

April 1st, 2004

Bananai??

In this Issue

More Unused Scenario Titles	2
Playing Piece Profile: German 4-6-7 Squad A	2
More Unclaimed Club Member Nicknames	3
Lunch Ladder	4
Next Issue	4
Movie Popcorn Scenarios	5
Driving Miss Daisy	5
Dude, Where's My Car?	5

More Unused Scenario Titles

Mike "Lost in" Austin
Dan Preston "Nails"
Bryan "Pre" Register
Mike Seningegenpanzerschmuck
"Haz" Matt Shostak

- The Commissar's Garage
- Ianforce
- _____, Gurhka, _____! (DYO)
- Rubble without a Cause
- Rick Gets His Ass Kicked
- Plan 9 From High Command
- Johnny Rubble
- In the Footsteps of Other Losers
- Jungle Hovel
- Nazi Nonsense
- Another Alliteration
- KP Duty
- Derekforce
- Smith and/or Weston
- Santa Claus Versus the Martians
- Surprisingly Antiseptic Red Beach
- TBD
- Rubble, Rubble, Toil and Trouble
- Acts of Kindness
- Bongo in the Jungle
- Jack Frostbite
- Panty Raid on Rommel
- Portrait of a Loser as a Young General
- Soldiers of Distraction
- Acts of Diffidence
- The Aggies of Doom
- Big Tease at Bay
- Rubble with a View

- Rubble Yell
- Generic, Unpronounceable, Possibly Fictitious, Pacific Village And/Or Island Name
- Outnumbered, Outmaneuvered, and, Frankly, Outclassed
- The T-Baggers
- The Commissar's Hizzouse
- Cold Acts of Defiant Construction at Carentan Dot Com
- He Who Lives By the Sword Dies by the HMG
- No Better Spot to Break and Rout

Playing Piece Profile: German 4-6-7 Squad A



Bananai: Tell us a little bit about your gaming background. How long have you been gaming?

4-6-7A: We've been gaming for as long as we can remember. I don't think we're exaggerating when we say that ASL is our very existence.

Bananai: When and how did you discover ASL?

4-6-7A: It just seems like we've always known about it. Really, is there anything else?

Bananai: What nationality do you enjoy playing against the most?

4-6-7A: We prefer playing against conscripts regardless of nationality. It's best if they're unsupported by armor, artillery, or air power also.

Bananai: Describe your favorite kind of scenario.

4-6-7A: PTO is great. We're also working on a pack of scenarios of our own, which we're calling the R&R pack. A couple of titles include *On Leave in Marseille*, and *Three Day Pass at Spa*. That should give you an idea of what we're going for.

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

4-6-7A: Strengths? We have pretty good inherent range I guess. Weakness would be an ability to think outside the box. Literally.

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

4-6-7A: The best is battle hardening. The worst is extreme winter scenarios. Brrrrr.

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

4-6-7A: *Armies of Oblivion*. We'd like to see the core system finished. Yeah, we know, that's what everyone says.

Bananai: You're attacking in 1944. Would you rather have four PzIVs, or two Panthers?

4-6-7A: Geez, those 1944 attacks are brutal. The Panthers, probably.

Bananai: What was your funniest ASL moment?

4-6-7A: The funniest has to be whenever a player is preparing a scenario involving the assault engineers. Inevitably some Finns get roused out of the box instead, and boy does it tick them off! Hilarious.

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

4-6-7A: Our morale and firepower could use a boost. And just a one for a smoke exponent isn't that great either.

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

4-6-7A: The late model German Panther. It's probably the best all-around AFV. We're not too fond of the T-34. Seen too many of those up close, and they're not very nice.

Bananai: What are your other interests outside of gaming?

4-6-7A: Long walks on the beach, reading, listening to music. You know, the usual stuff.

More Unclaimed Club Member Nicknames

She Hate Me	Gorgeous
Frenchy	The Mad Genius
Porterhouse	Scrippy
Slappy	Wingnut
Brandi	Two Sheds
Man of Steel	Pat

Biweekly Lunch Gathering!

Hey, you gotta eat. Come on, man.

Game Days

The Austin, Houston, and Dallas groups have remained active, hosting various gatherings for club members to get together and display their tactical incompetence. 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). To stay informed of upcoming club events, join our e-mail group. The site and host has changed recently: you can post a message at central-texas-asl@yahoogroups.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.

Recent Lunch Ladder Results

Shostak def. Sliced Turkey Sandwich and Fries

O'Quin def. Chef Salad

Reinesch def. Sausage Plate

Long def. Sliced Beef Plate

Toreki def. Burger and Fries

Register upset by Undercooked Chicken Plate

Austin def. Sliced Beef Plate

Shostak def. Chicken Sandwich and Fries

Tyson def. Beef and Sausage Plate

Toreki def. Burger and Fries

King def. Sliced Beef Plate with Fried Okra

Register def. Sausage Plate

Quarter Chicken Plate def. Shostak

Roundhill def. Sliced Beef Plate

Lunch Ladder

(Our humble Lunch Ladder through April 1, 2004)

1.	Jeff J-Dog Toreki
2.	Mike M-Dog Seningen
3.	Matt M-Dog Shostak
4.	Jay J-Dog Harms
5.	Jim J-Dawg Ferrell
6.	Randy R-Dog Shurtz
7.	Zeb Z-Dog Doyle
8.	John J-Dog Garlic
9.	Phil Ph-Dog Swanson
10.	Sam S-Dog Tyson
11.	Eric E-Dog Gerstenberg
12.	Roy R-Dog Casagrande
13.	David D-Dawg Hailey
14.	Mike M-Dog Denson
15.	Ken K-Dog Havlinek
16.	Walter WE-Dog Eardley
17.	Bob B-Dog Chandler
18.	Jeff J-Dog Taylor
19.	Rob R-Dog Burton
20.	Allen A-Dog King
21.	Carl SeaDog Kusch
22.	Glen G-Dawg Gray
23.	Chris C-Dog Kolenda
24.	Bryan B-Dog Register

25.	Doyle D-Dog Motes
26.	Steve S-Dog Eckhart
27.	Scott S-Dog McFarlane
28.	Kirk K-Dog Woller
29.	Jeff J-Dawg Toney
30.	Gregg G-Dog Lessly
31.	Cliff C-Dog Cornell
32.	Bob B-Dawg Purnell
33.	Rupert R-Dog Cullum
34.	Mike M-Dog Sosa
35.	Steve S-Dawg Desrosiers
36.	Tom T-Dog Gillis
37.	Rick R-Dog Reinesch
38.	Jack J-Dog O'Quin
39.	Bret B-Dog Smith
40.	Cory C-Dawg Sosebee
41.	Clinton C-Dog Howell
42.	David D-Dog Holmes
43.	Jess J-Dog Popp
44.	Doug D-Dog Erwin
45.	Sean S-Dog Harris
46.	Hector H-Dog Garcia
47.	Alex A-Dawg Balido
48.	Aaron A-Dog Schwoebel
49.	Edward E-Dog Beekman

50.	Brian B-Dog Roundhill
51.	Ryan R-Dog Nelson
52.	Dick D-Dog Curtis
53.	Matt M-Dog Schwoebel
54.	Russell R-Dawg Mueller
55.	John J-Dog Hyler
56.	Joe J-Dog Schlichting
57.	Glenn G-Dog Schools
58.	Jerry J-Dawg Blakemore
59.	Clint C-Dog Robinstein
60.	Victor V-Dog Behar
61.	Jim J-Dog Martin
62.	Scott S-Dawg Hopkins
63.	Dan D-Dog Preston
64.	Robert R-Dawg Esparza
65.	RJ R-Dog Mate
66.	Bill B-Dog Jennings
67.	Mike M-Dog Austin
68.	Charles C-Dog Stampely
69.	Steven S-Dawg Long
70.	Bill B-Dog Dorre

The *Bananai??* Staff

Editor in Chief	Matt Shostak (512) 280-8414 mbs@zycor.lgc.com
Managing Editor and Keeper of the Ladder	Sam Tyson (512) 656-7250 samtyson@kdi.com
Copy Editor	Mike Austin austin-m@swbell.net
Contributing Authors	Mike Austin, Steven Long, Jack O'Quin, Dan Preston, Rick Reinesch, Mike Seningen, Matt Shostak, Jeff Toreki
Publishing Schedule	Whenever we feel like it!
Club Information	Matt Shostak or Mike Seningen (512) 288-3778 mikes@evsx.com
Club Web Site	www.kdi.com/~samtyson
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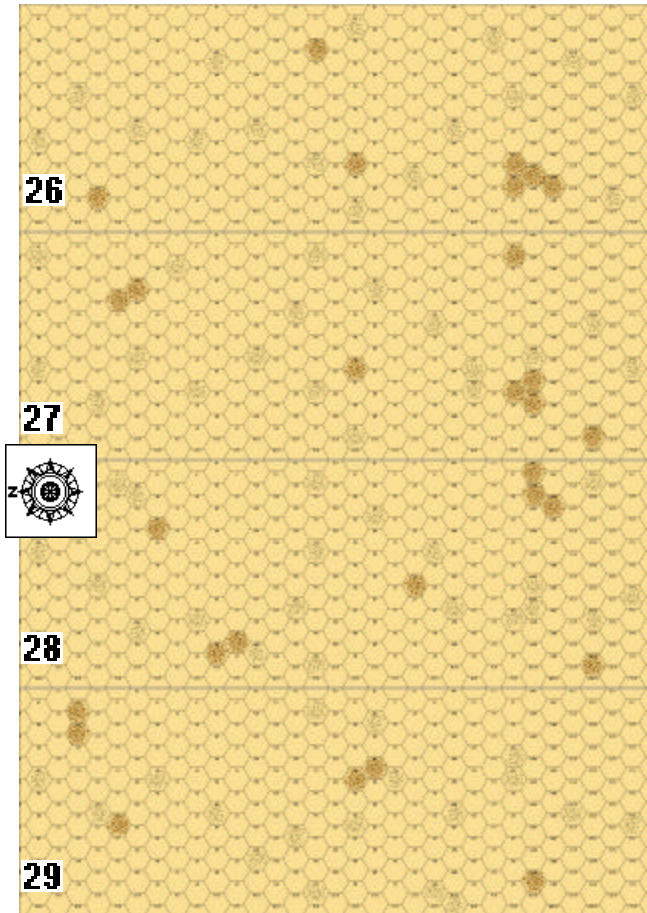
Thanks to Rodney Kinney for VASL, Carl Fung for his VASL counter images, and the VASL Map Cabals for their VASL map images. We use a combination of VASL counter and map images for scenario layouts with permission of use for that purpose.

Next Issue

- More pathetic attempts at humor
 - Another exciting playing piece profile
 - Favorite Unused Scenario Titles
 - Club Meeting Recaps, Club Ladder
- And much more!

Movie Popcorn Scenarios

Driving Miss Daisy



May 1949: An old woman and her chauffeur are out for a drive.

VC: Miss Daisy wins by exiting off the west edge.



Germans: Set up first anywhere on board 29.



Miss Daisy: Moves first, entering on turn 1 from the east edge.

Balance Provisions:

Germans: Set up anywhere on board 28.

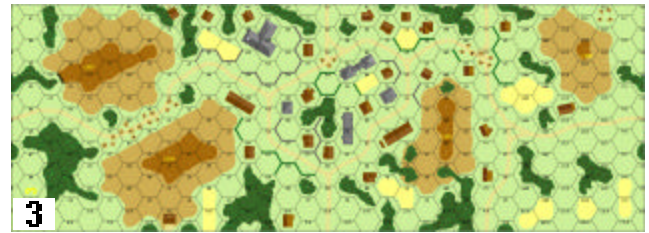
Miss Daisy: Enter east or west edge of board 26.

Number of turns: 5

Special Rules:

1. Early Morning Sun Blindness (D11.61) is in effect.
2. Heat Haze is in effect (D11.62).
3. The German gun has Low Ammo (D3.71).

Dude, Where's My Car?



VC: Dudes win by gaining LOS to My Car.

My Car: Set up HIP anywhere on board 3.



Dudes: Set up in CC5.



Number of turns: 5

My Car sets up first, the Dudes move first.

Special Rules:

1. My Car must change locations every game turn.