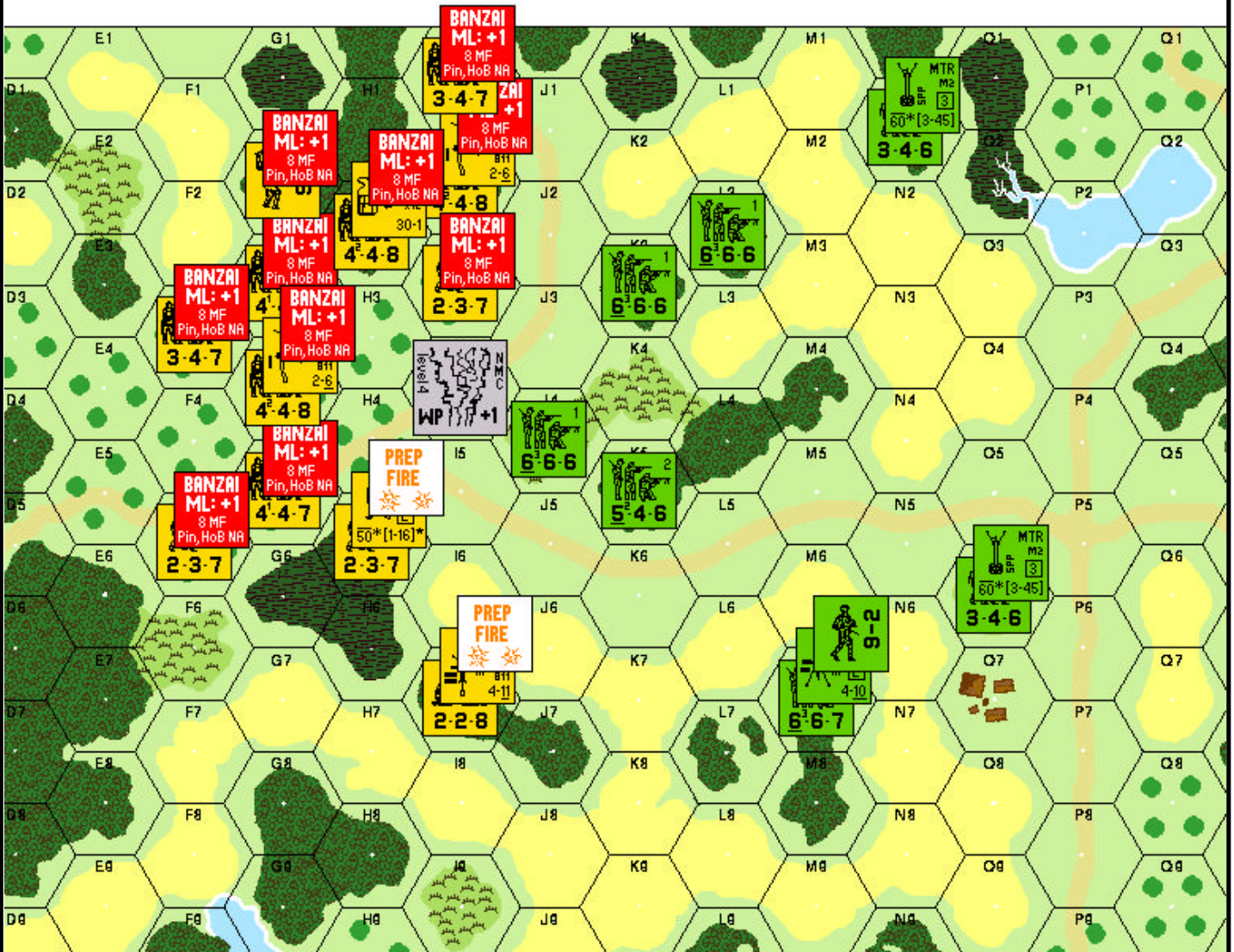


Banzai!!!



The Newsletter of the Austin ASL Club

May, 2000 Volume 5, Number 2

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

Banzai!!

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Editor's Corner



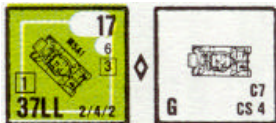
Matt Shostak

I don't know why it took me so long to get David Hailey to write an article about using geometry to figure out tricky lines of sight. Around here we call it *the Hailey Rule* when we use his methods to determine whether a line of sight is clear. Sam did his usual yeoman work in providing graphics to go with the words. This could be the single most useful ASL article you ever read.

Our April Fool's edition of our newsletter, *Bonsai!!* was very well received last month. Thanks to Jeff Toreki and Sam Tyson for all their efforts on that issue. Sam's brilliant movie scenario sendup, *Saving Ryan's Privates*, stole the show and Jeff's scenario titles actually had me laughing out loud when he first sent them to me.

I hope to see you all at our tournament this June.

Rules Reminder: Don't forget that many American canister depletion numbers are increased by three in the PTO, unless the depletion number has a superscript 'P'. See U.S. Multi-Applicable Vehicle Note C.



Tourney Time!!

2000 Texas ASL Team Tournament



Mike Seningen

Clean out those dice cups, polish your thread, and spray coat those new counters, its time for our annual battle royale!

The Central Texas ASL Club will be hosting Texas' largest and longest running ASL tournament. The Y2K Austin ASL Team Tournament is finally here!

The 8th Annual Austin ASL Team Tournament finds a new home this year at the Best Western Seville. This spacious venue allows us to better accommodate our traveling guests as well as offering an expanded format of nearly 60 hours of continuous round the clock action ASL action. Beginning at 9AM Friday June 23, and continuing straight through to 8PM Sunday, June 25, 1999, some of the best ASL talent from Texas and beyond will face off for honor and glory, in both team play and individual heroism.

Pre-registration has already exceeded last year's entire attendance! A combination of new venue, expanded format, ever-growing list of sponsors, and the tradition of 8 years of excellence should provide the biggest and best tournament to date.

The Austin ASL Team Tournament is really several tournaments in one. Players are randomly but fairly assigned to two-person teams and the pair with the best record on Sunday afternoon wins. Every player also competes as an individual for the coveted 10-3 award. In addition, TEXAS HEAT, a Saturday-only, three-round mini-tournament, will be held to encourage those players who can't spare a full weekend, but can get away for a day to compete. Rounding out the prizes are the 8-1 award, given to the best record among players with limited experience, and the Major Johnson award, given to the player who plays the most ASL over the weekend (as determined by a formula similar to the various chess clock formulas for estimating scenario length).

Which Texas region will earn bragging rights for the year? Will Austin continue to dominate? Can the Houston group achieve cardboard supremacy? What about Dallas, San Antonio, or all the out-of-state players riding into town like a bunch of Texas Rangers?

Who will unseat Jeff Toreki as the reigning 10-3? Who could possibly outlast the stamina of Major Johnson-Hailey? Will the extra 12 hours of gaming time break his spirit? Lastly, who will join the group of players honored for their play on the Austin Memorial Cup?

Come join us June 23-25! For more information on this upcoming tournament, contact me directly or visit the tourney web page at <http://www.angelfire.com/tx2/seningen>.

The Geometry of ASL

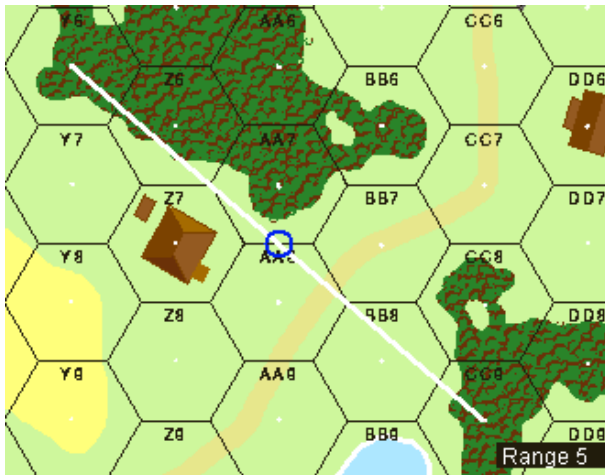


David Hailey

I continue to encounter players at tournaments who are unaware of some simple techniques that can help determine lines of sight. I will explain two different concepts that are related to geometric properties of our old friend the hexagon. I should also note that these calculations rely on accurate hex centers.

The first is very simple. If you locate the midpoint between two hex centers you will find either the midpoint of a hexside or another hex center. If it is a hex center, the process can easily be repeated. By breaking an LOS down into shorter and shorter segments, it becomes easier to eyeball, and fewer shots are wasted knocking leaves off trees. The first two examples use board 17.

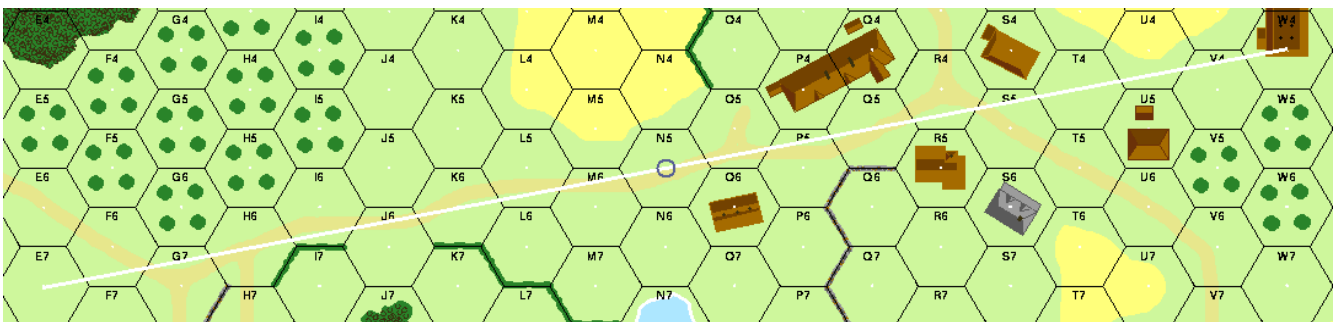
Example 1: LOS from 17CC9 to 17Y6



The midpoint of the hexside between AA7 and AA8 lies on the LOS. The LOS is obviously blocked in the above diagram, although on my actual board 17 it is clear.

For longer LOS it may be more difficult to locate the midpoint. One method that might help is to count out range along hex grains. From W4 to K10 is 12 hexes SW, and from K10 to E7 is 6 hexes NW. The midpoint will be 6 hexes SW and 3 NW from W4, the hex center of N5. Now, because we found a hex center, we can continue to find additional points on the LOS (hexside midpoints of R4/S5 and I6/J6). An even better idea would be to recognize the pattern of 2 hexes SW then 1 hex NW. This would show the LOS to pass through hex centers at T4, Q5, N5, K6, and H6. All of which could then be used to locate other midpoints. The ratio of 2:1 can be obtained by reducing the ratio of hexes found when calculating the range.

Granted that not all LOS reduce nicely, and the center dots may not always be at the hex center, but I think you'll find it pays to consider this approach to LOS (if you don't already).



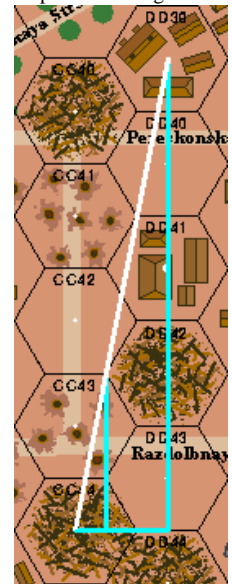
EX. 2: LOS from 17W4 to 17E7

The advanced lesson is valuable when trying to determine if the vertex of an inherent terrain hex is going to interfere with LOS. First we must learn two terms related to a hexagon. A radius of a hexagon is the distance

from the center to a vertex. Another important characteristic of a hexagon is that the length of a side is equal to its radius. A span of a hexagon is the distance from one side of the hexagon to the opposite side. I will show by example how similar triangles can be used to verify an LOS will cross a specific vertex. (For the advanced lessons, the RB map is used for its hex size, center dot accuracy, and plentiful inherent terrain.)

Example 3: LOS from CC44 to DD39

String the LOS and you will see that it appears to catch the vertex of the rubble in DD42, and we can show using similar triangles that it does. From CC44 hex center to DD39 hex center form a right triangle with one leg 1 1/2 radii east and one leg 4/2 spans north. Then from CC44 hex center to the vertex of DD42 in question create another right triangle with one leg 1/2 radii east and one leg 1 1/2 spans north. Since these triangle's legs have the same ratio (1:3) they are similar, and this means the vertex lies on the LOS, blocking LOS.



Example 4: LOS from AA41 to HH39



This LOS is blocked by rubble in CC40 (3 radii and 6 spans compared to 1 radius and 2 spans).

Although there are other types, I think it is best to be familiar with characteristics of the range 5 type (EX. 3) and range 7 type (EX. 4). These are the most common ranges at which a vertex might be crossed. Another valuable point is that there will always be two vertices crossed. The LOS looks clear but it clips both rubble hexes (CC44 and DD42).



Example 5: LOS from AA44 to FF42

I hope these tips will be put to good use. These lessons have served me

well. Many times opponents have been left shaking their heads in disbelief, with mangled bodies lying in open ground, and asking, "How did you know that LOS was clear?"

"Simple geometry" I say, "I'll show you after the game."

After Action Report

RED BARRICADES The Russian Lessons Learned

Aaron Schwoebel



In a previous issue of *Banzai!!* my brother Matt and I provided for you a running story of the first two days of a Red Barricades (RB) campaign game (CGII). Recently we finished that campaign game after a German concession after Day Four. Rather than continuing the running commentary for the last two campaign days, we have decided to offer instead a list of lessons taught to us by the harsh realities of Stalingrad. Partly this is because we believe it offers a more condensed method of teaching to the part-time ASL'er, and partially because the information we had on Day Three was accidentally destroyed during our hiatus!

Matt conceded after Day Four because he was not strong in troops, especially relative to me, and because he had achieved no decisive breakthrough. Instead, he had nibbled at my flanks and forced me into a semi-circle on the mapsheet, but that simply allowed me the advantage of reinforcing via interior lines. Meanwhile, he had lost all of his assault engineer squads (8-3-8s with FTs and DCs) and was at a leadership disadvantage compared to the Russians, which is very rare and a sure sign of gloom. On the last day he would have to gain more ground than he did in the previous four days; moreover, all most all of the ground he did gain in those four days was through the use of FTs and 8-3-8s, and he would be without those on Day Five.

Why did I win? In any gaming situation where both sides are inexperienced (in this case, we are not inexperienced at ASL, but it was our first RB CG), I believe the defender has the advantage. I am sure that if we played a second time the attacker would have a much better idea of how to achieve the victory conditions in a timely manner. In this case, Matt was fooled by his successes (gaining stone-building locations) in the first two days into thinking that he was on pace to defeat me. Meanwhile, I was ecstatic that I had bled his elite troops white and that he had not achieved a breakthrough in the center.

As time wore on, I also gained significant advantages in reinforcements. That is, Matt had to pay large premiums on his reinforcement groups in order to set them up on map, because time was running too short to have them walk across the mapsheet from the entry hex. On the other hand, as Matt pushed me slightly toward the river, I could buy companies of infantry at *reduced* prices as long as I designated them "reserves" (essentially meaning that they could not fire or move until fired upon, plus they had to set up in my rear). While such units were not helpful the day I bought them due to those restrictions, they did allow me to cover my flanks and rear from breakthroughs and put the rest of my units in the front line. The next day, these reserve companies would be able to set up on the front line without restriction, and I had bought them at a reduced price. So while Matt was spending 10 or 12 points on a company, I was spending 4. Certainly RB is balanced to reflect the use of this tactic, but I believe that I exploited it well whereas Matt now wishes that he had bought more infantry on the first couple days and walked them into the front lines.

Another advantage of facing an inexperienced attacker is that they are easily frightened. Matt's attacks became increasingly passive as time wore on, mostly because his failed attacks cost him considerably and had to start worrying seriously about preserving his squads. I had read the literature on RB in the hobby and tried to use as many tricks as possible. A couple of set DCs went off and blew up his units, causing timidity later on (meanwhile I stopped spending points on set DCs, but he couldn't know that); I used HIP on as many high-quality units as possible (elite squads with machine guns) and only opened up with them when I knew I could draw blood; after I had mentally resigned myself to losing the factories, I held onto a small corner of one with 4-2-6 conscript squads, which were equally deadly in CC, again bleeding him.

In RB, especially against German 5-4-8s and 8-3-8s, it is imperative to hit units while they are down. If I divide up my fire attacks and force three 8-3-8s to rout back and get rallied, I have only caused a minor delay in his attack. If I concentrate all my PFPh or DFPh attacks on one 8-3-8, I can break it two or three times and kill it, denying the German player that unit for the remainder of the CG.

One thing a player needs to be aware of is trying not to be too cute. It is easy to get into a pattern of "If I do this, then he'll think that, then he'll think this, and then he'll conclude that." Traps should be simple and readily sprung, and deception plans should not be overly complicated. I spent a few points on a weak, dug-in light tank platoon, thinking that I could scare Matt into thinking that they were T-34s. In the end, I don't think it changed his strategy, whereas the tanks did me almost no good. Rather than encouraging your opponent to be lax and then surprising him with set DCs or mines at the end of the campaign, use them right from the start. This gives a better chance of him actually walking into the hex (remember mines and set DCs stay where they are, there is nothing worse than spending points on them the last day and seeing him walk around them) and produces a negative effect on his aggressiveness for the whole campaign. Likewise, remember anything bought early on is more valuable. Depletion rolls become more difficult as time wears on, so you should buy units that can get depleted in greater number up front (infantry companies) and items that cannot be depleted later on (fortification points for wires, trenches).

Kill leaders! Clearly you should not put your own 8-0s and 7-0s near the front line. If you see a 9-2, use all your firepower on him. A small breakthrough because you ignored firing at other units is well worth your opponent losing such a valuable commodity for the remainder of the campaign.

Our campaign was almost all about infantry and fortifications. We each only bought some light armor (as mentioned, mine was useless, and his was mainly used to guard against sewer infiltration), there was no air support, and OBA was not that valuable. We probably averaged one OBA module per side per day, but it wasn't that effective. Although I have seen many good, detailed explanations of how to use OBA in RB, for my money it is simply too unreliable to spend points on. My most effective use of it was to bring down pre-registered fire on a factory rooftop where he had installed machine guns and mortars to interdict my movement. My least effective use was the purchase of a Katyusha mission with pre-registration (fairly expensive) that killed a 9-1 leader (only). Specialized usage is valid, but it will always be a secondary weapon in my mind.

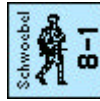
The most important thing for the Russian player to remember when making purchases is that he has to cover a lot of ground with few units. As I've said in the earlier article, I had an impression of huge stacks moving around the mapsheet, but the reality is far different. I almost never stacked, and generally I had two to four hexes between squads (and I made mostly infantry purchases). If the Russian player gets creative during one purchase phase and buys tanks and pillboxes and artillery and doesn't buy infantry, he could easily find himself with 20 squads desperately holding out on Turn 7. Simply put, the meat grinder needs its meat. You **HAVE** to buy one infantry company a day, and should buy two or three. It is easy to read all sorts of neat articles and AARs telling about OBA, mines, fortified buildings, heavy weapons teams, and come away thinking "I've got to do all of that!" Remember, you have to pick and choose. If you do all of them, you'll see a stream of 548s running past your artillery observer and into your rear.

I don't think I need to convince you that you should play RB: not only is it a top-notch experience as far as turn-to-turn play goes, but the "big picture" element is simply wonderful. I find two things very frustrating with printed scenarios. First, you can look at his scenario card and know what he has. Once you have found his two PIATs, for example, you know there aren't any more. Second, if a scenario does not have a CVP cap, it almost always ends in a mad dash at the end. While these are quite fun at the time, they can leave you feeling empty strategically. Interestingly, our CG days had almost all their action in the first couple game turns. After that, it was obvious which areas were going well for which side, and the other would reinforce where necessary and fighting would come to a standstill. Any further assaults would not gain enough ground to be worth the blood. There were no mad dashes.

The CG we played had five days, each from 5-8 turns long. I am not going to lie and say that it is a small or intermediate time commitment. Clearly, it has to be almost all the ASL you play for 3-6 months (or longer if you can't play weekly). If you or an ASL buddy has a place where a table can remain set up, play it. You'll love it.

RED BARRICADES The German Lessons Learned

Matt Schwoebel



I learned some painful lessons in the meat grinder of Stalingrad. My losses were so severe from Aaron's defense that I forfeited Day 5 as impossible to win. Yet the campaign seemed to start well for me on Day 1. What happened in the intervening days to change the situation so completely? This article will describe some strategies that hopefully will help German attackers in Red Barricades defeat the Russian hordes.

The first misjudgment on my part occurred before counters were even placed on the map. On Day 1 as the German you have 17 CPP to spend. I purchased vehicles galore (150mm SIG, SPW, armored cars), rockets, & artillery. The rockets fell short, the SIG platoon was recalled after one day of use, the artillery pinned a couple of units, and the SPW platoon was next to useless. Only the armored cars proved useful as a means of keeping Russian sewer troops below ground and for use at the point of an attack in more open terrain (there is no truly open terrain in RB). The most important mistake I made with these Day 1 purchases was not buying infantry. The rest of the game I suffered an ever increasing numeric disadvantage due to this crucial mistake.

What should I have bought on Day 1? The German player, in my opinion, should **ALWAYS** purchase a Pioneer company with onboard setup on Day 1. This will spend all of your CPP for Day 1, but you will thank yourself later. Trust me, you need all the flamethrowers you can get. I began play with sixteen Pioneer 8-3-8 squads (six FT). On Day 2 I still had twelve squads (2 FT). Day 3 left me with only six (no FT). Two 8-3-8s were all that remained on Day 4. If we had played Day 5, I would have had none. At no point after Day 1 did I have enough CPP to purchase an onboard Pioneer company. Another advantage to this purchase is a German player has a great chance of getting a full strength unit on Day 1. This chance deteriorates rapidly with time.

Here is my original strategic plan. On my left flank, an armored attack (hence the vehicles) would use a Rifle company (4-6-7s) to penetrate to the shoreline. There was a defensive posture in the left-center with the other Rifle Company. Finally, I had a full assault on the right center with a Pioneer company supported by some Sturm squads (5-4-8s). The objective of this assault was to take the closest factory and surround the second factory. (The rockets were supposed to weaken this factory). On my right flank, the other Pioneer Company with a few Sturm squads would assault the stone buildings directly across the line.

The armored assault was a complete debacle. Aaron had two well-placed anti-tank guns in pillboxes, plus a killer stack (16 FP at -2 against open topped vehicles, oops) in a fortified building. This type of attack is not advisable in an urban setting. I, of course, should have realized this in advance, but with just a little ego (and visions of grandeur) I thought I could pull an attack off with armor on this particular flank (Armor note: Mark IVs may have been a useful purchase on Day 2 or 3 as mobile assault guns). The taking of the closer factory and surrounding of the second factory went well, as did the assault on the buildings of the right flank. In fact, it turned out Aaron had planned an attack on this flank only to find himself quickly on the defensive against German Pioneers.

What should I have done differently? I believe my assault on the first factory, surrounding of the second, and attack on the right flank were strategically sound decisions. These attacks I would try again in another campaign. The use of vehicles on the left was a poor idea. If I had bought Pioneers on Day 1, I could have made an attack in the center directly parallel to the other attack on the first factory. This would both make it easier to surround the second factory and would put pressure on the Russian defense. In fact, I would use all three Pioneer companies in an

assault on the German right-center (imagine the firepower of 24 x 8-3-8 assault engineer squads with 9 flamethrowers along a line of about 15 hexes, although artillery would be a concern). The Sturm Company could still take the stone buildings on the right flank and then push toward the second factory. Two Rifle companies could then initiate minor attacks on the left flank and left-center. On a couple days, buy Stukas. I never did and regret it.

An important lesson in Red Barricades for the Germans is that the center is all that matters. As Aaron pointed out, I never managed to make a significant breakthrough into his lines. In an individual scenario on relatively open ground, the old axiom of turning the opponent's flank often leads to victory. In RB it leads to defeat. Aaron had the advantage of shortened lines as I vainly attempted to push through on the flanks into Days 2 through 4. I'm not suggesting the flanks should be completely ignored. Taking the buildings on the German right flank is important. Also, I infiltrated a few squads behind his lines by using the shoreline on the left flank. This is a useful diversion. Three of my squads kept about eight of his squads busy and made Aaron a bit nervous.

Factories bleed Germans fast. I was a little overconfident after flaming away Russian resistance in the first factory. The next, larger factory proved to be my downfall. At the end of Day 2 I possessed most of the factory. After Day 3 Aaron only had two hexes in the factory. On Day 4 he ended the shortened campaign with half of the factory. The key point is Aaron could always maintain a hold on this factory by pouring in reinforcements. I believe at least half my losses occurred fighting in this factory. **THE LESSON:** surround this factory, cut it off from reinforcements, and annihilate the trapped Russians at will (remember failure to rout).

Blunders tend to reinforce each other in a campaign. Not buying infantry on the first day did not allow me sufficient numbers to take the factory or to push through the center and surround it. So I ended up making ineffective attacks on both. **CONCENTRATE FORCE.** Even with these mistakes I may have been OK if I had for one day concentrated on one of the two attacks with overwhelming force and ignored the flanks.

I did make attacks on the center. The problem was all in the numbers. I would take a line of buildings only to be pushed out before the day ended because Aaron could commit reserves to the point of attack. Generally I had no reserves.

Close combat is for the Russians. Perhaps my luck was particularly bad, but I lost close to 3 to 1 in close combat. An 8-3-8 is not worth a 4-2-6 conscript Russian!

Also, I wasn't as careful as I should have been with leaders. In RB almost every shot you take will have a modifier of between +2 to +5. Many will be halved due to concealment. It is extremely tempting to throw leaders with negative modifiers into the front lines. Aaron outlined his strategy of trying to kill leaders at every opportunity. He succeeded. You should use a few good leaders to direct the fire of important weapons and killer stacks, otherwise let them rally broken squads - you'll have plenty of them.

In my view, it is much easier to make mistakes on the attack over a long period of time than on the defense. Aaron did not make one crucial mistake. He played a solid defense. I made one mistake (the initial purchases), which became compounded with time. Numbers will always tell in RB. As the German you must be successful early or succumb to the weight of the Russian hordes.

The Tournament Experience

Roy Connelly



The decision to head off to your first tournament can be a tough one, especially for a new player. Questions come up: "Is it worth the time and effort?" "Will I have a good time?" "Will I make a fool of myself?" and the worst one, "What if I don't win a single game?" These are all questions that I asked myself before I went to my first tourney. Let me see if I can help you make the right choice.

The thought process that went into my decision to attend my first tourney hit two extremes and waffled back and forth between them before I finally decided to just go and see what happens. I can say now that I am glad I went and the experience reinforced my love of, and commitment to, ASL. I learned valuable lessons regarding how to play the game and the people I met reestablished in my mind the fact that we play ASL for fun, even at tournaments.

My first tournament was in Denver at Wild West Fest IV. Living in Wichita, Kansas meant we were in for a 10-hour drive. My regular playing partner and best friend Mike Rose was making the trip with me. The first morning as we walked towards the ASL tourney room, Tom Repetti, Tim Wilson and Dade Cariaga greeted us. Talk about ruining a preconceived image! These fellows made us feel right at home from the start and got us rocking and rolling at the tourney tables right away.

Without writing a complete AAR of my games, let me just touch on some things that made Mike and me tournament junkies forever.

My first game was with Stan Jackson of Ohio. We played *Beyond the Pakfronts* and he beat me rather soundly, but after our game we routinely checked on each other as we played subsequent rounds. We had made a fast friendship after only one game. Stan was a great guy who let me borrow his ASL stuff when I needed it and I am hoping we can play again sometime in the future. Mike got paired with Tycho Granville for his first game. Tycho is a solid ASL veteran belonging to the Berserk Commissars from Oregon, the defending WWF champions at the time. Well, he wiped out Mike's forces rather quickly, which surprised me, as Mike is no slouch at this game. One of our fears was quickly raising its ugly head: Were we in over our heads here? Needless to say, things got better for both of us. Mike won some games, and I managed two victories, including a win over the very same Tycho Granville who had whipped Mike so soundly. The highlight of my weekend!

From the first minute when Dade Cariaga started yelling "I need a game! Who wants to play *Mayhem in Manila*!?" I knew we were going to meet some interesting people. Putting names to faces is one of the coolest aspects of the tourney scene. I got to meet Dade, Tim Wilson, Tom Repetti, Pete Shelling, Tom Jazbutis, Tycho Granville, Stuart King, Steve Pleva, Asman-bin-Snave, Rodney Kinney, Matt Shostak, Mike Seningen, and Jeff Toreki. And while getting a sudden visual of Matt, Mike and Jeff is not necessarily a pleasant experience (let's see if that jab gets by the editor!) it does bring back memories of sitting in the lounge area with these three guys late Saturday night talking ASL, yet another highlight for me. Tim Wilson provided authentic Wyoming food he obviously shot with his varmint rifle,

so we all piled into his hotel room to partake of beer, antelope, smoked fish, and I'm sure there was probably some bear, squirrel, moose and other unidentifiable grub, but it was all good and it was all fun.

One game I played was *Shklov's Labors Lost*. The fellow I was matched up against had played nothing but *Red Barricades* once a week for over a year, so naturally I picked a German/Russian city fight! Way to go Roy. He beat me in three turns and took only about 40 minutes. Embarrassing? Yes. Lesson learned? Well, I learned more about how to take a stone building and the use of vehicles to support infantry in 40 minutes than I had learned in the previous two years. The opportunity at a tourney to play better players, and to see how they do things is one that should not be missed, even if you take a drubbing. Just standing beside a table watching Toreki set up a defense for what I believe was *The Slaughter at Krutik* and seeing him counting out hexes and surveying the boards told me I wasn't spending enough time in my setups.

When you go to a tournament, you go to play ASL. Most of your time is spent playing ASL: three days of different opponents, 5 or 6 games, that's ASL nirvana! Amazingly enough, ASL is only a small fraction of the tourney experience. The people, the environment, the woofing and the non-ASL fun go hand in hand with the game itself to provide an experience you won't forget. You have the opportunity to play against the best, or to play someone you have only actually met on the web. The opportunity to see new products like the Korean War boards we drooled over at March Madness 99, or to show your mettle and see how your game matches up with other players should not be ignored.

So if you get the chance to go, don't pass it up. Pack your bags and prepare yourself for a blast. Your tourney experience will undoubtedly be different than mine, and each tourney is different from the last, but I can confidently say that you will have a good time and meet a whole room full of people who have the same interest as you. Don't concern yourself with wins and losses. If you are out of the running for the championship, just find another guy who is also out, sit down and play some ASL. Watch the better players, see how they do things, learn, and improve your own game.

So what's up for me in the near future? I will be headed to WWF VI in Denver again this year. The Texas boys will have their opportunity to raise the Lone Star above the States Trophy once again, but hopefully our squad, Team Toto, will get in the way. And yes, we're coming to Austin in June so let the woofin' begin! We feel Team Texas needs to be taken down a notch, be humbled a bit, if you will. So we'll make the 10-hour drive from Wichita with a car full of good ol' boy Kansas whoop-ass and show you how the West was really won!

See you in June
Roy

Tactical Discussion:

SP 15: The Tobacco Factory



Carl Kusch and Jeff Toreki



Pregame comments

Carl: Let me tell you the story about a man named Jed, a poor mountaineer who barely kept his family fed . . . no, wait . . . wrong story . . . yes, here it is, *The Tobacco Factory*: from the defending German's point of view. The scenario is an excellent play. Players will find that there are well-balanced, combined arms teams on both sides with room to maneuver but relatively few game turns. This puts a lot of pressure on the American to *get on with it* - he can't allow himself to become delayed fighting some German outpost. As it turned out between Jeff and me, the game literally came down to the last Dice Roll of the last game turn . . . and it was a CC DR at that! If you haven't played *The Tobacco Factory* before, I would strongly encourage you to put it high on your "want to play" list. Now however, it's time to talk tactics.

Jeff: I had seen this scenario countless times while perusing my scenario binders looking for something to play, but this one for some reason had never really caught my eye. Maybe it was because of the plain vanilla-looking OB for each side, or maybe it's because I had never looked at the map and situation in detail, or maybe it's because I couldn't pronounce the name on the scenario card! For whatever reason, it had never gotten more than a passing glance. Carl and I finally picked *The Tobacco Factory* for our most recent club gathering because it has a very high fun rating and it appears relatively balanced on ROAR, and I'm definitely glad we picked it. To quote Matt at the meeting: "What a sexy-looking scenario." While I might not be inclined to go that far, I do think this one deserves a high rating for numerous reasons. First, after looking more closely at the map and the units involved, it looks extremely difficult for both sides - usually a good sign of a well-balanced scenario. Second, both sides get to control some fun units. The Amis get a 9-2, 100mm OBA, 19(!) 6-6-6 squads, and seven(!) early-model Shermans. As the Germans, you get eleven 4-6-7s, a couple of 81mm MTRs, a couple of AT guns with good ROF, and a few Mark IVs as reinforcements on turn 3.

Defensive Setup/Analysis

Carl: Before I address my defensive alignment, I must confess to two mistakes concerning the rules that influenced my deployment. The first concerned PFs and PFks. I thought I had them. Obviously, the Germans do not get PFs until **after** September '43 and PFks by SSR only (C13). I should know this. I have been torn up by PFs before - maybe it was just some wishful thinking that caused me to think I had them - a little generic "payback". The second mistake was that I forgot that at ranges greater than sixteen hexes, infantry units retain their concealment even if moving in open ground (Case E of the Concealment Loss/Gain Table). The first oversight would not have changed my setup much but had I remembered the second, I would have deployed my HMG and MMG in slightly different locations.

The terrain and the presence of the American 100mm OBA greatly influenced my initial deployment: don't bunch up, stay out of the woods and stick to stone buildings as much as possible. Because the terrain allowed the American player to attack the victory buildings from a number of different angles, I employed

what I would consider to be a pretty conservative defensive setup. I didn't try to do anything fancy. I tried not to take any chances. I tried to avoid my natural tendency of placing too many units too far forward where they could easily and quickly become overwhelmed in the early game turns. Rather, I tried to give my defense enough depth so that the American would have to eat up some game turns fighting his way to the objective area. Hopefully, this would give my guys enough time to withdraw toward the victory hexes in order to be available for the struggle at game's end. Finally, I concentrated my heavy weapons in the victory buildings themselves figuring that regardless of the direction, eventually the American would have to attack the victory area. At least that was my plan.

Jeff: After reading the VCs for this scenario, it is apparent that the American must move his forces quickly across the map to reach the victory area by game end. Knowing that only infantry can control the victory buildings, my overall strategy would be to fight a delaying action against the American infantry. I don't care if I score one CVP versus the infantry; I just want to slow them down enough to prevent them from reaching the victory area in time. I think the American tanks are the biggest threat to the German infantry's ability to fight an effective delaying action vs. the Ami infantry. With this in mind, my initial objective is to win the armor battle early. If possible, I'd like to prevent American tanks from flanking and encircling the German positions in the victory area. I figure that if the Germans can KO some American tanks early with the AT guns, they have a better chance of winning the armor battle with their reinforcing MkIVs. Also, if the Germans can take out the American armor early, it will be difficult for the 6-morale American infantry to assault alone through the open ground they must cross.

Defensive Setups

ATGs

Carl: I placed my 75L AT gun HIP at level 0 of building hex o11L4. Of the victory hexes, this is the only one that is located on a crest line and therefore, has a LOS to lower level locations. This position also affords the gun the +3 TEM of the stone building (+5 vs. OBA) and is shielded from enemy fire originating from the west. Unfortunately, there is no comparable location in any of the victory buildings facing west for the other AT gun to occupy. In order to protect o11L5's blind side, I chose o11K7 as the location to place (HIP) the 50L AT gun. There were two other reasons for this: First, if the American OBA targeted the building at o11L4, o11K7 would be out of the Blast Area. Second, o11K7 could help defend against an attack coming up the hill from the vicinity of 11P9 in addition to having some limited fields of fire both to the west and to the north. While I think o11L4 is a MUST location for one of the AT guns, there are a couple of other good locations to consider for the second: o11L5, o11J7 and 11I6. However, the German player should not ignore 11H3 as a terrific location for the second AT gun because of its ability to protect the back side of the victory area in the event the American player gets bold and tries to envelop the hill with his M4s.

Jeff: In concurrence with my general strategy of trying to KO a few Shermans early and get a jump on the armor battle, I'm planning on setting up my ATGs a little farther away from the victory area than Carl. Basically, I'm willing to sacrifice these weapons out front if they can buy enough time for the reinforcements to arrive. The plan is for these to engage the enemy a little sooner and hopefully delay them enough for the

MkIVs to get into good hull down defensive positions on the victory area hill before any Amis arrive.

I like 1306 (CA O5, P5) for the 50L ATG. It covers a lot of potential area that American infantry must cross if they maneuver to the east of the board 11 hills. It is also a good location to get some potential side/rear shots on any American armor that try to flank the victory area. Also, if the crew should break, there's a wood building adjacent that they can rout to. For the 75L ATG, I like 11P9 as a good spot to cover the German center and right flank. I almost always put my ATGs in HIP terrain to keep the element of surprise on my side, but this just looks like too good of a spot for the gun. I'll just try to keep concealment with the guns for as long as possible so the Ami does not know which one is the 75L. From this spot the 75L can put a serious dent in any plans to run tanks to the American left and try to flank the hill from that side. It also can cover a good portion of the 11X5 hill in case the Ami tries to send some scouts up. Any big American stacks that try to move into LOS and neutralize it will be in LOS of the mortar spotter in 1114 and may also be subject to some SMOKE or nasty 2 ROF HE from the ATG itself. [Note - the German ATGs dominated our second playing of this scenario, as the 50L took out 3 Shermans and the 75L took out another 2 and prevented the others from effectively aiding the U.S. infantry.]

Mortars

Carl: The location of the German 81mm mortars is critical. I combined the two OB-given one squad foxholes into a single two-squad foxhole (B27.1, A5.5). I placed the mortars HIP in the 2S FH at 11K4 because I didn't want to eat the -1 woods IFT DRM vs. OBA in 11L3. Because of their higher morale factors, I designated the two 8-0 leaders as the spotters for the mortars. As a precaution, at level 0 of o11L5, I placed another leader with a squad that I deployed on GT 1 so that the half squads could function as spotters in the event the 8-0s were broken. I placed the spotters in the level 2 location of the building hex at o11L4. This is THE dominant location (along with level 2 of o11L5) on the board because units located in the level 2 building (which sits on a level 1 hill) hex are actually at level 3 overall. From this location, the spotter has a LOS over the vast majority of the playing area to include many of the hexes south of the hill at 11Z5. An added advantage of being at level 3 is that it eliminates one blind hex (A6.42) to level 1 LOS obstacles to the point where there are no blind hexes behind some of the 11Z5 hill. For this reason, the German 81mm mortars are the ONLY weapons that can fire at the attacking Amis during the early game turns and (because of their 3 ROF) possibly often. Furthermore, other than infantry smoke, these mortars are the only units in the OB that can fire smoke (s8). Therefore, in addition to raining down HE upon the heads of hapless Amis, this gives the German the opportunity to either screen the withdrawal of his forward units or to smoke in a particularly threatening American fire group. Finally, in most cases, both the spotters and the mortars can retain concealment as they fire. These weapons certainly are key to the German defense.

Jeff: I must admit, I hadn't thought of using spotted fire for the mortars in this scenario, but I'm definitely going to use this tactic for our next playing. I like putting a spotted fire mortar in 11M5 with an 8-0 spotter in the 2nd level of 11oL4. In this location, the mortar can use spotted fire for the first few turns, and then when the Amis get close or the spotter is broken, it can use direct fire on approaching infantry. The other mortar I'll probably place in the area of 43O8 and use it in a direct fire mode to interdict infantry trying to move through the cluster of woods to the west

of the board 11 hill. [Note: I think the mortar in 11M5 would have been a good spot, but on the first shot of the game it 12'd out and the crew was suppressed by OBA for a few turns, only to disable it on a later repair attempt. Carl conceded before the mortar in 43O8 dropped concealment, but it was likely to get some very good shots in the upcoming turns, as American Infantry were in LOS in three woods hexes.]

Machineguns (MGs)

Carl: Again, because my overriding concern was to defend the victory hexes (and bearing in mind my oversight about long range observation), I had put both MGs with the 9-1 leader at level 2 of the o11L5 building hex hoping to get some early shots at the Amis as they entered play on GT 1. Of course, this did not work out. In hindsight, I don't think it is a bad idea putting the HMG up there but pretty much it is a waste to put the MMG there in the early going. To begin the game, I would consider putting the MMG either in the level 1 location of o11L4 or the level 0 location of o11L5. Placing the MMG in one of these two locations keeps it out of harm's way as the enemy try to take out your spotters, AT gun and HMG in the other locations. The MMG can be either Assault Moved or Advanced to another location as needed later.

Jeff: I think it's an obvious location, but the HMG and 9-1 need to go in one of the second level locations of the 11oL4 building. This is such a dominant position that even the threat of fire from here will influence American infantry movement. I'll also take the AAMG from the SPW 251sMG and move it into one of the upper level locations of this building. Having two HMGs up here should make it a pretty tough position. With the other OB-given MGs, the main thing I'd like to accomplish with them is to set up some good fire lanes that the Amis must cross to reach the victory area. Even a 1 minus 1 is a serious threat to 6-morale infantry, so I'll try to use the LMGs from the HTs for fire lanes as well (after they are abandoned and removed by the crews.) It sounds weird, but I'd like to use the lighter MGs to channel the American infantry into areas where they can be hit by heavier Mortar, HMG, and ATG fire.

Halftracks (HTs)

Carl: There is a very interesting aspect to the SPW 251/sMG: in addition to its inherent vehicle crew, it comes complete with a 247 HS passenger. And if that weren't gravy enough, the AAMG can be removed as a dm HMG! Also, the CMG can be removed but only as a LMG. (German Vehicle Note 58) Well, isn't this nifty! (Now how is it that I know this but forgot that the Germans do NOT have PFs in Sept '43? Hmmmmm!) OK, the plan is to start the SPW 251/sMG adjacent to one of the victory buildings, unload the HS and remove the AAMG (dm HMG) so that they can participate in the defense of the victory area during the end game. I ended up putting them in o11J7 next to the 50L AT gun. As for the 7FP CMG, because it could only be removed as a LMG, I decided to keep it mounted in the HT, drive it around somewhere and see what kind of hate and discontent it could sow. It was like getting two free HMGs in the OB. Christmas comes early to Kerrville!

I had a real problem trying to figure out something constructive to do with the other three halftracks. I figured I had four choices: a) Deploy them relatively forward using them as decoys by putting an OB "?" under them (which I just learned may have been an illegal move; See Q&A '93b) and hope Jeff would think they were AT guns (Yeah. Right!). b) Abandon them taking the

AAMGs (as LMGs) and then use their inherent crews with LMGs to bolster the defense. c) Keep them well back with crews still mounted and use them to sally forth, trying to get into the Amis rear where they might be able to cut off some avenues of rout or possibly to gain some encirclement fire on some of the Amis or maybe even to fire up some broken unit somewhere. d) If the American attack was concentrated exclusively on one side of the battle area, then the surviving halftracks could be used to ferry units to better positions. Well, as it turned out, I picked option (a) - undeniably the lamest idea of the four. That option might have had some chance of success if I had decided to set up the AT guns concealed instead of HIP. Actually, option (b) is probably the best idea. It would have given me three more units with three more LMGs to help in the defense of the victory area.

Jeff: For most of the German halftracks, I think the best solution is to abandon them immediately and use the crews and LMGs to supplement the infantry force. With the SMG halftrack, I like Carl's strategy of taking the AAMG out as a HMG and leaving the other in it as a mobile armored HMG. I'll try to move it to an area where it can hurt some infantry but keep it backed up by a tank or AT gun to help prevent its loss to the Shermans (easier said than done.)

Infantry

Carl: That just leaves the grunts. In order to cover more ground, I deployed two squads prior to initial setup. I placed a few full squads with a couple of stacks of OB "?" counters on either side of the southern hill mass at approximately hex row X just beyond where I thought the Amis could move on GT 1. To dissuade the American from going across the hill, I put a HS and a halftrack on the north side of the hedge at approximately 11W4 and V6. The remaining MMCs and halftracks I staggered back toward the victory area evenly split on either side of the two hills but in no way trying to cover the entire width of the playing area. I placed the full squads north of the half squads, hopefully giving the squads a better chance of withdrawing into the victory area. I did attempt to entrench three squads at 43S10, 11R5 and 11P2. Generally speaking, I was simply hoping that these grunts would fall back ahead of the enemy's initial onslaught as best they could, acting as breakers upon which the enemy's attack could be blunted and slowed - (how's that for dramatic hyperbole?) - and getting as many of the remaining full squads up into the victory area as possible. For the most part however, I had mentally written most of these units off.

Jeff: For the German infantry, the main strategy is to perform one of the hardest combat maneuvers, that of the fighting withdrawal. Hopefully, they can delay the Amis somewhat and at the same time fall back to the victory areas. I'm sure some will get wiped out toward the front lines, but they will have done their job if the enemy is thrown off their timetable even slightly. A major weakness of the German infantry in this scenario is having no inherent AT capability (even the Amis have BAZs in this one), so they are vulnerable to AFV bypass freeze tactics. I tried to counteract this somewhat by placing the majority of the infantry within the protective umbrella of the AT guns. The main thing I want to accomplish early on with the infantry is to just slow the Amis down-with German bodies if necessary. I just want to have units in the way of good avenues of attack. If the American moves up adjacent and survives DF, I'll just voluntary break and head back to the next line of defense. If he chooses to go around the German infantry, I want it to be through poor terrain and hopefully he'll be subject to heavy weapons fire from supporting units. Again, this is simple in concept, but difficult to execute in practice.

Reinforcements

Jeff: The three reinforcing MkIVs are critical to helping stem the tide of American squads overrunning the tobacco factory. The ATGs are set up in positions hoping to delay or prevent the American armor from reaching the north Bd11 hill before the German reinforcements. If the ATGs are successful in this role, the MkIVs will try to take up defensive postures around and within the victory buildings to make it more difficult for the Amis to take them. Depending on the situation, one or two may try to take up positions IN victory buildings to make American infantry take a PAATC to even try to enter the hex. If the armor battle can be won outright, any remaining MkIVs will serve as excellent mobile anti-infantry MG and cannon platforms and should make things very tough on the Amis.

Attacker's Setup and Analysis

Jeff: The most obvious thing of note after seeing the terrain, the VC locations, and the German setup is that the Amis must move fast every turn to reach the victory area with enough time to take the needed buildings. While the Americans have all the tools needed to do the job, time is the enemy and there will be little time for Prep Fire shots as the U.S. infantry must average four hexes of movement per turn.

Infantry

Jeff: The guts of the American force, there are almost an overwhelming number of squads at the American's disposal. If you can get these guys into good positions, they can win the day solely with their own firepower. They also have very good smoke exponents to cover the advance of their comrades. However, any force of six-morale units can be brittle and go green fairly easily. Attacking with these units can be very difficult as they can be broken very easily, and by relatively low firepower shots. In our first playing, I tried to give the infantry some mobile TEM and fire support by using armored assault movement and VBM freeze to eliminate defensive fire shots from even having a chance to break them. I figured the risk of losing a tank or two to CC Reaction Fire was worth not having my infantry shot at while they moved into position for point-blank advancing fire shots.

Armor

Jeff: While the Shermans are not the best armored vehicles for tank-vs.-tank combat, they are superb in the infantry support role. In fact, they in my opinion are the greatest threat to the German defense of the tobacco factory, mainly because they can assault German infantry with near immunity to countermeasures. There are no fausts yet at this stage of the war. VBM freeze can be a very effective tactic for the Amis in this scenario. The tanks can also escort the powerful Ami infantry forward using armored assault, giving the infantry mobile cover. The Shermans are great for penetrating behind the German lines to cut rout paths and interdict lines of retreat.

OBA

Jeff: What can I say; 100mm OBA can be nasty indeed if it is available. One thing about ASL that I've learned over my first fifty or so scenarios though, is that OBA is a fickle mistress. I've heard that if you have OBA you should never count on getting it, and if the other side has it, you should always count on them getting it. I agree with this credo wholeheartedly, and as evidenced by our first playing, I went one further and guaranteed

that I'd get the OBA to come down—on my own men, of course!!! Ughh. 'Nuff said about that.

The Play

Carl: I know that Jeff will discuss his attack in more detail. Therefore, I will only discuss it as it impacted on my defensive scheme. Splitting his forces, Jeff aggressively attacked on both sides of the two hills, effectively using VBM Freeze and blocking avenues of rout. By skillfully positioning his units for interlocking LOSs, he was able to strip concealment as I tried to redeploy some of my units. While retaining some for infantry support, Jeff boldly pushed some of his M4s forward. By GT 2, he had two Shermans in the vicinity of 43R3 and one in the vicinity of 13Q3. By GT 3, those three AFVs were on my hill to the north (i.e., behind) the victory area! All of this meant that I was not able to withdraw my forward units as I had planned.

Shermans aggressively approached my halftracks and quickly destroyed two of them as I tried to start them up and vacate the area. That part of my plan was a TOTAL bust! The two surviving halftracks were the 251/sMG and one of the 251/1s. After unloading the HS and removing the dm HMG from the 251/sMG as planned, I maneuvered both remaining HTs to the east side of the stream where I parked the 251/sMG behind the wall at 13S8. Using the CMG, the 251/sMG was able to bring some fire to bear on American units as they tried to cross the eastern side of board 11 in the vicinity of 11S3. This fire actually broke one or two units and caused the rest to advance more deliberately. The Amis detailed one of their 60mm mortars to keep these two pesky German halftracks under control. After a couple of game turns of this, I attempted to maneuver the two HTs behind the American forces by crossing the ford at 13K6. While the American mortar was able to immobilize the lead 251/1, they sent reinforcements to help out in the form of a HS with a BAZ. Unfortunately for the Americans, the surviving 251/sMG was able to casualty reduce the HS. Thumbing their noses at the unfortunate mortar men as they sped by, the 251/sMG ended the game by taking up position behind the wall at 11N2.

As I said before, Jeff surprised me with his bold and aggressive handling of the M4s. (George S. would have been VERY impressed!) By the end of his portion of GT 3, Shermans were knocking at my back door in the vicinity of 11I2, I8, I10 and 11P8 (Remember that last one. I didn't!). As you can see, Jeff was moving in to take the victory area under fire from both front and rear, blocking avenues of rout and bringing encircling fire to bear. Needless to say, this maneuver caused me "some measure of concern" (read: PANIC!). In a cool and calculated (read: DESPERATE!) counter move, I maneuvered one MkIV against the M4 at 11I2 and two MkIVs against the M4 at 11I8. At this second location, the luckless Sherman malf'd its MA during that DFPh, fixed it during the very next RPh only to malf it again during the ensuing PFPh! Needless to say, it eventually got greased.

The Sherman from 11I10 maneuvered against the MkIV in the vicinity of 11G9. Eventually, this MkIV was destroyed. In the meantime, another little engagement was developing back on the hill where the M4 at 11I2 maneuvered to 11G5. Not to be outdone, I maneuvered the MkIV from 13Y1 to take a rear BFF shot at the M4 in 11G5 from the adjacent hex at 11H4. While I was salivating over what has got to be the most perfect BFF shot ever executed . . . WHAM . . . a near miss whizzed over my head. Where in the Sam H--I did that come from?!? Looking down the road to my left, I found myself staring down the muzzle of the M4 at 11P8! How could I have missed it? So much for my

display of "near-brilliance". Jeff had suckered me into the most flawless ambush ever laid in the history of armored warfare! You know how a stupid mistake can just eat at you . . . and eat at you . . . and never let you go? Well, to continue my story . . . my MkIV missed his Sherman at 11G5 (of course) . . . his P8 KO'd my MkIV during the next PFPh (naturally) . . . I was - am - no, I mean was not a happy camper! If I had only stopped in 11I4! Whining? Who's whining?

Backing up a little bit, I had nevertheless tried to make my ill-fated attack on the M4 a coordinated affair. I was able to bring a second MkIV up to a BFF position at 11F5 but was unable to score a hit (of course). After flaming my MkIV at 11H4, the M4 at 11G5 scored a hit on my second MkIV (now my only remaining AFV). But this time, Lady Luck evened things up a little bit . . . what a Tease she can be! Rolling what appeared to be a sure thing, Jeff scored boxes on the TK DR . . . a DUD! Who would have thought? Since the MkIV was already in motion, I maneuvered behind the M4 and KO'd it with a rear BFF shot only to be immobilized in 11H4 attempting ESB trying to stop. But if I was going to be immob'd someplace, that wasn't a bad place to spend the rest of the game. At least the MkIV might be able to provide the victory buildings some measure of rear security.

I guess however, that the game turned on the German mortars, the US OBA and a scrawny, little American forward observer (or two). As stated before, the Amis entered play skillfully: avoiding hexes that were in the German LOS and not offering up any stacks for my boys to jump on. I know this sounds very basic, but you had to see it to appreciate the skill with which Jeff accomplished the task of entering the playing area. Near the end of all this, a small stack did not move forward like the others but moved laterally and entered 11DD9. Except for the option of waiting for the German DFPh (which didn't look too promising; the American units were well covered), this was about the only target that had made itself available during the US MPH. The German spotters, therefore, jumped on the only opportunity they had been presented at the time. The 81mm mortars truly were lucky (because the TH DR included the +2 TH DRM for spotted fire in addition to the +2 TH DRM for fire vs. a concealed target) enough to score a hit and then a pin. It turned out that the stack was the American FO. And thus began a very warm and loving (albeit not necessarily healthy nor sought after) relationship between the German 81s and the American FO. The 81s were able to harass the FO over the next couple of game turns until an inopportune Sniper Activation KO'd the poor fellow. That forced the American Commander to send someone back to pick up the radio and catch up with the advancing attackers. As a result of course, no American OBA had yet rained down on the heads of the harried but otherwise proud German defenders.

During the course of the US attack, a poor and lowly German HS had managed to evade the American tidal wave by falling back to the vicinity of 43P3. As the American onslaught began to veer toward the victory hexes around 01L5, this brave little gnat of a unit decided to see what it could do to help the flagging cause of his stoic but hard-pressed comrades. Maneuvering around 43L6 to M9, it thought it discerned some enemy activity (a small concealed stack) on the hill at 11U9 and decided to take it under fire . . . with no results. In another sector of the battlefield, the US FO replacement had finally been successful in bringing the full weight of American artillery (to the tune of 100mm) to bear on their assigned objective, 01L4. Their second mission had just begun. It was the German portion of GT 6 by now. That fearless little German HS continued to advance toward the still yet to be determined American activity on the hill at 11U9. A burst of fire

during the AFPH was good enough to cause the Amis to stir around enough to strip concealment but otherwise caused no damage. Seeing that it was only a lone man with a radio, the small band of intrepid German warriors decided to engage the hapless American in close combat. Neither side proving capable of vanquishing their opponent, the small group of warriors became locked in desperate mortal Melee.

Upon seeing the attacking American numbers grow in the building next to them (11K7) and anticipating what was sure to be withering preparatory fires in a matter of mere moments, the besieged German defenders in o11L5 came to the conclusion that discretion would prove to be the better part of valor. Therefore, they attempted to advance (even under the incoming artillery attack) into o11L4 and away from this inevitable American onslaught. In so doing however, every German that made the move broke! A little bird (of the species Mattus Shotakius) whispered in the German Commander's ear ten simple words: "I don't know if you helped yourself with that move." Having already made the move, the German Commander didn't give the matter another thought.

OK, it was now GT 7. The stage was set for the Americans' final desperate assault on the one building they had to secure in order to accomplish their mission. The American Commander signaled for the OBA to be cancelled. Nothing happened. The rounds were still impacting! Training his binoculars on the last known position of the gallant FO, he saw nothing but a small cloud of dust; the flash of bayonets and combat knives as fists and feet and helmets flew everywhere. Men locked in mortal combat. "That's too bad," the Commander thought. "The kid's got a wife and three rug rats back home." Focusing his bino's better, he could see his spunky, young FO make a valiant - but vain - attempt to reach the handset of his radio. Then the reality of the situation struck him . . . the artillery was NOT going to be lifted in time! To his utter horror, it was at that moment that the American Commander realized he was going to have to order his people to assault that last German stronghold THROUGH THEIR OWN ARTILLERY FIRE!

Quickly composing himself, the American Commander made adjustments. First, instead of assaulting the building as originally planned, he ordered his squads to the east to lay down a withering prep fire (36 FP) into the ground floor of o11L4. This fire however, proved to be a wake-up call for some of the dazed and demoralized (DM) German defenders. Of the three German units that were affected: the gun crew was pinned, a broken HS battle hardened as did one broken leader. These became the only three German units left in the building that weren't broken and demoralized (DM)!

Next, using an M4, the American Commander engaged and eliminated the sole remaining MkIV back at 11H5. That would clear their 6 o'clock for the pending assault. He then ordered two other Shermans into the artillery in order to reach the front and back yards of o11L4 and o11L5 respectively freezing any foolhardy German from firing on the assaulting grunts. Next, he (9-2) personally led three squads straight for o11L5 - again braving their own arty fire where all but one MMC was able to reach the ground floor. In utter disregard for the artillery fire and his own safety, the Commander himself climbed the stairs and successfully reached the second level effectively clearing it of potential German defenders but more importantly, denying safe havens for the remaining demoralized Germans who would soon find themselves with no place to run. As anticipated, these brave souls died for the Fatherland in a futile attempt to find a place to hide inside that fateful building.


Achieving no success with their advancing fire, the two remaining US squads steeled themselves for one last mad rush through their own indirect fire and one last, desperate life and death struggle to wrest the building from German control. As shrapnel whizzed past their heads, as plaster and timbers fell to the floor, these two dauntless squads successfully advanced into the next room unscathed by the artillery being fired by American gunners. The Amis were met by their German opponents (one leader, one HS and a pinned gun crew). In the confusion of the moment, neither side was able to gain an initial advantage nor was either side able to prevail during the ensuing Close Combat. Therefore, for the next few minutes at least, the building would remain in German hands. On this day, the brave German sons of the Fatherland were just barely able to upset the fragile American timetable! There would be many Iron Crosses to handed out . . . posthumously.

Phew, I'm exhausted just reading this! After finally being able to set aside the loss of my MkIV to the American's armored ambush (through some significant effort, I might add), the haunting words of the little bird found their way back to my consciousness: "I don't know if you helped yourself with that move." It dawned on me that the little fellow was absolutely correct. Although I did indeed avoid the enemy's prep fire, advancing my boys out of that building hex (o11L5) gave the enemy free entry into the building. Had I kept my troopers in o11L5, the Amis would have had to detail some assets in order to suppress the German defenders, which would have meant that he might have had fewer forces left available to execute the final assault. Furthermore, even if the attackers were successful in breaking the German defenders, any assaulting forces would have been denied entry into the building at least until their AdvPh. It occurs to me therefore, that I made what was clearly the biggest mistake of the game (even bigger than walking into a tank ambush) and didn't even know it until the next day! And it was only through dumb luck in the last CC DR that my mistake hadn't cost me the game! Well, at least if I remember this lesson - DON'T VOLUNTARILY VACATE A VICTORY HEX - maybe this near miss won't go for naught. Jeff did a masterful job of maneuvering the Amis against their defending German opponents. I thought I had learned a lot simply by watching his tactics and techniques. When we switched places for a "reverse rematch" however, I soon found out that an effective combined arms attack is not as easy to execute as it looked with Jeff at the helm. I was forced to concede an early loss in that rematch.

Conclusion

Carl: This is a great scenario and I think Jeff would agree that we would recommend you give it a whirl. It is a challenging combined arms engagement requiring the effective coordination of infantry, armor, support weapons and OBA with dominant terrain and difficult LOSs.

Rules Reminder: Vehicles towing trailers may not cross walls or hedges, nor use reverse movement. See C10.4-10.41.



Player Profile: Kirk Woller

(*Banzai goes to a new format with this profile. An interview seems more natural. We hope you like it.*)



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?

KW: I began general gaming when I was very young, learning chess and checkers from my father, and moving on to games of strategy from *Monopoly* to esoteric 1960's productions. Spending many weekends on the farm had my two brothers and me playing army with fake hand grenades, rocks, and all types of sneaky sniper actions. From elementary school through college I was a big fan of the various roles and strategies in the game of football, and played sandlot ball with neighbor children and friends as often as we could get a game together, ending with games in college with full teams on each side. We only had two really serious, crippling incidents during all those years, and I managed to avoid any serious long-term head serious injuries long-term injuries head injuries long-term.

Board wargaming entered my life when, on a weekend when my brothers and Dad were fishing, I happened onto *Battle of the Bulge* by Avalon Hill at Kiddie City in 1969 in San Antonio. Man was about to land on the Moon and I was about to discover an equally exciting element that would result in a life-long hobby and a source of several friendships.

I was bored in school and this was finally a challenge! So I sat down and read through the enormous rulebook that consisted of four pages and a combat results table, with a battle manual containing historical data and the all-important **Optional Rules for Advanced Play**. Convincing my Mom to play was as difficult as the rules seemed to be. When she (as the Germans) announced that she was finished moving after handling only one piece (as if it were *Chutes and Ladders*) I knew we were in for a long night.

Moving on to other AH and SPI games (along with the great Steve Jackson production of *The Fantasy Trip* in 1977 which allowed us to simulate tactical medieval combat), *Squad Leader* was released during the latter days of high school and became a favorite due to its tactical nature, DYO, and scenario-based format. Bob Purnell started the Table Top Generals club at our high school (and to pad his resume as President) and we played repeatedly through college whenever we could meet. The picture shows Bob (on the left) and me playing SL during our junior year on Christmas break. I think Bob is the one that drank Schlitz. The subsequent releases to correct and expand the rules became cumbersome and we gave up on keeping up with the changes.

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

KW: When Bob contacted me about this new *Advanced Squad Leader* release that purported to have **several** types of bazookas, I was initially skeptical. "This is madness!" I cried. Thirty-two pages of rules was more than enough for a game, after all. But after he made a copy of the rules for me to read so we could test it out I felt obligated to give it a try. We played the *Paratrooper* scenarios and decided to invest more in the system as time and money permitted.

Fast forward to 1994 (if my memory serves) and a friend of my brother, responding to my laments of having no one to play games with, ultimately hooked me up with Mike S. and Matt. Matt tutored me on the basics of ASL for a solid year, and during that time we discussed ideas of expanding membership through the creation of a newsletter and a ladder to encourage club play.

Banzai!!: What is it that you enjoy about ASL?

KW: Throughout my play of games I enjoyed winning, though what I really feel best about is the PROCESS of playing. One look at my record confirms this! Although I concentrated for a time on moving up the ladder and made it to number four, I believe, I have relaxed a bit and concentrated on just playing for fun and still have more games played than most members of the club, though more losses than wins.

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

KW: I have been practicing martial arts for about twenty-five years, and went to China to compete for a month in the late 1980s. I enjoy the mental, physical, and spiritual discipline and the exposure to another culture's ideas about life. I also enjoy the outdoors and natural environments, such as wildscaping instead of the landscaping of the post-war suburban lawn, and working with and riding horses. I am interested in organic gardening and the study of housing and business infrastructure utilizing mixed-use planning, which now seems to be called traditional neighborhood development, such as is exhibited in older parts of cities or places such as Paris, San Francisco, or New York. I like alternative (or what used to be called New Wave) and psychedelic music including old bands such as Joy Division and Echo and the Bunnymen, and newer bands such as Curve. There is also a little known German industrial metal band that performs holiday music that I like called Rammstein Steamroller.

Banzai!!: You once remarked that ASL was a lot like a martial art. Would you care to elaborate on that?

KW: In Chinese martial arts, and applicable to others as well, there are five principles that determine the success of a combat move. These are technique, angle of attack, opportunity, strength, and timing. To be successful, all five should be applied properly. In other words, the proper technique at the right angle at the right time with enough strength and at the proper pace are what lead to victory. These principles are easily seen in ASL, as well.

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

KW: From the past, I like the Battle of the Bulge engagement and have at least five games that simulate it. I really like *Up Front*, the *Squad Leader* card game by Don Greenwood, and most recently enjoy playing *Settlers of Catan*, a great trading and building game by German designer Klaus Teuber.

Banzai!!: You've obviously followed the wargaming hobby closely for some time. Do you have any thoughts on the future of ASL, and gaming in general?

KW: The future of ASL looks bright today, though I still have concerns with historical gaming as a whole with the sale of AH and the introduction of these confounded video games. The most important element to the continuation of any hobby is recruiting new members and in that area I think the Austin ASL club with

Matt "Kill Stack" Shostak at the helm has been moving along at a good pace, picking up new members as others have moved on, and I have made some good friends through the club since it seems to attract really great players and personalities. Also, the technical expertise provided by Sam Tyson and team and the work by Chas Smith has helped put Austin ASL on the map. I do wish ASL had a more usable DYO and multi-player aspect to encourage a more social experience, but perhaps my idea for club meetings for Solitaire ASL will become reality!

Banzai!!: Any final comments to wrap up?

KW: Anyone interested in playing please feel free to contact me. I have recently moved from Austin to Fredericksburg to explore country life again and relax from a life in cubeland as a software engineer and consequently meetings with fellow ASL'ers have become more infrequent. Although as I age I need more breaks for my eyes and back, I don't mind losing and just want to enjoy a friendly game while I can still read the fine print on that QRDC.



Bob Purnell (left) and Kirk Woller (with the Kung-Fu grip, right) play SL during Christmas break, in their junior year in college, 1979.

Favorite Scenarios: Eric Gerstenberg



What are my favorite scenarios? Objectivity aside, in most cases they are the ones that I was victorious in. Regardless of whether I win or lose, I always enjoy ASL. Period. So which ones would I recommend? One rule of thumb I try to adhere to is not playing the same scenario twice. Why? Because there are just too many cool-looking ones out there. I'll replay a scenario in a tournament, or if my opponent insists, but my long-term goal is to play as many different scenarios as possible. This may be an unpopular opinion, but I'll own up to it nonetheless. I have several hundred scenarios. Many more exist. I'd love to play them all. So again, what have been some of my favorites? In an attempt to utilize the entire system I divide my play into three categories: ETO combined arms scenarios (my favorites), scenarios that I find unique in some way, and PTO scenarios. PTO and ETO combined arms actions are self-explanatory. "Unique scenarios" involve rules sections not commonly used.

They may also have "odd" VCs. In general, they are not "run of the mill". With that in mind, here is my list.

In terms of ETO combined arms actions three struck me as particularly fun. First is *Ghost of Napoleon*. (Waffen SS Pack #2, FF 9). What we've got going on here is an early war eastern front action (10/41). The Germans or Waffen SS need to attack and control 6 of 12 multihex buildings on board 12. German strengths are better troops, and more and superior support weapons (including an HMG and 2 DCs). The challenge for the German here is to attack across the width of board 44 in low TEM country. The Russian strengths are a strong reinforcement group, and a 2:1 AFV advantage. The Russian setback is few leaders (as usual) and the restrictive nature of armored platoon movement. So why play it? It's a good example of early war combined arms. Plus both sides possess elite troops. Give it a try. It's fairly well balanced, according to ROAR. *No Farther* (CH 15) is one of a handful of RB combined arms actions. It has simple VCs. The Wehrmacht has to take control of stone locations from the Bolshevik hoard by game end (7 turns). As usual, in most RB scenarios the Germans have better leaders (a 10-2 in this one). They have more and better support weapons and superior AFVs. The challenge for the Germans here is to go against an enemy of roughly equal size and firepower, not to mention one who is set up in fortified buildings, protected by mines, antitank ditches etc. These Russians also have a nasty OT-34 flame throwing tank, and a SAN of 6. As the Russian one must decide which buildings to hold and which to give up, keeping in mind the difficulty in counterattacking a lost building. Again, this is classic RB. What sets this scenario apart from other published RB scenarios is the potential for AFV vs. AFV combat. Check it out. To round out my favorite ETO slugfests is one known as *Merzenhausen Zoo* (HOW #8 and also J19). The Allied strengths include a 3:1 advantage in armor (including 3 Crocodiles!) initial infantry superiority, better leadership and attack from 2 sides. The disadvantage of being the American here is the 6-morale troop factor. Plus, the VCs are difficult to achieve even with good luck and a sound attack. The German has to take advantage of his superior troop quality and a strong reinforcement group. How strong? Two King Tigers plus 6 elite squads is how strong. Medium quality leaders and the late arrival of German reinforcements provide an overall balance that makes this scenario a must play in anyone's book. What's there not to like about this one?

Let's look at some of my PTO favorites. At the top of my list is *Jungle Citadel* (ASL 71). It's as good as any city fight published, RB notwithstanding. Here is why. The Chinese can win one of two ways: first they can achieve a sudden death VC on turn 6 by taking 22w8. Or they can win by controlling a number of buildings across the board 23 canal. The Chinese are equipped with 20 elite squads (5-3-7s). They also have 6 leaders, including a 9-2, and numerous support weapons, including FTs and DCs. Additionally, they have 2 modules of OBA directed by an onboard radio and by a spotter plane, fighter-bombers with napalm, etc. The Japanese on the other hand have extensive bunkers and trenches with the usual HIP advantages of the PTO. This can allow the Japanese to hide most of their force. The Japanese disadvantage is being severely outnumbered and subject to immense firepower. Also, having to fall back under the presence of constant Chinese OBA and strafing is no laughing matter. If the Japanese can give ground slowly and set up a strong defense line across the canal, they might have a chance. They also need some luck. It's a fun scenario, regardless of which side one picks. Overall I would let the more experienced player choose the Japanese. It's a complicated scenario, but a must play

in anyone's book. Still interested in the PTO? Well, then try **Second Day in Hell** (Leatherneck Pack #6). It's a scenario that depicts 7-6-8 Marines fighting elite Japanese. To win, the U.S. must control 13 buildings without losing 32 CVP. The Marines are equipped with better leaders, troops (FP-wise), and SWs (FTs and DCs). All in all, defeating the Japanese is a tall order. Why? I'll tell you why: the Japanese also have two 25LL AA guns with a 12 IFT equivalent. The 47mm is a nasty surprise as well. The disadvantage for the Japanese here is having to stand and fight once his HIP positions are discovered. The small playing field doesn't allow the Japanese much room to retreat in this one. So why play it? Its a great example of a Marine assault on well fortified Japanese positions. The Marine has got to find 'em, fix 'em, and blast 'em. This is not easy to do with extensive Japanese HIP units.

Now for what I'd refer to as "Unique Scenarios". The top of the list is **Death From the Sky** (ASL TAC 36). Here we have SS paratroops and glider riders battling Tito's partisans. No Quarter applies. The SS penal battalion boys have to control all the multi hex buildings on board 24. They arrive in gliders (E9) and are air dropped (E8). Of course the SS are better troops and better leaders. However, if their sticks drop over Partisanville (board 24) or are scattered, the situation can turn disastrous. On the other hand, if the SS arrive in safety and good order, then they are hard to beat. The Partisans must rely on the 65mm gun and the 81mm mortar positions on board 2. They have to dish it out as the SS crosses the open terrain of b 10 (the most logical approach). Like I said, it's hard for the Partisans to go toe to toe once the 6-5-8 battle lines form up. Prevent this at any cost. This scenario is fun because it represents an unusual type of action. Plus, you've got the 6-5-8s and the whole randomness of paradrop type ops. Another scenario that is clearly not run of the mill is **The Corridor** (ASL Z27). It's Germans vs. Russians in Feb. of '45. For the most part it's a late-war mechanized city fight. The Russians have elite squads, unopposed armor, and OBA, but they only have 5 and a half turns to take their objective. To do so they must run a gauntlet of German roadblocks, PSKs, a 75INF gun, a 37LL, and a 50L.. To win they have to control a number of buildings on board 22. Is this straightforward enough? No, because the Russians also have to prevent a majority of 7 civilian counters from exiting the length of board 7. That's right they have to fire at long range on unarmed civilian counters (represented by the unarmed white squad counters)! If the Commies fail to do this, their chance of winning becomes greatly diminished. This is made more difficult by the late-game arrival of a small but adequate German reinforced kamfgruppe. Despite these bizarre conditions, the scenario makes for a really good play. I wholeheartedly recommend it.

Finally I would like to recommend 2 tourney-size, all-infantry type scenarios. The first is **A Bloody Harvest** (AP8). It's really straightforward, but fun and easy to finish. You have the German SS Leibstandarters vs. 1st line Polish. The Germans have to clear out good order Poles from within 2 hexes of 43n8. The German forte is superior squads and leaders. To win the Germans have to cross a large wheat field. This equals poor cover and takes about 3-4 turns to cross. This is complicated by Polish MMG fire from the upper level locations of the village. The Poles, on the other hand, will have to face a large number of angry Germans by the time the battle lines form around the VC area of the village. It's a scenario that promises to end with a lot of close quarter fighting and CC. Above all, it can be knocked out in about 4 hours with little complication. This would be a great one to play in the wee hours of our annual tournament. Right along those same lines is a **Balkan Dawn** (PB-CH). Again, this is a very simple 5-turn

infantry battle. This scenario pits the Croats (elite and 1st line Axis minor counters) vs. Yugoslav Proletarian Partisans (represented by the normal 3-3-7 Partisan squads). Quite a bit goes on here, especially for something so simple. The Croats have two options: flee the village and exit the edge of board 12 or stay in the village and fight it out. This is probably the wrong thing to do, as it's pretty easy for the Partisans to surround and encircle the fledgling Croat force. Eventually the Croats will crumble with nowhere to rout. On the other hand, a weak defense force located north on board 12 hamstring the Partisans. If they conduct weak defensive fire attacks, the Croats will exit fairly easily. So why play it? For the same reasons cited for playing a **Bloody Harvest**. Only this one is a bit more complicated. So that's it for now. May you kick ass, take names, and roll well (but not against me of course)!

Club Notes

Electronic HQ at eGroups.com

Central Texas ASL (ctasl) now has an electronic headquarters, thanks to Mike Seningen who set up a group for us at eGroups.com. Previously we kept track of members using aliases in our respective mailers, but this method was error prone because each change of address had to be made manually by each person in the group. Eventually our address books would get out of sync and out of date. Running on eGroups solves that problem since each member controls his own account and all the information is in one place. It's a convenient way to keep track of our club mailing list.

There are many additional features on eGroups as well. For example, there are three reader preferences. Members can customize their accounts to give them a daily digest, web-only access, or regular old email. There is a club calendar so you can check up on upcoming events or schedule one of your own. Members can set up polls for other members to vote on, such as asking the membership which Saturday is best for the next club gameday, or who is planning to come to the tournament in June. The message board archives past ctasl mailing list discussions. We plan on regularly using features such as the calendar and the polls. There are even other features we haven't really used yet, such as the database and the chat room.

Keep in mind that this is a moderated group and thus only approved subscribers are allowed access to receive mailings, participate in polls, etc. Mike Seningen, Sam Tyson, and Matt Shostak are the moderators. If you have any trouble signing up or using the features, contact one of the moderators. The email address for the group is central-texas-asl@egroups.com. As of now there are 34 subscribers that you can reach with that address. We really plan on using this tool to keep track of our club, so all of y'all Texas ASL'ers take note; you should take a few minutes to learn about it. Point your browser to <http://www.egroups.com/groups/central-texas-asl> and take a look.

Biweekly Lunch Gathering!

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

This Happened to Me



Andy Milder and Eric Gerstenberg



In a recent game of *Hold Your Ground*, Eric saw the H6[9] note on the front of his German 3.7cm PaK 35/36 antitank gun. This signifies that the weapon has a special HEAT round, the Stielgranate 41 available. See German Ordnance Note 6. In what may be the first use of that weapon in our club, Eric's Germans destroyed one of Andy's Allied AFVs with it.

Club Ladder

Our Humble Club Ladder

(Through May 4, 2000)

(Inactive players not listed)

Player	Points	Record
Jeff Toreki	1689	45-19
Matt Shostak	1679	90-24
Chas Smith	1640	56-13
Mike Seningen	1500	61-23
David Hailey	1228	25-24
Doyle Motes	1214	9-2
Tom Lavan	1125	6-4
Andy Milder	1124	20-33
Walter Eardley	1116	7-6
Jay Harms	1099	11-6
Bob Purnell	1093	18-13
Steve Desrosiers	1085	3-1
Steve Eckhart	1078	7-8
Rupert Cullum	1070	2-0
Eric Gerstenberg	1065	35-53
Jeff Taylor	1060	3-3
Jeff Toney	1039	2-2
Stephane Graciet	1037	1-0
Kirk Woller	1034	43-62
Ryan Nelson	1024	2-1
Greg Swantek	1018	7-8
Mike Sosa	1005	2-4
Sam Tyson	995	7-18
Tom Gillis	995	8-13
Ed Mott	994	1-5
Brian Roundhill	990	2-7
Todd Hively	987	9-23
Jake Henry	972	0-1
Neal Ague	971	1-2
Duane Blocker	967	0-1
Matt Scheffrahn	959	0-2
Clint Robinstein	956	3-5
Bret Smith	953	4-9
Russell Mueller	946	0-3
Glen Gray	943	1-3
James Rex	928	0-2
Matt Schwoebel	927	4-7
Chuck Lemons	924	0-3
Jack O'Quin	920	9-19
Aaron Schwoebel	883	5-19
Dirk Renshaw	879	2-6
Dave Morgenthaler	861	0-5
RJ Mate	858	4-10
Carl Kusch	850	12-27
Jim Knatcher	849	0-8
Mike Austin	769	1-11

Recent Ladder Results

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

Victor	Side	Victim	Side	Scenario
Kusch	Germ	K Woller	Amer*	Probing the Villas
Seningen	Germ	Tyson	Russ	The Slaughterhouse
Sosa	Germ	Austin	Brit	Scotch on the Rocks
Gerstenberg	Germ	Taylor	Part	Death from the Sky
Shostak	Germ	Gillis	Russ	The Liberators
Shostak	Chin	Gerstenberg	Jap	Jungle Citadel
Gillis	Germ	Harms	Pol	Round One
Eckhart	Part	Kusch	Germ	The Liberation of Tulle
Motes	Fr/Nr	Renshaw	Germ	Triumph Atop Taraldsjvikfel
Motes	Germ	Mate	Russ	Timoshenko's Attack
B Smith	Germ	Robinstein	FrFr	La Viet Relief
Mate	Russ	Robinstein	Germ	Commando Schenke
Mate	Ital	Robinstein	Brit	Over Open Sights
K Woller	Part	Kusch	Germ	The Liberation of Tulle
Gerstenberg	Germ	Roundhill	Russ	Summer Cleaning
Harms	Russ	Gillis	Germ	The Predators
K Woller	Russ	Kusch	Germ	The Commissar's House
Robinstein	Germ	Mate	Pol	Into the Fray
Shostak	Jap	Hively	Amer	Battlin' Buckeyes
Eckhart	Part	Henry	Germ	Mila 18
Seningen	Germ	Eckhart	Amer	Inhumaine
Mate	Russ	Robinstein	Germ	Commando Schenke
K Woller	Germ	Kusch	Brit*	Lehr Sanction
Renshaw	Germ	Gillis	Amer	Silence that Gun
K Woller	Germ	Kusch	Amer	Tanks in the Street
Hailey	Germ	Kusch	Amer	Tanks in the Street
Roundhill	Russ	Tyson	Germ	To the Square
Motes	Amer	Mate	Germ	Silence that Gun
Motes	Amer	Mate	Germ	Silence that Gun
Renshaw	Russ	Robinstein	Germ	Commando Schenke
Tyson	Germ	Morgenthaler	Brit	Ring of Fire
Robinstein	Amer	Mate	Ital	Retribution
Robinstein	Amer	Mate	Ital	Retribution
Harms	Germ	Gillis	Brit	Lehr Sanction
Taylor	Dutch	Shostak	Jap	Wet Sahwahs
Shostak	Jap	Gerstenberg	Brit*	On the Kokoda Trail
Cullum	Russ	Renshaw	Germ	The Czerniakow Bridgehead
Cullum	Amer	Renshaw	Germ	Backs to the Sea
Gillis	Jap	Renshaw	Amer*	The Junglers
Kusch	Part	K Woller	Germ*	The Liberation of Tulle
Shostak	Germ	Tyson	Russ	Kampfgruppe at Karachev
Taylor	Germ	Kusch	Amer	Merzenhausen Zoo
Toney	Amer	Harms	Germ	Ace in the Hole
B Smith	Germ	Renshaw	Dan	Goodnight Sweet Prince
Gillis	Jap	Nelson	Amer	Battlin' Buckeyes
Motes	Germ	Mate	Part	Death From the Sky
Toreki	Siam	A Schwoebel	Fren	Siam Siambal
Shostak	Russ	Roundhill	Germ	Smashing the Third
Milder	Brit	Gerstenberg	Germ	Hold Your Ground
Toreki	Russ*	K Woller	Germ	The Commissar's House (RB)
Gillis	Amer	B Smith	Germ	Wollersheim
K Woller	Germ	Kusch	Russ	Wintergewitter

Next Issue

- More articles about the game of ASL
 - A player profile of Andy Milder
 - Kirk Woller's favorite scenarios
 - Club Meeting Recaps
 - Club Ladder
- And much more!

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