

# Banzai!!

## The Newsletter of the Austin ASL Club

Issue #12

December 1996

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

### Club Notes and Ladder Standings

Player	Points	Record
Shostak	1281	23-6
Seningen	1269	12-7
Smith	1261	19-7
Hailey	1119	8-4
Esparza	1062	2-0
Purnell	1045	9-5
Tom Woller	1037	1-0
O'Quin	1016	4-5
Lavan	1010	2-3
Kirk Woller	1004	9-17
Morgenthaler	978	0-1
Swantek	971	1-2
Fritz	963	2-3
Toreki	936	0-3
Knatcher	924	0-3
Lester	907	0-4
Austin	905	0-3
Hively	871	5-14
Gerstenberg	849	5-15

#### Recent Results

Shostak (Germ) def Toreki (Russ) in Eye of the Tiger  
 Seningen (Germ) def Gerstenberg (Russ) in Awakening of Spring  
 Shostak (Nat) def K Woller (Rep) in Los Ejercitos Nevos  
 Shostak (Russ) def Knatcher (Germ) in The Ring  
 Seningen (Amer) def Shostak (Jap) in Mayhem in Manila

If you'd like information about our club, please call Matt at 280-8414 or Mike at 288-3778.

*When I first started playing ASL 2 years ago, I played a set of scenarios as the Germans. Thereafter, I always insisted on being the Germans and almost refused to play as anything else. Some peer pressure and the ladder forced me to become more diverse and it made playing more enjoyable. Even with this newfound diversity, I still did not play PTO, Italians, Partisans, etc. This changed a few months ago.*

*I purchased **Hollow Legions** a few days prior to the club meeting at my house in August. I decided to play as the Italians although I felt tactically constrained. I had a great time as the Italians playing Jack O'Quin in "An Aborted Counterattack." The Italians were very interesting because you actually have to play well as they are weak. It actually takes more ability to play these guys than the Germans and it is pleasantly challenging. Furthermore, the scenarios in the module look great and I plan to play some in the future.*

*For those of you who do not have **Hollow Legions**, I highly recommend it. Although I haven't yet, I plan to learn PTO and become a much more well rounded and diverse player. In summary, don't be as stubborn as I was, be diverse and enjoy the system (No, Todd, this does not mean I will play the Ethiopians).*

Chas Smith

### Banzai Celebrates First Year

#### Matt Shostak

Wow. It's hard to believe, but this issue is the twelfth one since December 1995, completing one full year. I started this thing a year ago in the hope that it would increase enthusiasm within our club for the greatest game of all time. The ladder was started at roughly the same time, with the same goal in mind, and with the hope that even if there were no articles to print, at least we would be able to update the standings every month or so to keep people aware and active. I believe it has succeeded so far. Placing extra copies at the local hobby stores has attracted several new players to our club, some of whom have been quite active. There are currently 19 guys on the ladder, of which about a dozen are fairly active. This is good progress from a year ago. This newsletter also has published some good stuff during that time, boasting authors such as Tim Hundsdoerfer, Dade Cariaga, and Tom Repetti, all of whom have seen articles of theirs appear in the **ASL Annual** or **Backblast**. Perhaps less famous, but just as intelligent and appreciated, are the efforts of other out-of-staters such as Tom Huntington, Rodney Kinney, JR Tracy, and Tim Wilson, who have provided quality insights for **Banzai** as well, either as contributors to group articles such as the *Wintergewitter* round table discussion, or as sole authors (Huntington's *Smoke May be Hazardous to Your Health* and *DEEE-Fense!*). Thank you, gentlemen, for your support. It is greatly appreciated by me and by all the members of the Austin ASL Club. Club members chipping in as authors over the last year include Kirk Woller, Mike Seningen, David Hailey, Jim Knatcher, and Chas Smith. Without your efforts, this would not have been possible.

Of course, I can't let a convenient opportunity to call for more articles to pass by unused. When I started this newsletter I had a backlog of my own articles at my disposal. That is now gone. Club members especially should take heed. This is *your* newsletter. It promotes ASL in *your* gaming circle. I firmly believe that we will get out of ASL what we put into it. Do not think that, because you are not as experienced as the authors listed above, you cannot offer anything of value. Start with something simple, like an after action report. Several have appeared during the last year in the pages of **Banzai**, so you have examples to steer by. It's always interesting to read about a good ASL match. And that is not the only thing you can write about. Do a tactical analysis of a scenario. Besides helping the newsletter and your club, it should hone your playing skills as well. Pick a topic and talk to me about it.



**Banzai** has had a good year-long run. Here's looking forward to another.

## After Action Report: WCW7 Eye of the Tiger

**Matt Shostak**

Recently I got the chance to knock heads with Jeff Toreki. We chose *Eye of the Tiger* from the recent Windy City Wargamers scenario pack. The scenario features an attack by a Latvian SS formation, being used as a fire brigade to help stem the Russian tide in Latvia in August, 1944, in the town of Tuckum. The victory conditions are simple. To win, the Germans must control more stone buildings than the Russians at game end, provided they have not lost 30 or more CVP in doing so. To help, the Germans get a few salvos from the cruiser *Prinz Eugen*, which was offshore. Normal NOBA rules are not used. Instead, the designers abstracted it, making it easier on the players. Only one mission will come down, subject to normal accuracy, on a position the German player predesignates before all setup. After that, it can be corrected normally, but only one fire mission in total is available. Half of board 42 is aligned next to half of board 4 to represent the terrain. Board 42 depicts the village, with buildings clustered around a crossroads, and a walled area on the north side, which as the German player is facing it, would be in the center right area. There are lots of orchard hexes on the map, but these are shellholes by SSR. Not too hard to imagine if the *Prinz Eugen* has been lobbing 280mm shells at the town for a while. To get to the village the Germans must cross board 4, which is pretty open terrain. They only have 6 turns to accomplish their mission, and are given 10 SS squads, 9-1, 8-1, 8-0, 7-0, MMG, 4xLMG, DC, a Tiger I, 2xPzIVH, and 2 Pumas to do it. They also get a 9-1 armor leader. The Russians have 8x458, 3x447, 45LL AT with crew, 9-1, 8-0, 7-0, HMG, 2xLMG, ATR, DC, 7x?, an SU-85, and 3xT-34 M43, and a 9-1 armor leader. Everything but their armor sets up onboard, anywhere on 42 and the first 4 hexrows of 4.

Jeff got his pick of sides and chose the Russians, so I got the bad guys. He set up heavily on the Russian right (German left), with several units back in the village area. He had a few units on his left covering the open terrain in front of the walled-in area. Naturally he was spread out, which is what I think the NOBA is supposed to accomplish in this scenario, dispersing the Russian setup somewhat.

I saw this scenario as very scary for the Germans. Not only would they have to cross a pretty open area to make their attack, where an ATG could pop up at any time to poke holes in their armor, but the armor battle itself looked tough for them. Although they had a 5-4 advantage in numbers of AFVs, two of them were arguably inferior (the Pumas), two were about equal (the PzIVHs) and one was superior (the Tiger of course). Just to illustrate, let's look at some kill numbers, barring range effects. On the Russians side, the 45LL has an 11, the 76L of the T-34s has 13, and the 85L has a 17. German frontal armor ranges from a boxed 11 for the Tiger to a measly 4 for the speedy Pumas. That meant that any of the Russian guns could defeat all the German armor except the Tiger. The Tiger, however, would still have to worry about deliberate immobilization and APCR. The SU-85 would have APCR available on a 6, bringing the kill number up to 19, barring range effects again, which would be enough to possibly penetrate the Tiger frontally with its 11 hull and 14 turret armor factors. On the German side, the 50Ls of the Pumas have a kill number of 13, not enough to count on against the 11 frontal armor the Russians sport. They also, however, have APCR of 4 (up to 5 because it is an SS formation), which would bring their basic kill number up to 17, giving them a fighting chance against the front of the Russian AFVs. Naturally, the Tiger's 88L could toast anything on the board (kill number of 20), and the 75Ls of the PzIVHs gave them a decent chance to kill (kill number of 17). In short, it was not clear to me that the Germans had a big advantage in the tank battle.

I decided that winning the tank engagement would be critical to German success. But how, then, to attack? I did not want to go up against the teeth

of the Russian defense, get stalled in the open, and watch the Russian armor show up behind them to knock off most of my tanks. Besides, I had only 6 turns. So I decided to attack on the German right. I saw the walled area as the key piece of terrain on the entire map. Controlling it would allow me to get hull down, which is always a good idea, but for the Tiger it was especially important because it would prevent deliberate immobilization, and make him very hard to kill through that 14 frontal turret armor. For the thin-skinned Pumas it just might allow them to survive a shot or two. The problem, however, was that neither the Tiger nor the PzIVHs could reach the wall on turn 1. Well, that's not exactly correct. There is a way that maybe one of them could do so, but I deemed it too risky. The Russian tanks, however, could get there on their first move. Yikes. I decided I had to be bold, grit my teeth, and hope that his ATG was not in the area. Each Puma would carry a squad as a rider and make a run for the wall. Although the Russians could still park on the far side of the wall and be hull down, at least this move with the Pumas might prevent them from coming to the near side and catching the other German tanks with their pants down. Yet a commitment to this side had another disadvantage. Armored cars can't cross walls, and on neither side did it appear on my boards that there was enough clearance for vehicular bypass. This would limit the Pumas' mobility, but I thought it was still worthwhile. Thus on turn 1 the Pumas made a run for it. The first one got all the way to 42A3, which was on the German right of the walled area. His rider squad survived some fire from a Russian picket squad, and was still aboard. The second Puma, however, saw his riding squad break, ELR to half squads, and bail out, due to fire from the same picket squad. One of the half squads was eliminated when bailing out. This Puma continued on and got to 42D0, to also cover the wall. The Tiger moved right up to that troublesome picket squad to try to intimidate him. The PzIVHs moved up nearby and tried to pop smoke to help the broken half squad rout away successfully. The rest of the German infantry moved up to the hedge line. Advancing fire broke the pesky Russian squad, which was eliminated for failure to rout because the Puma was behind him.

The NOBA had helped out somewhat before the attack even got started. I had predesignated 42I2, and the shells were accurate. The carnage revealed a 9-1, HMG in the stone building in 42I3, and broke him. A couple of shellholes were created, and a 7-0 lurking in the woods nearby was killed. The success of this bombardment gave me high hopes. Already down 1 leader out of 3, if the OBA could kill the 9-1 it would make things very hard on the Russians.

In the Russian half of turn 1, they tried to bring their units back from their right to reinforce their center, being careful to avoid exposing themselves to a potential correction of the *Prinz Eugen*'s guns. Jeff brought his armor on. One T-34 got behind the wall in 42D4, facing down my Puma in 42D0. The rest of his armor stayed in motion on the road, in G6, H6, and H7. I thought the move to D4 was a good one, and the Puma tried for a motion attempt and failed. It was looking ugly for him.. Still I was not sure why the other Russian tanks did not also move up to the wall to contest the area. Perhaps they were waiting for the NOBA to clear, allowing them to move down the road in the center and hit the Germans in the flank? In defensive fire the Puma tried for APCR but didn't have any. With a kill number of 13 and Russian armor of 11, things looked tough. There was nothing to do about it, however, so it took a shot. One critical hit later the T-34 was in flames. Talk about good luck. The NOBA, meanwhile, failed to further harm the 9-1 but did manage to rubble I3, eliminating the HMG from play.

On turn 2 the Tiger moved into position in 42B3, which is on the far right side of the walled complex, hull down from several angles. There was another Russian squad in the 42H0 woods near the center. He was troublesome, but at the same time he was vulnerable also to being surrounded. Thus if he could be broken he would be out of the game. One of the Mark IVs moved up to 4Z1 and gave him the machineguns, to no effect. The squad tried to deliberately immobilize it with its ATR, but failed. Then the tank malfed its MA. Yuck. It started back up and moved on to 42I1, which was behind the squad, and stopped. The second Mark IV tried the same maneuver but failed to affect the red minion. It parked in 4Z1, which was a pretty good location anyway due to the wall on his left. The straight-shooting Puma then tried his luck, moving to the opposite side of the woods and trying to hit the squad from there, but also failed. Not

wanting to face that ATR next turn, it started back up and moved to relative safety in 4BB4, remaining in motion. The other Puma dropped off its squad in 42A3, then started up and moved to 42G1 to try again to break that darned Russkie. He succeeded, and the fate of that squad was sealed. The SS infantry, with the use of some smoke grenades, sprinted to the near side of the walled complex. The squad that the Puma had dropped off had enough movement available to get adjacent to the 42D5 stone building in the advance phase. These buildings on the Russian back left were undefended.

The Russian half of turn 2 saw the PzIVH permanently disable its MA. Smelling blood, and wanting some easy CVPs, Jeff moved the lead T-34 up adjacent in I2 and tried to eliminate him. His infantry skulked for the most part, or moved to try to consolidate their control of stone buildings in the village. He parked his other T-34 in G5, and his SU-85 in I4, both facing the walled area. His infantry abandoned building F3 in the face of overwhelming firepower.

On turn 3 the Germans tried to seize the initiative completely. The Tiger got into E4, which was hull down but facing off two of the Russian AFVs. The SU-85 shot but missed. The Tiger used bounding fire to pick off the T-34 in G5. The German infantry grabbed the B6, D5, and F3 buildings, and started to put together an impressive firegroup in the F3 area. The recalled Mark IV started up in an attempt to escape, but the T-34 next to him knocked him out, exhausting his rate of fire. Here was another opportunity for the Germans. One of the Pumas started out after that T-34, but when he got to the hex of the Mark IV wreck, the Russian tank knocked him out with intensive fire. The other Puma then started up, moved through the two wrecks in the road, through the T-34's hex, and got behind him in H2, stopped, took a bounding fire shot, and immobilized it. The crew of the T-34, however, hung tough and did not abandon their vehicle. The Puma started back up and moved into the SU-85's hex, to try to tie him up for the Tiger. This prompted the 45LL ATG to announce its appearance. It was in P4 facing the village, and it took a shot which missed and exhausted its rate of fire. The remaining PzIVH in Z1 started up, moved over the wall, and took an APCR shot at the now immobilized Russian tank, hitting but only shocking it. Then it started back up and moved back to its position in Z1 behind the wall. Other German infantry units moved up just behind the G2 woods line.

In the Russian half of turn 3 the shocked tank recovered, and the ATG knocked out the remaining Puma with prep fire. The SU-85 shifted fire to the infantry in the F3 building, and the immobilized T-34 tried to put the hurt on a German half squad in H1, but failed. A couple of squads tried to skulk out of the H5 building, but were KIA by the big F3 firegroup. In defensive fire the Tiger missed the SU-85, and several panzerfaust attempts from the woods line missed the remaining T-34 in I2, until the squad in the G3 brush found two panzerfausts and knocked out the SU-85 and the T-34 in succession. The fat lady was warming up offstage.

Turn 4 saw the Germans grab the H8 building and make the H5 building's capture inevitable. With no defense against the German armor, Jeff read the handwriting on the wall and conceded.

This was a fun scenario but it could very easily have gone the other way. In fact, despite the German victory I would have to rate this one as somewhat pro-Russian. The Internet record of Russian 25, German 14 (now 15) bears this out. Featured as a "must play" scenario in last issue's article *Scenario Gourmets*, it comes highly recommended. I might not give it my highest rating because of the balance, but it is still a whole bunch of fun and worth a try or three. A lot of weird things can happen. The NOBA could have almost zero effect, or it could be devastating. The German armor could run smack into the ATG and lose a couple of tanks early, or they could miss it almost entirely as in this playing. When the Puma torched the hull down T-34 in turn 1 defensive fire, that was a huge stroke of luck for the Germans. Although offset somewhat by the malfunctioned MA of the Mark IV, I wouldn't consider it an even trade. Jeff played quite well despite having only a few games in his experience, while going up against a guy who has played a couple hundred. Clearly, losing the hull down battle in the walled area was indeed critical in this game, and I think the key Russian mistake

therefore was not putting as many tanks hull down on his side of it as possible on turn 1.

## Kursk After Action Report

On Saturday, Nov. 16, several club members got together at Matt Shostak's place to put their ASL skills to the test in an unusual event, a set of four loosely interrelated scenarios depicting a German attack during the Kursk offensive. Each scenario was a DYO affair, with 3 victory conditions for each side, which had to be prioritized by each player to determine which ones would be worth 1, 2, and 3 points. Players received the points for achieving their VC, and they also received points for each VC not achieved by their opponents. Thus each scenario could range in score from 12-0 to 6-6. The total points for the team would determine which team won. At the last minute Bob Purnell, Greg Swantek, and Thomas Salazar couldn't make it and had to be replaced, but all went smoothly when Jack O'Quin and two new players, John Phelps and Aaron Schwoebel, stepped forward. Players started arriving between 9:30 and 10:30, but some games did not actually step off until noon.

Here is a breakdown of what each player bought with his DYO points:

### The Men Who Would Be Kings of the Hill

*German (Kirk Woller) 600 points*

- 548x12
- 468x4
- 467x10
- PzIVHx3
- 9-2, 9-1, 8-1x2, 8-0x3
- SAN 7
- 5xLMG, 3xMMG, 2xHMG, 4xATR, 3xLtMtr, 5xDC, 2xFT

*Russian (Aaron Schwoebel) 450 points*

- 426x5
- 447x24
- 228x2
- Wagonsx3
- OT-34
- SU57 TD ht
- 82 Mtr
- AT Trench
- Roadblock
- 3xHIP squad
- 44 Mine Factors
- 9-1, 8-1, 8-0, 7-0
- 3xLMG, 2xMMG, HMG, .50cal HMG, 3xATR, 4xLtMtr

### The Aunt of All Tank Battles

*German (David Hailey) 600 points*

- PzVDx4
- PzIVH
- SPW251/2
- 468x14

*Russian (Mike Seningen) 450 points*

- 458x6
- 436x1
- 122L ART
- 57L AT
- 2xSU152
- 2xT-43
- 1xOT-34

### A Peaceful Little Village

*German (Jack O'Quin) 600 points*

- 548x3
- 548x3 assault engineers
- 447x32
- 447x5 sappers
- 2xSPW 251/2

- 2xStuH 42
  - ?x1
  - 10-2, 9-2, 9-1x2, 8-1x3, 8-0x4, 7-0
  - 9xLMG, 5xMMG, 3xHMG, 7xATR, 5xLtMtr, 3xDC, 1xFT
- Russian (Eric Gerstenberg)
- 628x6 mol
  - 458x14 mol
  - 76L ART
  - 122L ART
  - 82 Mtr
  - 97 mine factors
  - 9-1, 8-1, 8-0, 7-0
  - 3xLMG, 2xMMG, HMG, .50cal HMG, 3xATR, 3xLt Mtr

#### Into the Woods

German (Jim Knatcher) 400 points

- 548x3 assault engineers
- 548x18
- 467x1
- SAN 4
- PzIIIJ
- 9-2, 9-1, 8-1x2, 8-0x3, 7-0
- 5xLMG, 3xMMG, 2xHMG, 4xATR, 3xLt Mtr, 2xFT, 4xDC

Russian (John Phelps) 300 points

- 628x6
- 447x12
- 527x9
- 426x5
- 5xFXHL
- 21 mine factors
- SAN 3
- ?x25
- 9-1, 8-1, 8-0x2, 7-0
- 4xLMG, 2xMMG, HMG, .50cal HMG, 4xATR, 4xLt Mtr

#### Strategic Reserve

German (Hailey) 600 points

- Air Support
- 80+ OBA x 3
- 105+ OBA
- 548x5
- 467x1
- 6 gliders
- 8-0, 7-0
- LMG, ATR

Russian (Seningen) 450 points

- T-43 (Kings)
- 122L ART (Kings)
- 1xFXHL (Kings)
- 122L ART (Aunt)
- 24 mine factors (Aunt)
- 2xFXHL (Aunt)
- 3xSAN (Village)
- OT-34 (Village)
- 23 mine factors (Village)
- 228 (Village)
- 6xHIP (Woods)
- 4xWire (Woods)
- 4xTrench (Woods)
- 3 mine factors (Woods)
- 1xSAN (Woods)
- 2xFXHL (Woods)
- 447x3
- 527x6
- 228
- 8-1, 8-0, 7-0
- 2xLMG, MMG, 2xATR, 2xLt Mtr
- 8 ELR bonus squads

The action kicked off, appropriately enough, with **The Aunt of All Tank Battles** where the two overall commanders, and two of our club's most experienced players, David Hailey and Mike Seningen, did battle. This scenario also had the least amount of pregame setup. David sent his infantry in first to sweep the area for antitank threats. Mike countered with a few T-34s on turn 1, one of which scored a critical hit to kill a German 8-1. On turn 2, Hailey brought down some smoke OBA near the center and committed his armor assets. On Russian turn 3, a mild breeze started towards the southwest, spreading the smoke. Shortly afterwards one of the Panthers got shot from behind by a bypassed 57L AT in the grain. The gun was subsequently captured and used to brew up a T-34 with a critical hit, thus saving the hide of another Panther, and providing one of the game's highlights. One of the 122L ART guns shocked a Panther, but it came back. The Russians were gaining the upper hand when a hot German fire phase resulted in 3 dead Russian vehicles, including one of the SU152s. Mike had been very fortunate in his armor leader rolls, generating two 9-2s. Hailey only got one 8-1. A brewed up tank in the grain soon had blazes spreading everywhere, making this one a wild one to watch. When it was all over, however, the Russians won soundly, 11-1. It was the opinion of both players and this observer that some of the victory conditions were poorly chosen. For instance, one of the German VCs requires them to clear a road from one end of the board to the other. But the Russians have the last half turn, and can easily advance a squad onto the road to prevent this, unless the Germans have been so incredibly successful that this squad would have to survive CC to do so. Several of the scenarios had such a victory condition attached, and players would notice similar difficulties there as well. Still, it was agreed that the general idea behind the VCs was a good one. Most liked the multiple VCs, each with a variable point total, one usually having to do with terrain, another with preservation of force, etc.

Meanwhile, the action in **Into the Woods** was going at a brisk pace as well. Jim Knatcher took full advantage of the entry conditions, which allow German units to enter from all sides. His infantry constantly squeezed the Russians back, closer and closer to their HQ, which was an SSR-given 3-3-5 pillbox. John had surrounded it with trenches and wire, making it a formidable strongpoint. Jim managed to bring some OBA to bear on it (making use of the new OBA flowchart from the Action Pack in the process), and drove his PzIIIJ up to provide some help. John's Russians dispatched the tank later, however, with a rear shot from an ATR. Casualties were heavy on both sides. It seemed like a fairly close match, in that it appeared that the Germans were close to achieving all of their victory conditions, but they got none of them and lost big, 12-0. With so much concealment terrain available, John's Russians had managed to keep a few squads hidden until the very end to deny control of the road. The pillbox never fell. Still, both players reported enjoying the scenario.

In **The Men Who Would Be Kings of the Hill** Kirk and Aaron only managed to complete about half of the turns before it was time to leave, so they left it to be completed later. Casualties were moderate to heavy on both sides, with the Germans generating three heroes and battle hardening two squads, but the highlight of this one had to be the landing of 6 gliders in the Russian rear about turn 4 or 5. All managed to land safely, but it was an open question when they left it how things would turn out. Play resumed the following week. As it turned out, the fallschirmjaeger were decisive in clearing the board 18 hill. In one critical turn, three Russian AFV were knocked out three different ways. The OT-34 was destroyed when a PzIV moved behind it, forcing it to turn and fire. It had no AP, then missed, and the German tank destroyed it with bounding first fire and moved on. A T-34 on the board 18 hill deep in the rear was destroyed in close combat by one of the airborne squads and an 8-1. Finally, when a halftrack armed with a 57LL showed itself on the board 36 hill to try to get a flank shot on one of the German tanks, a Stuka destroyed it, setting it ablaze. One German tank was destroyed by mines, while another was immobilized. Russian casualties began to pile up, and were very high by the end of the scenario. Kirk at some point generated another hero, but Aaron, knowing the results of two other scenarios, could simply play conservatively and preserve a win for his team. That he did. Kirk got his 3 point objective, while preventing the Russians from achieving any of theirs, resulting in a 9-3 German victory to preserve a little pride for the German team.

**A Peaceful Little Village** saw the spectacle of Jack O'Quin's horde of German second line troops sweeping across the boards to do battle with Eric's elite Russians. This scenario was probably the biggest "purchase win" in that Eric had anticipated an armored attack but instead found himself facing a huge number of squads. He used most of his mines for antitank purposes. This scenario got off to the latest start, and again both players had to leave it to be completed later. In their second session, the blue wave of German troops ground inexorably forward. The key linchpins of the Russian defense were the 122L ART on the elevated road, the OT-34 which was nearby, and the 9-1, 458, and .50cal HMG to their front. One of the StuH42s waxed the OT-34 with a HEAT round, and the .50cal group was forced back by the attack. The Germans managed to break the crew of the 122L, but Eric had wisely bought extra crews, and one that was nearby simply remanned it later. One of the highlights of the midgame attack had to be when a squad and one of the SPW251/2s moved up in armored assault into an antitank minefield. No mines went off, and Jack stopped the halftrack. It did some shooting from that position, but as it turned out the squad that was with it was a sapper, and quickly cleared the mines. When was the last time that ever happened? By the beginning of turn 5 the Germans were right up to the edge of the village in a long, almost continuous line of troops, backed by their AFVs. But time considerations meant this had to await yet another gaming session to continue. The Germans were just playing for pride now. Down by a team score of 26-10, a big victory might make things appear more respectable. Ultimately Jack's game of attrition wore the Russians down. Eric's Russians gave as good as they got, but trading evenly on CVPs eventually cost them because they were so greatly outnumbered. About turn 6 or 7 things started to snowball, and the Germans cruised to a 12-0 victory, bringing the team totals to 26-22, a Russian team win, but a respectable score by the Germans.

Everyone had fun with the event. Players enjoyed the DYO aspect, which is something we rarely play in our club. In addition, everyone seemed to like the concept of the victory conditions, which maximized fog of war. We also felt, however, that some particular victory conditions were poorly chosen, making for some unbalanced scenarios when taken separately. The concept of this style of group game seems very promising if that small problem can be avoided.

## Club Web

Jim Knatcher has pitched in to create a web page for our club on the internet. So far it is little more than a placeholder with some basic club information, but we have high hopes that it can do more, perhaps including back issues of this newsletter. Check it out at [http://ourworld.compuserve.com/homepages/Austin\\_ASL\\_Club/](http://ourworld.compuserve.com/homepages/Austin_ASL_Club/) and let Jim know what you think.

## Club Championship

David Hailey has taken the baton for organizing our first ever club championship. It most likely will start with the January meeting, probably at his house. The format will be as follows. It will be single elimination. Scenarios for each round will be chosen in advance, probably by David, using popular national tournaments such as AvalonCon for inspiration. Players who sign up will be seeded according to ladder standings. After the first round at David's house, subsequent rounds will be up to the participants to finish on their own within certain time limits. In a month or so, we should have our first club champion. Contact David if you have any questions or would like to help. His email address and phone number are on the club phone list.

## Coming Soon...

Articles currently being worked on include one on halftrack tactics by the prolific Tim Hundsorfer, and an analysis of *The Awakening of Spring* by our own Mike Seningen. Give something back to ASL. Write something for *Banzai*.

## The Banzai Staff

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