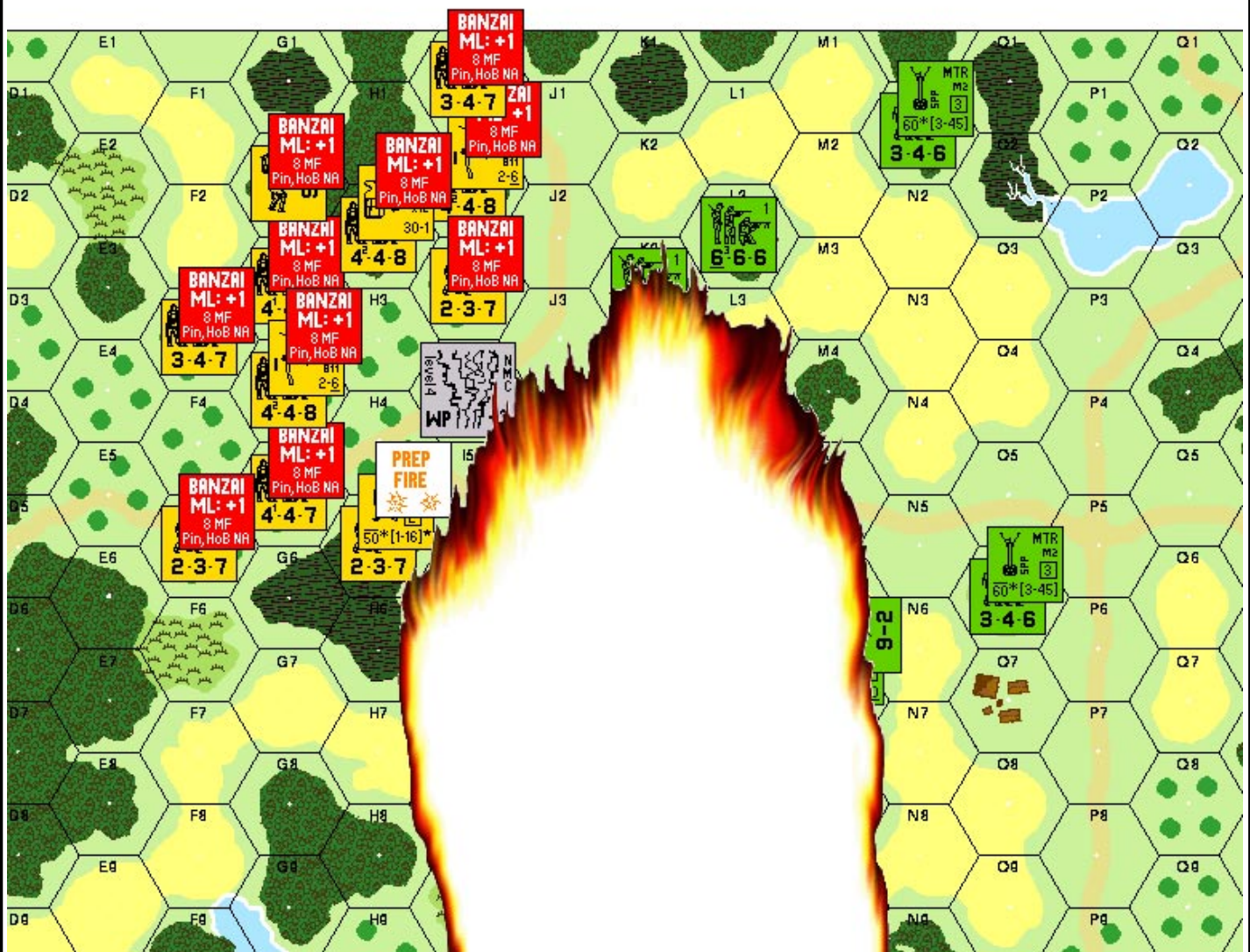


Bonanzai!!!



The Other Other Newsletter of the Austin ASL Club

April, 2003 Month 4, Day 1

This newsletter is **FREE**! You would be nuts to pay for it.

Bonanzai!!

April, 2003

Month 4, Day 1

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AAR: ASL Lunch

Matt **'Whoop-Ass'** Shostak

I really like this scenario, so much so that I play it almost every day. One nice thing about this one is that it makes a good multi-player scenario.

Friday, Sam Tyson, Mike Austin, and I got together at Pok-e-Jo's to give it another go, playing the variant *Texas Barbecue*.

I started out by arriving first, and noting that there was no line, quickly took a position at the front and ordered. I quickly targeted the quarter chicken plate with salad and corn, plus a drink. Granted, I had to expend some of my assets to acquire this target, but I figured it was worth it because it would go directly to the accomplishment of my part of the mission. After obtaining the drink (naturally choosing the largest target available), I quickly took up a position at the back of the room. It had pretty good line of sight across the entire room, and could see all four televisions from there. My back was protected by the wall. Soon I opened up a major can of whoopass on my lunch plate. Even before the others arrived, the salad was already getting quite chewed up. Mike quickly arrived as a follow-on force, and joined me at my position, attacking his lunch methodically. The third wave consisted of Sam, who was tasked with the destruction of a sausage and beef plate. Sam's a savvy veteran, and he wisely isolated each group, devouring them piecemeal.

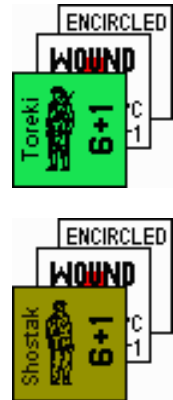
This scenario was scheduled for an entire hour, but it was over relatively quickly. Sure, we played it out to the end to be good sports, but even after about 15 minutes or so the corn, bread, and salad were gone, and only scraps of chicken remained. Sam's and Mike's plates were wiped out in short order as well, and the busboy soon arrived to mop up.

This was a great scenario and I recommend it highly. It has a good replay value, given that there are a lot of menu items and restaurants to choose from.

More Unused Scenario Titles

Jeff **'Big Tease'** Toreki
and Matt **'Whoop-Ass'** Shostak

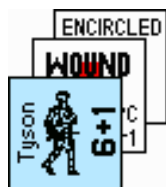
A Fairly Common Occurrence
Avoiding the Third
Big Cats on eBay
Bruceforce
Cruising for Slutsk
Dance Gurkha Dance!
Drink Gurkha Drink!
Eat Gurkha Eat!
One Puka Puka, Two Puka Puka, Three Puka Puka, Four,
Five Puka Puka, Six Puka Puka, Seven Puka Puka, More
Ford Probe
Guard Duty at Stalag 5
Ils ne Passamorablecheck Pas
Lukewarm Crocodiles
Merzenhausen by Proxy
Nigelforce
One-Log Pinched
Orlik and the Mysterians
Peiper in Reserve
Sing Gurkha Sing!
Sleep Gurkha Sleep!
Surrender or Don't
The Adventures of Baron von Merzenhausen
The Commissar's Toolshed
The Second to Last Bid
The T-Sippers
The Tigers are in Another Sector, so We'll Just Shell the
Bejeezus Out of the Infantry and Mop Up
The Volksgrenadiers Give Up
Tony - Oh, I forgot what I was going to say - I'll call you
back!
Women from Venus



A veteran gamer
always keeps a
plentiful supply
of breath mints
handy.

Texas Clubs Unveil New ASL Shirts

Sam **'Forecheck'** Tyson



With the Texas Team Tournament just around the corner, various clubs will be sporting new shirts this summer. There was an open invitation design contest, and the winners are shown below for each prominent Texas group.



Houston's nickname is very accurate, since getting more than 5 guys in one place at a time is rare. Of course, voting for the Houston shirt was done by web poll. The results are shown below:

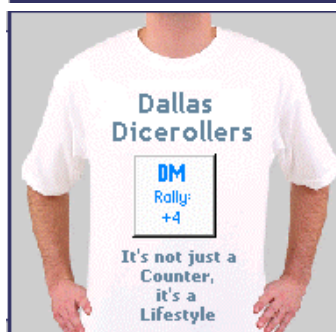
Elite Half Squad	1	3.23%
2 nd Line Half Squad	4	12.90%
Disrupted Green Half Squad	8	25.81%
1 st Line Half Squad	5	16.15%
Prisoner Half Squad	6	19.38%
Whatever Roy wants...	7	22.61%



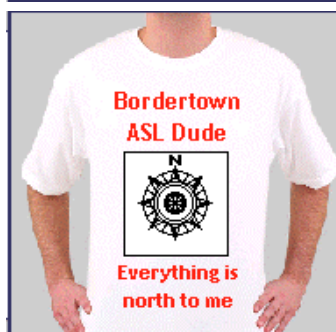
Austin has been heckled recently as a decaf-mocha-latte cappuccino-sipping brand of ASLers, so they came up with the new theme while kicked back at the coffee shop.



San Antonio has just gotten its act together, and proudly present their new motto.

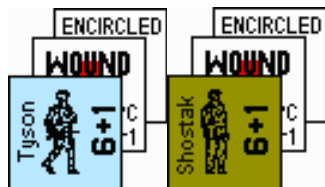


Not much has been heard from the north Texas contingent. It seems they can't find a rally point that's far enough away from Fort Worth.



Finally, south Texas contributes their (his) entry. John Garlic hopes this shirt will contribute to his play as much as blowing the dust off his counters does each summer.

Articles That Won't be in Next Issue



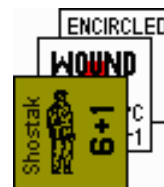
Matt **'Whoop-Ass'** Shostak
and Sam **'Forecheck'** Tyson

Speed ASL by Gerstenberg, O'Quin, Motes, and Swanson
How to Play Every Day by Mike Austin
Gracefully Handling Boxcars by Matt Shostak
Consistently Rolling Crummy by Mike Seningen
My Most Crushing Losses by Jeff Toreki
Keeping Your Counters Clean by Allen King

Unclaimed Club Nicknames

Matt **'Whoop-Ass'** Shostak, et. al.

Ace	Baby Cheeks	Barbara
Biff	Biggles	Boxcar Willy
Chief	Cowboy	Snapper
Lefty	Marsha	Meat
Moose	Neon	Sheila
Pooter	No Talent Ass-Clown	Spanky
Spaz	Sport	Stinky
Tiny	Twinkie	
Gary, my man (said in lame Brent Musberger tone)		

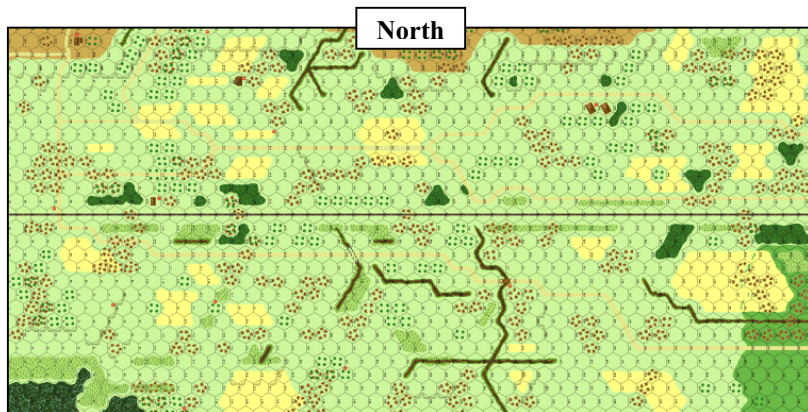


Movie Popcorn Scenario

This scenario won't last as long as movie popcorn, but costs a lot less, and it tastes better and won't get your hands all greasy.

ONSLAUGHT OF OSHA

Central Russia, June 1944. The Soviet Army launched Operation Bagration, which came to be known as The Destruction of Army Group Center. In one of the most devastating battles of the war for the Germans, an entire Army Group was obliterated. South of the Minsk-Moscow highway, a fierce battle between the 16th Guards Rifle Division and the 78th Sturm Division developed at the start of the campaign.



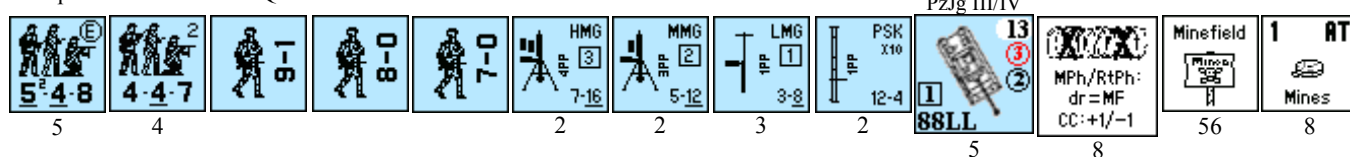
Russians & Germans set up first
OSHA moves first

Victory Conditions: To win, the OSHA player must document all safety hazards before the scenario concludes. If the OSHA player doesn't win, then the German or Russian player wins by being the side that suffers the fewer CVP. If both sides have the same CVP the Russian player wins.

1	2	3	4	5	END
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Elements of 78th Sturm Division

Set up on/west of hexrow Q.

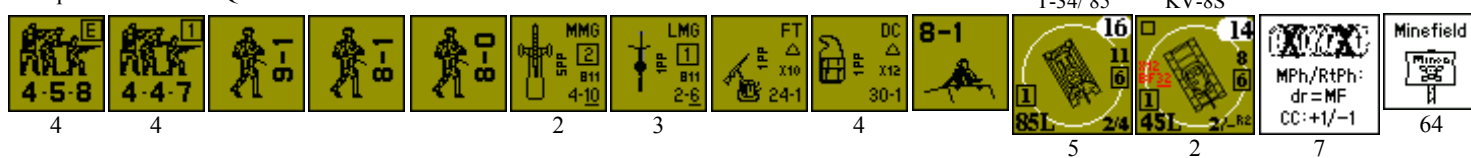


ELR: 3

SAN: 3

Reinforced elements of the 16th Guards Rifle Division

Set up east of hexrow Q.



ELR: 3

SAN: 3

Elements of U.S. Department of Labor, Occupational Safety and Health Administration (OSHA)

Enter turn 1 on the north edge.



ELR: 5

SAN: 2

AAR: OSHA inspectors were soon called to the scene, as casualties were extremely high. The inspectors noted that a plethora of dangerous conditions existed, making it one of the most hazardous work environments they had ever seen. Strafing and bombing by aircraft, ubiquitous barbed wire and mines, flamethrowers, artillery barrages, and a constant rain of bullets were all observed to be dangerous in the extreme. Although some commanders pointed out their efforts at pillbox and trench construction, they were still not considered adequate to ensure a truly safe working environment.

Historical Special Rules:

1. EC are Moist, because it sounds sexy.
2. Whenever using reverse movement for a vehicle, the moving playing must make beeping sounds.
3. Prior to scenario start, Russians and Germans may freely place up to 20 fortification counters in their respective setup areas.
4. If the Wind Change roll results in rain, that player must post "Caution – floor is wet" counters every 8 hexes. Since these counters are not part of the basic system, simply substitute a penny or other convenient marker such as a "Hole in the Ice" counter.