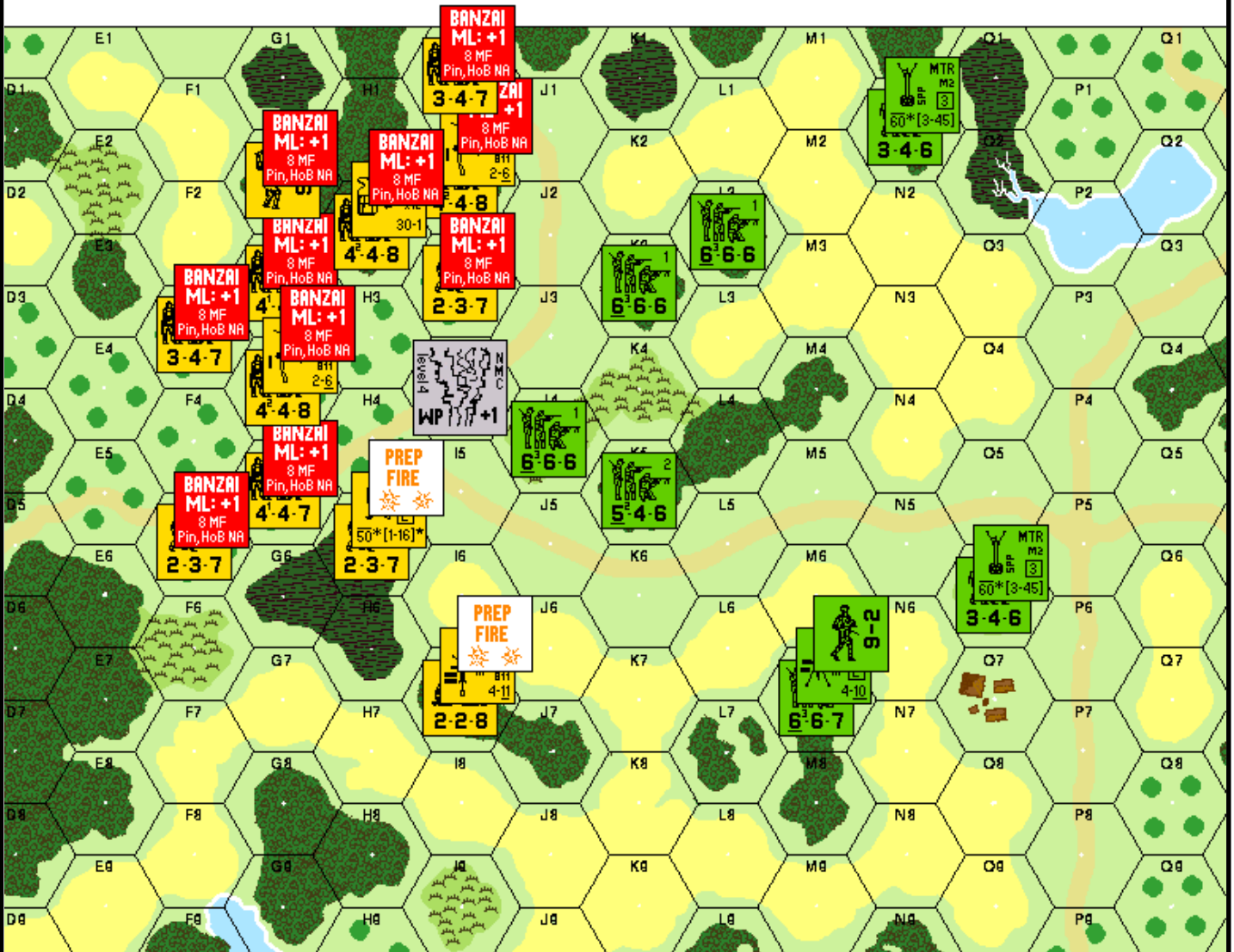


Banzai!!!



The Newsletter of the Austin ASL Club

March, 2003

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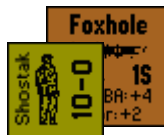
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Editor's Foxhole

Matt Shostak



I really liked John Slotwinski's advice in the *ASL Journal* #4: play fast, play often, and play a lot of different opponents. I hope everyone in our gaming group takes that advice to heart. The beginning of the year is a good time to set goals, so why not set a goal of playing at least a certain number of scenarios this year, against as many different opponents as possible? Or perhaps there's someone in the club that you've been meaning to play but have never been able to catch up with? It's good for you as a player, and it helps the club as well. We all want a fun, active ASL community. It's entirely up to us to make it so. Let's all resolve to help the newbies out as well. Each one of us brings certain skills to the club, but the real key is in applying them. It's not too early to start thinking about our annual tournament either. Make your hotel reservations now! See the tournament web page at <http://www.angelfire.com/tx2/seningen> for more information. Let's resolve to make 2003 our best year ever.

The San Antonio guys have already gotten a head start on this. Read an account of their recent exploits in the Club Notes section on page 16. You can also read about the first ever *Grudge Match* held here in Austin.

Tourney Time

Mike Seningen



As we all know time flies when you're playing ASL. Well that is true too for our ASL Team Tournament.

In 1993, I was inspired to create a tournament for myself. As we enter our second decade of the ASL Team Tournament I'd like to take a moment and reflect back over the past ten years.

Author's note: I am writing this to describe the history of **our** tournament. It is not meant to be self centered or meant to create any sort of sorrow or sympathy. It was a hard road, but I'm thrilled to be where it has taken us.

What was I thinking when the first thoughts of a tournament went through my head?

- ❖ I wanted to put Austin ASL on the map.
- ❖ I wanted to play more than the 2 or 3 other known ASLers that were my regular opponents.
- ❖ I was lazy (or so I thought) and didn't have the time, money, or inclination to travel to play ASL.

At the time there really weren't many ASL tournaments, and even fewer outside the East Coast.

While there were a few tournaments in Texas, none were very big, and most were embedded into a larger gaming convention, often leaving ASL to wilt at the whims of RPG players and their convention hosts.

I wanted to build a top quality tournament, have top quality competition, and focus on why I love the game, attract top quality people. I wanted Austin to be known as a place to go for a good ASL experience.

I created (at the time) unique Team Tournament format, found a top quality hotel to be our host, the Sheraton, and you couldn't beat the location, right on Austin's famous 6th Street. I culminated the concept of the Team Tournament with the Austin Memorial Cup, stealing from my hockey fan roots to bring ASL its own version of Lord Stanley's Cup! I was trying to create my Field of Dreams of ASL. If I create a tournament, they will come!

If anyone has ever organized an event, you should quickly realize I should have been shot for even thinking that somehow I was going to address my third bullet item, which is being lazy. Running a tournament is a tremendous time sink. It even makes playing ASL look like a quick hand of Euchre. There is an amazing amount of work that goes on behind the scenes. I also had no other means for financing the event but out of my back pocket. One must confront one's fears to be successful – the ASL Team Tournament has been good therapy for me ☺.

Running the tournament the first two years was very hard on me personally. I had such high expectations then. We had between twelve and fifteen participants each of the first two years. This made our 3-member teams seem like there were more members than teams! On the positive side I did develop a nice network of prize sponsors that made our participants rival some late war American OBs with more SWs than squads ☺.

I am now grateful for the friendships that seeded the growth of Texas ASL, as we now know it, from the

handful of players that attended the first two years of the ASL Team Tournament. The real credit goes to Matt Shostak who organized the CTASL Club during the same time frame.

After two years of pouring my heart and my wallet into an event that could not sustain the image I had for it, I threw in the towel. Fortunately, the one element I was successful in creating was a tournament format and culture that was universally liked. The players would not let it die, and David Hailey willingly carried the torch for several years. David held the tournament at the Georgetown Recreation Center. With scaled back accommodations and a budget more in line with expectations, the tournament provided a source of competition and pride amongst the players, but numbers still hovered in the mid-teens. Probably the best moments of the Georgetown years were the conversations around the table at our Saturday night sojourn to the Monument Café. Sure we played a lot of ASL, but it was the players and the camaraderie that made the tournament and playing experience a success.

Ironically the turning point for the ASL Team Tournament came the year it nearly died. In the winter of '99, David called and told me that we had lost the site for our 7th ASL Team Tournament. David passed the torch back to me and we had only a few months to find a new home. I learned my lessons from past years and decided a big budget and a ritzy hotel was out of the question. My company had just moved to some new offices and the kitchen/breakroom had ample space for plenty of ASL, and the price was right, FREE! The downside was that our offices are in Bee Cave, Texas, about 15 miles west of Austin proper. An area that, 5 years later, still makes Georgetown look like a thriving metropolis. Did I mention that the nearest hotel was back in Austin? Despite what I figured to be a crippling flaw, players flocked to the scene. Some brought sleeping bags and slept on the floor, others slept in their cars, while many of the out-of-towners bit the bullet and got hotel rooms closer to town and made the 15-mile commute each day. The will and desire to play ASL overcame; sleep just wasn't that important ☺. In less than ideal conditions, we surpassed 20 players for the first time. I think the official count was 23. Why? Well it really wasn't the tournament; it was the growth of Texas ASL, mostly in Austin, but a rebirth in Houston. In '98 and '99, the number of ASLers in Austin exploded, and a rivalry developed with some Houston players, most of whom didn't even know each other. Texas and especially Austin were finally on the ASL map. This could be a story in and of itself, but the primary accolades should once again be given to Matt and his creation of the CTASL Club and the *Banzai!!* newsletter.

Confident that the next year would see at least 20 players, I set out to find a new home. I was still nervous about bankrolling the tournament once again, so I kept my expectations in check. The Best Western, Seville Plaza, had a snazzy name, good location near the airport and restaurants, and a pool just outside the playing area. It met the budget and hosted our tournament for two years. In

addition, cries for more ASL were answered in an expanded 3-day format. The one-day Texas Heat Mini-Tournament was also added to the agenda, attracting those who couldn't commit to the entire weekend.

During this time, Texas ASL was expanding to San Antonio, Dallas, and Fort Worth. In fact the extreme northern reaches of Texas ASL can now be found in Southern Kansas. Thanks to a great group of road warriors from the Wichita, the camaraderie at our tournaments developed an interstate (35!) feel. The first year at the Seville saw our turnout balloon to over 30, and despite the Wet EC conditions inside the Seville the next year, the 2000 ASL Team Tournament saw a small increase into the low to mid-30's. More importantly, it showed that we had achieved critical mass. The CTASL Club had become the father of all Texas ASL, and its disciples who traveled to far-flung tournaments were attracting players to Austin by the handful. Having 30 or more participants also allowed the ASL Team Tournament to offer a little local color, and a throwback to our Georgetown dinner discussions, with the introduction of our Saturday night BBQ buffet. This became an instant success and continues to be the backbone (or at least the one good meal) for the weekend.

As the ASL Team Tournament headed into its 10th year anniversary in 2002, it had to once again find a new home. Many phone calls and hotel visits later, the La Quinta in Round Rock climbed to the top of the chart. The price of both the conference room and hotel rooms were within our budget and the hot waffles for breakfast were a plus! Slowly but surely the pre-registrations came rolling in, 10, 20, shortly thereafter we hit over 30 – and there were still a few weeks to go. In fact on Thursday night, there were as many players sneaking into the conference room and playing in hotel rooms than we had at some of our earlier tournaments. When I showed up 30 minutes before kick-off on Friday, I had a room of two dozen or more chomping at the bit to get the things rolling. The 2002 tournament was a record breaker. In all we had 47 players, including Spencer Tyson, Sam Tyson's 13-year old nephew and protégé. I can personally vouch for his playing ability, as I as the tournament director felt ingratiated to play the rookie. It wasn't long before I nearly had my head handed to me and I had to play for real to recover some seriously lost pride. I darn near went from reigning champion to the first sheep led to the slaughter. Beware of 13 yd olds lurking in conference rooms ☺

Organizing things for 45+ players kept me out of the real playing, but inside I couldn't have been happier. My dream, albeit 10 years later, had come true. I had a room full of some of the best ASL friends I could ask for, and to the man, everyone seemed to be enjoying themselves. I even got to play a couple games for fun, and that was just icing on the cake. Speaking of cakes, we celebrated 10 years of the ASL Team Tournament with a huge cake decked out with plenty of little green guys fending off hoards of brown guys. I was harking back to the days of rubber bands, long before I discovered cardboard and dice cups! To cap off a stellar weekend the Austin American

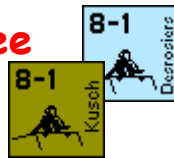
Statesman paid us a visit and the ASL Team Tournament made the front page of our local Metro section. Rick Reinesch's mugshot gave the ASL Team Tournament our 15 minutes of stardom.

As we roll into our 11th year, I'm hoping we can continue to deliver a great ASL experience and attract the high calibre of personalities and players for which our event is known. I hope to see you all again, as well as maybe a new face or two this year (but not too many -- I'm not sure where I'd put too many more ☺).

Mark June 20th-22nd on your calendars and bring your smiles and join in the ASL fun. Point your web browser to <http://www.angelfire.com/tx2/seningen/> for more information.

Directive Number Three

Carl Kusch and Steve Desrosiers



Carl: Steve Desrosiers and I recently played one of my favorite scenarios: AP7: *Directive Number Three*. Although I have only played it once, I was very impressed with the setup provisions where both sides start off board, make a blind, simultaneous MPH at 1/2 MP and then roll to see which side goes first. Wow! Talk about nail-biters! Against Steve, I pushed the Russian pieces around.

Steve: The last few scenarios I played were city fights with little armor. I just got through rereading *Panzer Battles* and I felt the need for some serious armor. AP7 was a perfect fit and Carl was willing to play. Carl played once before as the Germans, so I took them this time.

Carl: The scenario is an early war engagement on the Russian plains depicted on three standard ASL boards, allowing for a lot of maneuver room. As part of Operation Barbarossa, the opposing forces feature eighteen Russian AFVs, which are supported by one armored car, and six 1st line infantry squads mounted on motorcycles. The centerpiece of the Russian OB is their trio of T-34s, which can pretty much rule the battlefield. This Russian tank force squares off against fourteen German tanks supported by four elite infantry squads mounted in halftracks.

The strength of the German armor lies with their three Pz IIIHs, which boast the largest punch in the German arsenal with their 50mm APCR ammo and 14 APCR TK #s. In this scenario (and except for frontal hits on the T-34s), a hit is as good as a kill. At the time this article was penned, the ROAR Balance for this scenario was pretty even: German 41 victories versus 40 victories for the Russian player.

Austin Tournament Champions

Team Champions
1993: Gary Fortenberry, Russell Mueller, John Werle
1994: Jack O'Quin, Mike Seningen, Matt Shostak
1995: Jack O'Quin, Mike Seningen
1996: Paul Hornbeck, Mike Laney, Chas Smith
1997: David Hailey, Todd Hively, Jeff Toreki
1998: Andy Milder & Chas Smith
1999: Andy Milder & Jeff Toreki
2000: Matt Shostak & Bret Smith
2001: David Hailey & Glenn Schools
2002: Scott McFarlane & Russell Mueller
10-3 Champions
1993: Gary Fortenberry
1994: John Anderson
1995: Russell Mueller
1996: Mike Seningen
1997: Mike Seningen
1998: Matt Shostak
1999: Jeff Toreki
2000: Matt Shostak
2001: Mike Seningen
2002: John Garlic
8-1 Champions
1997: Jeff Toreki
1998: Andy Milder
1999: Sam Tyson
2000: Bret Smith
2001: Jesse Boomer
2002: Scott McFarland
Major Johnson Award Winners
1999: David Hailey
2000: David Hailey
2001: Paul Hornbeck
2002: James Garlic

The burden of victory falls on the Russian Player who must garner ≥ 65 CVPs either through Exit VP or killing Germans. There is no CVP cap for the Russian commander to worry about.

Steve: The victory conditions make it hard for the Germans. The Russians start out with 110 possible exit points and the Germans have 110 possible casualty points. The Russians only need to get 30% of the possible points to win.

The Germans have everything to fear from the T-34s. They can kill anything and everything. The T-34s are only vulnerable on the side from special ammo shots from the Pz IIIH and the Pz IVD. The Germans have the second best tank on the block in the Pz IIIH. It kills all but the T-

34. All the other tanks are about equal: they die easily. The average Russian vehicle has 1.5 times the MF of the German vehicles. However, all but two Russian vehicles are radioless. Due to the large open areas, the platoon movement will only slow them down if they enter the brush on board 43 or cross too many walls or hedges. All but the T-35s can cross the boards and exit as early as turn 3. The terrain is a Russian ally. The hedges and grain limit LOS, making it hard for the Germans to engage from a distance.

by running the slow-moving Russian motorcycle infantry up the far western flank supported by the equally slow-moving T-35s. I was hoping that keeping the T-35s with the infantry would force my opponent to deal with them (my infantry) with something besides German infantry and halftracks. I was hoping that the net result of forcing Steve to commit some armor to the western flank would be that fifteen of my Russian tanks - led by the powerful T-34s - would only have to fight through ten or eleven German tanks on their way to exiting the northern board edge.

Advantages	
Russian	German
Initiative	Armor Leader
Numbers	Ability to fight CE
Speed	Fast Turrets
T-34s	Black TH #s
Platoon Movement	ROF
	Smoke (sD and some s9)
	Special Ammo
	Halftracks (to maneuver around Russ infantry)

Steve: I decided to keep most of my vehicles in the middle and to keep my weak armor and infantry behind them. I put three Pz 38(t)Es on each flank. I was hoping that the Russians would move first, but it wasn't to be - I would move first.

Carl: The game itself was interesting. Like so many ASL scenarios, we each felt the momentum change seemingly after each fire phase. During the first turn, it didn't seem that Steve could hit a thing. Then I drew first blood by knocking out two panzers with the leading T-34s. But Steve countered by KO'ing 6 Russian AFVs in two fire phases, helped in large part by maintaining rate with his Pz IIIs (rate of fire 2).

Steve: Even though the Russians had entered on the two edges, it was still very possible for them to push up the middle. On my first turn I moved my Mark IIIs, Mark IVs and the Pz 38(t) As to the middle around 43T2. I moved the Pz 38(t)Es up to the edge of board 43 too. I made the mistake of leaving the Pz 38(t)Es on the left out in the open. I sent the halftracks and the Pz IIs to my right flank to stop the Russian infantry.

Weaknesses	
Russian	German
Must Fire BU	See Russian strengths
Weak AF on most AFVs	Weak AF
Red TH #s	Halftracks (easy CVP for Russian Armor)

Germ turn 2: I prepped a Pz IIH at a hull down BT-7 and missed. On the left flank, I tried to move my Pz 38(t)Es out of harm's way. Two of them missed their smoke dispenser roll. Both went down to the T-34s. The third one was lucky and got away. I then went into bounding fire mode. I made a nice move with a Pz II and got a double hit on the side of the armored car. I was only able to immobilize it. I moved two Pz 38(t)s from the right flank and tried bounding fire on the BT-7s. No luck. I moved all my tanks from the center to attack the mass of Russian tanks on the left flank. Finally, my luck improved. I killed one tank. At this point, I didn't think I could win.

Russian turn 2: I thought Carl would turn around and swarm my tanks. He had more guns. However, he had his T-34s wheel around and form a blocking position. Then the other nine vehicles made a beeline for the exit. I managed to kill 3 of them. In the middle I was able to finally kill the two BT-7As. So he had 6 KIA vehicles and one immobilized. I had only lost two panzers and one of the crews had survived. He even broke the MA of one of the T-34s in AFPh (the only 12 rolled in the game). His T-35s and infantry continued to hide in the brush on board 43. At this point, I thought for sure I would win.

Germ turn 3: I took my surviving Pz 38t on the left flank and moved to 16V2. He was exiting his vehicles on row

Please note: When looking for German Advantages, we had to get whatever we could take.

Carl: It was their combined weaknesses that made me realize the Russian tanks would certainly lose a toe-to-toe gun battle with the German armor. That realization, plus the overall speed of the BTs coupled with the strength of the T-34s, were determining factors in deciding my course of action. The strategy I settled on was to mass my tanks and run them up one board edge, letting the T-34s clear out any German armor that might get in the way. I like the eastern board edge because there are enough hedges to isolate the eastern flank from the rest of the battle area and enough grain to make TH DRs more difficult. Also, by sticking to the eastern flank, I could keep the German tanks away from the protection of the stone walls on boards 16 & 43. No point in handing Steve some convenient hull down positions. The final component of my plan was an attempt to keep the German armor divided

BB. From here, I was only 6 hexes away from BB2 and the grain didn't seem like it would interfere much. I also took my only vehicle that had special ammo and tried bounding fire on the side of the T-34 without the MA. The Pz IVD walked right up to it, stopped and fired. No AP7 shots left. OK, time to get out of there. I moved back to 16Y9. All my other tanks I moved away from the T-34 and pretty much out of the game. On the right flank, his T-35s and infantry were going nowhere. I was even beginning to doubt whether they could actually exit.

Russian turn 3: Carl moved his T-34s and attacked my Pz IVD at 16Y9. "No problem. I've seen him for 5 MPs. I'll go in motion." I rolled a 6.

"Oh look, a rear shot at the T-34 with the disabled MA." A hit. "With only HE available, now all I need are eyes. Not today. OK, he won't hit me. He'll have to stay here and then my Pz IIIH in 16Y9 will have plenty of time to move out of the way." Wrong again. First shot - a two (the only two in the game). That Pz IV was history. He continued and moved to 16V6 and 16W6 with the good T-34s. A great move as it threatened my Pz IIIH. He then moved his last two tanks on my left flank to 16DD2 and 16EE3. The Pz IIIH shot but missed the one at 16EE3.

Now let's look at the victory conditions. Carl had 13 points for dead Germans. He had exited four AFVs for 20 points. The two T-60s about to go off board 16 made it a total of 43 points. The T-34s were another 20. That totaled 63 combined victory points. All Carl had to do to win was kill my Pz IIIH and move the T-34s off board. I had a tough choice. I could try to kill my acquired target or I could try to run away from the T-34s. My acquired target was a 6 to hit and a 7 to kill. If I tried to run, it was a 7 to hit and a 7 to kill for two T-34s. I elected to shoot it out. I missed. He didn't. Game over.

Carl: The western flank was another story however. Five German panzers with supporting infantry had pinned the Russian motorcyclists and T-35s along the western board edge. The Russian infantry was waiting for the T-34s to ride in like the cavalry and pull their butts out of the fire, but they were very disappointed to see nothing through the clouds of dust except for the exhaust of the Big Guys as they drove off to the north leaving their vulnerable infantry brothers to their fates. The Russian infantry didn't find much solace in the knowledge that by their sacrifice on this day, their comrades were able to achieve a grand and glorious victory on the cardboard battlefield. *C'est la guerre!*

Steve: The Germans have a tough job. Get around the T-34s and attack the weaker armor, yet don't leave the barn door open. It is a tough thing to do. I guess I did too much attacking, because I ended up leaving the barn door open. Carl took advantage of that and won.

Carl: I think Steve's analysis of the outcome is correct. I think it was a matter that he happened to pick a "run defense" while I happened to pick a "pass offense". Something had to give. My guys simply got behind the

German defense before they could recover. Regardless what the balance might indicate, this is a very tough scenario for the German player. If you want to be challenged with an armor scenario, if you want to be sitting on the edge of your seat for most of the game, if you want as much free-wheeling maneuver as ASL can provide, then this is the scenario for you!

A Closer Look at Concealment:

Christian Koppmeyer



Concealment is probably one of the most often ignored or overlooked blessings in the game of ASL. I distinctly remember that when I started playing ASL many years ago, I had to learn (and memorize) so many rules, that concealment seemed such a little problem beside many others that I tended to ignore it. Oh, it's not that I didn't understand the protective effect of being concealed (halved IFT FP against concealed units). I just thought that gaining concealment was not necessary because the unit loses concealment as soon as it takes its next action. Sometimes I even neglected to put the concealment counter on top of some units that were obviously not in immediate danger (such as a leader well behind the lines).

So let's look a little more closely at this concealment thing. Today, I consider it probably the most important game feature to help you on your way to victory (of course besides rolling low and playing the favored side according to ROAR). I don't intend to cover every single concealment rule in detail, but I do want to give you a feel for when you should think twice about using it or not. Naturally, the suggested tactics will not work in every situation, but you should be aware when a particular situation warrants a different approach. For example, in scenarios with a lot of open ground (such as desert), it is difficult for the attacker to stay concealed. In this situation, the attacker must compensate for the lack of concealment by looking for other ways to protect his troops. Ironically, it is the lack of concealment opportunities that may finally convince you how useful it really is.

Some Orders of Battle provide the defender with a certain number of concealment counters. Use them wisely in your initial setup, but remember that you can always conceal all of your units after setup if all of the attacker's forces enter from offboard. More importantly, if the attacker comes from offboard, he cannot inspect your stacks. If the attacker sets up onboard, then only those defensive units that are completely out of LOS of all enemy units or at least 16 hexes away from a unit with LOS to them gain concealment. It doesn't matter whether they are in concealment terrain or not. But remember that the only stacks that can grow a concealment counter are those that do not already have an OB-given one. Except for the OB-given concealment, concealment gain applies to the attacker as well. So every unit that sets up offboard gains

concealment. One of the tricks in the defender's repertoire is to use those OB-given concealment counters to create dummy stacks. A dummy looks like a concealed unit and acts like one. Note that dummies must set up in concealment terrain.

Units can also gain concealment during play. During your player turn only, at the end of the CCPh, you can conceal any Good Order unit that is in concealment terrain and out of LOS of all Good Order enemy units. A unit completely out of LOS but not in concealment terrain gains concealment on a $dr \leq 5$ using its US # as a drm. There are also several other dr modifiers for this action, as listed in A12.122.

A good defender will already in his setup use every trick to make his opponent unsure about unit positions. In addition, the defender should study the terrain and try to have a LOS to every enemy approach route to strip concealment from the attacking units. And believe me, concealment is on the attacker's mind more often than you think. Of course, many scenarios have obvious spots for HMGs and MMGs, but creating fear and uncertainty in the attacker should be the defenders your goal during setup. A properly placed stack of three counters under a concealment counter looks like a leader stacked with a MG-equipped squad/HS. Such a stack can make the attacker think twice, maybe even convince him not to take the MG-covered route. If he switches to a more secure-looking but slower route, the defender has accomplished an important defensive goal of slowing down the attack. The defender can use the spared MG now to make this route as costly as possible.

If you have AFVs in your initial force, you can conceal them like Infantry. But AFVs immediately lose concealment whenever an enemy unit within 16 hexes has a LOS and the AFV is not in concealment terrain. You can freely convert some small OB-given concealment counters into big ones and create dummy AFVs. However, here again you must set them up in concealment terrain. At least in the beginning, your opponent cannot easily say where your real AFVs are. This can give you a significant advantage, especially in late war scenarios where every hit has a higher probability to kill.

As you can see, concealment is useful in hiding your initial defense. Your opponent cannot inspect concealed counters. This may seem obvious, but now think about counter-intensive games. It is difficult to track every unit you have already seen during the course of the game. So, concealing and regaining concealment can make a big difference.

Now, setup is complete and your opponent starts his MPh. Are you one of those guys who fire at the first opportunity? Why? It may be better to hold your fire and keep your opponent unsure about your defensive positions. Nothing is better for the defender than an opponent who doesn't know the location of defensive strongpoints. Have you ever seen the mouth of an opponent wide open in astonishment, when that obvious dummy stack suddenly

opens fire after letting several other fire opportunities pass?

When it is your turn, think twice before prep firing with concealed units, unless the unit is one of your best weapons with ROF capability. Such units are supposed to inflict casualties, so use them. The other units should skulk and move. Even the best concealment isn't secure against heavy enemy fire. So the best tactic—used by real infantry in real combat—is to avoid enemy fire. Don't stay in dangerous locations. Try to move out of LOS of all enemy units. That can also speed up the game because the DFPh becomes very short! Remember that even a dummy unit can deny your opponent concealment gain, if it is in his LOS. So it is always worth a thought to place a single concealed HS or even a dummy stack on a good observation spot. It denies concealment gain for the attacking units and may also draw the attacker's attention.

Now we come to the obvious and probably most remarkable effect of being concealed. Being concealed cuts incoming FP in half. That is roughly equivalent to adding +2 to your TEM, which is very often the difference between breaking and dying, not to mention reduction by ELR. And don't discount the psychological effect, which can have a significant impact on this game. Prep Fire with an 8+1 shot against a key enemy position is a good shot. The average 7 roll gets at least a NMC. But against a concealed unit this becomes questionable. You would trade movement capability for a PTC-or-worse result. If at all possible, make your opponent make the difficult decisions. Don't make them too often by yourself in a scenario. The chances of being wrong more often than right are high and, in the long run, can make the difference between winning and losing.

How often has your best leader been killed by a sniper? How many times would he still be alive if there had been a dummy (or a lonely HS) close by? Dummy stack is too far away, you say? No problem! CX your dummy stack and move him up to 6 MF. You can even claim road bonus. Of course, all movement must be outside of enemy units' LOS. Remember, you can split a concealed stack containing a dummy counter and a real unit into two concealed stacks. This is the only situation that allows you to create a complete dummy stack during the course of the game. This action can confuse the attacker and double your leader's chances of escaping the dreaded enemy sniper.

Don't lose sight of the psychological impact of facing a lot of concealed enemy units. Use the principle of showing strength where there is weakness. This principle takes advantage of the importance of visual first impressions. Seeing a lot of enemy counters can have a negative impact, especially on the inexperienced player. Of course, it takes just one close look at the scenario OB to see that half of this mass of counters must be dummies, but even the experienced player may occasionally exercise too much caution in the face of so many units.

The enemy is closing. Now what do you do? How often did you move unconcealed squads into position for Defensive Fire against moving (probably in the open) enemy units? Unfortunately, most of these positions are also in the LOS of enemy units, thus preventing concealment gain. And if you're not concealed then you are not only more vulnerable to enemy Prep Fire, you also give your opponent the chance of using assault movement to come adjacent to you. If he combines such movement with some smoke, your situation can go south in a hurry.

Of course, you can choose to stay one hex behind LOS. The drawback to this choice is that if the enemy now moves adjacent, he can probably claim TEM. But if he is still concealed, you only have to temporarily reveal a Good Order unit to strip his concealment (unless he assault moved in non-Open Ground). Even now—with a Point Blank Fire opportunity—it might be wise to hold your fire. His AFPh fire is halved (even while he is adjacent). If you survive, your opponent must make the difficult decision whether to go into CC. If still concealed, an ambush dr gives you a significant advantage— a concealed unit deducts 2 from its ambush dr - and even without it CC is always risky. Remember that even *one* still concealed unit in a stack qualifies the whole stack for the -2 ambush drm. So, if your squad is stacked with a leader, leave the leader concealed and let the squad do any firing (if any). Do I hear cowering? Yes, it's a consideration; you decide.

So far we've discussed concealment for defending forces. What about the player who has the burden of attack? Typically, the attacker has to close with the defender and then take some buildings, create CVPs, or exit units. On the way to this goal, the attacking infantry has to run more or less through the defender's killing fields. An old saw says that fire will burn you, which in ASL terms means that sooner or later you have to take some casualties. A good attacker will delay taking casualties as long as possible. Why? I mean, when firing 8 flat shots then there is no difference between a good and a bad player. Well, the good player knows that to fire means being exposed to fire. Instead of taking 8-flat shots, he concentrates on closing with the defender, moving and staying concealed until his chances of inflicting casualties (breaking enemy units) are maximized. Because he is focused on maneuver, the good player takes less 8-flat shot than the inexperienced player.

It took me a long time to understand that it is not that important to move my squads into position to use the AFPh to attack with halved FP against defending units in high-TEM terrain. It is much better to move out of enemy LOS, stay concealed, and then advance into the LOS of the enemy. Combining this tactic with chains of possible fire groups will make the defender think twice and he may opt for withdrawing or skulking instead of firing.

In your next MPh you may be able to first lay smoke and then assault move into the smoke adjacent to the enemy. To use this tactic to its best effect, you need two squads. One squad throws the smoke grenade (and loses concealment if in LOS of an enemy unit, but at least the

opponent must show you a real unit), while the other assault moves still concealed into the now (you hope) smoke-filled hex. This is a good tactic for retaining concealment even if crossing in the open, because infantry—unlike an AFV—doesn't lose concealment if in Open Ground and an enemy unit gets a LOS to it. Of course, this depends on the availability of smoke. US squads have a great advantage with their smoke exponent of 3. And don't forget to check your AFVs for smoke capabilities!

Perhaps you have a nasty defender fully aware of the advantages and tactics of concealment. Then you have to strip his concealment. Here are some ways to do that:

Move into his location. The defender must drop concealment from at least one unit to prove there is a Good Order unit to force the attacker back. If the location contains only dummies, then you can keep going. Otherwise, you are forced back and the unit's MPh ends immediately. You cannot do this with your own dummies, because the attacker must prove first that he has at least one real unit in his stack. The drawback is that the now unconcealed defender probably will opt to fire at your unit, with Point Blank Fire and leaving residual firepower. Don't forget that you can use AFVs to strip concealment in this way, also.

Search. When you search a hex, all of its contents become revealed, even if the location is not accessible to the searching unit. For example, you manage to move your concealed 8-1 leader and 7-4-7 squad adjacent to the last German unit, which is also concealed, on level 2 of a building. You then move a HS to the ground floor under the German squad. Now you declare a search. Even if you roll a six you can search at least one hex which can of course be the unit's own hex. This immediately strips concealment from the German squad on level 2, even if the hex contains no stairwell. Now your 8-1 and 7-4-7 get a -3 ambush drm (-2 concealed, -1 leader), which gives them a much better chance against the German squad. The drawback of searching is the Searching Casualty dr you must make after finding or revealing an enemy unit or mines.

Fire. Last, but not least, you have the option to strip concealment by brute force. Fire at the concealed enemy unit and achieve at least a PTC. The drawback here is that you lose your movement capability (in the PFPh) or have only low-odds shots (in the AFPh) that tend to activate the enemy sniper more often than they have some effect on the concealed enemy. A more elegant method, at least for the US, is to fire WP or throw a WP smoke grenade into the concealed enemy's hex. The resulting mandatory NMC the enemy must take immediately strips concealment. Infantry has to be adjacent to do use WP, but AFVs do not.

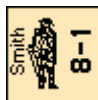
Let's say you break an enemy squad, which is now under DM and must rout. They rout and you advance. The broken unit—unlike a dummy unit—cannot prevent you from gaining concealment. If your opponent doesn't rally

the broken unit, you should try to move adjacent with a concealed unit. Again, you don't lose concealment because only Good Order units can strip concealment. Oh what's that? Now you have a concealed unit adjacent to a broken enemy squad. Can the broken unit rout? No, of course not because it is not under DM. (Notice that only a Known Enemy Unit can inflict DM on broken units.) The upcoming CC will probably be the immediate end of the broken unit. The ambush DRM is +2 for the broken unit and (at least) a -2 for the concealed unit. The CC attack against the broken unit has a -3 DRM (-2 against broken units, -1 ambush) with no chance of return attack. If the broken unit wants to withdraw (which is not mandatory during the initial CC), there is another -2 DRM. The attacker has a good chance to eliminate or capture them and still advance another hex concealed because you retain concealment even in CC if you ambush and eliminate the enemy. If that's not a good deal, I don't know what is. And remember that you can fire at broken units and retain concealment if no other unbroken enemy unit can see the firing unit, but such fire puts the broken unit under DM.

Eventually, all of these tactics dwindle down at some point in the game. When both forces engage in close-quarters fighting, there may be few possibilities for gaining concealment. Other skills become necessary. But don't ever give up looking for chances to gain or strip concealment. It's a vital function right up to the end of the game.

Snowed by the Dice

Bret Smith



Matt Shostak called up about a month or so ago, and said that he was going to be in my neck of the woods (get it Woodlands...oh, never mind). It had been awhile since I played him, so I said sure, just give me a call and we can hook up for a little cardboard carnage. Usually when I play Matt, I own the carnage. This is the story of that game, and I apologize to everyone who reads any further than this. General disclaimer: This article contains some ASL-like substance.

This past Sunday night he came over and we watched part two of *Band of Brothers* to get us in the mood for the game. Great series; I recommend getting the DVD (ok, shameless plug but I need the money, you know how it is). Anyway, we pulled out a handful of scenarios, and decided on KE 18: *Winter Wonderland*. Matt pointed out that the

old version was a dog, but that they may have corrected that in the newer version. At this point, I am wishing that I had already pulled out my dogs. Nothing like a good dog to make you feel good, or bad if you happen to gack it. My copy of KE 18 is a nice color one, on a shiny piece of photo-like paper, so it the scenario looks good on paper.

Taking a look at it, it has SS (black counters are always cool), a Panther, an armor leader (wonder where the 9-2 goes), a bunch of American squads, OBA, a Jackson (90L with ROF 2, can you say kick butt!), and snow. Ok, this could get interesting. Since it was getting late, I volunteered to take the Americans on defense that way I could set up while Matt was in his conference. We pulled the counters, and I dropped him off back at the Woodlands Conference Center. He was going to call me on Monday after he was done. So I spent a couple of hours on Monday reviewing my defense. Board 24 is kind of interesting in that it has a valley with a bunch of woods in the middle and a gully going across the middle. The object was for the Germans to accumulate 33+ exit VP and/or CVPs. With 6 turns, the Germans were going to have to move quickly. The SSRs were pretty basic. The interesting ones were the snow, which acted like mist with an extra +1 TH penalty and the soggy ground, which will cost the tanks an extra MP per hex. Now the scenario said nothing about ground snow, but the nice color glossy picture clearly had snow on the ground. We decided not to go with the ground snow, and I am wondering if the picture was really of the Finland battles. But hey, it's a nice color glossy picture that looks real nice.

Here was my setup, kind of moving from South to North. I put a 1/2 squad in F7 and F4. The whole object here was to remain concealed for as long as possible, sort of like speed bumps if you will. I had no illusions as to how long they were going to last. In fact, by the end of my turn 1, they were prisoners of Matt's. Well, you know, stuff happens.

My next layer of defense was centered on the woods in the middle of the board. I had a squad at crest level in I6, MMG in foxhole J4, and a bazooka squad in foxhole K6. To cover the outsides, I had a 1/2 squad in building J8 and J2, with a supporting squad and bazooka in K8.

The back layer consisted of a squad on the 1st level in M4 and another on the 1st level in N3. I had a squad in the back building O10, and squad (w/bazooka '45) with leader (8-1) in foxhole O6. Rounding out the heavy stuff, my mortar (manned w/crew) was in foxhole P7, my HMG was in foxhole M2 with a squad and my 9-1, my other MMG was in building M6 along with the 7-0 leader with radio. The 57Ls were in J6 and N7.

So here is my expert analysis. Basically the terrain funnels you through the road that goes from A5 to Q7. The tanks really can't go any other way. With the gully in the middle, they are hosed, which is why I put the guns where I did. The only problem with the 57Ls is that the AP number is a 15 and the German tanks have an 11, 18, and

14 front armor. This is going to be interesting. In reality, I had no idea on how I was going to make this work. The math here doesn't work for me. I do have APDS (depletion 4), which bumps me up to an 18. Hmm. Okay. Hey, but I have a ROF3. Okay. In other news I do have a Jackson that enters on turn 3. Did I mention 90L, ROF 2 and a TK of 21? Now that works for me!

Pretty much everything gets to be bore-sighted, and here they are:

<u>Weapon (location)</u>	<u>Bore site</u>
57L (J6 hidden)	F6
57L (N7 hidden)	J7
MMG (J4)	F4
MMG (M6)	I8
HMG (M2)	H0 (entry hex)
MTR (P7)	B5

The last part of my strategy was the home field advantage. I set out separate dice cups and I gave Matt my special dice. Now these dice have always let me down, and I saw no reason why they should get lucky now. I had no idea what was coming. With everything ready to go, Matt calls and we are ready to go.

The Germans can enter on all three of the southern sides, and Matt loads up the board. He has 13 squads, 3 leaders, 5 tanks, and two armor leaders. The ground is quaking and we are underway. He pushes forward, and he drives an unknown amount of troops through bore-sited hex B5 and since my MTR is sleeping under a concealment counter and a foxhole, it is out of sight and out of mind. I realize my error way too late. Well, maybe I will get him in Defensive Fire. He moves his tank in range of my forward 57L. I spin and shoot. Miss. He moves some more, I miss, and its D-fire time. Let's get some Arty going. Radio check...Loud and clear! Cool, this is going to be great.

Matt: Roll for accuracy...not accurate...roll direction.

Bret: Direction 2, Range 6.

This puts the SR right on top of my spotter in M6.

Bret (with a very dumb look on my face): WTF was that?

Matt: So what else are you going to do?

Bret: Damn!

Needless to say, the D-fire did not go really well. In fact, I again forgot to fire the MTR, which I realized as he is lining up the A-fire shots.

Do you know what an 11 on the 16 column with a +1 mod is? It's nothing. I know this because I observed Matt.

Matt: 16 up 1...

Bret: Yup

Matt: (rolls 11)

Matt: (edited for the younger players) That did not work out the way I expected it too.

This happened several times...

By the end of turn one:

Matt: (edited for the younger players) These dice stink.

Bret: (with a very evil grin) I have this other set of dice.

I am not making this up.

Back to the game. It's my turn one. Time to get the Arty going again. Radio check...Loud and clear! Cool, this is going to be great!

Matt: What are you going to do?

Bret: I am going to correct the SR.

Matt: Ok...roll.

Bret: (rolls)

Matt: Not accurate.

Bret: (rolls again) Direction 6, range 2.

Matt: (with stunning commentary) Hey, you know since it's in the gully behind the trees you probably can't see it.

Bret: (with a very dumb look on my face): WTF is the SR doing in the ditch?

Matt: So what else are you going to do?

Bret: Damn!

Ok, now its time to get that MTR going.

Bret: I am going to shoot WP.

Matt: You can't, it's too late.

Bret: Damn! Ok, fire normally. (rolls) Hit, 1 check.

Matt: Ok, leader passes, and hero creation on the squad.

Bret: Wonderful...that went well.

Ok, let's get that 57L going.

Bret: (rolls) Hit, ROF, hull...(rolls again – Doink!) Damn.

Bret: Ok, I am going to use HE. (rolls) Hit! Ok...check out the HE to kill table (C.7.34).

I pull out the HE chart, and Matt looks very startled.

Matt: WHAT?

Bret: Yeah, take a look AFs don't apply.

Matt can't believe what's happening. After about 10 minutes we realize that I was reading the chart wrong. The AF NA thing applies to FT and MOL's. Oops, oh well, I was desperate. Hey it looked good on paper. Matt is clearly shaken (I'm not sure he passed his personal 2MC). My evil plan is working perfectly!

Bret: ok, (rolls again) hit, no ROF, hull (rolls again – Doink!) Damn.

Well by the end of turn two, both 57L's are out of HE and APDS, and I have doinked numerous shots off the hulls on these tanks. Well time to get the bazookas going. Turn 2, side shot on the Brummbaer. Toast! No crew. Gotta love that!

Back to the beginning of turn two. Matt basically makes a charge to put a lot of pressure on me. Here are a couple of the highlights:

Do you know what the probability of a SS squad breaking and a prisoner half squad not breaking on a 1 check from a MMG? Its 100%. I know this through extensive research at Matt's expense. I can't explain it, but its 100%. Trust me on this one.

Its D-fire and I remember the MTR.

Bret: WP from the MTR on Sgt Klink (9-1), squad and MMG. (rolls) 9! Ok, so no WP. I just shoot normally (rolls) Hit! Rate! 1 check.

Matt: (rolls) leader – breaks, (rolls) squad – breaks.

Matt: (edited for the younger players) Seems these 8 moral SS troops with a 9-1 leader are not fully engaged with what's going on here. I am not going to put up with this half-hearted effort.

Bret: I am going to shoot again.

Ok, time for the Arty. Radio check...Loud and clear! Cool, this is going to be great! It's not accurate, but its close enough. I am ready to pound some Germans!

Matt: You should have announced that you wanted to convert prior to rolling the correction roll.

Bret: (with a very dumb look on my face): What?

Bret: Damn! Well at least it is in position this time. Ok, next turn I'll rain hot death upon you! Oh yea! You'll see.

It's my turn two. Matt has rushed me, but my troops are hanging tight. He is down one tank, and I am down 1 57L. Rally Phase. Matt continues to rally nothing. These are SS troops.

Matt: (edited for the younger players) This lack of effort is getting me a little upset. These dice stink!

Bret: (with an evil grin) I have some big dice that you can use.

Ok, its time for the Arty. Radio check.....

Bret: (with a very dumb look on my face): 10?

Matt: You totally gacked it! I am back in the game!

Bret: 10? (Very confused and looking back at the card) Hey, I thought that this scenario had OBA....

Summary of Matt's D-Fire:

Matt: Let's see, squad, MMG, and leader. 8 up 1 (rolls) 12

Bret: Bummer. Dude.

Matt: (edited for the younger players): Well that's just great.

Well it's off to Matt's turn three. Rally phase. The ASL gods are clearly not enjoying this game.

Matt: 1/2 squad (rolls) boxcars

Matt: 9-1 (Sgt Klink) (rolls) boxcars

Matt: Squad LLMC (rolls) fails.

The only thing remaining of Sgt Klink's team is a MMG in a ditch in the back corner totally out of the game.

I am not making this stuff up.

Matt: (edited for the younger players) This is most unexpected.

So at this point I need to summarize Matt's total Rally Phase results for the entire game:

- 1 MMG repaired
- 1 Ldr eliminated (9-1 Sgt Klink)
- 1 Squad eliminated
- 1 ½ squad eliminated
- 0 Squads rallied

Bret's Rally Phase. Since Matt was having so much fun rolling 12's.

Bret: 1 squad (rolls)...Sympathetic 12. Damn! I need some HS change.

Matt charges ahead in a last gamble to shake the Americans from their defensive positions. My remaining 57L continues to Doink! rounds off the hulls. Time to use the bazookas.

Bret: (1st bazooka) (rolls) 11

Matt: That one's gone!

Bret: Ok, I have another one. (rolls) Hit! Hull! (rolls) Immobilization. Wonderful! Right next to my position.

Matt: Task check (rolls) 11. You know I am not even going to search for the crew counter.

Bret: No problem. I fire at your crew as they bail. (rolls) 3, a "K." See no problem. (I hear some dice roll in the distance)

I have always been impressed with Matt's ability to analyze the situation and provide detailed commentary on the tactical situation.

Matt: (edited for the younger players) I have had enough of this nonsense. Clearly my units are not performing like I know they are capable of.

Matt: (edited for the younger players) These dice stink!

Bret: (with an evil grin) I have these other special dice you can use.

See. Cutting edge analysis. I am not making this up.

We agree to end, and I have to take the win on this disaster of a game. I did not get a chance to roll for my Arty again, but I know what would have happened. Do you know what the odds are that I would bust the radio? 100%. Trust me on this one. I could take those odds to Vegas.

So what did I learn from all this. I'm glad you asked.

Lessons learned:

Take advantage of the home field, and give Matt your worst set of dice. I know it's painful, but you have to do what you have to do. I have no shame.

OBA....forget it. Save your money.

Quote obscure rules and point out vague references on the quick reference cards. The look on your opponent's face is priceless (sort of a cross between fear and panic). It's a 2 check.

Leave Sgt Klink at home.

Put the 9-2 in the Panther. Don't think about it, just do it.

Pick a good dog that hunts!

So, in the end, I offer Matt a bag to put over his head as I drive him back to the hotel. And I am debating whether to wear one too, or tell everyone that I beat Matt. Well I opt for the third option, which is to send in the AAR to Sam for *Banzai!!* I apologize to everyone that has read this.

Epilogue:

Matt: 16 up 1....(rolls) 11

Bret: Hey, that's no effect!

Astute scientific observation. The End.

This just in; Matt just rolled another 11.

Player Profile: Jim Ferrell



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?

Jim Ferrell: I have been war gaming since 1965. The 1st war games I remember playing were Milton Bradley's *Battle Line* series. My family always played games after Sunday dinner it was sort of a tradition and it introduced a little competition between my father and me. The 1st formal military game was Avalon Hill's *Afrika Korps* in 1968 soon followed by many other Avalon Hill products. *Panzer Blitz* became a passion and I played against many of the airmen and junior officers at the base and beat them regularly when it arrived in 1971. I was 15 at the time. *Third Reich* and *Squad Leader* occupied most of my game time the late 70's and 80's. I enjoy Avalon Hill's monster *The Longest Day* but found few people to play this fabulous game.

Banzai: When and how did you discover ASL?

JF: I picked up the ASL Rule book and *Beyond Valor* at War Con down at College Station in the late 80s. I really thought it was a vast improvement over SL and began to dive into it when I could find an opponent.

Banzai: How is the ASL scene in North Texas?

JF: ASL is growing in N. Texas but this is a vast area with great distances between the players. There are several ASL players in Fort Worth's west side that meet. Dallas contains a growing group that lives on Dallas' East side. The drive between the 2 groups takes about one hour and a half if traffic is light! We know there are other players around due to the number of ASL Rule Books sold in the local hobby stores, we just do not know who they are. Hopefully we can bring more players together and challenge Austin in numbers.

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

JF: The PTO is my great weakness. I am not enthusiastic about the PTO and it has not become a priority to learn. I do not know the nuances of it so I play poorly. Another weakness of mine, I tend to rush my play if up against a deadline.

My strength might just be my patience. I will not let a bad set of rolls ruin my plans. I believe if you hang around long enough good things happen or even out and I'm often rewarded by not failing those personal morale checks you often must confront.

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

JF: ASL is the greatest game ever invented and that's the best part. Two warriors sit down and after 10 hours of fierce competition it comes down to the last Close Combat roll to see who triumphs. Win or lose it's a rush! There is a down side to ASL and it is in many competitions and that is poor sportsmanship. I mean give your opponent his due and do not blame it on the dice. Lady luck does not always fall equally, I know! Accept it and go on. I'm a schoolteacher and detest excessive whining; it gets on my last nerve.

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

JF: My next trip to Austin this summer! Mike and the rest of CTASL are great hosts for the Texas tournament. It is a real pleasure to attend and the competitors are 1st rate. I enjoy the people and play.

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

JF: The greatest ASL moment... snatching victory from the jaws of defeat. I was playing 3rd *RTR in the Rain* and really getting gang tackled. I had lost the entire German armor by the last turn except one Mk III, which, surrounded by 4 British Tanks and an infantry squad with an ATR, was not long for this world. One Defensive Fire Phase rate of fire spree later (with an intensive fire thrown in for good measure), and my tank was surrounded by blazing hulks and a broken squad. As my Grandma told me, "never give up, hope springs eternal."

The worst moment ... watching a German 37L roll three critical hits against the 11 armor factor on my 3 T-34s in *Dead of Winter*, ouch.

The funniest moment has been provided by of all people Matt Shostak. Do not be surprised. I observed you turn your 9-2 leader into a Fallschirmjaeger with some off colored comment about snipers and the exclamation "every single time!" as the counter arced through the air.

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

JF: Something that most ASL players strive for... Knowing every rule and its precise interpretation. I know it will never happen but it is something to strive for.

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?

JF: New players need patience and must be willing to learn from mistakes. You do not learn everything from

how you played your opponent but how he played you. Study tactics that were successful against you and use them later against future foes. The best learning tool will be your opponent's skillful play; you may lose but in the end are a better player for the experience. Clubs need to make new players feel welcome. Break the ice of unfamiliarity with introductions and game play. Tell them they were missed if they did not make a meeting. People prefer to feel wanted by everyone in a club, make it so.

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

JF: The American M2 60mm mortar is a great piece. If you get three of them turn them in for OBA, oh yea! They are dangerous to any vehicle; even the mighty Panther needs to watch out against its rate of fire! Your enemy will think twice about exposing his infantry to them in the woods or open ground.

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

JF: I stated earlier I enjoy *Advanced Third Reich*; I would play it any time. GDW's *Europa* series are real fun to play but time consuming. We had a group play *Scorched Earth* for 2 years meeting every Saturday to do a turn.

Banzai: What are your other interests outside of gaming?

JF: I like gardening. If possible I would own a few acres and grow vegetables for the community. Military history is a passion and I have spent many dollars to acquire books on the subject of war and battle. My wife does not seem to understand and constantly asks when am I getting rid of some of my books so I must keep an eye on her. I guess she has to be included as one of my interests; I've been married to her for 27 years.

Banzai: Any final comments to wrap up?

JF: I love competing against other gamers. When a game invokes emotions of exhilaration, fear and sometimes remorse you just have to love it. Win or lose I keep coming back for more.

Favorite Scenarios:

Tom Gillis



Here are a few scenarios that I've found have really stood out. All passed the test of interesting orders of battle and victory conditions, close tense last-minute wins or losses, and replayability that mark them as great scenarios for me.

SP45: A Stroke of Luck

I know it's an unbalanced dog but you've got to love it: carousing Russians not in their tanks at start, Russian infantry not able to move without a DR, a HIP 57LL (are these the only Russians on duty?). It has Panthers, a Wirblewind, and a MkIV, a mixed bag of SS stragglers and Wehrmacht 4-6-7s and 4-4-7s, plus the great SSR that enables the German 9-2 Armor Leader to fire group with infantry in his vehicle's hex. (Jay Harms used this to great success against me in my first playing of this.) I've actually played the scenario twice, both times as the Russians, with one win and one loss. The Germans have a cool force but have some hard VCs. This probably is the biggest reason for the disparity of wins in the Russian favor. The Germans have 1 building they must take, and they have to capture 1 of 2 others as well. This dictates a powerful Russian strategy. Pack as many guys in the must have building as your movement DR will allow you. In my win against Doyle Motes, I just got incredible movement DRs. It was as if I never had to worry about it. I think the Germans have to forgo trying to get the board 20 VC building and do a coup de main to take the *must have* building on board 21 and the VC building that is behind it. All in all, it's a very interesting scenario.

J9: A Stiff Fight

Great high-tension scenario for both the IJA player and the Ghurka. The Ghurka can match the Japanese on HtH CC, has wire and jungle terrain to help him canalize the IJA, and has a tough combo of 4-5-8s and 6-3-8s. The IJA has some tanks that, believe me, will really come in handy plus their usual assortment of tools like banzai and step reduction instead of breaking. The question will be posed: Do the Ghurkas set up close, in the middle or try to hug the victory area?

Tac 19: Christmas Fields

A fun filled bulge scenario with combined arms Wehrmacht moving in to oust a strong force of American paratroopers. The Germans get some MkIVs and a StuG and a bunch of 4-6-7s and 5-4-8s. The Amis get some 2 ROF killers with the pair of Hellcats they have, plus some light mortars and even a .50 cal. They need it as they defend the board three village from these hard charging landsers.

Gen 2: Locust Swarm

This is a great scenario! Israelis fight off an armor attack by the Egyptians in 1948. But the rub is the Israelis are faced with ammo shortage for their one and only 6pdr ATG and 76* mortar. They get a 20L AA gun, but it has an AP10 number. They also have about 10 squads with a few ATRs, PIATs, and light mortars. But the tanks and carriers the Egyptians possess are in less than stellar repair.

The Egyptian player secretly rolls before play to see if any of his 6 Locust tanks are missing MA, CMG, or half movement points, or a combination of all! Plus, if any Egyptian AVF gets whacked, all other Egyptian AFVs within 6 hexes have to take a TC which if failed stuns them (the crews were very nervous). They do have about 9 squads, some 70 mm OBA, carriers (A and C) and some old American halftracks, one of which is armed with a 24 FP bow flamethrower! The Israeli gets some reinforcements which he'll dearly need, in the form of some half squads, a half-track and some MG-armed jeeps. A true desert classic!

70: KP167

A tough nail biter of a PTO scenario. Desperate American and Filipino forces must break through and eliminate Japanese roadblocks from opposite sides of board 39. This scenario just about has it all: AFVs, great leadership, (IJA 10-2 and 10-1, American 9-2) great troops on both sides (6-6-7s and 4-4-8s,) all the way down to terrible troops, (3-3-6s.) The American M3 tanks, and 75*mm armed halftracks are much needed, but they are up against the one army that is not intimidated by them. The IJA has a couple of 37L ATGs that can knock out any AFV the Allies have, plus cannot not be ignored with their IFT potential. The Allies must clear the roadblocks to win, but they face tough terrain, a determined and well-armed enemy who will use all their skill to keep the Allies out. With mines, foxholes, MGs, light mortars and good central position, the IJA can keep a tough Allied force worried about victory.

J33: The Slaughterhouse

An exciting late war city fight. A mixed bag of Germans (8-3-8s, 5-4-8s, 4-6-7s and 4-3-6s) defends some factories from an excellent force of Russians. And the Russians need those quality troops (6-2-8s and 4-5-8s, 10-2 leader, and commissar eligibility if desired), to pull this brawl out. Both sides sport flamethrowers. The Germans get some big AA guns, mines and booby trap ability. The Russians get some tanks and OBA. Tough victory conditions keep the Russians moving to the attack. Last ditch Germans just might have what it takes to keep the Russians from victory. A blast to play!

The First-Ever Game Day of the Modern Era in San Antonio



Carl Kusch

Over the past year, we have been communicating with some San Antonio ASL Players but had as yet been unable to hook up with any of them for a game here in S. A. Well,

that all came to an end when on Sunday, 12 January we were able to pull off our first-ever Game Day of the Modern Era in San Antonio. In all, seven players showed up at one time or another. I think we had every ASL Player in S. A. that we know about except Bob Purnell. We had a very familiar face (at least to me) with Kirk Woller, a becoming-very-familiar face with Dan Preston, a couple of not-so-familiar faces in Steve Desrosiers and Neal Ague, a never-saw-this-face-before with Ed Gideon and even a who-the-heck-is-this (AKA: "WiTH-IT") face with Greg Aldrich.

Most of you know Kirk. He has been around the ASL circuit for many years having lived in Austin and Fredericksburg before returning to his home of San Antonio. Lately, Kirk and I have been logging quite a few games. Kirk showed off his true ASL colors by walking Ed through the basics of an all-infantry scenario. More on that later.

Bob Purnell is a very close friend of Kirk's dating back to their childhood when they both began wargaming. If I am not mistaken, Bob has made the trip to Austin a few times where you might have met him once or twice. I know Austin is where I first met Bob.

From what Dan tells me, he is playing more ASL these days, although not as much as he would like. A solid player, Dan is getting better quickly, chalking up a victory as the Russian Player in A68 *Acts of Defiance* at the Austin Club meeting back in January. Dan wasn't able to stay long but wanted to stop by at least to meet everybody.

Steve Desrosiers has been playing ASL for quite some time. At one point, he was playing mostly DYO SL/ASL pretty heavily with a small group of gamers in Houston. Moving to S.A., Steve has been able to get a few games in with Neal Ague over the past couple of years. Steve and I played AP7 *Directive Number Three* – one of my top ten favorite scenarios. Let me tell you guys, watch out for Steve. Once he shakes off a little dust and rust, he will be a handful for any player.

Neal tells me that SL was the second wargame he ever bought back in '79. He got into ASL in '99. He enjoys the bigger scenarios as well as campaign games. A graduate of Rice in '89, Neal spent a few years in the Navy as a Surface Warfare Officer aboard an FFG (Fase Frigate Guided Missile). Now which OB are the FFGs in? Oh, yeah. The FFGs are coming out with *Armies of Oblivion!* Interestingly, both he and Ed work for the S. A. Fire Department. Although he couldn't stay long, Neal was kind enough to sit in when Kirk had to leave and help teach (refresh) a new player to ASL.

And that new player would be in the infamous *fireinc* (his email handle). Having made initial contact with us last year, events prevented Ed from meeting any of us until Sunday. Ed has played SL and enjoys many other wargames. He is going to teach me the *Great War at Sea* series from Avalanche Press. Kirk was a great gentleman in spending Sunday teaching Ed the fundamentals of ASL version 2 as they set up the classic scenario *The Guards Counterattack*. There were MGs, FLs, ELR failures, DM, FGs, MCs, SANs and about every other alphabetic concoction that an all-infantry scenario can conjure up. Now, if Ed can decipher all that alphabet soup without the aid of the ASLRB v2, he has made some significant progress. From what I could hear coming from that direction, Kirk was getting the short end of a significant number 1,1 and 1,2 DRs. Needless to say, Ed was liking ASL a **lot**. But for some reason, I got the distinct impression that Kirk's entreaties such as, "Now, Ed, you can't expect to roll 3s three times in your first two fire phases every time." As I think the warning that, "Now Ed, not every player gets four snakes in the first three game turns" pretty much fell on deaf ears, especially when I heard Ed say, "No ? Well I did and I am only a beginner. The experienced players must get snakes **more** often! I can't wait to play more ASL!" Okay, Ed. Let us explain the term boxcars to you. Ed is a good sport and will become a great player, as soon as we get him a new set of dice. He must have grabbed a couple of my *special* dice.

And then there was *who-the-heck-is-this* guy. "WiTH-IT" is a friend of mine by the name of Greg Aldrich. Greg has been watching an e-mail scenario (Scenario S: *The Whirlwind*) unfold at a snail's pace at my house for a while now. Having played wargames in his youth, including *Panzer Leader* and *Panzer Blitz*, Greg was intrigued with ASL. (Got 'im!) We invited him over and hope to sit down to give him some solid one-on-one instruction here in the near future.

This is a great group of guys. Hopefully we will enjoy each other's company enough to make it a point to play fairly regularly and eventually participate in events with both the Austin and Houston clubs. We have been talking about establishing the third weekend of the month as the default ASL weekend in SA. The host will rotate each month but not necessarily on a regular schedule. We will try to get the word out as to time and place. Stay tuned, I can see great games coming out of S. A. as the months and years roll by like a well-worn pair of six-sided, rounded-corner 10mm dice.

Club Notes

First Grudge Match Held

The Austin group held their first ever *Grudge Match* ASL gathering at Matt's house on Saturday, January 4. The idea of a *Grudge Match* is for each pair of players to play the same scenario, so that we all have a common point for discussion, banter, woofing, etc. *Acts of Defiance* was the scenario selected by vote online on our yahoo group's site. Players were matched up according to ladder standings, and the lower-ranked player got to choose which side he wanted to play.

In the Tussle of Teutonic Monikers, Eric "Clubber" Gerstenberg's Russians held off Rick "Third" Reinesch's Germans. Rick's assault engineers managed to drop one of the bridges with a Goliath early on, but his armor had bad luck at the same time, with the 75LL malfunctioning on its first shot, and the hull down Brummbaer getting drilled by one of Eric's staunch T-44s. Eric's artillery forward observer deftly sealed off one flank with a rain of high explosive as well. Meanwhile back at the ranch, Dan "the Man" Preston led his Russians to victory over Jeff "T-bone" Taylor. T-bone eschewed attempts to drop the bridges with the Goliaths, and instead used them offensively against the Russians in town, and it was a sight to behold when one of the bombs was detonated in the midst of several Russian squads. Still, the gambit allowed Preston to press the reinforcements across the bridges early, and they ultimately proved to be too hard to dig out of the town. The long-anticipated Battle of the Briyans came down to the last turn, with Brian prevailing over Bryan. Brian had the Russians, making it nearly a clean sweep so far for the Rodina. The feature bout between Sam "Tool Man" Tyson and Jeff Toreki was suspended due to time, and wrapped up a few weeks later. Sam smacked Jeff around for a few turns, taking out 4 of the 5 tanks and chopping up some Russian infantry. Jeff's artillery was strangely passive in the first session, but came back late to play a big part in the finish. Jeff killed a 467 with a half-squad and generated a leader in the big center building, adding strength to the crumbling defense. The HMG squad and 9-1 disabled the last Goliath as it rolled into their hex, narrowly avoiding a test of the big bang theory. Sam was forced to push on the last couple of turns and stepped into a 36+2 shot, where Jeff promptly rolled a 3. With time running out and the Russians hanging strong in a couple of spots, the Germans surrendered to the *Big Tease* once again, proving the Russians invincible this day.

Biweekly Lunch Gathering!

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

Game Days

The Austin, Houston, and Dallas groups have remained active, hosting various gatherings for club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The Austin group now meets on the first Saturday of every month (except July). Visit the club web site at <http://www.kdi.com/~samtyson> to see when and where the next event is.

To stay informed of other upcoming club events, join our e-mail group. You can post messages 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.

Club Ladder

(Our humble Club Ladder through Feb 19)

(Inactive players not listed)

Rank	Player	Points	Record
1.	Mike Seningen	1902	95-26
2.	Matt Shostak	1826	159-34
3.	Jeff Toreki	1791	67-22
4.	Chas Smith	1640	56-13
5.	Jim Ferrell	1544	56-15
6.	Sam Tyson	1497	43-33
7.	Jay Harms	1441	29-10
8.	Randy Shurtz	1411	25-12
9.	Phil Swanson	1393	15-5
10.	Eric Gerstenberg	1383	73-79
11.	Zeb Doyle	1361	16-4
12.	John Garlic	1313	10-7
13.	David Hailey	1290	35-31
14.	Bob Chandler	1255	8-3
15.	Ken Havlinek	1162	4-0
16.	Roy Casagrande	1150	25-21
17.	Doyle Motes	1141	45-32
18.	Tom Lavan	1125	6-4
19.	Bob Purnell	1102	23-16
20.	Chris Kolenda	1100	3-0
21.	Scott McFarlane	1095	8-11
22.	Steve Eckhart	1088	9-12
23.	Allen King	1078	10-10
24.	Jeff Toney	1072	3-2
25.	Mike Denson	1067	6-4

26.	Tom Gillis	1065	45-51
27.	Walter Eardley	1059	14-16
28.	Todd Hively	1058	12-25
29.	Rick Reinesch	1057	12-20
30.	Glen Gray	1047	13-18
31.	Rupert Cullum	1044	6-7
32.	Stephane Graciet	1037	1-0
33.	Rob Burton	1032	6-10
34.	Kevin Keneally	1032	1-0
35.	Steve Desrosiers	1020	5-5
36.	Kirk Woller	1011	50-73
37.	Greg Swantek	1011	7-9
38.	Bret Smith	1010	17-24
39.	Mike Sosa	1005	2-4
40.	Jack O'Quin	1004	15-26
41.	Carl Kusch	995	24-52
42.	Victor Behar	995	0-1
43.	Ed Mott	994	1-5
44.	Cliff Cornell	989	1-2
45.	Ray Woloszyn	986	2-4
46.	David Holmes	984	0-1
47.	Jess Popp	982	2-3
48.	Paul Thompson	978	0-1
49.	Clinton Howell	977	0-2
50.	Edward Beekman	975	2-5
51.	Aaron Schwoebel	973	8-21
52.	Neal Ague	971	1-2
53.	Doug Erwin	970	0-2
54.	Duane Blocker	967	0-1
55.	Hector Garcia	966	0-1
56.	Matt Scheffrahn	959	0-2
57.	Ryan Nelson	946	4-8
58.	Dan Preston	946	4-10
59.	Jim Martin	943	1-3
60.	Scott Hopkins	940	3-7
61.	John Hyler	934	6-18
62.	James Rex	928	0-2
63.	Chuck Lemons	924	0-3
64.	Joe Schlichting	921	0-4
65.	Jeff Taylor	913	13-39
66.	Jerry Blakemore	912	0-3
67.	Clint Robinstein	911	4-8
68.	Russell Mueller	902	2-7
69.	Jake Henry	900	0-3
70.	Glenn Schools	888	7-26
71.	Brian Roundhill	882	9-27
72.	Bill Thomson	882	0-4
73.	Bryan Register	873	13-31
74.	Matt Schwoebel	862	7-20
75.	RJ Mate	856	11-21
76.	Jim Knatcher	849	0-8
77.	Steven Long	846	3-14
78.	David Finan	838	1-9
79.	Bill Jennings	823	0-8
80.	Mike Austin	817	6-19
81.	Charles Stampely	743	0-12
82.	Dirk Renshaw	717	2-13
83.	Bill Dorre	679	4-23

Banzai!!

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Next Issue

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

And much more!

Ladder Results Since Last Issue

(Send ladder reports to Sam at samtyson@kdi.com)

Zeb Doyle (Germ) def Allen King (Russ) in The Getaway
 Kirk Woller (Amer) def Carl Kusch (Germ) in Morgan's Stand
 Mike Denson (Amer) def Steven Long (Germ) in The Hornet of Cloville
 Mike Seningen (Jap) def Eric Gerstenberg (Amer) in Airfield Fracas
 Zeb Doyle (Germ) def Jeff Taylor (Russ) in Beyond the Pakfronts
 Zeb Doyle (Germ) def Jeff Taylor (Russ) in Red Packets
 Eric G. (Germ) def Matt Schwoebel (Alli) in Assault on the Hotel Continental
 Sam Tyson (Germ) def Allen King (Russ) in Directive Number Three
 Ken Havlinek (Amer) def Tom Gillis (Germ) in Blackjack is Back!
 Ken Havlinek (Russ) def Tom Gillis (Germ) in Acts of Defiance
 Jeff Toreki (Russ) def Matt Schwoebel (Germ) in Seregelyes Slug-out
 Jeff Toreki (Ital) def Matt Schwoebel (Russ) in Bridge to Nowhere
 Doyle Motes (Amer) def Bill Dorre (Germ) in Rocket's Red Glare
 Rob Burton (Germ) def Bret Smith (Amer) in Deadeye Smoyer
 Mike Seningen (Amer) def David Hailey (Germ) in Panthers in the Mist
 Phil S. (Fren) def Charles Stampley (Germ) in Strangers in a Strange Land
 Mike Denson (Germ) def Matt Schwoebel (Amer) in Stopped Cold
 Mike Denson (Amer) def Allen King (Germ) in Hilfe Kommt
 Allen King (Germ) def Charles Stampley (Russ) in The Dead of Winter
 Scott Hopkins (Germ) def Tom Gillis (Russ) in The Last Bid
 Jay Harms (Germ) def Walter Eardley (Russ) in The Last Bid
 Doyle Motes (Brit) def Tom Gillis (Germ) in 3rd RTR in the Rain
 Kirk Woller (Germ) def Carl Kusch (Amer) in Han-Sur-Neid
 Carl Kusch (Russ) def Bryan Register (Germ) in Smashing the 3rd

Sam Tyson (Germ) def Cliff Cornell (Russ) in Guryev's Headquarters
 Cliff Cornell (Amer) def Bill Dorre (Germ) in Defiance on Hill 30
 Eric Gerstenberg (Germ) def Rick Reinesch (Fren) in Audacity!
 Jeff Toreki (Germ) def Bob Chandler (Amer) in Han-Sur-Neid
 Mike Seningen (Germ) def Sam Tyson (Russ) in Eye of the Tiger
 Rob Burton (Germ) def Tom Gillis (Amer) in Champs de Noel
 Zeb Doyle (Germ) def Randy Shurtz (Brit) in House of Pain
 Zeb Doyle (Germ) def Randy Shurtz (Russ) in Panzers to the Rescue
 Carl Kusch (Germ) def Kirk Woller (Russ) in Turned Away
 Matt Shostak (Russ) def Allen King (Germ) in A New Kind of Foe
 Eric Gerstenberg (Amer) def Matt Schwoebel (Germ) in The Factory
 Allen King (Germ) def Charles Stampley (Polish) in Fighting Back
 Sam Tyson (Germ) def Doyle Motes (Russ) in Urban Guerillas
 Bob Chandler (Amer) def Jay Harms (Germ) in Under the Noel Trees
 Tom Gillis (Russ) def Doyle Motes (Germ) in A Stroke of Luck
 Roy Casagranda (Germ) def Bill Dorre (Amer) in Rocket's Red Glare
 Sam Tyson (Germ) def Doyle Motes (Russ) in Silesian Interlude
 Phil Swanson (Russ) def Doyle Motes (Germ) in Smashing the 3rd
 Eric Gerstenberg (Part) def Rick Reinesch (Ital) in Men of the Mountains
 Zeb Doyle (Germ*) def Mike Denson (Amer*) in Cross of Lorraine
 Carl Kusch (Polish) def Allen King (Germ) in Round One
 Eric Gerstenberg (Germ) def Matt Schwoebel (Amer) in Led to the Slaughter
 Sam Tyson (Germ) def Jack O'Quin (Russ) in Dress Rehearsal
 Jim Ferrell (Germ) def Glen Gray (Russ) in Smashing the 3rd
 Tom Gillis (Amer) def Roy Casagranda (Jap) in Airfield Fracas
 Tom Gillis (Jap) def Bret Smith (Amer) in The Ravine
 Zeb Doyle (Germ) def Bryan Register (Amer) in Among the Ruins
 Mike Seningen (Amer) def Randy Shurtz (Germ) in St. Barthelemy Bash
 Kirk Woller (Germ) def Carl Kusch (Russ) in Turned Away

Roy Casagrande (Germ) def Bill Dorre (Amer) in Han-Sur-Neid
 Jeff Taylor (Fren) def Matt Schwoebel (Germ) in Audacity!
 Sam Tyson (Germ) def Doyle Motes (Brit) in A Day By the Shore
 Matt Shostak (Russ) def Jeff Taylor (Germ) in The Cat's Lair
 Eric Gerstenberg (Amer) def Bryan Register (Germ) in Han-Sur-Neid
 Doyle Motes (Germ) def Tom Gillis (Russ) in Directive Number Three
 Matt Shostak (Germ) def Rob Burton (Russ) in The Trap at Targul Frumos
 Sam Tyson (Germ) def Tom Gillis (Russ) in Fangs of the Tiger
 Zeb Doyle (Germ) def Carl Kusch (Russ) in The Cat's Lair
 Zeb Doyle (Russ) def Carl Kusch (Germ) in The Cat's Lair
 Bryan Register (Russ) def Jim Martin (Finn) in Fighting Withdrawal
 Bryan Register (Germ*) def Zeb Doyle (Amer) in The Whirlwind
 Allen King (Germ) def Doyle Motes (Fren) in Le Herisson (The Hedgehog)
 Rick Reinesch (Axis) def Walter Eardley (Russ) in The Slaughter at Krutik
 Roy Casagrande (Germ) def Bill Dorre (Russ) in The Awakening of Spring
 Doyle Motes (Germ) def Sam Tyson (Amer) in Canicatti
 Allen King (Fren) def Bryan Register (Germ) in Bridge of the Seven Planets
 Mike Seningen (Germ) def Victor Behar (Amer*) in Defiance on Hill 30
 Zeb Doyle (Germ) def Matt Shostak (Russ) in Death Knell at Kalach
 Jim Ferrell (Germ) def Clinton Howell (Russ) in The Czerniakow Bridgehead
 Allen King (Germ) def Jim Martin (Russ) in The Czerniakow Bridgehead
 Matt Shostak (Russ) def Eric Gerstenberg (Germ) in Dress Rehearsal
 Sam Tyson (Vichy) def Doyle Motes (Chin) in Siam Sambal
 Allen King (Amer) def Jim Martin (Germ) in Defiance on Hill 30
 Jim Ferrell (Pol) def Glenn Schools (Germ) in The Weigh In
 Matt Shostak (Alli) def Zeb Doyle (Jap) in Die Gurkha Die!
 Matt Schwoebel (Brit) def Eric Gerstenberg (Jap*) in White Tigers
 Matt Shostak (Russ) def Allen King (Germ) in Beachhead at Ozereyka Bay
 Carl Kusch (Russ) def Kirk Woller (Germ) in Friday the 13th
 Kirk Woller (Spanish) def Carl Kusch (Russ) in Udarnik Bridgehead
 Mike Seningen (Russ) def Rick Reinesch (Germ) in Tooth and Nail
 Roy Casagrande (Amer) def Bill Dorre (Germ) in Merzenhausen Zoo
 Sam Tyson (Germ) def Randy Shurtz (Russ) in Shootout at Slutsk
 Zeb Doyle (Jap) def Eric Gerstenberg (Amer) in Rikusentai
 Zeb Doyle (Russ) def Allen King (Ital) in Bridge to Nowhere
 Matt Shostak (Jap) def Jeff Taylor (Fren) in Army at the Edge of the World
 Allen King (Germ) def Rick Reinesch (Russ) in Friday the 13th
 Doyle Motes (Brit) def Tom Gillis (Germ) in Boeinked
 Sam Tyson (Brit) def Doyle Motes (Germ) in Boeinked
 Glen G. (Germ) def Randy Shurtz (Russ) in Struggle out of the Scheidswald
 Randy Shurtz (Fren) def Glen Gray (Jap) in Ultimate Treachery
 Randy Shurtz (Germ) def Edward Beekman (Russ) in My Lonely Valentine
 Randy Shurtz (Germ) def Glen Gray (Brit) in Unlucky Thirteenth
 Randy Shurtz (Russ) def Jim Ferrell (Germ) in Brave Little Emchach
 Randy Shurtz (Russ) def Glen Gray (Germ) in The Last Assault
 Matt Shostak (Amer) def Jeff Taylor (Jap) in Rikusentai
 Rupert Cullum (Gurkha) def Roy Casagrande (Jap) in A Stiff Fight
 Bob Chandler (Gurkha) def Bill Dorre (Jap) in A Stiff Fight
 Zeb Doyle (Jap) def Doyle Motes (Gurkha) in A Stiff Fight
 Tom Gillis (Jap) [9] def Rob Burton (Gurkha) in A Stiff Fight
 Bob Chandler (Gurkha) def Zeb Doyle (Jap) in Broken Bamboo
 Tom Gillis (Jap) def Rupert Cullum (Gurkha) in Broken Bamboo
 Roy Casagrande (Jap) def Doyle Motes (Gurkha) in Broken Bamboo
 Randy Shurtz (Russ) def Glen Gray (Germ) in The Last Assault
 Allen King (Amer) def Charles Stampley (Germ) in Among the Ruins
 Sam Tyson (Russ) def Rick Reinesch (Germ) in Grim Reapers
 Glen Gray (Germ) def Randy Shurtz (Russ) in Fire from the Hole
 Jeff Taylor (Germ) def Bryan Register (Amer*) in Ranger Stronghold
 Allen King (Amer) def Charles Stampley (Germ) in Inhumane
 Carl Kusch (Germ) def Dan Preston (Amer) in Ace in the Hole
 Jim Ferrell (Brit) def Glenn Schools (Germ) in 3rd RTR in the Rain
 Randy Shurtz (Germ) def David Holmes (Fren) in Then Things Got Worse
 Randy Shurtz (German) def Scott M. (British) in Bewildered and Belligerent
 Brian Roundhill (Russ) def Bryan Register (Germ) in Acts of Defiance
 Scott M. (Germ) def Randy Shurtz (Cana) in Moyland, Bloody Moyland
 Eric G. (Germ) def Matt Schwoebel (Russ) in Kampfgruppe at Karachev
 Dan Preston (Russ) def Jeff Taylor (Germ) in Acts of Defiance (CH5 repub.)
 Eric Gerstenberg (Russ) def Rick Reinesch (Germ) in Acts of Defiance
 Randy Shurtz (Germ) def Glen Gray (Amer) in Roses For Vandervoort
 Randy Shurtz (Germ) def Ray Woloszyn (Amer) in Bizory Loves Company
 Carl Kusch (Russ) def Steve Desrosiers (Germ) in Directive Number Three
 Eric Gerstenberg (Germ) def Allen King (Part) in Best-Laid Plans
 Jim Ferrell (Yugoslav) def Glenn Schools (Croatian) in Blood Enemies
 Kirk Woller (Brit) def Carl Kusch (Germ) in Taylor Made Defense

Mike Seningen (Germ) def Bryan Register (Ital) in The Battle for Rome
 Phil Swanson (Germ) def Doyle Motes (Brit) in Unlucky Thirteenth
 Randy Shurtz (Germ) def Clinton Howell (Amer) in Tired and Unsupported
 Randy Shurtz (Germ) def Scott McFarlane (Amer) in Priests on the Line
 Rick Reinesch (Amer) def Allen King (Germ) in Canicatti
 Bob Purnell (Russ) def Kirk Woller (Germ) in Guards Counterattack
 Doyle Motes (Brit) def Rob Burton (Germ) in Khamsin
 Matt Shostak (Russ) def Rick Reinesch (Germ) in The Bitter End
 Roy Casagrande (Germ) def Tom Gillis (Brit) in Scottish Nightmare
 Eric Gerstenberg (Jap) def Sam Tyson (Alli) in Die Gurkha Die!
 Ken Havlinek (Germ) def Cliff Cornell (Amer) in Ranger Stronghold
 Jay Harms (Axis) def Tom Gillis (Alli) in Teruel's Tooth
 Bryan Register (Germ) def Mike Denson (Amer) in A Meeting of Patrols
 Jeff Toreki (Germ) def Brian Roundhill (Russ) in Urban Guerrillas
 Jeff Toreki (Russ) def Sam Tyson (Germ) in Acts of Defiance
 Mike Denson (Germ) def Bryan Register (Alli) in Grebbe End
 Randy Shurtz (Germ) def Doug Erwin (Belg) in A Splendid Counterattack
 Randy Shurtz (Norw) def Doug Erwin (Germ) in By Ourselves
 Jim Martin (Bulg) def Jeff Taylor (Part) in Ambush!
 Bret Smith (Amer) def Matt Shostak (Germ) in Winter Wonderland
 Randy Shurtz (Germ) def Glen Gray (Russ) in The Golovchino Breakout

This Happened to Me



Ed Beekman

This past summer I was playing John Hyler in the scenario *Under Siege* from the Paddington Bears. I was the Russians. Those familiar with the scenario will know that the Germans are in stone buildings and heavy snowfall is possible making the terrain very formidable. Melee is a definite tool needed to get the Germans out of their positions. At one point I had pinned a German squad and was able to move two squads in for CC. I didn't get ambush even though I had a -1 drm advantage. I failed to get a 7 or less while John went for the whole tamale at 1:4 and rolled snakes. There went two squads and John generated an 8-0 leader. A turn later I got two concealed squads into position to jump another squad in CC. Again I failed to achieve ambush even though I had an even more advantageous -2 drm. Again I failed to roll 7 or less. Again John took the 1:4 odds and rolled snakes. Another two squads gone and John got another 8-0 leader. I was looking down at the board asking myself "where are all my troops?" I just lost 1/3 of my infantry while giving the other guy a couple of leaders. I guess that's why they are called "the odds".