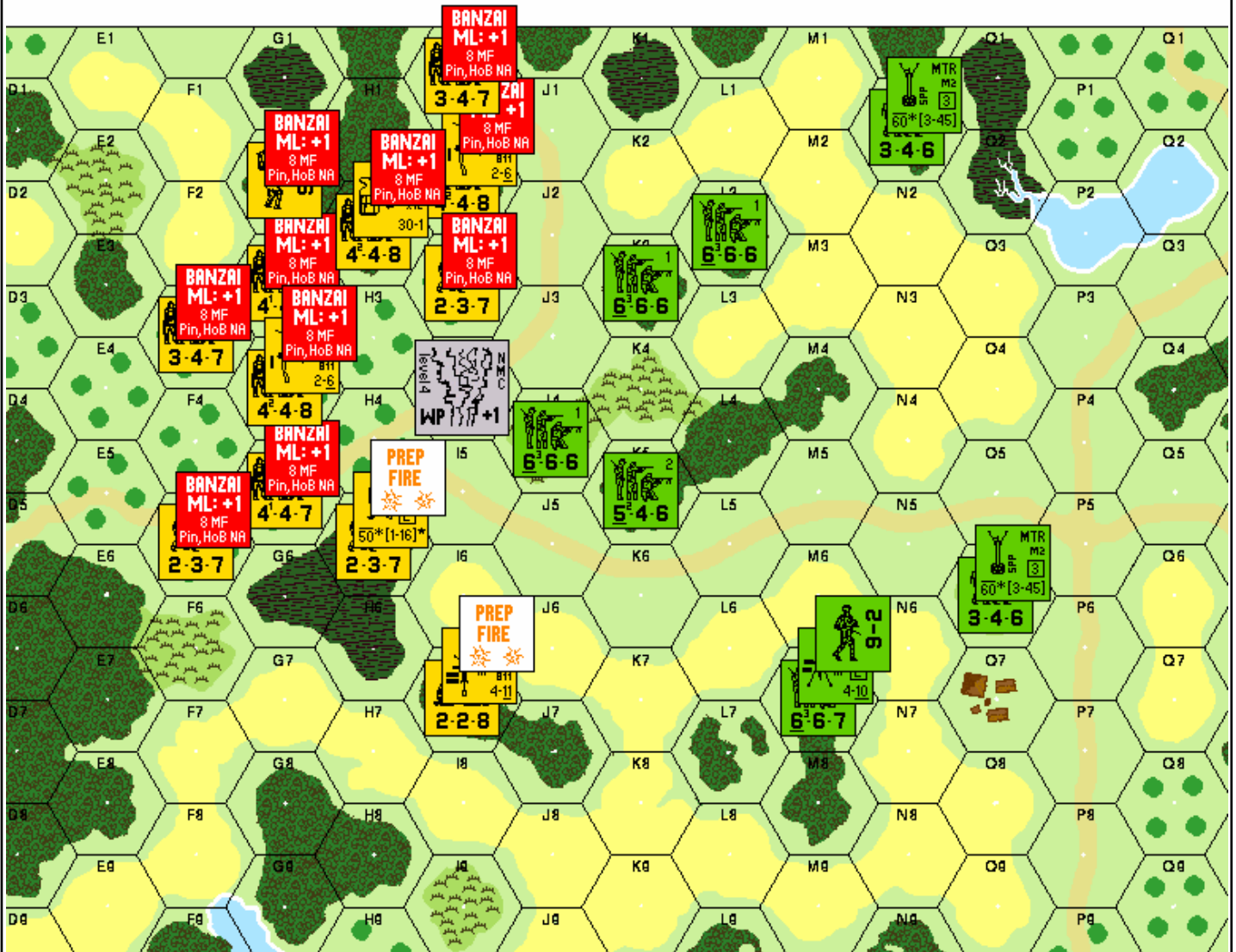


Banzai!!!



The Newsletter of the Austin ASL Club

November, 2006 Volume 11, Number 1

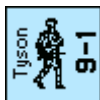
This newsletter is **FREE!** Don't let anyone charge you for it.

In this Issue

| | |
|---|----|
| Commissar's Corner: | 2 |
| Scenario Analysis: SP124 Expelling the Guards | 2 |
| Player Profile: Brian Roundhill | 7 |
| Favorite Scenarios | 8 |
| 2006 Texas Team Tournament | 9 |
| 2006 Tournament Results | 11 |
| This Happened to Me | 12 |
| Club Notes | 17 |
| Next Issue | 17 |

Commissar's Corner:

Sam Tyson



I know this corner is usually reserved for Matt Shostak, but as I put this issue of *Banzai!!* Together I realized how much I have enjoyed being a part of this club over the past 8 years.

Wow, that sounds like a long time to be involved in a hobby, but it has really gone by fast. I know that some guys out there, even guys here in Austin, have been playing ASL for 30 years now, but I didn't start until much later.

This issue of *Banzai!!* marks the return of an actual printable version. The past year has seen the use of the *Banzai!! Pipeline* blog as the publication mechanism, but it just doesn't capture the feel of publishing a good, hands-on issue that you hand dive into. I work at a computer every day, so reading another blog doesn't excite me like taking the time to sit down and read something that has been crafted from personal efforts and dedication to the hobby.

I get the same feeling every time I get a new issue of *Dispatches from the Bunker*. There is something fresh and new in every issue, and I can sit back and drift away into ASL bliss as I read it.

Matt and I wanted to get back to doing this the old-fashioned way. He gets the articles and contributors rolling, and I throw it all together and try to get it published. It takes a lot of time to make it all happen, but hopefully you will agree that the end result makes it worth all of our effort.

We plan to continue with this version as frequently as we can, and I will continue to post interesting after action reports (AARs) and articles on the *Banzai!! Pipeline* blog as well. We welcome contributions for either media outlet, and I will do everything I can to get submissions in the hands of all of the ASL players that I can.

Scenario Analysis: SP124 Expelling the Guards

Matt Shostak



This scenario is an ideal choice for discussion in these pages, since it has been played quite a few times in our gaming circle. I've played it once as each side, and I've seen several other games at our monthly game days. It has several things to recommend it, since it pits an interesting mix of units against each other with a simple objective of fighting to clear (or retain a foothold on) a big hill. But the most attractive quality to me is the replay value inherent in this action. The design gives each player so many choices for how to approach his task that it really bears repeated play.

Situation: An elite Soviet force attempts to hold onto a ridge in the countryside in 1942 in the face of a powerful German attack. They are well-equipped and dug in. They have trenches and foxholes, and a few machine guns including an HMG. They also have a very formidable tank for this period, a T-34 M41, to shore up the defense, and a pair of small tanks, T-60 M42s. Several guns are also available for the defense, including two 45L antitank guns, a 76L artillery piece, and the ever-dangerous 82mm mortar. Riding to the defense are a couple more T34 M41s on turn 2. This powerful force, however, has to defend against a German attack that can come at them both frontally and from the flank, which forces them to plan more for an all-around defense. The German attackers are also a very dangerous force. Fifteen squads, about half of them elite, with a few machine guns and a 9-2 leader, are supported in their attack by a module of 80mm artillery and a troop of 10 tanks of various kinds: two PzIIFs, three PzIIHs, three PzIIJs, and a couple of PzIVF1s.

Russian Advantages: Defense, quality weapons

Russian Disadvantages: Outflanked

There are certain advantages that are inherent in being on the defense, especially when there is a lot of open terrain the attacker must cross, as in this situation. For one thing, the attackers must often risk moving in the open or through minimal cover, while the defenders can simply sit entrenched and shoot at them. If the attacker doesn't like the risk that entails, he must work to minimize it, using the usual tools from his bag of tricks like smoke placement, armored assault movement, and moving in small groups from cover to cover while under the protection of powerful overwatch fire groups. Although most attackers are pretty familiar with these methods, they still require skill to perform well, and the defender will often still get many

good shots despite the attacker's best efforts. The Russians in this scenario also have several very good weapons at their disposal. The T34 M41s have very thick armor and a gun quite capable of disposing of any of the German tanks they will face, so they will be a major concern for the Germans. The 76L artillery piece should also be very dangerous to all the German tanks. Although the 45L antitank guns do not have a lot of penetration power, they are still quite dangerous considering their high rate of fire and the possibility of getting flank shots against the panzers. The 82mm mortar is possibly pound-for-pound one of the most dangerous and versatile weapons in the ASL system. In a pinch it could knock out a tank, but of course it is most effective against infantry, and there ought to be a few airburst opportunities in this fight as German soldiers seek shelter in the woods.

Being outflanked is a huge burden on this defense though. The Germans can enter anywhere on the north and west edges, which means the Russians will have a difficult time bringing all their weapons to bear against the assault, at least in the early stages of the game. It can also mean that any units deployed far away from the hill on the flanks to contest possible avenues of attack might find themselves out of the fight entirely if the Germans do not come that way. It affords the Germans the possibility of massing all their forces in one area to achieve a strong local numerical superiority, or of attacking from several directions to enjoy the advantages of encircling the Russian positions.

German Advantages: 9-2 leader, armor numbers, artillery

German Disadvantages: Difficult victory conditions

The Germans don't really have much of a leadership advantage here, but the 9-2 is still the best leader on the board, and if he can direct a strong fire group of the HMG and MMG, he can be very effective in putting the hurt on the Soviet defenders, using his leadership modifier to essentially negate the +2 entrenchment terrain they are likely to be in. The Germans have a lot of tanks, and they are all rather flexible. They all have sD7 to help put smoke on the board, and the PzIVF1s have s9 for even better smoke making. Their machine gun firepower is quite good. Parking a tank a few hexes away from a Russian squad in a foxhole and spraying it with 8+2 shots every fire phase can be a good way to break down the defenders.

Although they are outclassed in armor and gun by the T-34 M41s, they are not helpless. Let's look at the numbers. The PzIIF's miniscule 20L gun with a basic kill number of 6 is obviously useless against the T-34 M41's circled 11 frontal armor and 6 side and rear armor factors, and even against the lowly T-60 M42, with armor of circled 6 front and circled 3 side and rear it does not fare well, but the

other tanks do better. The PzIIH's gun has a basic kill number of 11 which should be fairly useful against the T-60 M42s, but of little danger to the T-34 M41s unless it gets a flank or rear shot. However, APCR is available on a 5, boosting the kill number to 14 at 7-12 hex range, and even higher at closer ranges, something the Russian monster tanks cannot safely ignore. The PzIIIJs are a bit better, sporting a 50L gun with a basic kill number of 13, which might get lucky enough to kill the big Russian tanks through the frontal turret aspect, and APCR availability is a 6, which would bump the kill number up to 17 at 7-12 hex range, and of course even higher at close ranges. This is certainly capable of dispatching a T-34 M41. The rate of fire of 2 for all of the PzIII models here is a nice bonus. The PzIVF1s are less capable against the Russian monsters, but still have HEAT ammunition on a 6, with a kill number of 13, so they could harm them on a flank shot or lucky turret frontal hit.

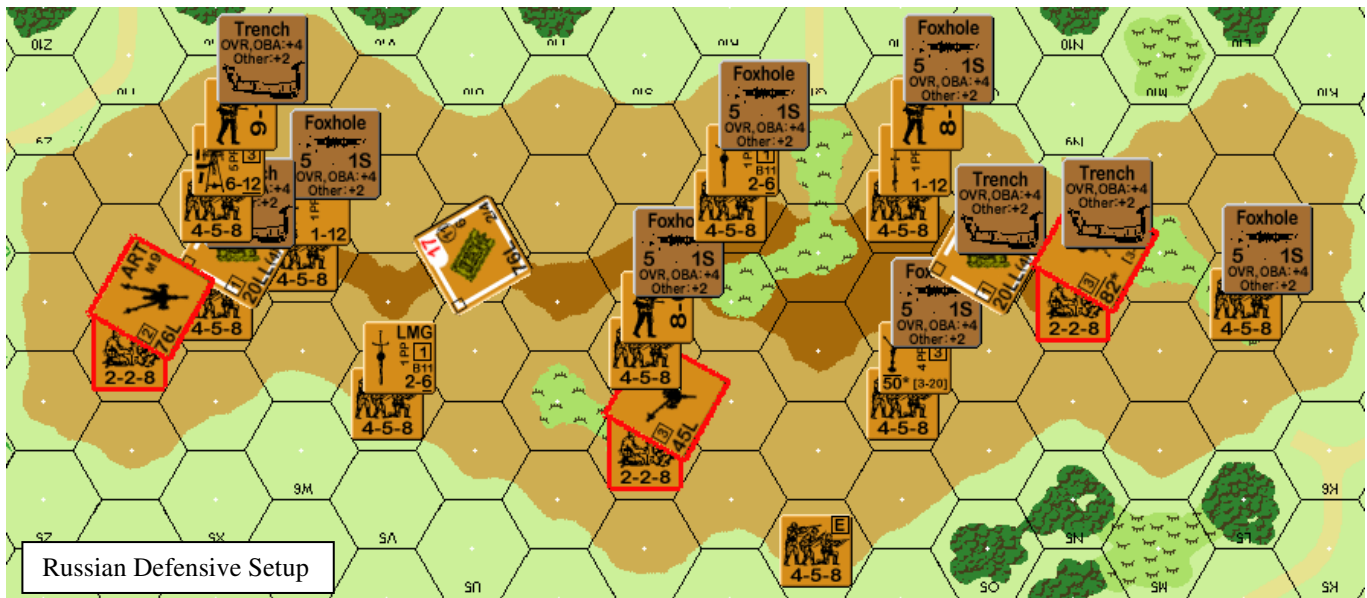
If the Germans can get that 80mm artillery falling on the hilltop, whether it comes down as smoke to blind the Russians or high explosive to try to do damage, it will certainly help the attack. Even entrenched Russians can be harmed by the 16+4 attacks such a barrage would generate, and it will make it difficult for them to leave their foxholes.

The German task here is very difficult. There isn't very much cover but the infantry must cross a respectable distance under fire, then go uphill and clear out entrenched, elite, defenders. The tanks are a bit outclassed, and a careless or unlucky attacker could have quite a few wrecks on his hands in short order. Developing a good assault will require the attacker to use all the resources at his disposal well, creating his own cover with smoke, and forcing combat on his own terms rather than the defender's terms.

Russian Defensive Setup

There are so many ways the Russians could design their defense, that it is difficult to declare one the best. In fact, discussing the merits of various setups and approaches is what makes this scenario so interesting. Rather than try to cover too much in one article, let's present one possible setup for consideration, with HIP units outlined in red. Here the Russians have put a pair of trenches at opposite ends of the ridge. The T-34 M41 is also up there and will attempt to get hull down at setup. The Russian right side has the big mortar and the smaller mortar, anticipating German infantry coming from the north and using the trees a lot as cover. The Russian left has the leader-directed HMG and the 76L gun, which is also pointed back toward the Russian right, hoping to catch a German tank or two on the small northern hill in the Russian backfield. The HMG has a very good field of fire across the entire west side, and even across the front of the ridge. One antitank gun is on the backside of the hill in some brush, hoping to catch the panzers as they climb the backside. The other is in a

Banzai!!



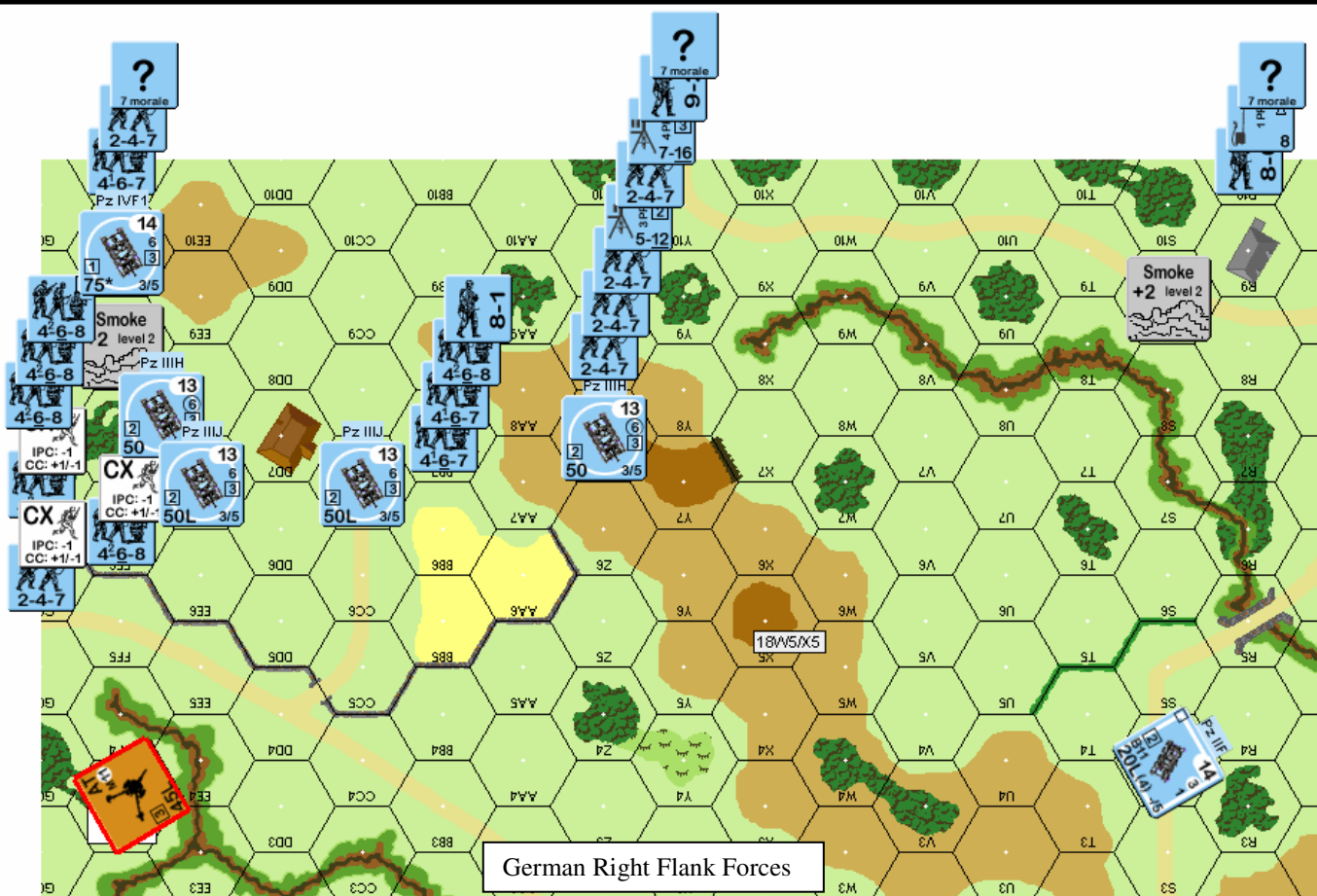
gambit position way out on the Russian left flank, in case any German tanks come that way and try to use the wall over there for cover, or climb the small high hills of board 18 to try to bring fire on the entire ridge from that angle. The placement of the T-60 M42s is a dilemma. Leaving them mobile also leaves them vulnerable, and they are easily killed by most of the German tanks. Being without radios they are not very maneuverable anyway. Putting them in trenches atop the ridge makes them small hull down targets which ought to keep them alive a bit longer, so they can use their weapons to keep the German infantry at bay. However, if they get killed up there and become burning wrecks they might provide the Germans with some extra smoke cover for their assault. The Russian infantry is spread around to avoid presenting too good a target for the German artillery, and those not in foxholes will attempt to dig them right away.

In general the Russian plan calls for the big guns to do most of the fighting while the infantry holds fire and remains concealed as much as possible, trying to buy time to keep a toehold on the ridge long enough for the win. The various guns will try to knock out the German tanks while the mortars focus on the infantry. The radio man is a high priority target. Any delay in getting the artillery on the ridge helps the Russians, so an attempt will be made to hit him with effective fire as soon as he enters.

German Attack

I've played this once as each side, and I've watched several other games. In every one of them, the Germans made a strong left hook attack. In other words, they came primarily or exclusively from the north side to try to take the ridge from the edge and back rather than frontally. If this is indeed a natural tendency for German players, perhaps it would behoove Russian players to orient their defenses

more strongly in that direction. By the same token, perhaps it would be worthwhile for German players to consider a bold frontal attack, or more of a right hook. It is this very element of the scenario that gives it strong replay value. It might be especially fun to try different approaches against the same opponent in a rematch to see how differently things turn out. Winning an early guessing game about the axis of attack could be a huge advantage for either side. So here I have illustrated a possible German right hook attack. In this case each unit is shown in the location it intends to reach. Obviously Russian fire may prevent some of these moves. The two PzIIFs were used to get some cover for the observer so he and the radio can advance into the stone building concealed. Another squad and a half skulk behind the low hill in FF10, intending to advance under the tank there. Perhaps the Russian will think this stack is the observer with the radio. Knowing about the possibility of the antitank gun drawing a bead down the road through the gap in the wall, the German tanks have been very circumspect and will wait for infantry to clear the area. In the meanwhile, they will engage the T-34 M41 from outside its covered arc. A couple of other German tanks position themselves far off to the left to engage the Russian monster from the other side. This way at least one tank will be able to shoot at the side facing of the T-34. Notice that the tanks are careful to remain beyond 12 hexes from the T-34 to take advantage of their better long range gunnery. The 9-2 leader hopes to advance his men to the top of the level 2 hill under the tank (which had to risk ESB to get there stopped). This could lead to a risky confrontation with his opposite number, the Russian 9-1 at the edge of the ridge directing the HMG. Although this could go poorly for the Germans, note that their attack has positioned quite a few units against just a couple of Russian adversaries. Pretty much the entire German right hook is only dealing with the T-34 and the HMG at this point, and the T-34 does not enjoy rate of fire. Sure, they have no way of knowing precisely where



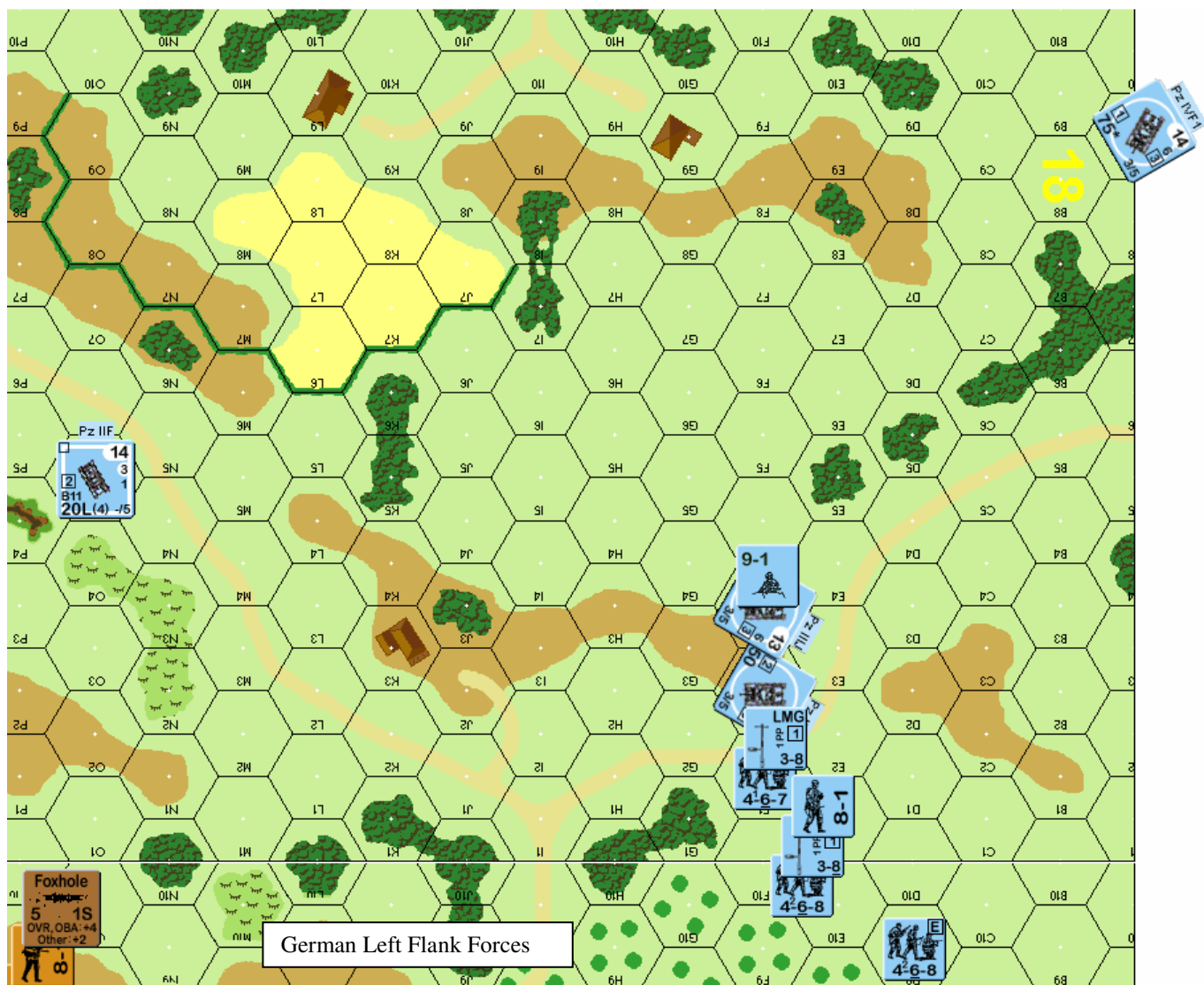
the Russian guns are, but they can probably take some educated guesses and reasonable chances in this attack. I've also shown about a platoon of landsers making a supporting attack from the north edge, hoping to get under the cover of the orchards and woods near the Russian north edge of the ridge. They stand a good chance of taking some hits from the big mortar however. Their job is to keep the Russians honest and to put at least some pressure on that end of the ridge line. It might be better instead to use this platoon in the right hook and go hard-core Schlieffenesque on the Rooskies. If they reinforced the right flank there just may be way too many bodies for the Russian HMG to handle by itself. And given this setup, the defenders are not really well positioned to stop this kind of thrust. So it is an option certainly worth consideration.

Midgame

I don't like to try to go into too much detail about anything beyond the first turn or so, because so much depends on how well each plan is working and how the dice have fallen. Rather I think the best approach in preparing for a scenario beyond the opening stanzas is to formulate some rules of engagement that fit your plan and try to stick to them. For the Soviets I think it is very desirable to match weapons against the correct targets. Obviously the T-34 and the 76L, plus the two antitank guns, need to focus on

reducing the German armor strength. The mortars and HMG need to try to keep the Wehrmacht infantry at bay, keeping in mind the importance of hitting the radio man if possible. Most of the other Russian squads will have to hunker down, trying to retain concealment, and pick their shots wisely. Some will have to make use of their shovels to dig in. The T-60s are useful only against the German infantry, especially as depicted here in trenches on the hill. The reinforcing pair of T-34s can shore up an area, but they should be kept together. For one thing, they have no radios and it's risky to separate them. But more generally by staying together they make a much more formidable force that is difficult for the Germans to swarm to get side and rear shots.

The Germans really have a tough job here, and this is reflected in the early reports on ROAR (Remote Online Automated Record), which has the Russians winning 10 matches so far to the Germans' 4. They must protect their radio man. In nearly every scenario I have seen so far, the artillery observer has had a difficult time getting fire on the target. Calling in artillery is difficult enough as it is with the necessity of making and maintaining radio contact, gaining battery access, and getting a spotting round where you want it. But it's made that much harder when the observer spends the first few turns running for cover, or gets killed outright. There aren't many good approaches



where he can get into great terrain with good lines of sight without taking some risk in the open ground. Here we've shown him trying to get into that stone building which is the best cover available, but even getting there is no sure thing, especially if the tanks assigned to give him a smoke dispenser screen fail their usage rolls. The same difficulties that the observer faces confront the other German infantry as well. It's just very difficult to find really good cover. Some of the best available is usually woods, but considering the Russian mortars it could get hot in the trees. The way the Germans can try to overcome this is overwhelming one area with numbers. Hence the right hook plan shown here. As the game progresses the Germans will want to take advantage of their strengths. They have a good amount of smoke-making capability. The PzIVs are parked at long range and will try to obscure the most dangerous enemies atop the ridge such as the HMG or the big mortar, or the T-34. Another strength is the potency of the machine guns on the panzers, combined with their toughness against Russian ATRs. Parked at 7

hexes away, they can hose down any defenders in foxholes or trenches at 8+2, with no danger of deliberate immobilization from the ATRs. Or they can drive in closer to take advantage of point blank fire with their high rate of fire guns. They can really do a number on the Russian infantry if they get the chance. The PzIIs are great tanks to lead any attack when the time comes, especially if you need a bit more smoke as cover since they stand a good chance of becoming flaming wrecks. Use them to force difficult choices on the Russians.

Endgame

I've seen a few endgames for this scenario where it has come down to that last charge across a part of the hilltop to eliminate or tie up the remaining Russians. Keep in mind that to win the Germans only have to make sure there are no Good Order enemy MMC on the hill overlay, and anyone held in melee is not Good Order. So this is a good game to

Banzai!!

November, 2006 Volume 11, Number 1

practice your finishing skills at tying up the enemy in a clinch. For the Soviet defenders, the endgame is an exercise in avoiding that fate, and the usual techniques of getting as much firepower as possible out of your remaining units through residual placement and judicious use of first, subsequent, and final fire will be key. Try this scenario. I think you will like it. It's also worth playing more than once with different approaches to realize its great replay value.

To see some pictures of a couple of actual matches of this scenario, see our online Texas ASL Banzai!! blog at <http://banzaipipeline.blogspot.com/>.

Player Profile:

Brian Roundhill



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?

Brian Roundhill: My life in gaming started with ye olde D&D, then bounced around a lot. In high school some friends and I became part of a gaming group headed by a post-grad student who also worked at the local game store. Lots of *Call of Cthulhu*, with some *Paranoia* and board games thrown in. During and after college, my gaming shrank until I finally got in contact with this club, and now I'm an ASL guy.

Banzai: When and how did you discover ASL?

BR: I was over at my friend's house when they were playing ASL. One thing led to another, and I was learning while "playing" a deluxe scenario, *Back to School* I think. Kept playing with my friend while slowly picking up all the ASL stuff, then drifted out for a while. Found the ASL mailing list in '98 or '99, found this club, and started playing again.

Banzai: What nationality do you enjoy playing the most?

BR: Probably late-war Germans because of their inherent anti-tank capabilities, but it's barely a preference. I do know I hate playing most nationalities against unopposed armor. Probably the most frustrating experience in ASL.

Banzai: Describe your favorite kind of scenario.

BR: Well it's got to have options. Multiple lines of defense, different options for a last stand, varied attack routes, etc. Variable OB is a huge plus. In fact, I think most scenarios with fortified positions should allow the defender to purchase the majority of his fortifications instead of having a fixed OB.

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

BR: Probably my biggest strengths are knowledge of the rules and using infantry, while my biggest weakness is definitely using AFVs. I am slowly starting to learn how to attack with AFVs, but I am still hideously bad on the defense.

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

BR: The best part of ASL is how much fun it is to play, while the worst part is how little I get to play. Beyond that, the next best part is the wide variety of actions that are represented. Makes it impossible to develop a winning strategy when the strategy keeps changing, which keeps the game always interesting. The second worst part of the game is the steep learning curve. Every time you master one part, another part rears its ugly head, or you learn you had that part wrong to begin with.

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

BR: Now that all the major nationalities are done, having some time to help Heat of Battle with all their great designs.

Banzai: You're attacking in 1944. Would you rather have four Greyhounds or three Stuarts? Would you rather have three demo charges or two flamethrowers?

BR: I'd probably take the Stuarts. I'm not as comfortable with armored cars, and unless it's a city fight, the Stuarts will be more mobile. Plus I'd rather not have an open-topped AFV. But it's definitely the flamethrowers. I find them a great deal more useful than demo charges, and they might have more use.

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

BR: One of my most enjoyable is still the game of *Kampfgruppe at Karachev* against Mike Austin at one of the Austin Team Tournaments. Absolute nail-biter of a game that Mike won by running multiple squads through residual and several fire lanes. My worst moment was my frustration

at getting absolutely no rate of fire as the defending Germans in *Hill 621*. It still haunts me to this day.

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

BR: Well, I'd like to improve my focus on the little things. I have a habit of overlooking something or doing something stupid that costs me a game. I'd also like to improve my grokking of scenarios. I can usually figure out the first turn or two, but I don't always get the best long-term picture. Finally, I want to learn how to use AFVs as more than smoke cover.

Banzai: You get choice of sides in a scenario. Would you rather have the side with a single behemoth tank like a Panther or Tiger, or the side facing them with larger numbers (say 4) of less stout vehicles like Shermans or T-34s?

BR: Oh I think I'd have to take the numbers. As bad as I am with AFVs, putting all my eggs into one behemoth sounds like trouble.

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?

BR: Play. Look up rules and learn them by doing them in a game. Not sure how smoke grenades work? Then try to use them, even if you think it won't help you. And who wants to be in a club where the members don't play?

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

BR: Tough question. With the way I play, you'd think it would be the DM or Encircled counters, but it's actually the Flamethrower. What a mean beast this is. 24 flat is a vicious attack, and 12 flat is nothing to sneeze at, plus it is murder against AFV with an 8 to kill, even if the AFV is moving. And the AFV version is even meaner. Sure there are some drawbacks, but it is still a wonderful piece in my hands. In my opponents hands, not so much.

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

BR: I've turned into an ASL player only, for the most part. Too many other hobbies, too little time for other games. In the past, I've enjoyed *Civilization*, *Up Front*, and *History of the World*.

Banzai: What are your other interests outside of gaming?

BR: Many. Besides "normal" interests, like movies, books (fantasy and sci-fi mostly), and music, I am a computer gamer, play defender on an over-30 soccer team in the Austin Men's Soccer Association, and throw darts in a local league and a few regional tournaments. On top of all that, I am slowly learning how to cook more than blackened meat du jour.

Banzai: Any final comments to wrap up?

BR: Not really. I'm looking forward to playing all our readers some day. Thanks for the interview, and may everyone's dice remain interesting.

Favorite Scenarios

Bill Dorre



1. Can't help myself; gotta go with **Hill 621**.
2. Once again a classic: **The Bitche Salient**. With a name like that it's gotta be a...Bitche.
3. We're gonna run through the jungle a bit with **Bloody Red Beach**. If you're a jarhead you can't get down early when your best crap and best leader get whacked! And you get soooo many kewl toys...always fun!
4. "Gentlemen welcome to **The Rock!**" Guess it just doesn't give the same impression as Sean Connery had. But when you play this one it *will* leave an impression on you. Tough on the Japs having to play both offense and defense. Actually I'd like to play this one again as the Japs.
5. Back to Europe on **A Breezeless Day**. I think the VC are tough on both sides, leaving it to the ASL gods. If either side has an extraordinary event...Crit...Battle Harden in CC, miracle rally behind the lines kinda thing, it can get real interesting.
6. Ever been to **the Zoo** the Merzi.....I give tryin' to spell it (the Dude is most certainly a lazy man!) But how can you not have fun. Big tanks... big guns, lots of fire and stuff. Waaaay kewl!
7. **Hube's Pocket**. Once again from the old days! I'll say this it plays way better as an ASL Scenario. Definitely a nail biter.
8. I gotta admit the year Clint and I ended the tourney ('01 I think) with **Trial By Combat** and although I lost in the

Banzai!!

November, 2006 Volume 11, Number 1

"last CC of the last turn" kind of thing by a 8-0 leader and broken half squad. I still had sooooo much fun.

9. Almost forgot... I love the **deluxe** stuff.

I had the pleasure of having it handed to me by Walter in **First to Strike**. It takes some time to get used to the size difference. There should be a sign: *That panzer is closer than it appears* on the box...or something.

10. **Red Barricades!** I know it's a campaign game but come on, it's *Red Barricades*.

2006 Texas Team Tournament

Rick Reinesch



The fourteenth edition of the Austin ASL Team Tournament is now in the books. The tournament was held again this year at the La Quinta Inn in Round Rock, TX from June 22nd through June 25th, 2006. This year we had a good turnout of 33 players joining us from points all over Texas and from locations as far away as Ohio, Oklahoma, and New Mexico. They showed up to battle it out for the many honors and prizes we made available for the taking.

As has been the case over the last few years, the event kicked off on Thursday morning with open gaming. Thursday gaming counted toward the Major Johnson award – given to the person who plays the most ASL over the course of the weekend; the Minor Johnson – given this year in celebration of the release of *Armies of Oblivion* to the person who played the greatest number of scenarios involving a minor power; the Audie Murphy and Col. Klink awards – given for the greatest number of snakes and boxcars respectively; and prizes to the person(s) who playtested the greatest number of Pete Shelling and Heat Of Battle scenarios over the weekend.

By coincidence, the beginning of the tourney also corresponded with the 65th anniversary of the start of Operation Barbarossa. In recognition of this historical event, Zeb Doyle conceived a great remembrance mini. He created two relevant scenarios and devised a unique team/scenario scoring format that did a good job of taking out scenario imbalances as evidenced by the fact that the difference between the eventual first and second place teams was just one point. Zeb distributed German and Russian themed t-shirts to the mini participants (very cool!), and created a booklet with well written articles covering the finer points of pillboxes, platoon movement, and naval OBA that was also made available to the

participants. At the end of the day, the winners of the Barbarossa mini were Matt Shostak of Austin and John Van Marter of Capitan, NM. They walked away with some great looking plaques.

Friday open play began counting towards the meat of the tournament: the team honors and the top individual awards. This year we changed up the awards slightly. We still had awards lined up for the overall team champion and the top individual player – the “10-3”. But this year we dropped the “8-1” or top newcomer prize in favor of the recognizing the individual runner-up. We called it the “9-2” and we plan on making it a fixture in the coming years.

As has been tradition for several years now, the ASL Team Tournament offered a Saturday only, one-day mini-tournament. 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 also compared against combined results of their fellow Axis or Allied commanders. A field of 12 played two scenarios: *Abandon Ship (WCW5)* and *A Hotly Contested Crossroads (DB35)*. Glen Gray (Addison, TX) wound up as the top Allied Commander and Russell Mueller (Dallas) garnered the top Axis Commander accolades.

After a hard weekend of intense gaming, Saturday evening was topped off by a full BBQ dinner supplied by Pok-e-Jo's. This is always a great way for folks to unwind a little and share ASL times over some great barbeque.

All the action concluded with the final big matches on Sunday that determined the team champions, and saw it pit the top undefeated players against each other to crown the “10-3” individual champion and “9-2” runner-up. When the dust settled the Team winners were Jack O'Quin (Austin) and Doyle Motes (Houston), the “9-2” runner up was Zeb Doyle (Austin), and the “10-3” superman was Jim Ferrell of Fort Worth. Congratulations, gentlemen!

We worked extra hard this year to give folks even more reason to attend the tournament. We were able to get a lot of folks in on the winning action by giving out a large number of door prizes thanks to the generous support of the folks at *Bunker Hill Games* and *Against the Odds* magazine! In all we made sure that over a third of the folks who attended went home with something.

As we closed the doors on the 14th Annual ASL Team Tournament, the last of the gear was packed and folks headed back to the real world. It is always incredible to have all of these great players together for several days of competition, camaraderie and just plain ol' fun. I hope that you can join us in Austin next year as we look to see who will be the champions of our 15th Annual ASL Team

Tournament. To all, please mark your calendars for June 21st through June 24th, 2007 and make plans on being here!

I want to thank the many folks who helped me pull all of this together: John Hyler for getting the trophies and setting up the tournament room; Mike Seningen for his sage advice, handling treasurer duties and running the Texas Heat; Matt Shostak for helping pick the Heat scenarios; Zeb Doyle for his Barbarossa mini; Glenn Schools for helping clean up the place the end of each day; Sam Tyson and Jeff Toreki for the use of their coolers; Kevin Kenneally for his vocal support on the Forum; and many others.

Of course I want to extend my sincere appreciation to the following sponsors for their generous support of the ASL Team Tournament:

The La Quinta Inn for providing us gaming space

Against the Odds Magazine

Boulder Games

Bunker Hill Games

Dispatches from the Bunker

Fanatic Enterprises

The Gamer's Armory

Heat of Battle

Lone Canuck Publishing

Multi-Man Publishing

SoCal ASL Club

Here is the complete list of prize winners (and their booty):

- Team Champions: Jack O'Quin and Doyle Motes (engraved cups, SoCal Melee Packs and Lone Canuck Tournament Packs)
- 10-3 Champion: Jim Ferrell (engraved cup, MMP's *Fire in the Sky*)
- 9-2 Runner-up: Zeb Doyle (engraved cup, gift certificate from Boulder Games)
- Texas Heat: Glen Gray and Russell Mueller (gift certificates from The Gamer's Armory)
- Major Johnson: Jerry Simmons [Denton, TX] (engraved cup, subscription to *Dispatches from the Bunker*)
- Minor Johnson: Matt Shostak (engraved bottle)
- Audie Murphy: Bill Hayward [Cleveland, OH] (engraved cup)
- Col. Klink: John Garlic [Weslaco, TX] (engraved cup)
- HOB Playtest Prize: Mike Cadieux [Oklahoma City, OK] (a copy of *Russia's Heroes*)

- Pete Shelling Playtest Prize: Glenn Schools [Fort Worth, TX] (*Fanatic Enterprises Fanatic Pack #4*) and Tom Gillis [Houston] (ASLOK XX Anniversary t-shirt)
- Barbarossa mini: Matt Shostak and John Van Marter (engraved plaques)

Thanks, as always, to the ASL players who choose to make the ASL Team Tournament one of their ASL tournament stops each year. Without you guys, there would be no ASL Team Tournament. Thanks again!

Rick

2006 Tournament Results

Player Scores

| Player | Score | Wins | Losses |
|---------------------|-------|------|--------|
| James Ferrell | 5.0 | 5 | 0 |
| Bill Hayward | 3.0 | 4 | 1 |
| Mike Seningen | 3.0 | 4 | 1 |
| Zeb Doyle | 3.0 | 4 | 1 |
| Randy Shurtz | 3.0 | 4 | 1 |
| Sam Tyson | 2.0 | 3 | 1 |
| Allen King | 2.0 | 3 | 1 |
| John Garlic | 2.0 | 3 | 1 |
| Doyle Motes | 2.0 | 3 | 1 |
| Jack O'Quin | 2.0 | 3 | 1 |
| Russell Mueller | 1.0 | 2 | 1 |
| Tom Gillis | 1.0 | 3 | 2 |
| Rick Reinesch | 1.0 | 3 | 2 |
| Eric Gerstenberg | 0.0 | 2 | 2 |
| Brian Roundhill | 0.0 | 3 | 3 |
| Matt Shostak | 0.0 | 3 | 3 |
| Walter Eardley | 0.0 | 3 | 3 |
| Bryan Register | 0.0 | 2 | 2 |
| Christopher Buehler | 0.0 | 0 | 0 |
| Robert Delwood | 0.0 | 0 | 0 |
| John Hyler | -1.0 | 2 | 3 |
| Michael Cadieux | -1.0 | 2 | 3 |
| Pete Shelling | -1.0 | 2 | 3 |
| Glen Gray | -1.0 | 1 | 2 |
| Scott Bell | -1.0 | 1 | 2 |
| Dan Preston | -1.0 | 0 | 1 |
| Kevin Kenneally | -1.0 | 0 | 1 |
| Jeff Toreki | -2.0 | 0 | 2 |
| Glenn Schools | -3.0 | 1 | 4 |
| Matt Schwoebel | -3.0 | 0 | 3 |
| Jerry Simmons | -5.0 | 1 | 6 |
| John Van Marter | -5.0 | 1 | 6 |
| Scott Hopkins | -5.0 | 0 | 5 |

Major Johnson Scores

| Player | MJ Total |
|-----------------|----------|
| Jerry Simmons | 21100.0 |
| Matt Shostak | 16040.0 |
| Bill Hayward | 15529.5 |
| John Van Marter | 15219.18 |
| John Garlic | 14662.5 |
| John Hyler | 11536.0 |
| Brian Roundhill | 11094.65 |
| James Ferrell | 10374.0 |
| Zeb Doyle | 9339.4 |
| Sam Tyson | 9073.5 |

| | |
|---------------------|---------|
| Rick Reinesch | 9017.89 |
| Mike Seningen | 8656.5 |
| Doyle Motes | 7726.5 |
| Walter Eardley | 7420.5 |
| Allen King | 7255.0 |
| Bryan Register | 6696.0 |
| Randy Shurtz | 5920.0 |
| Eric Gerstenberg | 5812.5 |
| Tom Gillis | 5442.5 |
| Michael Cadieux | 5425.0 |
| Scott Hopkins | 4518.75 |
| Scott Bell | 4350.0 |
| Glenn Schools | 4046.25 |
| Jeff Toreki | 4017.0 |
| Pete Shelling | 3780.0 |
| Glen Gray | 3738.75 |
| Russell Mueller | 3540.0 |
| Jack O'Quin | 3140.0 |
| Matt Schwoebel | 1450.5 |
| Dan Preston | 224.25 |
| Kevin Kenneally | 224.25 |
| Christopher Buehler | 0.0 |
| Robert Delwood | 0.0 |

Team Scores

| Team | Score | Wins | Losses |
|-------------------------------------|-------|------|--------|
| Doyle Motes : Jack O'Quin | 4.0 | 6 | 2 |
| Bill Hayward : Walter Eardley | 3.0 | 7 | 4 |
| Brian Roundhill : John Garlic | 2.0 | 6 | 4 |
| Michael Cadieux : Zeb Doyle | 2.0 | 6 | 4 |
| Christopher Buehler : Rick Reinesch | 1.0 | 3 | 2 |
| CENTRAL TEXAS | 0.625 | 31 | 26 |
| James Ferrell : Jerry Simmons | 0.0 | 6 | 6 |
| Pete Shelling : Tom Gillis | 0.0 | 5 | 5 |
| HOUSTON | 0.0 | 12 | 12 |
| NORTH TEXAS | -.667 | 14 | 16 |
| Eric Gerstenberg : John Hyler | -1.0 | 4 | 5 |
| Matt Shostak : Scott Bell | -1.0 | 4 | 5 |
| FOREIGNERS | -2.0 | 9 | 13 |
| Mike Seningen : Scott Hopkins | -2.0 | 4 | 6 |
| Bryan Register : Jeff Toreki | -2.0 | 2 | 4 |
| Dan Preston : Glen Gray | -2.0 | 1 | 3 |
| John Van Marter : Sam Tyson | -3.0 | 4 | 7 |
| Glenn Schools : Matt Schwoebel | -6.0 | 1 | 7 |

Banzai!!

November, 2006 Volume 11, Number 1

Club Ladder Results

Glen Gray (Germ) def Doug Erwin (Fren) in Strangers in a Strange Land
 Jim Ferrell (Germ) def Doug Erwin (Brit) in Bring Up the Boys
 Bryan Register (Amer) def Allen King (Germ) in Seeking Sanctuary
 Zeb Doyle (Germ) def David Hailey (Amer) in Thunderbolts
 Glenn Schools (Germ) def Doug Erwin (Brit) in Tettau's Attack
 Allen King (Amer) def Jim Martin (Germ) in First and Inches
 Eric Gerstenberg (Germ) def Matt Schwoebel (Cana) in Hot Chestnuts!
 Mike Seningen (Jap) def Zeb Doyle (Amer) in Orange at Walawbum
 Allen King (Germ) def Jeff Taylor (Russ) in Assaulting Tes
 Tom Gillis (Amer) def Roy Casagranda (Germ) in The Mamach Strongpoint
 Roy Casagranda (Rep) def Rob Burton (Ital) in Brihuega Disaster
 Doug Erwin (Axis) def Randy Shurtz (Amer) in Those Malign Gray Slopes
 Matt Shostak (Russ) def Jeff Taylor (Germ) in The Last Tiger
 Randy Shurtz (Amer) def Cory Sosebee (Germ) in Shoot-N-Scout
 Matt Shostak (Jap) def Jim Martin (Gurk) in Burn Gurkha Burn!
 Zeb Doyle (Germ) def Allen King (Brit) in The Steel-Eyed Boys
 Doug Erwin (Russ) def Cory Sosebee (Germ) in Contact
 Roy Casagranda (Chin) def Rob Burton (Jap) in The Drive for Taierzhuang
 Jim Martin (Chin) def Allen King (Jap) in Shanghai in Flames
 Randy Shurtz (Germ) def Cory Sosebee (Brit) in Stand at Festubert
 Zeb Doyle (Germ) def Bryan Register (Russ) in The Ring
 Glen Gray (Jap) def Doug Erwin (Fren) in The Army at the Edge of the World
 Glen Gray (Brit) def Doug Erwin (Jap) in Jungle Fighters
 Matt Shostak (Amer) def Sam Tyson (Germ) in Celles Melee
 Sam Tyson (Germ) def Matt Shostak (Russ) in The Puma Prowls
 Matt Shostak (Germ) def Sam Tyson (Russ) in Race for the Sarvis
 Dan Preston (Germ) def Eric Gerstenberg (Germ) in The Pouppeville Exit
 Eric G. (Germ) def Brian Roundhill (Russ) in The Hills of Lagonovo
 Eric Gerstenberg (Germ) def Jeff Taylor (Part) in Balkan Barbecue
 Doug Erwin (Germ) def Glen Gray (Amer) in Inhumaine
 Rob Burton (Russ) def Victor Behar (Germ) in Oriola Force
 Victor Behar (Russ) def Tom Gillis (Germ) in Twilight of the Reich
 Zeb Doyle (Russ) def Randy Shurtz (Germ) in Fangs of the Tiger
 Walter E. (Germ) def Allen King (NewZ) in Assault on the Hotel Continental
 Jay Harms (Germ) def Ken Havlinek (Amer) in Scouts Out
 Jay Harms (Germ) def Doyle Motes (Fren) in In front of the Storm
 Walter Eardley (Fren) def Ken Havlinek (Germ) in In Front of the Storm
 Allen King (Germ) def Doyle Motes (Brit) in Husum Hotfoot
 Jeff Taylor (Germ) def Zeb Doyle (Russ) in Valhalla Bound (X11 repub.)
 Zeb Doyle (Axis) def Jeff Taylor (Russ) in The Slaughter at Krutik
 Matt Schwoebel (Gurk) def Matt Shostak (Alli) in Die Gurkha Die!
 Jim Ferrell (Amer) def Doyle Motes (Germ) in Holding the Hotton Bridge
 Jim Ferrell (Germ) def Jack O'Quin (Russ) in High Tide at Heiligenbeil
 Allen King (Germ) def Tom Gillis (Fren) in Audacity!
 Matt Shostak (Jap) def Eric Gerstenberg (Amer) in Hill 27
 Allen King (Germ) def Rick Reinesch (Russ) in The Cat's Lair
 Doug Erwin (Amer) def Glen Gray (Ital) in Retribution
 Matt Shostak (Brit) def Zeb Doyle (Germ) in Husum Hotfoot
 Doug Erwin (Jap) def Sean Harris (Amer) in Mayhem in Manila
 Jim Ferrell (Germ) def Randy Shurtz (Russ) in The Trap at Targul Frumos
 Zeb Doyle (Part) def Allen King (Germ) in Flames of Unrest
 Glen Gray (Germ) def Doug Erwin (Russ) in The Mius Trap
 Randy Shurtz (Phil) def Doug Erwin (Jap) in KP 167
 Eric Gerstenberg (Germ) def Jeff Taylor (Amer) in For Whom the Bells Toll
 Roy Casagranda (Germ) def Dusty Capistran (Amer) in Under the Noel Trees
 Matt Schwoebel (Gurk) def Bryan Register (Jap) in Burn Gurkha Burn!
 Sam Tyson (Poli) def Eric Gerstenberg (Germ) in Round Two
 Eric Gerstenberg (Germ) def Sam Tyson (Cana) in To the Seine
 Eric Gerstenberg (Germ) def Sam Tyson (Cana) in Fire and Brimstone
 Doyle Motes (Russ) def Victor Behar (Germ) in Acts of Defiance
 Mike Seningen (Russ) def Allen King (Germ) in Sudden Fury
 Zeb Doyle (Germ) def Rick Reinesch (Brit) in Aces Over Eights
 Zeb Doyle (Germ) def Jack O'Quin (Russ) in The Puma Prowls
 Jeff Taylor (Brit) def Dan Preston (Germ) in Dreil Team
 Charles S. (Cana) def Brian Roundhill (Germ) in Lambs Led to Slaughter
 Cory Sosebee (Ital) def Doug Erwin (Yugo) in Morire In Belleza
 Zeb Doyle (Germ) def Allen King (Russ) in Jackboot Woods

Victor Behar (Amer) def Doyle Motes (Jap) in Welcome to the Jungle
 Doyle Motes (Germ) def Walter Eardley (Amer) in Escape to Wiltz
 Ken Havlinek (Germ) def Victor Behar (Amer) in Celles Melee
 Jim Ferrell (Axis) def John Hyler (NewZ) in Rommel's Remedy
 Jay Harms (Brit) def Tom Gillis (Germ) in The Lawless Roads
 Zeb Doyle (Gurk) def Allen King (Jap) in Broken Bamboo
 Cory Sosebee (Russ) def Doug Erwin (Finn) in Fighting Withdrawal
 Cory Sosebee (Germ) def Doug Erwin (Belg) in Operation Niwi
 Tom Gillis (Germ) def Victor Behar (Amer) in Wollersheim
 Zeb Doyle (Germ) def Matt Shostak (Belg) in The Schoolhouse
 Roy Casagranda (Jap) def Rob Burton (Chin*) in The Grand Canal
 Glen Gray (Jap) def Doug Erwin (Brit) in Victoria Cross
 Glen Gray (Amer) def Doug Erwin (Germ) in An Arm and a Leg
 Randy Shurtz (Germ) def Doug Erwin (Russ) in Wintergewitter
 Jeff Toreki (Russ) def Sam Tyson (Germ) in Himmler's House
 Cory Sosebee (Amer) def Doug Erwin (Germ) in Bad Luck
 Zeb Doyle (Russ) def Mike Denson (Germ) in The Capture of Balta: August 1941
 Rick Reinesch (Ital) def Brian Roundhill (Russ) in In the Name of Rome
 Matt Shostak (Germ) def Allen King (Amer) in For Whom the Bells Toll
 Eric Gerstenberg (Amer) def Bryan Register (Jap) in Armored Probe
 Eric Gerstenberg (Russ) def Bryan Register (Poli) in At the Crossroads
 Doyle Motes (Germ) def Victor Behar (Amer) in The Sound of the Guns
 Rob Burton (Russ) def Roy Casagranda (Jap) in Red Star, Red Sun
 Cory Sosebee (Germ) def Doug Erwin (Brit) in Morning in Mouen
 Jay Harms (Russ) def Walter Eardley (Germ) in Himmler's House
 Matt Shostak (Amer) def Jeff Taylor (Germ) in Priests on the Line
 Cory Sosebee (Germ) def Glen Gray (Amer) in Lost Opportunities
 Matt Schwoebel (Brit) def Eric Gerstenberg (Germ) in On Silent Wings
 Randy Shurtz (Amer) def Doug Erwin (Jap) in Show a Little Guts!
 Doug Erwin (Amer) def Glen Gray (Germ) in Schloss Bübingen
 Doug Erwin (Chin) def Glen Gray (Jap) in Totsugeki! (ATL3 redone)
 Russell Mueller (Germ) def Cory Sosebee (Amer) in Distinguished Service
 Cory Sosebee (Germ) def Russell Mueller (Amer) in Zon with the Wind
 Jim Ferrell (Germ) def John Hyler (Brit) in Egypt's Last Hope
 Jay Harms (Amer) def Bill Dorre (Jap) in The Rock
 Roy Casagranda (Finn) def Rob Burton (Russ) in Uncommon Valor
 Glen Gray (Germ) def Doug Erwin (Cana) in Going to Church
 Matt Schwoebel (Gurk) def Allen King (Jap) in A Stiff Fight
 Mike Denson (Germ) def Rick Reinesch (Amer) in Celles Melee
 Tom Gillis (Russ) def Ken Havlinek (Germ) in Hill 621
 Eric Gerstenberg (Germ) def Jeff Taylor (Brit) in Husum Hotfoot
 Roy Casagranda (Dane) def Rob Burton (Germ) in Good Night, Sweet Prince
 Roy Casagranda (Jap) def Bill Dorre (Amer) in Bloody Red Beach
 Jim Ferrell (Germ) def John Hyler (Brit) in Twisted Knickers
 Jim Ferrell (Germ) def John Hyler (Brit) in Twisted Knickers
 Matt Shostak (Germ) def Brian Roundhill (Russ) in Tangle at Tolochin
 Roy Casagranda (Alli) def Zeb Doyle (Axis) in DYO
 Cory Sosebee (Germ) def Todd Treadway (Russ) in Guryev's Headquarters
 Randy Shurtz (Amer) def Doug Erwin (Germ) in Riding Shotgun
 Gregg Lessly (Germ) def Doug Erwin (Brit) in Blazin' Chariots
 Jay Harms (Germ) def Victor Behar (Russ) in Block Busting in Bokruisk
 Walter Eardley (Russ) def Bill Dorre (Germ) in Draconian Measures
 Roy Casagranda (Russ) def Bret Smith (Germ) in Red Packages
 Victor Behar (Amer) def Bill Dorre (Germ) in Broich Bash
 Bret Smith (Russ) def Roy Casagranda (Germ) in Walk in the Woods
 Tom Gillis (Fren) def Rob Burton (Germ) in The Rail Battle
 Roy Casagranda (Jap) def Bill Dorre (Amer) in Trouble at Agoo
 Roy Casagranda (Amer) def Bill Dorre (Jap) in Trouble at Agoo
 Tom Gillis (Germ) def Phil Swanson (Amer) in Death at Carentan
 Doug Erwin (Amer) def Gregg Lessly (Germ) in Surrender or Die
 Rob Burton (Belg) def Roy Casagranda (Germ) in Art Nouveau
 Jim Ferrell (Germ) def Randy Shurtz (Amer) in The Factory
 Eric Gerstenberg (Germ) def Matt Schwoebel (Brit) in Hill of Death
 Matt Shostak (Germ) def Mike Denson (Russ) in Powderworks
 Randy Shurtz (Amer) def Doug Erwin (Jap) in Big Tuol Pocket
 Roy Casagranda (Germ) def Tom Gillis (Russ) in Assaulting Tes
 Roy Casagranda (Germ) def Bill Dorre (Russ) in The Slaughterhouse
 Cory Sosebee (Russ) def Randy Shurtz (Germ) in Bicske Brawl
 Rob Burton (Russ) def Roy Casagranda (Germ) in Acts of Defiance
 Rick Reinesch (Fren) def Allen King (Germ) in Strangers in a Strange Land

Matt Shostak (Germ) def Tom Gillis (Russ) in Big Cats at Bay
Randy Shurtz (Germ) def Rick Reinesch (Brit) in Steel Inferno
John Hyler (Jap) def Bryan Register (Amer) in Bloody Red Beach
Jim Ferrell (Germ) def Bryan Register (Brit) in 3rd RTR in the Rain
Mike Seningen (Germ) def John Hyler (Russ) in The Golovchino Breakout
Brian Roundhill (Amer) def Doyle Motes (Germ) in Cross of Lorraine
Sam Tyson (Germ) def Allen King (Russ) in Jackboot Woods
Matt Shostak (Amer) def Bill Dorre (Germ) in The Rats of Hamich
Jeff Toreki (Fren) def Walter Eardley (Germ) in Counterstroke at Stonne
Kevin Kenneally (Russ) def Tom Gillis (Germ) in Panzerkeil
Allen King (Brit) def Scott Hopkins (Germ) in Close Order Dreil
Jim Ferrell (Germ) def Glenn Schools (Brit) in Close Order Dreil
Matt Shostak (Amer) def Clinton Howell (Germ) in Silence that Gun
Mike Denson (Germ) def Phil Swanson (Brit) in Close Order Dreil
Matt Shostak (Germ) def Bret Smith (Russ) in Directive Number Three
Jay Harms (Brit) def Mike Seningen (Germ) in Hervorst Hell
John Hyler (Germ) def Brian Roundhill (Amer) in In the Bag
Rick Reinesch (Russ) def Jack O'Quin (Germ) in Silesian Interlude
Eric Gerstenberg (Jap) def Rob Burton (Amer) in Show a Little Guts!
Zeb Doyle (Jap) def Walter Eardley (Amer) in Armored Probe
Tom Gillis (Russ) def Glenn Schools (Germ) in Commando Schenke
Jeff Toreki (Germ) def Roy Casagranda (Russ) in Pesky Pachyderms
Jim Ferrell (Germ) def Doyle Motes (Amer) in Death at Carentan
Eric Gerstenberg (Amer) def Phil Swanson (NKor) in Block At Anui
Mike Denson (Germ) def Allen King (Amer) in Death at Carentan
Jim Ferrell (Amer) def Mike Denson (Germ) in Bloody Gulch
Sam Tyson (Russ) def John Hyler (Germ) in Pesky Pachyderms
Mike Seningen (Germ) def Jack O'Quin (Poli) in An Uncommon Occurrence
Matt Schwoebel (Russ) def Tom Gillis (Ital) in Bridge to Nowhere
Matt Shostak (Russ) def Randy Shurtz (Germ) in Oder Bound
Phil Swanson (Germ) def Rob Burton (Russ) in Panzers to the Rescue
Jay Harms (Germ) def Matt Shostak (Amer) in The Fox's Children
Zeb Doyle (Jap) def Roy Casagranda (Chin) in The Tiger of Toungoo
Bryan Register (Amer) def Bill Dorre (Jap) in Hell or High Water
Matt Schwoebel (Amer) def Walter Eardley (Ital) in Retribution
John Hyler (Germ) def Scott Hopkins (Russ) in Pillau Fight
Jay Harms (Germ) def Randy Shurtz (Russ) in Urban Guerillas
Eric Gerstenberg (Germ) def Sam Tyson (Brit) in Searing Soltau
Glenn S. (Russ) def Clinton H. (Germ) in Wounded Three Times in One Day
Clinton H. (Russ) def Scott H. (Germ) in Wounded Three Times in One Day
Bob Chandler (Germ) def Bill Dorre (Amer) in Sweep for Bordj Toum Bridge
Roy C. (Germ) def Rob Burton (Amer) in Sweep for Bordj Toum Bridge
Rick Reinesch (Germ) def Bret Smith (Russ) in Twilight of the Reich
Jay Harms (Amer) def Eric Gerstenberg (Germ) in Broich Bash (IC5 repub.)
Allen King (Germ) def Tom Gillis (Brit) in Faugh A' Ballagh!
Jim Ferrell (Germ) def Bryan Register (Russ) in Hill 621
Roy Casagranda (Amer) def Scott Hopkins (Germ) in Escape to Wiltz
Rob Burton (Russ) def Roy Casagranda (Germ) in Showtime
Victor Behar (Russ) def Tom Gillis (Germ) in Wintergewitter
Doug Erwin (Germ) def Gregg Lessly (Amer) in Deadeye Smoyer
Roy Casagranda (Germ) def Dusty Capistran (Russ) in One Down, Two to Go
Randy Shurtz (Amer) def Doug Erwin (Germ) in Buchholz Station
Eric Gerstenberg (Germ) def Rick Reinesch (Amer) in The Sawmill
Zeb Doyle (Germ) def Bryan Register (Brit) in North Bank
Zeb Doyle (Amer) def Bryan Register (Germ) in In the Bag
Rick Reinesch (Amer) def Allen King (Germ) in An Arm and a Leg
Zeb Doyle (Axis) def Allen King (Russ) in Radio Wars
Jay Harms (Germ) def Rob Burton (Russ) in Big Cats at Bay
Randy Shurtz (Russ) def Gregg Lessly (Germ) in Russian Riposte
Eric Gerstenberg (Germ) def Jake Henry (Amer) in Under the Noel Trees
Jim Ferrell (Germ) def John Hyler (Russ) in The Slaughterhouse
Jay Harms (Russ) def Walter Eardley (Germ) in Bread Factory ,2
Randy Shurtz (Germ) def John Hyler (Brit) in The Sonnenburg Hotel
Jeff Toreki (Aust) def Sam Tyson (Jap) in Signal Hill
Allen King (Germ) def Rick Reinesch (Russ) in Hornet's Nest
Randy Shurtz (Amer) def Tom Gillis (Germ) in No Better Spot to Die
Rob Burton (Germ) def Tom Gillis (Amer) in The Feineisen Factor
Eric Gerstenberg (Brit) def Matt Schwoebel (Jap) in Bungle in the Jungle
Zeb Doyle (Russ) def Dan Preston (Germ) in No Farther (Z3 redone)
Rick Reinesch (Russ) def Jeff Taylor (Germ) in Berated at Baranovichi

Allen King (Russ) def Bryan Register (Germ) in Forest Fighting in Latvia
Bryan Register (Germ) def Allen K. (Russ*) in Wounded 3 Times in One Day
Matt Schwoebel (Germ) def Sam Tyson (Russ) in Beyond the Pakfronts
Sam Tyson (Russ) def Allen King (Germ) in Berated at Baranovichi
Doug Erwin (Fren) def Cory Sosebee (Germ) in Marked for Death
Mike Seningen (Amer*) def Jack O'Quin (Germ) in Priests on the Line
Zeb Doyle (Amer) def Mike Seningen (Germ) in Men Against Tanks
Zeb Doyle (Russ) def Jake Henry (Germ) in Block Busting in Bokruisk
Randy Shurtz (NewZ*) def Sam Tyson (Germ) in Another Day on the Rack!
Jay Harms (Amer) def Doyle Motes (Germ) in The Bridge at Cheneux
Ken Havlinek (Germ) def Scott Hopkins (Brit) in 3rd RTR in the Rain
Walter Eardley (Alli) def Victor Behar (Axis) in Gift of Time
Sam Tyson (Russ) def Allen King (Germ) in The Cat's Lair
Randy Shurtz (Ital) def Doug Erwin (Brit) in The Taking of Takrouna
Zeb Doyle (Germ) def Allen King (Russ) in One Down, Two to Go
Jay Harms (Russ) def Walter Eardley (Germ) in The Puma Prowls
Jay Harms (Germ) def Walter Eardley (Germ) in The Puma Prowls
Zeb Doyle (Jap) def Carl Kusch (Amer) in Devil's Den
Zeb Doyle (Jap) def Bryan Register (Chin) in Slow and Steady
Sam Tyson (Germ) def Eric Gerstenberg (Amer) in Bridge at Stavelot
Mike Seningen (Germ) def Rick Reinesch (Brit) in Firestorm in St Manvieu
Carl Kusch (Cana) def Allen King (Germ) in Ils ne Passeront Pas
Victor Behar (Russ) def Scott Hopkins (Germ) in Cream of the Crop
Doyle Motes (Russ) def Nick Drinkwater (Ital) in Bridge to Nowhere
Eric Gerstenberg (Germ) def Mike Seningen (Amer) in Martinville Ridge
Russell Mueller (Ital) def Doug Erwin (Brit) in Over Open Sights
Russell Mueller (Germ) def Doug Erwin (Brit) in Valour on the Bou
Sean Harris (Germ) def Doug Erwin (Amer) in Zon with the Wind
Sean Harris (Germ) def Doug Erwin (Brit) in The Puma Prowls
Jim Ferrell (Russ) def Cory Sosebee (Germ) in Parry and Strike
Doug Erwin (Aust) def Mike Cadieux (Jap) in Cattern's Position
Doug Erwin (Amer) def Mike Cadieux (Germ) in L'abbaye blanche
Edward Beekman (Germ) def Doug Erwin (Fren) in Brasche Encounter
Cory Sosebee (Germ) def Mike Cadieux (Amer) in Gavin Take
Cory Sosebee (Amer) def Mike Cadieux (Germ) in The T-Patchers
Zeb Doyle (Cana) def Brian Roundhill (Germ) in Taking Tailleville
Nick Drinkwater (Germ) def Ken Havlinek (Russ) in Turned Away
Jay Harms (Chin) def Tom Gillis (Jap) in Today We Attack
Stephane Graciet (Germ) def Jay Harms (Fren) in Hamlet's Demise
Jeff Taylor (Germ) def Bryan Register (Russ) in Swamp Cats
Roy Casagranda (Brit) def Rob Burton (Germ) in 3rd RTR in the Rain
Zeb Doyle (Jap) def Eric Gerstenberg (Amer) in Keeping Isabelle Fed
Zeb Doyle (Jap) def Roy Casagranda (Amer) in Maggot Hill
Zeb Doyle (Germ) def Matt Schwoebel (Cana) in Captain Lambert's Factory
Jack O'Quin (Germ) def Allen King (Amer) in L'abbaye blanche
Jay Harms (Thai) def Tom Gillis (Vich) in Siam Sambal
Stephane Graciet (Russ) def Tom Gillis (Germ) in Pavlov's House
Zeb Doyle (Russ) def Eric Gerstenberg (Finn) in Nordic Twilight
Randy Shurtz (Brit) def Walter Eardley (Germ) in North Bank
Cory Sosebee (Brit) def Russell Mueller (Germ) in Lehr Sanction
Zeb Doyle (Germ) def Allen King (Russ) in RB CG I Into the Factory
Randy Shurtz (Germ) def John Hyler (Russ) in Seizing Gyulamajor
Randy Shurtz (Chin) def Doug Erwin (Jap) in Today We Attack
Zeb Doyle (Germ) def Allen King (Russ) in Oh Joy!
Roy Casagranda (Jap) def Rob Burton (Amer) in Hold The Ridge!
Matt Shostak (Russ) def Brian Roundhill (Germ) in Hill 621
Rob Burton (Germ) def Tom Gillis (Cana) in Captain Lambert's Factory
Doug Erwin (Ital) def Cory Sosebee (Russ) in Bridge to Nowhere
Zeb Doyle (Amer) def Eric Gerstenberg (Germ) in The Feineisen Factor
Carl Kusch (Poli) def Matt Shostak (Germ) in Olboeter's Escape
Sam Tyson (Germ) def Rick Reinesch (Russ) in The Chernichivo Shuffle
Victor Behar (Jap) def Tom Gillis (Alli) in Up the Numa Numa Trail
Tom Gillis (Brit) def Scott Hopkins (Germ) in Slaughter in Heaven
Gary Horst (Finn) def Doug Erwin (Russ) in Surprise Encounter
Cory Sosebee (Germ) def Gary Horst (Amer) in A Meeting of Patrols
Gregg Lessly (ZOB) def Doug Erwin (Germ) in Mila 18
Zeb Doyle (Fren) def Eric Gerstenberg (Germ) in Textbook Attack
Zeb Doyle (Jap) def Roy Casagranda (Amer) in Heilzapoppin' Ridge
Phil Swanson (Amer) def Doyle Motes (Germ) in Cross of Lorraine
Stephane Graciet (Amer) def Tom Gillis (Germ) in Inhumaine

Banzai!!

November, 2006 Volume 11, Number 1

Doug Erwin (Jap) def Randy Shurtz (Chin) in Seizing The Sittang Bridge
 John Hyler (Germ) def Cory Sosebee (Yugo) in The Professionals
 Matt Shostak (Germ) def Rick Reinesch (Cana) in Cat's Kill
 Rob Burton (Germ) def Roy Casagranda (Amer) in Bad Luck
 Jeff Taylor (Brit) def Matt Shostak (Axis) in A Line in the Sand
 Sean Harris (Dutc) def Doug Erwin (Germ) in Bring up the Guns
 Edward Beekman (Amer) def Doug Erwin (Jap) in Blockbusters
 Jim Ferrell (Jap) def Doug Erwin (Cana) in Hana-Saku
 Matt Schwoebel (Brit) def Brian Roundhill (Germ) in The Five Pound Prize
 Eric Gerstenberg (Germ) def Rick Reinesch (Brit) in The Five Pound Prize
 Jim Ferrell (Germ) def John Hyler (Poli) in Olboeter's Escape
 Gregg Lessly (Germ) def Sean Harris (Russ) in Shklov's Labors Lost
 Stephane Graciet (Roma) def Tom Gillis (Russ) in They Fired on Odessa
 Sam Tyson (Germ) def Matt Shostak (Russ) in Seizing Gyulamajor
 Cory Sosebee (Germ) def Jerry Simmons (Brit) in Lawless Ways
 Cory Sosebee (Russ) def Jerry Simmons (Germ) in Hill 621
 Eric Gerstenberg (Amer) def Zeb Doyle (Jap) in The Rock
 Cory Sosebee (Germ) def Jerry Simmons (Amer) in Another Damn Bridge
 Sam Tyson (Brit) def Stephane Graciet (Germ) in Cold Crocodiles
 Mike Seningen (Chin) def Rob Burton (Jap*) in Shanghai in Flames
 Chris Buehler (Amer) def Scott Hopkins (Germ) in Welcome Back
 Allen King (Bulg) def Tom Gillis (Part) in Ambush!
 Walter Eardley (Germ) def Ken Havlinek (Brit) in Tussle at Thomashof
 Carl Kusch (Cana) def Doyle Motes (Germ) in The Tigers Wrecked 'em
 Jay Harms (Amer) def Brian Roundhill (Germ) in Merzenhausen Zoo
 Mike Seningen (Amer*) def Victor Behar (Jap) in The Jungleers
 Sam Tyson (Jap) def Tom Gillis (Jap) in Catterm's Position
 Tom Gillis (Chin) def Brian Roundhill (Jap) in Totsugeki! (ATL3 redone)
 Walter Eardley (Russ) def Scott Hopkins (Germ) in Urban Guerillas
 Jeff Toreki (Amer) def Ken Havlinek (Germ) in For a Few Rounds More
 Carl Kusch (Amer) def Chris Buehler (Germ) in Why At Erp
 Jay Harms (Brit) def Allen King (Germ) in The Five Pound Prize
 Jay Harms (Germ) def Carl Kusch (Fren) in Le Hérisson (The Hedgehog)
 Mike Seningen (Alli) def Doyle Motes (Jap) in Strongpoint 11
 Sam Tyson (Jap) def Victor Behar (Jap) in Battlin' Buckeyes
 Doyle Motes (Amer) def Brian Roundhill (Jap) in The Hawk
 Rob Burton (Jap) def Jeff Toreki (Amer) in Tangled Up in Blue
 Ken Havlinek (Germ) def Stephane Graciet (Amer) in Barkmann's Corner
 Allen King (Roma) def Scott Hopkins (Russ) in Moldavian Massacre
 Jeff Toreki (Russ) def Victor Behar (Germ) in Radio Wars
 Stephane Graciet (Germ) def Rob Burton (Russ) in The Slaughterhouse
 Allen King (Russ) def Chris Buehler (Amer) in Fighting Withdrawal
 Sam Tyson (Germ) def Carl Kusch (Amer) in Escape to Wiltz
 Mike Seningen (Russ) def Jay Harms (Germ) in The Chemichivo Shuffle
 Gregg Lessly (Amer) def Doug Erwin (Axis) in Recon in Force
 Cory Sosebee (Germ) def Doug Erwin (Russ) in Shklov's Labors Lost
 Walter Eardley (Amer) def Tom Gillis (Jap) in Mayhem in Manila
 Victor Behar (Amer) def Brian Roundhill (Jap) in Mayhem in Manila
 Carl Kusch (Germ) def Chris Buehler (Russ) in The Puma Prowls
 Cory Sosebee (Germ) def Gary Horst (Russ) in Closing the Back Door
 Zeb Doyle (Germ) def Jeff Taylor (Russ) in Tigers To The Rescue
 Cory Sosebee (Germ) def Jerry S. (Brit) in A Nice Morning For A Ride
 Cory Sosebee (Amer) def Gary Horst (Germ) in A Kick in the Pants...
 Randy Shurtz (Russ) def Rick Reinesch (Germ) in Motoring to Mogilev
 Jay Harms (Amer) def Walter Eardley (Germ) in Holding the Hotton Bridge
 Tom Gillis (Germ) def Stephane Graciet (Russ) in Himmler's House
 Jerry Simmons (Span) def John Hyler (Russ) in Udarnik Bridgehead
 Cory Sosebee (Germ) def Jerry Simmons (Russ) in Storm of Steel
 Zeb Doyle (Russ) def Eric Gerstenberg (Germ) in Tigers On
 Matt Shostak (Germ) def Jeff Taylor (Amer) in Debout les bambins!
 Allen King (Brit) def Brian Roundhill (Germ) in Another Bloody Attack
 Tom Gillis (Russ) def George Calage (Germ) in Commando Schenke
 Jeff Taylor (Germ) def Allen King (Brit) in Boeinked
 Zeb Doyle (Germ) def Brian Roundhill (Amer) in Another Day, Another Field
 Zeb Doyle (Alli) def Brian Roundhill (Germ) in On To Florence
 Sam Tyson (Aust) def Bryan Register (Jap) in The Coconut Plantation
 Mike Seningen (Amer*) def Eric Gerstenberg (Germ) in Trial by Combat
 Stephane Graciet (Croa) def Nick Drinkwater (Yugo) in Blood Enemies
 Eric Gerstenberg (Amer) def Matt Schwoebel (Jap) in Closing the Net
 Gary Horst (Russ) def Doug Erwin (Germ) in Friday the 13th

Doug Erwin (Brit) def Gregg Lessly (Germ) in Frankforce
 Edward Beekman (Brit) def Gary Horst (Germ) in Slaughter in Heaven
 Jim Ferrell (Germ) def Randy Shurtz (Russ) in Hornet's Nest
 Cory Sosebee (Germ) def Glenn Schools (Amer) in The Hornet of Cloviele
 Glen Gray (Amer) def Cory Sosebee (Germ) in St. Barthelemy Bash
 Rick Reinesch (Brit) def Randy Shurtz (Germ) in Loonies And Leicesters
 Tom Gillis (Brit) def Randy Shurtz (Jap) in Stranded Cats
 Allen King (Amer) def Eric Gerstenberg (Ita*) in Danger Forward
 Matt Schwoebel (Russ) def Zeb Doyle (Germ) in The Central Rail Station
 Brian Roundhill (Poli) def Jeff Taylor (Germ) in Round One
 Carl Kusch (Brit) def Bryan Register (Germ) in Descent Into Hell (A3)
 Glen Gray (Brit) def John Hyler (Germ) in Loonies And Leicesters
 John Hyler (Germ) def Jerry Simmons (Germ) in Lee's Charge
 Matt Shostak (Finn) def Eric Gerstenberg (Russ) in The Backhand Blow
 Zeb Doyle (Germ) def Jeff Taylor (Russ) in Powderworks
 Gary Horst (Cana) def Cory Sosebee (Germ) in Going to Church (G35)
 Nick Drinkwater (Russ) def Ken Havlinek (Germ) in Pavlov's House
 Nick Drinkwater (Germ) def Ken Havlinek (Poli) in The Weigh In
 Matt Shostak (Germ) def Dan Preston (Amer) in Weissnhof Crossroads
 Zeb Doyle (Brit) def Eric Gerstenberg (Germ) in The Steel-Eyed Boys
 Zeb Doyle (PAVN) def Eric Gerstenberg (Fren) in Castor's Opening Act
 Cory Sosebee (Brit) def Jerry Simmons (Germ) in PB CG I Coup De Main
 Zeb Doyle (Germ) def Roy Casagranda (Brit) in King of the Hill CG
 Brian Roundhill (Russ) def Eric Gerstenberg (Germ) Down in a Hole
 Roy Casagranda (Amer) def Rob Burton (Germ) in In the Bag
 Jim Ferrell (Russ) def Cory Sosebee (Germ) in Urban Guerillas
 Mike Seningen (Germ) def Zeb Doyle (Russ) in Taste of Blood
 Rob Burton (Russ) def Roy C. (Germ) in First Crisis at Army Group North
 Matt Shostak (Germ) def Zeb Doyle (Amer) in Raw Deal
 Jay Harms (Germ) def Phil Swanson (Amer) in L'abbaye blanche
 Zeb Doyle (Russ) def Bryan Register (Germ) in RB CG I Into the Factory
 Eric G. (NewZ) def Rick Reinesch (Germ) in Getting Out at Maleme?
 Matt Shostak (Germ) def Jay Harms (Russ) in The Ring
 Sam Tyson (Alli) def Chris Buehler (Germ) in On To Florence
 Allen King (Germ) def Clinton Howell (Amer) in Morgan's Stand
 Bret Smith (Brit) def Bill Zopff (Germ) in Loonies And Leicesters
 Bryan Register (Amer) def John Hyler (Jap) in Bloody Red Beach
 Chris Buehler (Brit) def Rick Reinesch (Germ) in They Think It's All Over
 Cory Sosebee (Germ) def Allen King (Brit) in Searing Soltau
 Cory Sosebee (Germ) def Phil Swanson (Amer) in Bad Luck
 Doyle Motes (Russ) def Clinton Howell (Germ) in The Front in Flames
 Eric Gerstenberg (Amer) def Walter Eardley (Jap) in Pursuing Kobayashi
 Eric Gerstenberg (Germ) def Tom Gillis (Amer) in Just Before Breakfast
 Jack O'Quin (Amer) def Doyle Motes (Ita) in Danger Forward
 Jack O'Quin (Ita) def Sam Tyson (Amer) in The Guns of Naro (ASL Journal .2)
 Jay Harms (Germ) def Randy Shurtz (Amer) in The Eternal City
 Jay Harms (Russ) def Rick Reinesch (Germ) in Desantniki
 Jeff Taylor (Amer) def Mike Denson (Germ) in Surrender Or Die
 Jeff Taylor (Germ) def Matt Schwoebel (Amer) in Han-Sur-Neid
 Jeff Taylor (Germ) def Paul Hornbeck (Russ) in Himmler's House
 Jeff Toreki (Germ) def John Hyler (Amer) in Beast at Bay
 Jim Ferrell (Amer) def Bryan Register (Germ) in In the Bag
 Jim Ferrell (Russ) def Mike Cadieux (Germ) in Smashing the 3rd
 John Hyler (Brit) def Brian Roundhill (Germ) in The Sooner The Better
 Matt Shostak (Cana) def Mike Denson (Germ) in Pieve a Carpiquet
 Mike Seningen (Germ) def Jay Harms (Russ) in Lapitschi Fit
 Mike Seningen (Germ) def Walter Eardley (Brit) in The Five Pound Prize
 Paul Hornbeck (Russ) def Bill Zopff (Germ) in Acts of Defiance (CH5 repub.)
 Phil Swanson (Amer) def Clinton Howell (Germ) in Silence that Gun
 Randy Shurtz (Brit) def John Hyler (Germ) in The Five Pound Prize
 Rick Reinesch (Brit) def Matt Schwoebel (Germ) in Husum Hoffoot
 Rick Reinesch (Germ) def Clinton Howell (Russ) in The Front in Flames
 Roy Casagranda (Germ) def Rick Reinesch (Russ) in Baptism of Fire
 Tom Gillis (Jap) def Brian Roundhill (Brit) in Die Gurkha Die!
 Walter Eardley (Amer) def Matt Schwoebel (Jap) in The Rock
 Walter Eardley (Germ) def Jeff Taylor (Amer) in Cross of Lorraine
 Walter Eardley (Germ) def Rick Reinesch (Amer) in Surrender Or Die
 Zeb Doyle (Germ) def Mike Denson (Russ) in Desantniki
 Zeb Doyle (Jap) def Mike Cadieux (Amer) in First Crack at Hellzapoppin' Ridge
 Zeb Doyle (Russ) def Tom Gillis (Germ) in The Chemichivo Shuffle

Matt Shostak (Brit) def Walter Eardley (Germ) in Loonies And Leicesters
Matt Shostak (Russ) def Jim Ferrell (Germ) in Lend-Lease Attack
Sam Tyson (Poli) def Randy Shurtz (Germ) in Olboeter's Escape
Matt Shostak (Russ) def Bret Smith (Germ) in The Chernichivo Shuffle
Sam Tyson (Brit) def Tom Gillis (Germ) in The Five Pound Prize
Chris Buehler (Russ) def Mike Cadieux (Germ) in Radio Wars
Glenn Schools (Ital) def Jim Ferrell (Amer) in Guns of Naro
Jim Ferrell (Russ) def Glen Gray (Germ) in One Eye to the West
Roy Casagranda (Germ) def Michael Hawash (Russ) in The Grim Reapers
Roy Casagranda (Germ) def George Calage (Russ) in Sudden Fury
Roy Casagranda (Russ) def Chris B. (Germ) in First Crisis at Army Group North
Zeb Doyle (Russ) def Clinton Howell (Germ) in Bicske Brawl
Allen King (Germ) def Walter Eardley (Amer) in Celles Melee
Jay Harms (Germ) def Bill Dorre (Russ) in To the Last Man
Matt Shostak (Germ) def Rick Reinesch (Poli) in Olboeter's Escape
Scott Hopkins (Russ) def Walter Eardley (Germ) in Kempf At Melikhovo
Doyle Motes (Russ) def Chris Buehler (Germ) in Cream of the Crop
Doyle Motes (Russ) def Jay Harms (Germ) in Skill in Khilki
Jay Harms (Russ) def Walter Eardley (Germ) in Funnel of Death
Roy Casagranda (Germ) def George Calage (Russ) in Siberian Woods
Zeb Doyle (Brit) def Rick Reinesch (Germ) in Frankforce
Sam Tyson (Russ) def Dan Preston (Germ) in Cream of the Crop
Matt Schwoebel (Jap) def Jeff Taylor (Chin) in Totsugeki! (ATL3 redone)
Matt Shostak (Russ) def Brian Roundhill (Germ) in Pesky Pachyderms
Eric Gerstenberg (Germ) def Carl Kusch (Amer) in Easy's Bridge
Eric Gerstenberg (Germ) def Carl Kusch (Amer) in Easy's Bridge
Roy Casagranda (Germ) def Chris Buehler (Russ*) in Blocking Action at Lipki
Roy Casagranda (Russ) def Michael Hawash (Germ) in Hill 253.5
Zeb Doyle (Phil) def Eric G. (Jap) in In The Best Traditions of The Cavalry Service
Zeb Doyle (Amer) def Bryan Register (Jap) in Bloody Ridge
Zeb Doyle (Germ*) def Bryan Register (Russ) in A Burnt Out Case
Roy Casagranda (Jap) def Bill Dorre (Amer) in The Rock
Roy Casagranda (Germ) def George Calage (Brit) in Tretten in Flames
Doug Erwin (Amer) def Gregg Lessly (Germ) in Distinguished Service
Roy Casagranda (Jap) def Chris Buehler (Amer) in Tangled Up in Blue
Roy Casagranda (Amer) def Chris Buehler (Jap) in Blockbusters
Jay Harms (Russ) def Walter Eardley (Germ) in Hube's Pocket
Jeff Taylor (Jap) def Eric Gerstenberg (Russ) in First Day At Fuchin
Zeb Doyle (Germ) def Bryan Register (Russ) in Kampfgruppe at Karachev
Matt Schwoebel (Amer) def Allen King (Germ) in First and Inches
Brian Roundhill (Fren) def Rick Reinesch (Germ) in Thulin Doit Etre Pris!
Glen Gray (Amer) def Doug Erwin (Germ) in For Whom the Bells Toll
Edward Beekman (Germ) def Doug Erwin (Amer) in Broich Bash (IC5 repub.)
Eric Gerstenberg (Amer) def Jeff Taylor (Germ) in Third Hotspot
Matt Shostak (Part) def Mike Denson (Germ) in Bear Hunt (NQNG! 3 repub.)
Eric Gerstenberg (Germ) def Greg Swantek (Brit) in The RHA at Bay
Eric Gerstenberg (Germ) def Zeb Doyle (Russ) in Tin Pan Hill
Jay Harms (Cana) def Victor Behar (Germ) in Taking Tailleville
Doyle Motes (Russ) def Allen King (Germ) in Motoring to Mogilev
Zeb Doyle (Jap) def Eric Gerstenberg (Amer) in Down Radio Road
Jim Ferrell (Germ) def John Hyler (Russ) in Friday the 13th
Zeb Doyle (Germ) def Roy Casagranda (Brit) in King of the Hill CG
Zeb Doyle (Jap) def Matt Schwoebel (Gurk) in Nunshigum
Mike Seningen (Gurk) def Eric Gerstenberg (Jap) in Bleed Gurkha Bleed!
Zeb Doyle (PAVN) def Matt Schwoebel (Fren) in Under Old Baldy
Zeb Doyle (Jap) def Eric Gerstenberg (Chin) in Rupee Reward
Jerry Simmons (Germ) def Doug Erwin (Yugo) in The Professionals
Doug Erwin (Poli) def Jerry Simmons (Germ) in Will to Fight - Eradicated
Zeb Doyle (Amer) def Clinton Howell (Germ) in Abandon Ship
Zeb Doyle (Jap) def Eric Gerstenberg (Phil) in Crisis on the Abucay Line
Matt Schwoebel (Germ*) def Bryan Register (Amer) in Thrust and Parry
Matt Schwoebel (Germ) def Sam Tyson (Russ) in Castle Keep
Jim Ferrell (Germ) def John Hyler (Russ) in The Awakening of Spring
Eric Gerstenberg (Germ) def Brian Roundhill (Brit) in Boeinked
Mike Seningen (Germ) def Matt Schwoebel (Cana) in The Badger's Breath
Zeb Doyle (Germ) def Clinton Howell (Amer) in Danger Close!
Jim Ferrell (Germ) def Russell Mueller (Russ) in Cream of the Crop
Roy Casagranda (Cana) def Michael Hawash (Germ) in The Badger's Breath
Roy Casagranda (Brit) def George Calage (Ital) in They're Here! Reverse!
Roy Casagranda (Ital) def George Calage (Brit) in The Taking of Takrouna

Rick Reinesch (Amer) def Clinton Howell (Germ) in The Factory
Zeb Doyle (Jap) def Eric Gerstenberg (Amer) in Buckeye Blitzkrieg
Roy Casagranda (Germ) def Victor Behar (Amer) in Shadows of Death
Roy Casagranda (Brit) def Rob Burton (Germ) in Panzer Graveyard
Roy Casagranda (Ital) def Chris Buehler (Brit) in Across the Wire
Roy Casagranda (Brit) def George Calage (Germ) in Cactus Farm
Zeb Doyle (Jap) def Roy Casagranda (Amer*) in Dropping Like Flies
Jim Ferrell (Russ) def Jerry Simmons (Germ) in Lend-Lease Attack
Zeb Doyle (Russ) def Matt Schwoebel (Germ) in Pioneer Spirit
Doyle Motes (Germ) def Nick Drinkwater (Cana) in Going to Church (G35)
Tom Gillis (Amer) def Stephane Graciet (Germ) in Roses For Vandervoort
Doyle Motes (Germ) def Walter Eardley (Russ*) in The Red Wave
Roy Casagranda (Germ) def Rob Burton (Amer) in Merzenhausen Zoo
Glen Gray (Germ) def Doug Erwin (Part) in A New Kind of Foe
Glen Gray (Germ) def Doug Erwin (Russ) in Red Packets
Victor Behar (Amer) def Clinton Howell (Germ) in Hard to Kill
Tom Gillis (Brit) def Nick Drinkwater (Germ) in No. 8 Platoon Overrun
Zeb Doyle (Amer) def Chris Buehler (Jap) in Tangled Up in Blue
Zeb Doyle (Amer) def Walter Eardley (Jap) in Blockbusters
Nick Drinkwater (Ecuar) def Clinton Howell (Peru) in Guerra En La Selva
Zeb Doyle (Russ) def Eric Gerstenberg (Germ) in Bridgehead on the Berezina
Zeb Doyle (Russ) def Eric Gerstenberg (Germ) in Lend-Lease Attack
Zeb Doyle (Germ) def Rick Reinesch (Russ) in Double or Nothing!
Jack O'Quin (Brit) def Sam Tyson (Germ) in A Nice Morning For A Ride
Jim Ferrell (Germ) def Glen Gray (Poli) in Round Two
Zeb Doyle (Axis) def Eric Gerstenberg (Alli) in Ancient Feud
Russell Mueller (Germ) def Doug Erwin (Amer) in Abandon Ship
Rick Reinesch (NewZ) def Doyle Motes (Germ) in Riposte at Dusk
Matt Shostak (Russ) def Jack O'Quin (Germ) in Expelling the Guards
Zeb Doyle (Axis) def Allen King (Russ) in Cautious Crusaders
Doyle Motes (Russ) def Eric Gerstenberg (Germ) in Hamburg on the Lovat
Eric Gerstenberg (Amer) def Zeb Doyle (Germ) in Dash For Mt. Croce
Brian Roundhill (Axis) def Bryan Register (Alli) in The Sixth Blow
Randy Shurtz (Russ) def Rick Reinesch (Germ) in Not So Supermen
Jim Ferrell (Germ) def Sean Harris (Russ) in Eye of the Tiger
Rick Reinesch (Germ) def Doyle Motes (NewZ) in Riposte at Dusk
Mike Seningen (Germ) def Rick Reinesch (Amer) in A Better Spot Than This
Doyle Motes (Germ) def Rick Reinesch (Russ) in Forest Fighting in Latvia
Matt Schwoebel (Russ) def Zeb Doyle (Axis) in With Tigers On Their Tail
Eric Gerstenberg (Russ) def Zeb Doyle (Axis) in Huns Of Steel
Sam Tyson (Russ) def Eric Gerstenberg (Germ) in Expelling the Guards
Brian Roundhill (Germ) def Doyle Motes (Russ) in The Chernichivo Shuffle
Rick Reinesch (Germ) def Clinton Howell (Brit) in Cactus Farm
Doyle Motes (Russ) def Clinton Howell (Germ) in Silesian Interlude
Matt Shostak (Axis) def Brian Roundhill (Russ) in Huns Of Steel
Matt Shostak (Germ) def Rick Reinesch (Russ) in Expelling the Guards
Jack O'Quin (Axis) def Brian Roundhill (Russ) in Breaking the Massif
Brian Roundhill (FrFr) def Jeff Toreki (Germ) in Constant Sorrow
John Garlic (Russ) def Jack O'Quin (Axis) in Romanian Panzers
Rick Reinesch (Germ) def Jerry Simmons (Russ) in Land Leviathans
Zeb Doyle (Amer) def Jerry Simmons (Germ) in Devil's Hill
Brian Roundhill (Russ) def Allen King (Germ) in Hitler's Samurai
Eric Gerstenberg (Germ) def Rick Reinesch (Russ) in Kempf At Melikhovo
Mike Seningen (Axis) def Scott Bell (Russ) in Huns Of Steel
John Garlic (Germ) def Zeb Doyle (Amer) in Niscemi-Biscari Highway
Sam Tyson (Fren) def Scott Bell (Germ) in Infantry Probe At Argentan
John Garlic (Alli) def Matt Shostak (Axis) in Ancient Feud
Brian Roundhill (Germ) def Michael Cadieux (Brit) in Searing Soltau
Sam Tyson (Germ) def Allen King (Russ) in Steamrollers
Matt Shostak (Russ) def Bryan Register (Axis) in Amateurs At War
Allen King (Amer) def Jerry Simmons (Germ) in Under the Noel Trees
Walter Eardley (Axis) def Matt Schwoebel (Russ) in Liberating Bessarabia
John Hyler (Germ) def Bryan Register (Russ) in Jura Juggernaut
Jack O'Quin (Germ) def Scott Hopkins (Russ) in Lend-Lease Attack
Eric G. (Amer) def Randy Shurtz (Jap) in First Crack at Hellzapoppin' Ridge
Zeb Doyle (Brit) def Brian Roundhill (Jap) in Burn Gurkha Burn!
Jim Ferrell (Germ) def Mike Seningen (Russ) in A Hotly Contested Crossroads
John Garlic (Germ) def John Hyler (Brit) in The Badger's Breath
Doyle Motes (Russ) def Jerry Simmons (Germ) in Cream of the Crop
Jim Ferrell (Russ) def Walter Eardley (Germ) in Lend-Lease Attack

Brian Roundhill (Germ) def Rick Reinesch (Fren) in Le hérisson (The Hedgehog)
Allen King (Amer) def Eric Gerstenberg (Germ) in Abandon Ship
Walter Eardley (Germ) def Glenn Schools (Amer) in Abandon Ship
Tom Gillis (Germ) def Glen Gray (Amer) in Abandon Ship
Sam Tyson (Brit) def Jerry Simmons (Germ) in Taurus Pursuant
Zeb Doyle (Germ) def Dan Preston (Amer) in Abandon Ship
Michael Cadieux (Amer) def Kevin Kenneally (Germ) in Abandon Ship
Mike Seningen (Germ) def John Hyler (Brit) in Searing Soltau
Doyle Motes (Amer) def Russell Mueller (Germ) in Abandon Ship
Russell Mueller (Russ) def Glen Gray (Germ) in The Last Bid
Brian Roundhill (Germ) def Matt Schwoebel (Brit) in Loonies And Leicesters
Russell Mueller (Germ) def Scott Hopkins (Russ) in A Hotly Contested Crossroads
Glen Gray (Russ) def Walter Eardley (Germ) in A Hotly Contested Crossroads
Matt Shostak (Germ) def Walter Eardley (Alli) in Bring up the Guns
Eric Gerstenberg (Germ) def Doyle Motes (Russ) in A Hotly Contested Crossroads
Allen King (Russ) def Tom Gillis (Germ) in A Hotly Contested Crossroads
Jim Ferrell (Amer) def Brian Roundhill (Germ) in Deadeye Smoyer
Mike Seningen (Germ) def Jerry Simmons (Russ) in Lend-Lease Attack
Zeb Doyle (Amer) def Jack O'Quin (Germ) in Scouts Out
Matt Shostak (Alli) def Jeff Toreki (Germ) in Will to Fight - Eradicated
Randy Shurtz (Russ) def Sam Tyson (Axis) in Romanian Panzers
Bryan Register (Russ) def Jerry Simmons (Germ) in Traverse Right ... Fire!
Randy Shurtz (Jap) def Michael Cadieux (Brit) in Desperate Straights
Jim Ferrell (Germ) def Zeb Doyle (Russ) in Twilight of the Reich
John Garlic (Germ) def Scott Hopkins (Alli) in By Ourselves
Walter Eardley (Germ) def John Hyler (Brit) in Husum Hotfoot
Bryan Register (Amer) def Glenn Schools (Germ) in Kempf At Melikhovo
Jack O'Quin (Axis) def Jerry Simmons (Russ) in Amateurs At War
Matt Shostak (Axis) def Scott Bell (Russ) in German Rescue
Brian Roundhill (Axis) def Eric Gerstenberg (Russ) in Fizzled Fury
Rick Reinesch (Cana) def Allen King (Germ) in Drive The Canadians On Hard
Jeff Toreki (Rep) def Brian Roundhill (Nat) in Italian Brothers (atp8 repub.)
Matt Shostak (Axis) def Scott Bell (Russ) in German Rescue
Glen Gray (Russ) def Doug Erwin (Germ) in The Commissar's House
Sam Tyson (Russ) def Eric Gerstenberg (Germ) in The Last Assault
Mike Denson (Germ) def Rick Reinesch (Poli) in Into the Fray
Jerry Simmons (Russ) def Glen Gray (Germ) in Flanking Flamethrowers
Glen Gray (Russ) def Jerry Simmons (Germ) in Flanking Flamethrowers
Jeff Toreki (Chin) def Brian Roundhill (Jap) in Stand and Die
Doug Erwin (Germ) def Jerry Simmons (Brit) in 3rd RTR in the Rain
Jerry Simmons (Germ) def Doug Erwin (Amer) in An Arm and a Leg
Bryan Register (Germ) def Brian Roundhill (Russ) in Flanking Flamethrowers
Matt Schwoebel (Germ) def Sam Tyson (Russ) in Lenin's Sons
Eric Gerstenberg (Germ) def Scott Bell (Russ) in Clear up the Bridgehead
Jeff Toreki (Jap) def Brian Roundhill (Chin) in The Drive for Taierzhuang
Jack O'Quin (Russ) def Sam Tyson (Germ) in Marders not Martyrs

This Happened to Me

Sam Tyson

I was playing Jeff in a Starter Kit scenario. Nothing spectacular happened, but it was while we were on vacation in Playa del Carmen, in Mexico. What is the most remote location anybody has gone to play ASL?

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 or Sam for information on the next get-together.

Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth 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 post a message at central-texas-asl@yahogroups.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.

| The <i>Banzai!!</i> Staff | |
|--|---|
| Editor in Chief | Matt Shostak (512) 280-8414 mshostakster@gmail.com |
| Managing Editor and Keeper of the Ladder | Sam Tyson (512) 656-7250 styson@gmail.com |
| Contributing Authors | Bill Dorre, Rick Reinesch, Brian Roundhill, Matt Shostak, Sam Tyson |
| Publishing Schedule | Whenever we feel like it! |
| Club Information | Matt Shostak or Mike Seningen (512) 288-3778 mseningen@austin.rr.com |
| Club Web Site | www.texas-asl.com/ |

Copyright © 2006 by the Austin ASL Club
All Rights Reserved.

You may reproduce this newsletter (*in entirety only*) for free distribution. Permission to reproduce individual articles must be obtained from the authors.

ASL and all of its components, including module names, are copyrighted and trademarked by Hasbro.

Thanks to Rodney Kinney for VASL, Carl Fung for his VASL counter images, and the VASL Map Cabals for their VASL map images. We use a combination of VASL counter and map images for scenario layouts with permission of use for that purpose.

Next Issue

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

And much more!