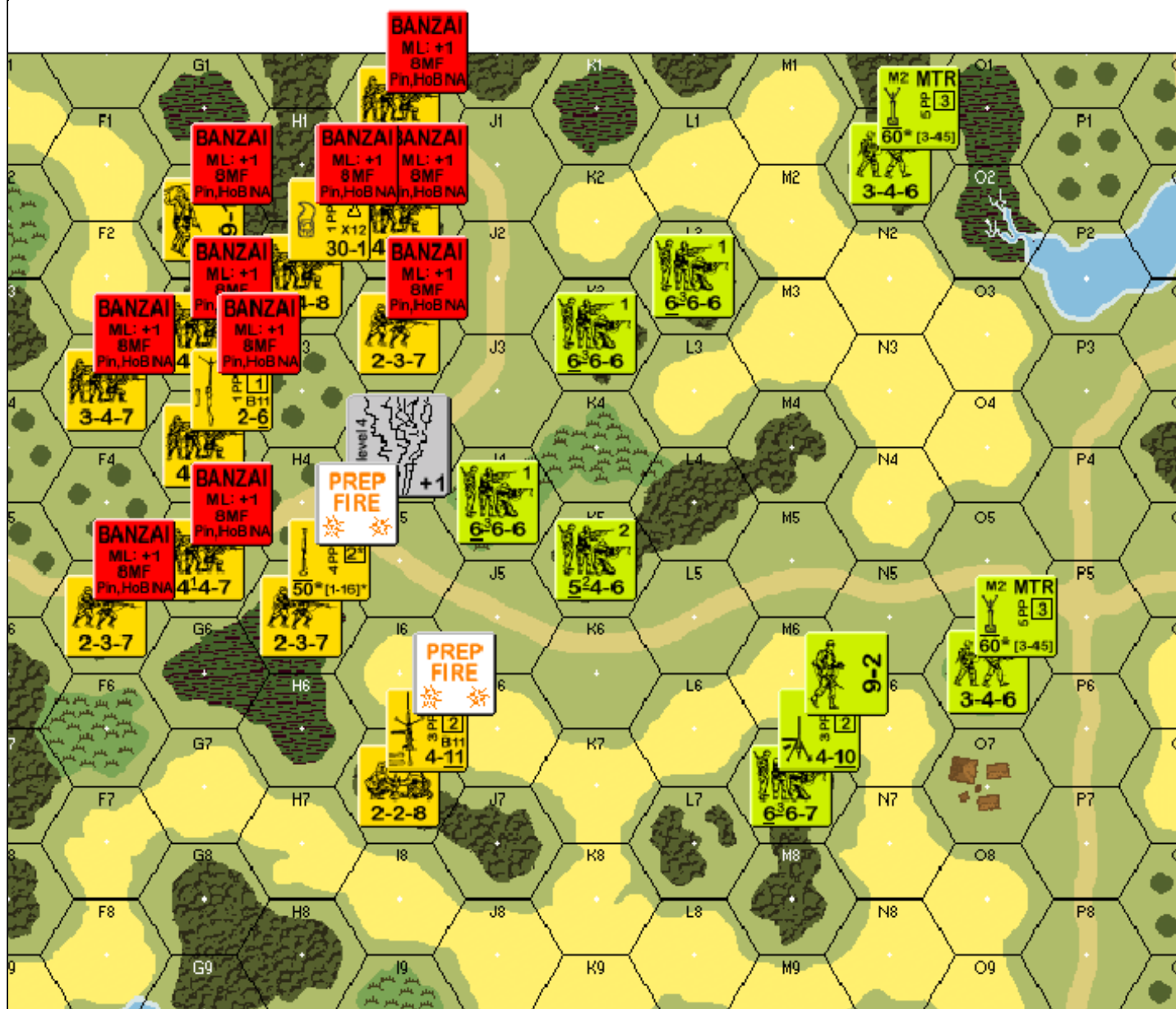


# BANZAI!!!



The Newsletter of the Texas ASL Club

October, 2011 Volume 16, Number 2

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

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## Editor's Foxhole

### Matt Shostak



Welcome to another issue of *Banzai*. There's a tournament coming up soon and you can read about it here from its director, Ed Beekman. We have a bit of analysis in another installment of our Toe-to-Toe series, Dan Preston's favorite scenarios, a product review from new contributing author Mark Drake, an astute mathematical correction from reader Andy Daniels, a few fun anecdotes, and of course Rick's wrap-up of June's tourney. We are so grateful to have attentive readers like Andy and new authors like Mark taking the time to make this publication better. Also if you like this magazine at all, be sure to thank Rick Reinesch, for without his tireless efforts you wouldn't be reading this. He's been able to exercise his considerable editorial skills here despite his busy duties for Bounding Fire Productions which has just released *Crucible of Steel*, about which we hope to write in upcoming editions..

## North Texas Tournament

### Ed Beekman



Looking for face to face cardboard carnage with players you may only otherwise see at the Texas Team Tournament?

Come on out to the 2nd Annual North Texas Shoot Out on November 11 through the 13th in Fort Worth, Texas. This year we have the Champion and Runner Up trophies for the "Big Shoot Out" as well as two Master Sergeant trophies for our Mini-Competition.

The All Around ASL Player Prize Raffle returns as well as the traditional Texas Hold 'Em Poker Best Hand/Worst Hand event.

Visit our website at [ntasl.com](http://ntasl.com) for additional details and preregistration details. T-shirts will be available to all preregistrants.

## Toe to Toe: Middleweights

### Matt Shostak



In previous issues of this newsletter we've pitted tanks against each other in a computer simulation of mine, the first being a heavyweight bout between a Tiger I and a Joseph Stalin, (issue 12.3) and the next seeing a PzIIIJ fighting a bit outside its weight class against the heavier T-34/M41 (issue 13.1). In this issue we bring you a contest between a couple of middleweights, the Sherman and the Mark IV. Each of these medium tanks was a true workhorse for its respective country during World War 2. Both the Sherman and the Mark IV went through a series of upgrades throughout the war, so here we take a representative model of each. It's easy to think of these two designs as roughly equivalent. After all, they filled a similar, all-purpose role for either side. But the devil is in the details, and there's a big difference between the early and late models. This is especially true for the Shermans, where the gun upgrade from a basic 75 to a 76L yields nice dividends, and the Jumbo packed on lots of extra armor. The British added tremendous punching power to their Sherman Firefly model by mounting the fearsome 76LL gun. The differences among the PzIV models is not quite as extensive, although their hitting power in a tank-vs-tank engagement significantly improved in going from the weak 75\* gun to the very capable 75L. Rather than try to show every permutation of possible matchups between these two machines, we'll pick a representative pair, the M4A1 vs. the PzIVH. Later we'll have a rematch after the Sherman hits the gym a little bit and reemerges in a more muscular form, the M4A1(76)W.

Before the first bout begins, let's take a look at the tale of the tape.

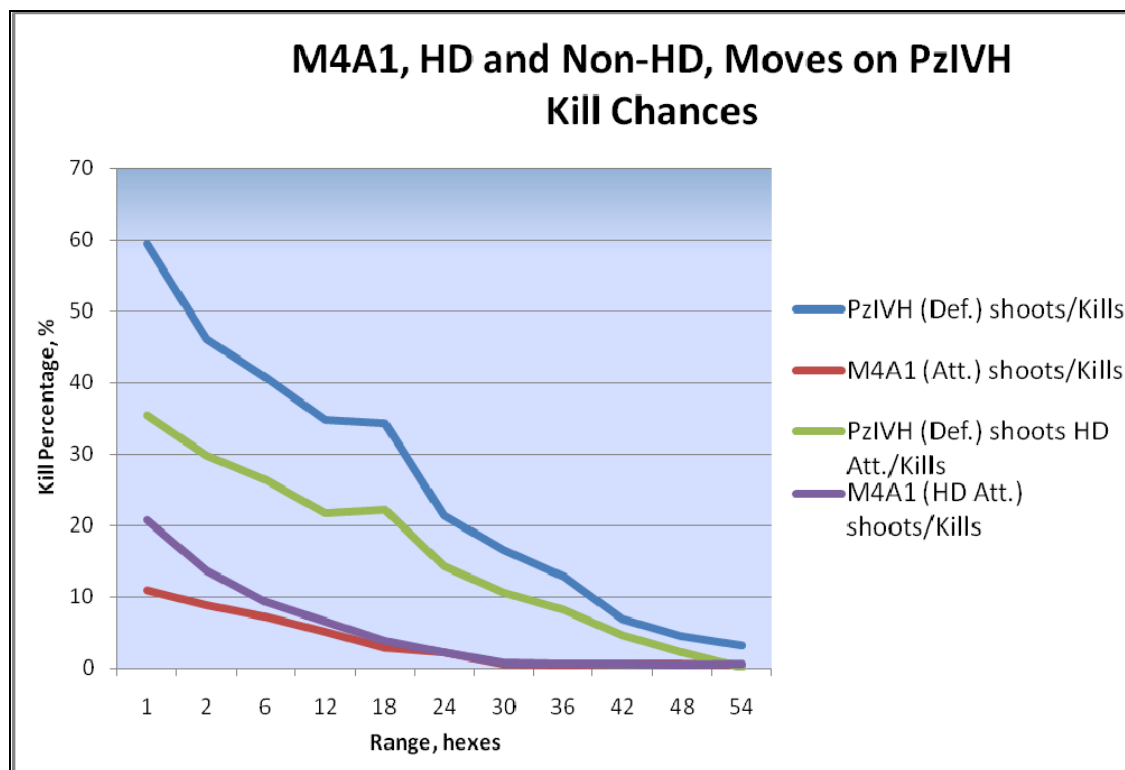
Attribute	M4A1	PzIVH
Hitting power		X
Armor	X	
Machine guns	----	----
Target size		X
Close defense	----	----
Morale		X
Special ammo		X

Attribute	M4A1	PzIVH
Speed	----	----
Smoke		X

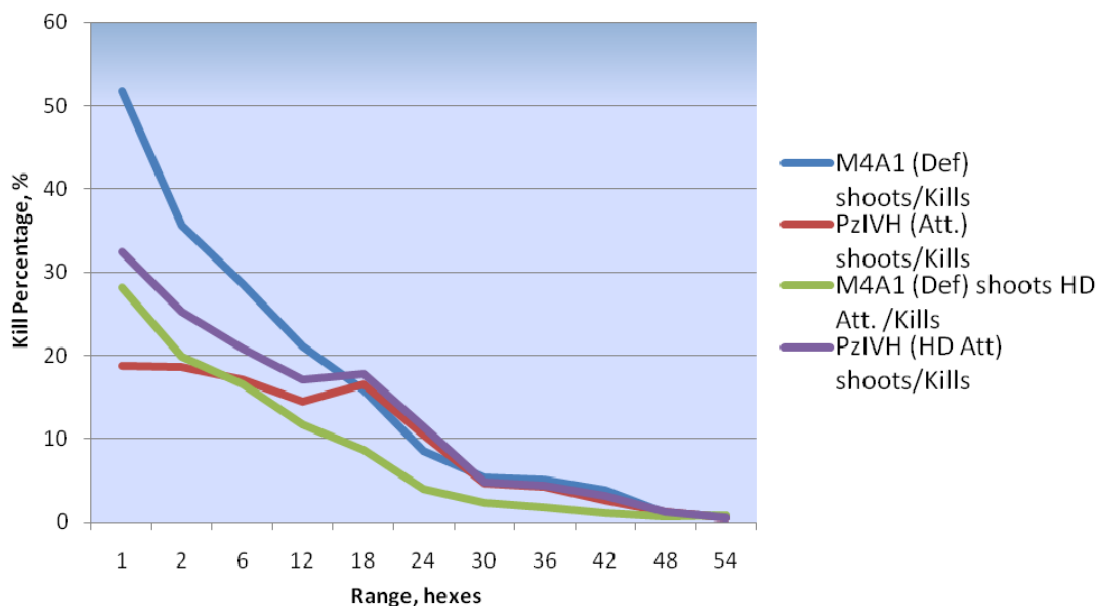
In a tank-vs-tank fight, the most important attributes are the gun and armor, but in picking the better overall machine, all aspects must be considered. The PzIVH seems to have the edge over the M4A1. The M4A1 has slightly better armor, but a weaker gun and is a larger target, making it a bit easier to hit. The Sherman will be using a base to kill number of 14 against the Mark IV's armor of 8 or 6, while the German tank counters with a base to kill number of 17 against armor factor of 11 or 8. This is pretty close to a wash, but the large target size of the Sherman probably tips the scales in favor of the Mark IV. Machine guns slightly favor the German tank unless the American goes CE to use

the 4 FP AAMG, so we'll call that even. The German has a very slim margin in special ammo because of its APCR capability, but here at the beginning of 1944 they don't have much. The PzIVH has slightly more reliable smoke making capability, and better morale. The multiple hits capability signified by the white background on the rate of fire for the Sherman is not reflected in the table. A wild card is that the Sherman could have a gyro, which could be a nice boost in a moving battle, but it won't have one for this match.

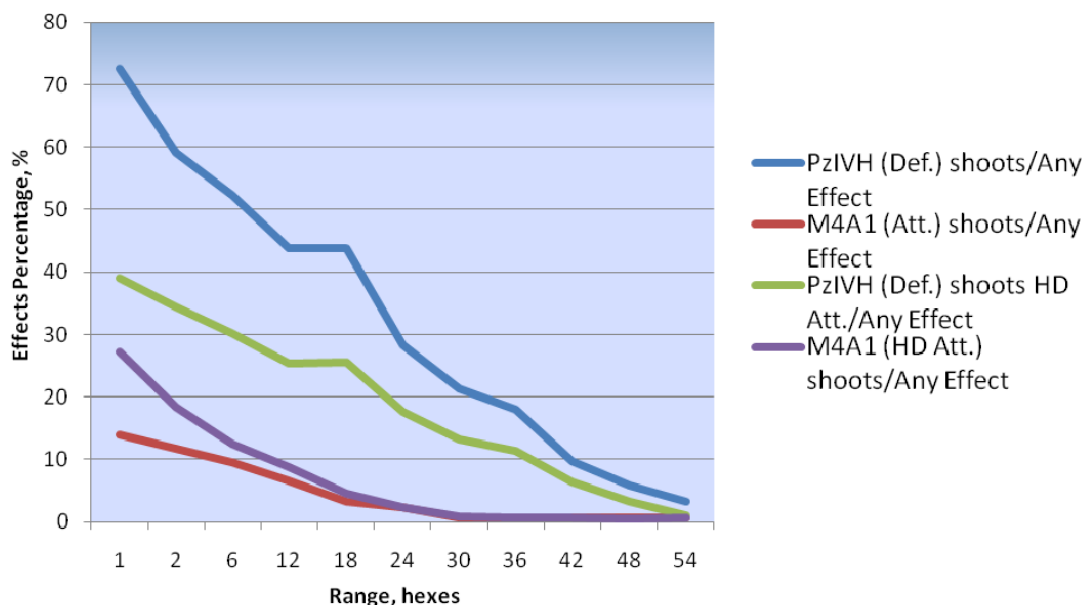
These will each be a 4-round bout governed by the rules of the Banzai!! newsletter. The 4 rounds are designed to have each combatant attack twice (once non-hull down and once hull down) and each defend twice (non-hull down). Each fight takes place on 1 Jan. 1944. In the American corner, weighing in at 30.5 tons, designated the M4A1, wearing the olive green counter, it's the Sheerrrrrrrrmaannnnnnnn! In the German corner, wearing feldgrau, tipping the scales at a lean and mean 25 tons, it's the Panzerrrrr Four-Aych!

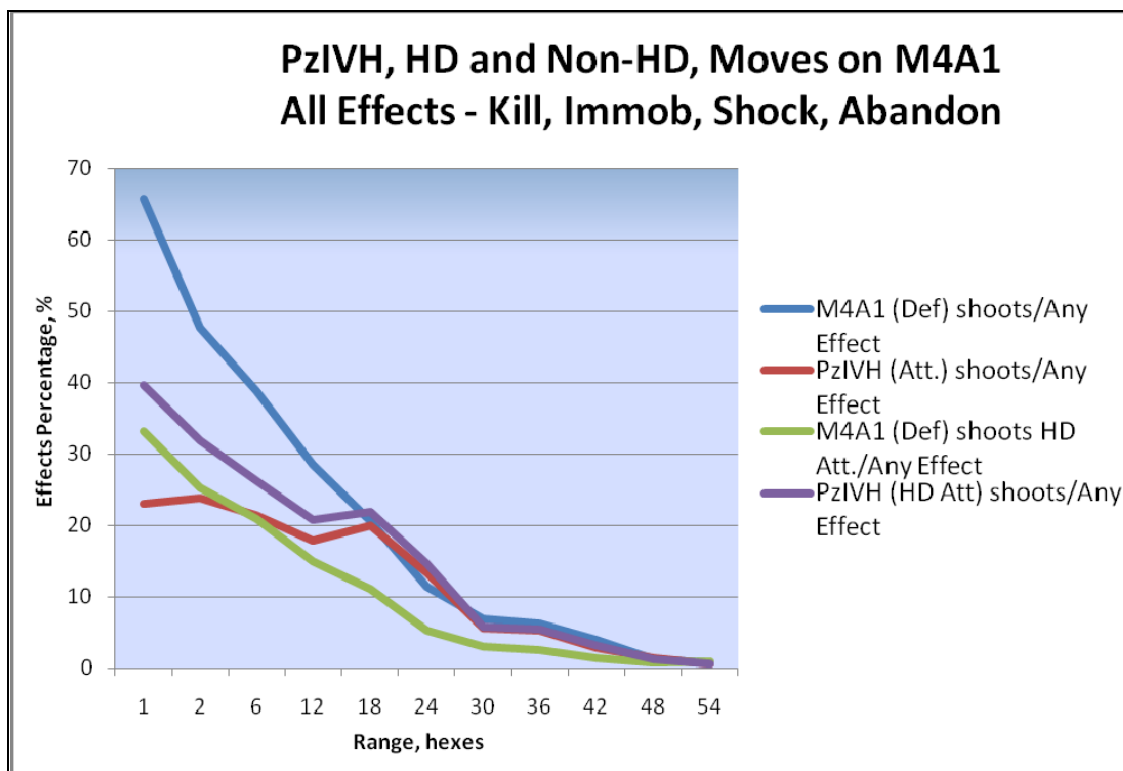


## PzIVH, HD and non-HD, Moves On M4A1 Kill Chances



## M4A1, HD and Non-HD, Moves on PzIVH All Effects - Kill, Immob, Shock, Abandon





As expected, it's a competitive contest between these two, but the PzIVH is the winner by decision in the toe-to-toe fight, and moreover has the edge in the other areas as well.

## Rematch

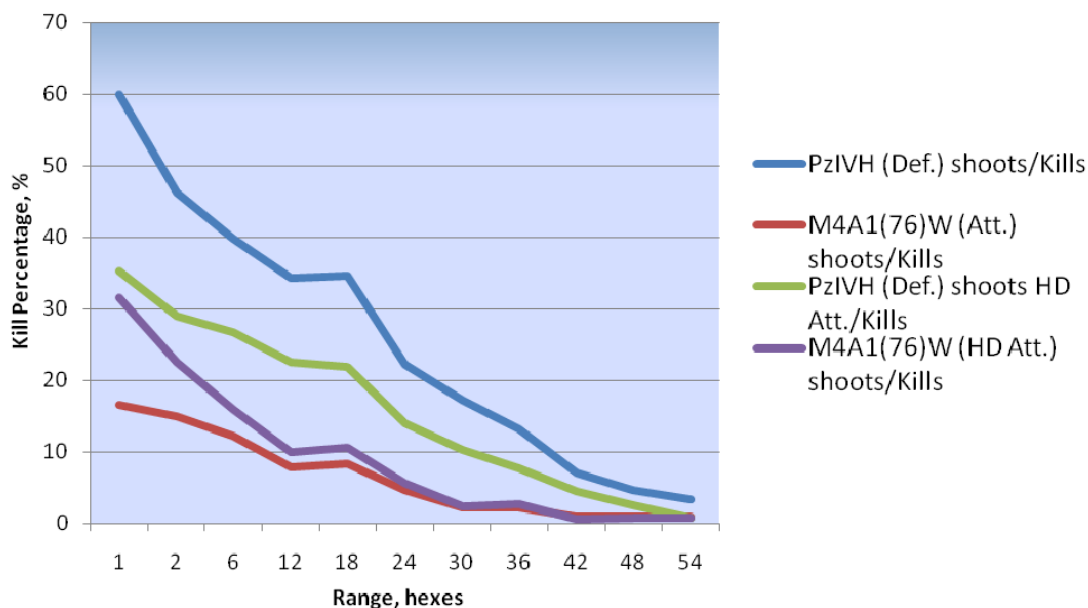
After losing the previous decision, the Sherman returns for a rematch, this time as a much better puncher, in the form of the M4A1(76)W. Let's look at the tape now:

Attribute	M4A1(76)W	PzIVH
Close defense	----	----
Morale		X
Special ammo		X
Speed	----	----
Smoke	----	----

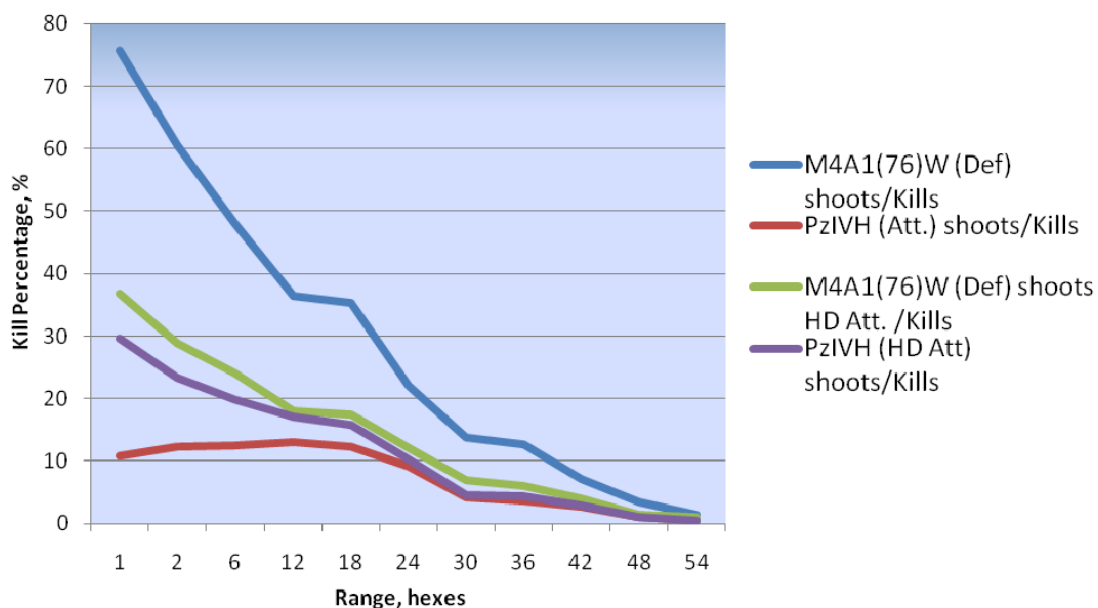
Attribute	M4A1(76)W	PzIVH
Hitting power	----	----
Armor	X	
Machine guns	----	----
Target size		X

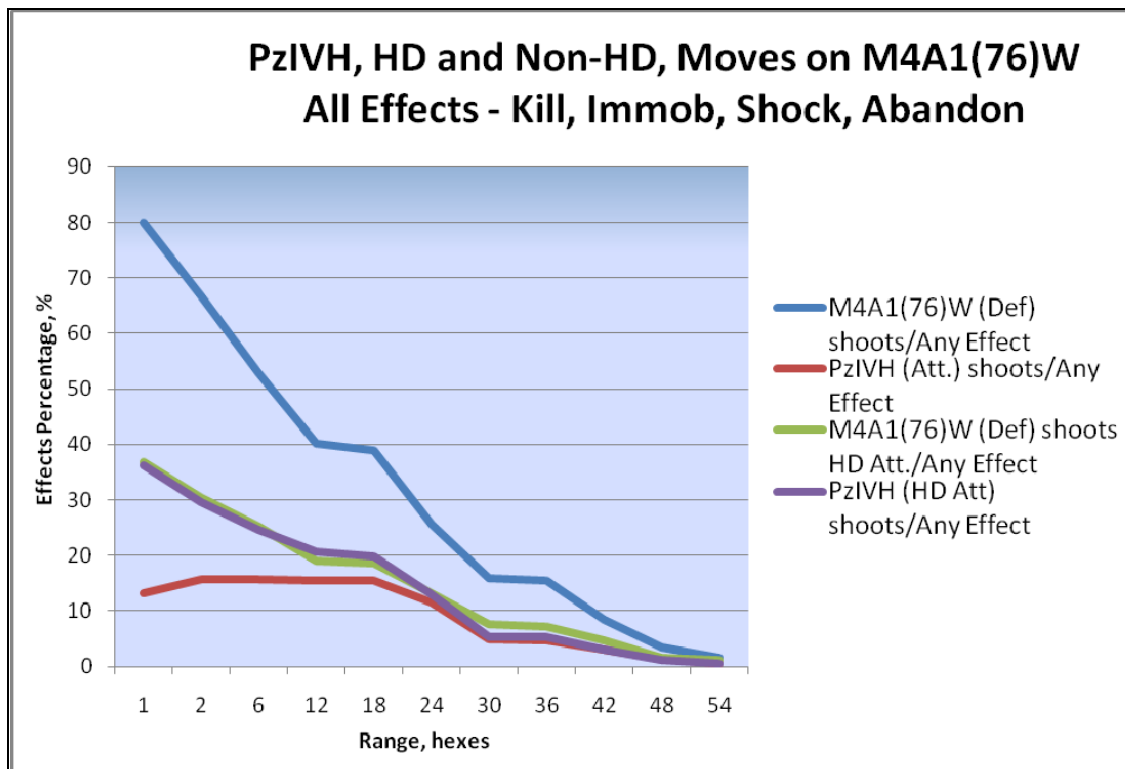
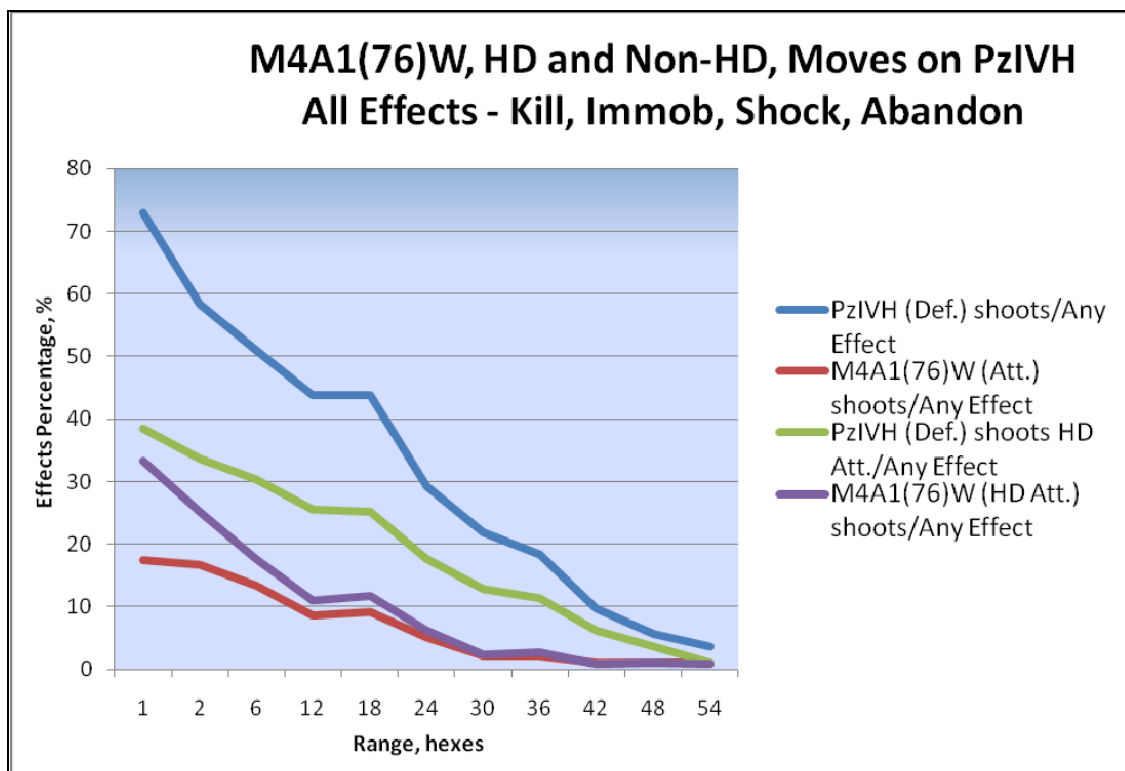
This version of the Sherman is a significant upgrade, achieving parity in hitting power and smoke capability. The German retains his very slim edge in APCR, but had this fight taken place just a couple months later, that advantage would disappear as well. In the rematch, the upgraded Sherman does a lot better, as expected, largely because it now has a better gun.

## M4A1(76)W, HD and Non-HD, Moves on PzIVH Kill Chances



## PzIVH, HD and non-HD, Moves On M4A1(76)W Kill Chances







## First Impressions: Nordic Twilight

Mark Drake



Here are my first impressions of the new *Critical Hit* module *Nordic Twilight* that I received a few days ago. This module covers the battle at Wingen-sur-Moder in the Lower Vosges in January 1945. The German 6 SS Mountain Division attacked elements of the US 70th and 45th Infantry Divisions trying to take the town so German armored reserves could attack as part of Operation Nordwind.



The module comes with:

- one small color cover sheet stating product name
- one larger B&W rear cover sheet with further content descriptions
- one single-piece fold-up map depicting the town of Wingen and surrounding terrain
- 11 scenarios on six cards
- one 28-page booklet
- six counter sheets
- one memo sheet for CH customers

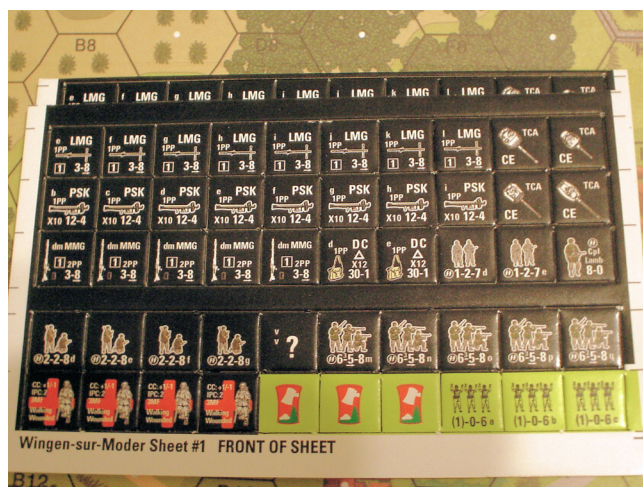
- one ziploc bag

The map measures 37x25 with a 1/4" border on the top and bottom edge and a 3/4" border on the side edges. The map is done in muted colors (not bright) on matte style paper. I like this effect as it is a winter battle so gives a good atmosphere to the map. The terrain is well done as it is a village lying in a valley in between two hills, with a small river and a rail line running in a general east-west direction across the map. Two bridges and six fords will be focal points for anyone trying to get across the small river.

Two things I have noticed:

1. CH uses two-digit numbers to denote elevation on their maps (except for Level 0) as they use the same maps for their line of ATS games as well. Section 3.1 of the NT rules states this but it does not give the locations of the hexes where these elevation numbers are located and it is a bit of a task to locate these hexes. They are a bit spread out on the map and you have to look for them (so far have found them in hexes Z1-AA1,P5-O6,HH13-II13,and EE6-FF6.)
2. I did note some use of what I call "templating" for certain terrain features, namely buildings, orchards, and woods. I found some of the same buildings and orchards are used in some hexes quite a few times, but at least in cases of some of the buildings their orientation inside the hex is changed to give a different look. Some folks know CH has done this with their maps in past so this may not be new to many. I do find it is not as easy to pick out on this map as it once was compared to older CH maps..

Overall this is a nicely done map that is crying out to be played on. I hope to get in more scenarios soon on this map.



Next up is the counters. There are six sheets, which are split up as 3 counter sheets with a duplicate set of 3 more; part of CH marketing lately where they offer twice the number of



# BANZAI!!!

counters in their modules. These counters are mostly SS infantry and SW with a few prisoner counters on green background (assume they represent US prisoners taken during the fighting.) The SW are split between some of them looking very much like official MMP ones (dm MGs with up-down alignment, displays of DC and FT but in color) and new CH version (where LMG, ATR, and PSK are shown oriented on counter in left-right alignment.) The look is definitely different and noticeable, but has no effect on play it seems.

The SS infantry are done up as color depictions of the troops silhouetted on black background surrounded by white outline. That makes it easier to see but to me it looks like each SS unit is glowing or has its own personal force field. I guess I saw too much sci-fi growing up.

The 5/8" counters are mix of large ? counters and the rest split between US and German vehicles/guns used in the module. These counters look good as they are done to look like official ones (and not those horrid CH variant counters of past) while retaining a distinctive look (meaning you can ID the counters as being made by CH). They even have black Jeeps and M10s, a nice touch to depict the captured US vehicles.

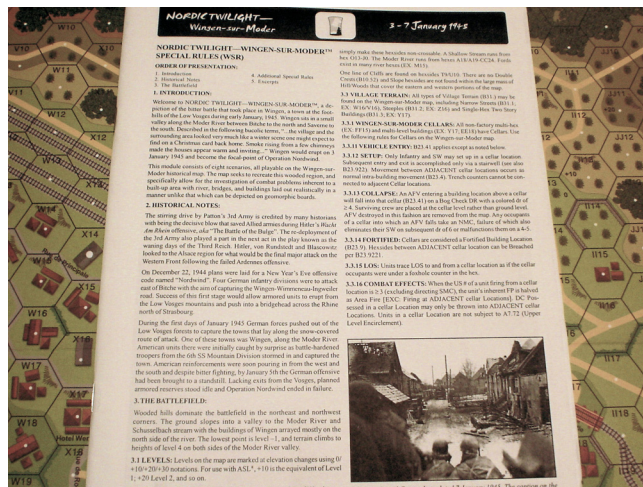
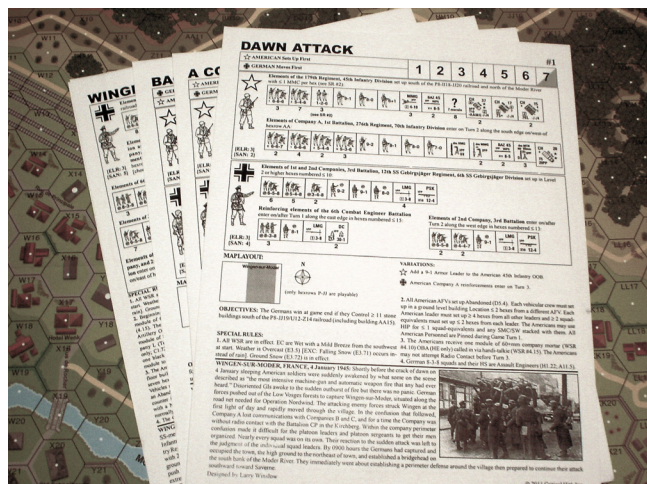
The scenarios are mostly medium-size actions, with maybe one (possibly two) which could be considered small and one large. This does not include the reprint scenario *Simmons Rebuff* from an older CH magazine which I consider to be small in size. There are total of 10 Wingen scenarios and the one reprint on six card stock scenario cards. Scenario 9 is the large full battle scenario which is meant to fill in for not having a CG included in this module. I know CH has been doing this with the majority of their releases the last few years--no CG and a large scenario instead. I can understand this as CGs are time- and effort-intensive to playtest but think many folks would like to see a CG included.

I have played scenario 6 *Company G* solo. It has 10 US squads and an M3A1 HT entering west edge turn 1 with VC of having no good order German MMC in/adjacent to hex K11 (single hex church with a steeple.) The Germans initially set up with 1.5 squads and 2 US HMG (no captured-use penalty) in/adjacent to hex P10 with 6 more German squads arriving east edge on turn 1. Scenario was 6 turns and went the distance with US squeezing out a victory by turning back the last-turn German assault to get into hexes adjacent to K11. The Germans used HMG suppressive fire and a couple of lucky smoke grenade placements to get 2.5 German squads into hexes L9 and M12 but 1.5 of them broken up by US defensive fire and the last squad died in CC in hex K10.

Key to victory was to get the .50 off the HT and into the steeple in K11 but expect the German HMGs to target the manning MMC. Keep a leader and half-squad in hex K11 to move up and man the .50 if its crew breaks. Fun scenario!

I'm looking forward to playing these with my regular opponents as well as solo. Then we shall see what may come up as far as balance and errata issues.

The booklet had only 4 pages of special rules which I found very easy to read and find anything I had a question about. Two of the special rules covered are Marching Fire and Bayonet Charges. These are even stated in the notes as inspired by *Time on Target* so good to see kudos given for their use. The other 24 pages of the booklet are a brief description of the battle as well as excerpts from publications dealing with the battle (such as combat reports, eyewitness accounts, and books). It even includes a reprinted copy of 781 TD Battalion's summary of operations for January 1945, a nice bit of history. This booklet should give folks who don't know much about this battle a good idea of what took place historically before playing the scenarios.



One thing I did like about the booklet was the formatting: easy to read as well as find things and good use of fonts, punctuation, and grammar. I think CH is listening to folk's feedback on proofreading. I hope this will continue in future CH products. Seeing only 4 pages of SRs in this it will remain to be seen if this will be sustained in rules booklets with more SRs in them. Compare this booklet to the CH Pelelieu one to see what I mean. Nice improvement here, CH!



Overall I am liking this and it appears to be one of *Critical Hit's* better efforts. The map is very attractive, the counters look good and the scenarios look beefy. Combined with one of the better-formatted booklets I have seen in quite a long time this one is looking good for staying on the table for a good while. I have another scenario I am looking at for a solo game and am looking forward to it.

I hope this review was helpful to folks looking at this module. If you have any questions please feel free to ask.

## Favorite Scenarios

Dan Preston



Ever since I submitted my player profile for Banzai 16.1, the editors have been pestering me to do a follow-up article about my favorite scenarios. I will admit that I was taken aback a little. Having played the game system and its ancestors for over thirty years, I realized that I had some mental indexing to do. I have played some very good and very bad scenarios during this time.

First of all, I had what some may consider an unfair head start. In Banzai 15.1, I had an article entitled, "Minimal Games". The selection of scenarios mentioned in that article could be construed by some as my favorites list. However, the scenarios in that article were the specialists of

the breed. They were my recommendations for those players who have limited space, time, or resources for a full-sized daylong scenario. I stand by the list, and I like all the selections that I mentioned. I would not consider them my de facto favorites list though.

No, a favorites list required more thought, and more reflection. After some soul-searching I finally decided that favorite scenarios fell into two categories. The first would be scenarios that I have played once and want to play again. The second is scenarios that I have played more than once and liked every time. I have a short wanna-play list at the end. These are the scenarios that everyone else likes, that I have not had the chance to play yet.

Here, then, is my favorite scenario list. As a matter of procedure, not to mention habit, I have also listed the ROAR record (current as of July 9th, 2011), the source of the scenario in question, and a brief description of the action. In the case of retreads, I have listed both sources and the ROAR record for both versions.

### Slamming of the Door (A7/129) (G28 R55/ R7 G2)

Speaking of retreads, I already mentioned this scenario as a fascinating action in Banzai 14.1. To recap, the Germans have overextended themselves as the war drives ever closer to Leningrad. The exultant German infantry have found themselves hanging in the wind without their vaunted panzers as Russian infantry and tanks strike their exposed flank. Maybe the Wehrmacht will learn an important lesson and not underestimate the Soviet capability for counterattacking. I won against Patrick Ireland as the Russians the first time, and the Russian side is very strong. I will take the Germans next time; I am used to mounting a defense under these circumstances.

### Block Busting in Bokruisk (J8/133) (G41 R55/ G0 R1)

Operation Bagration is in full swing, and the Soviet army is in the process of demolishing Army Group Center. The Russians, for their part, have encircled Bokruisk and are smashing the desperate defenders street by street. The Germans know what happens to their kind who surrender to the Reds, and are fighting to survive another hour, another day in the hope that salvation is coming. I played Chris Kubick in this scenario two years ago at the tournament. It came down to the last turn as his miraculous wire dres sent his Russian infantry marching into that last victory building almost without slowing down. With slightly different dice, the Germans would have just held out at the end.



## Acts of Defiance (J68/135) (R177 G122/ R1 G1)

I played the Russians against Jeff Taylor in this multiple game "Actsfest" a few years ago. The Russians have established a bridgehead in the besieged city of Breslau, and the Germans are not happy about it. The Russian lodgement has been cut off on the wrong side of the river, and German engineers are getting ready to dynamite the bridges. With plenty of infantry on both sides, along with Goliaths and assault guns blasting each other at close range, this scenario has great action on a very modest playing area of only three half-boards. If you throw in the odd panzerfaust shot, along with a fanatic Hitler Youth panzershreck team, there is enough to keep the most bloodthirsty grognard happy.

## Eye of the Tiger (WCW 7) (G117 R133)

This action proves that the Germans were the masters of the ad hoc attack. With a force cobbled together to counterattack the Russians, not to mention offshore artillery support from the heavy cruiser Prinz Eugen, this scenario has made many favorites lists. Tiger I tanks and Pumas make a unique combination on the attack, but the Russians are holding onto their battered village with tenacity. I have played Scott Bell and Pudge Shinneman at this one, both times as the Russians; I should be the Germans just once. I would like to try my hand at placing that great big FFE and watching the fireworks.

## The Attempt to Relieve Peiper (T11) (A27 G23)

Kampfgruppe Peiper has been cut off, and the last few combat elements of the 1st SS Panzer Division are trying to break through to relieve the embattled command. Elements of the 82nd Airborne Division are having none of it, and a blocking force with artillery support stands in the way. I have played the Americans in this one against Carl Kusch and Pudge Shinneman, and I'm 1 and 1. I'll try the Germans next time. That StuH 42 used to be a very coveted vehicle, being a small target with a 105 howitzer. It's just about right to support those tough SS troops as they battle the paratroopers along those woods roads. Beware of the American artillery and bazookas, however.

## One Eye to the West (NQNG 6) (R27 G45)

The war has come to Vienna, and the desperate and weary SS with a few surviving tanks and guns are attempting to hold the canal bridges long enough for the engineers to blow them up. A King Tiger makes a fine bodyguard while the engineers place their explosives; unfortunately there are two bridges. The watershed in this scenario is whether or

not the Germans can drop the one bridge into the canal, because a lot is depending on it. The first time I played the Germans against Scott Bell, my King Tiger threw a track on startup and sat on the bridge the whole game. I steadfastly refused a Mulligan on the roll. I lost that one. The second time, I played Pudge, and his Germans won in the sort of action that I should have gotten the first time.

## The Prelude to Spring (J110) (G34 R26)

The Russians are pressing their advantage and the Germans are trying their best to hold them off. The Fuehrer is already planning a counteroffensive in the spring, and the Germans are trying to cut their losses before winter sets in. This battle is a fine rolling retreat against the Russian mobile forces pressing forward, and the Germans get armor and infantry reinforcements just in time to defend the exit hexes. I have played and won as both sides, once against Eric Gerstenberg and once against Brian Roundhill. Combined armor/infantry teams are the order of the day for both sides as the battle crosses three boards for the struggle at the end.

## Wintergewitter (A70) (R118 G133)

This scenario has made a lot of favorites lists, and ROAR reflects how many people have played it. This action has two small but tough groups battling it out on the board 12 village, and represents armored warfare in a savage microcosm. With only three and a half squads, the Germans have their hands full against the more numerous Russian infantry. There is plenty of Krupp steel to go around, including halftracks for everyone. The Russians get two T-34s in time to make the struggle for the village interesting. I have played Carl Kusch and Scott Bell at this one, and lost as both sides, but there is nothing wrong with losing an exciting battle. One fact about this scenario is worth mentioning. In this game, 12R7 is a rubble hex. The Russians may want to make it the crux of their defense. Rubble cannot be bypassed (and halftracks cannot enter it). Russian infantry setting up in 12R7 can still be frozen, but the vehicle must enter the hex (and risk Bog) in order to do so. It is something to consider.

## Future Favorites

### Hill 621 (E) (G78 R78)

### Merzenhausen Zoo (J19) (G57 A44)

### Cold Crocodiles (A25) (G139 B172)

I actually played *Hill 621* many years ago as a youngster, before I completely understood the rules. I got creamed

anyway as the Russians. The ROAR for this scenario is dead even, which is astonishing considering the disparity of the opposing forces. I am dying to play it again, as either side, but I would prefer the Germans this time.

All three of these scenarios are on the large side, which in today's busy world handicaps their playability in the tactical sense. I already know these three will be my favorites. One of these days I will set aside enough time to play them. The ROAR ratings reflect how popular they are, and I am willing to play each based on that alone.

In conclusion, favorite scenarios do not grow on trees. With so many battles to choose from, a player might spend years of playing to decide on a modest list. I know many players must grab the newest Journal or Action Pack for the latest dust-up, and that is fine. Don't, however, simply dismiss the older scenarios just because they are older. Some of my favorites trace their lineage back nearly forty years. Take a good look, and check the ROAR as a resource. Unfamiliar scenarios are simply favorites that you have not played yet.

## Correction



Astute reader Andy Daniels noticed an error in our last issue (16.1). In our Basic Tactics article for novices, tip number 10 says that an 8+0 FP shot on the IFT has about a 50% chance of breaking a unit. This is most certainly not the case. The probability looks a lot more like this:

$$P(2) + P(3) + P(4)P(>6) + P(5)P(>6) + P(6)P(>7) + P(7)P(>7) + P(8)P(>8)$$

where  $P(n)$  is the probability of rolling a total that adds to  $n$  on two dice, and  $P(>=m)$  is the probability of rolling greater than or equal to  $m$  on two dice, etc. So the above translates to the probability of rolling a 2 on the attack (which would be a KIA so no need for a second roll), plus the probability of rolling a 3 (which would be a K/ result and is good enough to be considered a break for our purposes even if the half-squad passes the subsequent check), plus the probability of rolling a 4 times the probability of the opponent breaking on the resultant 2-check, which in our case of an 8-morale unit means the probability of rolling higher than 6, etc. Plugging in the values to the above equation, we get

$$.028 + .056 + (.083 * .583) + (.111 * .583) + (.139 * .417) + (.167 * .417) + (.139 * .278) = 0.363346$$



So it's really more like a 36% chance of breaking an 8-morale unit on an 8+0 attack. We suspect that the error crept into the vernacular due to the use of imprecise language. The odds of surviving unscathed (unbroken and unpinned) an 8+0 attack with an 8-morale unit is much closer to 50%, and over time perhaps the unpinned part was simply forgotten. We'll leave that calculation as an exercise for the reader.

## This Happened to Me

Since '78 there have been many, many bizarre SL and ASL moments. My personal worst came in 1989. We were doing DYO Arnhem scenario using every board we could muster. I was the German player and had managed to position three Tiger I's overlooking the bridge in our scenario. Elements of the British 30 Corps were crossing the bridge. A total of 15 Shermans began to cross. It should have been easy pickings for my three big cats...but the dice denied me a single hit. Then my opponent blasted away in Advancing fire and rolled three snake-eyes for critical hits on every one of my three Tigers. So instead of a bridge blocked with burning Shermans...the shore was lined with burning Tigers. And yes I failed my personal morale check following that. I worthless for the rest of that game. It's truly amazing how much the dice can really make or break you in a given game. It still causes me pain to this day! – *Kermit Mullins*

In a recent playing of *J40 Might Makes Right* I managed to get my Norwegian 9-2 and a 4-5-8 squad into CC with a German 8-1 and two broken 4-6-8 squads via row house trickery. After winning the ambush, my net -5 DRM (a first for me!) coupled with a CC roll of 5 wiped out the stack pushing the Germans well over their CVP cap of 10 for a Norwegian win in this otherwise moderately pro-German scenario. – *Victor Behar*

At the last Texas Team Tournament, I had Stukas attacking a KV tank. The first Stuka failed to kill so the second Stuka was going to be used. The sighting TC should have been automatic: unconcealed (-2) vehicle (-1) more than 4 hexes from nearest friendly unit (+0) in Open Ground (+0) that had already been attacked by a friendly plane this player turn (-1). I rolled boxcars resulting in a Mistaken Attack even though I passed the TC. Of course my best Panzer IV was the closest unit. The MGs did no damage but the bomb hit. The TK roll? Boxcars, a dud. – *Ed Beekman*

My Russians were in a tough fight against Matt Zajac's Germans in *Der letzte Geburtstag*. One of his German 2nd line squads in the woods, facing several Russian squads closing in, resorted to Final Protective Fire, twice, generating a hero each time! Ugh. A pesky squad that was about to get steamrolled was suddenly looking quite

formidable indeed. In a relatively small action such as this one, this was a big result. Then in the Advancing Fire Phase on a routine check, both heroes failed, and then failed their wound severity rolls. Those Iron Crosses would have to be posthumous. – *Matt Shostak*

In a scenario against Jeff Toreki, I had a hex with a broken squad and half-squad along with my 9-1 doing rally duty. I wound up rolling Jeff's sniper. Jeff rolled a 1. Distance-direction had it seeking out, of course, my rally stack. Random selection resulted in a yahtzee. Terrific... Jeff's sniper nailed one right in the leader's head, at which point the rest of the broken units in the hex completely lost it because Herr Uber Leader was plastered all over the nearest tree. The half squad failed its Leader Loss MC and disappeared. The squad? Boxcars, and it was every man for himself. One sniper shot eliminated 16 guys. Gotta love how effective snipers can be. – *Rick Reinesch*

## 19th Annual Texas Team Tournament Results



### Rick Reinesch

Here are the results and rankings from the 19th Annual Texas Team Tournament. Where players had the same score, I ranked based off of W/L percentage first, and then the W/L percentage of their opponents. So players with the same score who competed against stronger opponents would be ranked higher.

Here's where folks ended in the individual standings. Congratulations to Gary for winning the top individual award this year.

Player	Score	Wins	Losses
Gary Fortenberry	5.0	5	0
Paul Chamberland	5.0	6	1
Sam Tyson	5.0	6	1
Matt Zajac	4.0	4	0
Mike Rose	3.0	3	0
Mark Carter	2.0	2	0
Jim Ferrell	2.0	3	1
Mike Seningen	1.0	2	1
Jeff Toreki	1.0	2	1
Mike Denson	1.0	2	1
Steve Salin	1.0	2	1
Jay Harms	1.0	3	2

Player	Score	Wins	Losses
Matt Shostak	1.0	3	2
David Hailey	1.0	3	2
Eric Gerstenberg	1.0	3	2
Jerry Simmons	1.0	3	2
Doyle Motes	0.0	2	2
Chris Kubick	0.0	2	2
John Farris	0.0	1	1
John Hyler	0.0	2	2
Lee Jennings	0.0	2	2
Paul Hornbeck	0.0	1	1
Rob Burton	0.0	2	2
Roy Connelly	0.0	2	2
Pete Shelling	0.0	3	3
Chris Buehler	0.0	1	1
Patrick Ireland	0.0	2	2
Brian Roundhill	0.0	2	2
Paul Messina	0.0	2	2
Jack OQuin	0.0	1	1
Rick Reinesch	0.0	0	0
Mike Cadieux	-1.0	1	2
Kevin Kenneally	-1.0	1	2
Matt Schwoebel	-1.0	1	2
Bryan Register	-1.0	0	1
Johnny Johnson	-1.0	0	1
Hondo Nelson	-2.0	2	4
Bruce Earls	-2.0	1	3
Walter Eardley	-2.0	1	3
Bret Smith	-2.0	1	3
Dan Preston	-2.0	1	3
Ed Beekman	-2.0	1	3
Race Carter	-2.0	0	2
Arlen Vanek	-3.0	1	4
Scott Bell	-3.0	1	4
Will Willow	-3.0	1	4
Bud Garding	-3.0	0	3
Andrew Muller	-4.0	0	4



Here's how the Major Johnson standings finished. Sam Tyson took home the MJ for the first time this year. Good job, Sam.

Player	MJ Total
Sam Tyson	23572.0
Gary Fortenberry	20583.6
Arlen Vanek	16519.5
Paul Chamberland	14766.5
Jay Harms	11921.0
Matt Shostak	11365.6
Jerry Simmons	11079.6
Ed Beekman	10434.6
Doyle Motes	10158.8
Bruce Earls	9842.1
Pete Shelling	9760.4
Will Willow	9338.7
Hondo Nelson	9190.5
David Hailey	8431.2
Brian Roundhill	8206.5
Paul Hornbeck	7965.3
Walter Eardley	7402.2
Bud Garding	7151.1
John Hyler	7136.3
Matt Zajac	6772.5
Roy Connelly	6659.7
Andrew Muller	6496.0
Chris Kubick	6457.3
Mike Denson	6260.5
Bret Smith	5564.8
Scott Bell	5170.0
Eric Gerstenberg	4457.5
Patrick Ireland	4380.6
Mike Rose	4073.8
Dan Preston	3903.5
Mike Cadieux	3478.0
Lee Jennings	2664.4
Jim Ferrell	2640.0
John Farris	2542.0
Kevin Kenneally	2118.0
Paul Messina	2081.0
Rob Burton	1994.0

Player	MJ Total
Race Carter	1584.0
Matt Schwoebel	1308.0
Steve Salin	1119.0
Mike Seningen	1068.0
Jeff Toreki	1037.5
Chris Buehler	859.0
Mark Carter	846.0
Bryan Register	736.6
Rick Reinesch	645.0
Jack OQuin	641.0
Johnny Johnson	336.0

Here is how the teams faired. The foreigners certainly kicked some major back end this year.

Team	Score	Wins	Losses
Gary Fortenberry, John Hyler, Chris Kubick,	5.0	9	4
Paul Chamberland, Roy Connelly, Lee Jennings,	5.0	10	5
Jay Harms, Mike Denson, Steve Salin,	3.0	7	4
Dan Preston, Eric Gerstenberg, Matt Zajac,	3.0	8	5
Sam Tyson, Brian Roundhill, Race Carter,	3.0	8	5
Mike Rose, Mark Carter, Scott Bell,	2.0	6	4
Jim Ferrell, Mike Cadieux, Patrick Ireland,	1.0	6	5
Paul Hornbeck, Johnny Johnson, Paul Messina,	-1.0	3	4
Matt Shostak, Walter Eardley, Kevin Kenneally,	-2.0	5	7
Bryan Register, Hondo Nelson, Jerry Simmons,	-2.0	5	7
Rob Burton, Bruce Earls, John Farris,	-2.0	4	6
Arlen Vanek, Doyle Motes, Pete Shelling,	-3.0	6	9
David Hailey, Matt Schwoebel, Andrew Muller,	-4.0	4	8
Jeff Toreki, Bret Smith, Bud Garding,	-4.0	3	7
Ed Beekman, Jack OQuin, Will Willow,	-5.0	3	8
FOREIGNERS	6.0	21	15
NORTH TEXAS	0.0	16	16
HOUSTON	-2.0	15	17
CTASL	-6.0	31	37

## 19th Annual Texas Team Tournament Wrap-up

Rick Reinesch



It was another terrific year for the Texas Team Tournament. We had 52 pre-registrants and walk-ons from all over the southern part of the US and from locations as far away as the East Coast attending this year. We were able to welcome several new faces that were getting back into the game, and we had an even larger number of players this year wanting to play Starter Kit. Getting these folks into the game is always a healthy and welcome sign for the hobby.

Getting down to the details, in the title match for the individual crown of the Texas Team Tournament, Gary Fortenberry bested Paul Chamberland in *The Trap at Targul Fumos [Z19]* to take home the coveted 10-3 Award. Paul had the misfortune to walk right into Gary's Set DC trap with his kill stack and was never able to recover. Paul in the end went home with the 9-2 Runner-up cup.

The Team Tourney continued the use of three-man teams again this year. This made the loss of one person on the team less of an issue than it did with the old two-person pairings. For the second year in a row the final results were determined by the final games on Sunday, and in the end it was one of the closest finishes for the Team Tournament trophy in many years with the winning team of Gary Fortenberry, John Hyler, and Chris Kubick finishing with the same score as the team of Paul Chamberland, Roy Connelly, and Lee Jennings. So we had to go to the next level of tie breaker with the best team winning percentage being determined by a scant 0.026 points.

As usual we held two minis on Thursday this year. One featured one of the large scenarios out of the Pete Shelling and Don Petros' upcoming MMP release of *Slaughter at Ponyri*. We had three players dealing with very nasty surprises and capabilities from both sides (e.g., flame mines) all day long on the Russian steppes during the Battle of Kursk. Matt Zajac and Paul Chamberland took up the task of the attacking Germans battling against John Hyler's Russian defenders dug in around Ponyri. At the end of the day John Hyler walked away as the winner of the drawing for the very cool turret counters provided by the good folks at **Countersmith Workshop**. The other mini featured that time-honored Houston institution, Ferocity Fest. This is always a brutal and deadly mini as evidenced by its name, and this year the scenario being highlighted was a PTO struggle, *BFP65 Frogs in the Pocket* from **Bounding Fire Production's BFP3: Blood and Jungle**. When the dust had settled, Matt Shostak and Gary Fortenberry took home the great dioramas built by Rob Burton for this mini as the winning Axis and Allied Commanders, respectively.

On Saturday we featured a Starter Kit mini-tournament for those folks new to the game or getting back into it, and offered them a chance to take home a great prize. This year it was Paul Messina besting the other contenders and claiming the SK crown. It was very encouraging to see the number of folks getting involved with SK increasing over last year.

The John Van Marter Sportsmanship Award this year went to Texas's own Brian Roundhill. This is a recognition award that is based on nominations from the greater community and presented at the tournament to the individual who, win or lose, is the type of person whose attitude is such that you just want to play ASL with them again and again. Brian is certainly well deserving of the award.

You'll notice Gary Fortenberry's name appearing a lot in the text above. Well he needed a truck to take home all of the hardware he won this year, as he just frankly cleaned house. In addition to the above noted prizes, Gary also won the Audie Murphy award for the most snakes (46) over the course of the tourney, and he also exceeded his winning total from last year by racking up 56 boxcars over the course of the weekend to take back to Virginia the Col. Klink award.

The Major Johnson award was hard-fought again this year, but Sam Tyson was able to stake a leading position early and was able to keep everyone else at bay. Though his continuous play over the course of the weekend he was able to lay claim to the title. The Major Johnson can be won in many ways, and over the past few years it has been the balanced approach of a large number of moderate-sized scenarios that has prevailed. In the past it was the big scenarios that would do it. But win or lose you're always in the hunt just by playing (a lot).

We had a great list of sponsors for this year, without whose assistance we could not offer such a fantastic drawing of prizes. I would especially like to recognize Bounding Fire Productions, GMT Games, Wargame Depot, EastSide Gamers, Stackpole Books, Osprey Publishing, and Le Franc Tireur as major sponsors for this year. Here is the full list:

Bounding Fire Productions  
Break Contact  
Countersmith Workshop  
David Pentland Art  
Dispatches from the Bunker  
EastSide Gamers  
Friendly Fire  
The Gamers Armory  
GMT Games  
Le Franc Tireur  
Lone Canuck Publishing  
Michael Dorosh

Multi-Man Publishing  
Osprey Publishing  
SoCal ASL Club  
Stackpole Books  
Thought Hammer  
Wargame Depot

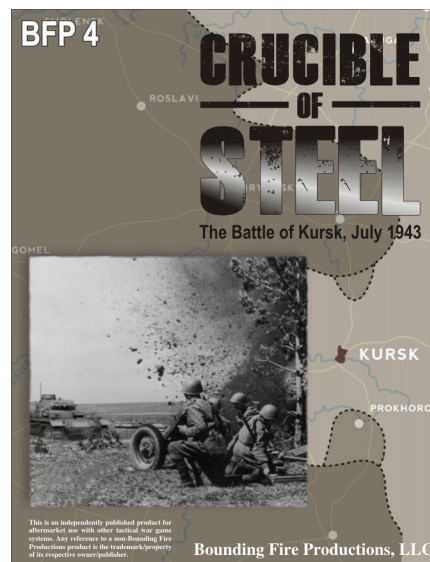
Please make sure to frequent these folks with your product orders and let them know that you appreciate their support of the Texas Team Tournament.

I would also like to recognize a number of people that really stepped up to the plate to make this year's tournament an enjoyable experience for all. They all did a fantastic job and I can't thank them enough.

Rob Burton for producing those great dioramas for Ferocity Fest on Thursday  
Glenn Schools for coordinating the trophies  
John Hyler for setting up the tournament room

In addition to our traditional team trophy, we now have a perpetual trophy for the 10-3 winner each year, a very cool 105mm brass shell casing likely either from the WW2 western desert campaigns or from one of the Arab-Israeli wars. I'll be engraving Gary's name on it for next year along with all of the past winners and will be displaying the trophy next to him during next years' tournament, thereby identifying him as the man to beat.

As soon as I get this article out of the way, I'll start the planning for next year. For all of the old and new faces, I hope to see you again next year. For those that have never been to our tournament, you don't know what you're missing. And we have big changes in store for next year. Not only will we be celebrating our 20th anniversary, but we will also be moving to a new hotel. While we've had a great run at the La Quinta, we have had the good problem of simply outgrowing the conference room there. For the past two years I've been looking for a place that would work for us in terms of larger playing room and not cost us an arm and a leg in the process, and I believe we've found that in the Wingate Conference Center located just down the Interstate from the the La Quinta. I'm very excited about this move and hope it works well for us, as they can provide a facility for us to expand as much as we need. So with that said, please make sure to mark your calendars. The 20th Annual Texas Team Tournament will be held June 21st-24th, 2012 at the Wingate Conference Center in Round Rock, Texas. The website has already been updated with all of the information for next year and we've even got our first preregistrants already, so it is never too early. Don't be left out of the fun!



## BFP 4: Crucible of Steel

Bounding Fire Productions is proud to announce that **BFP 4: Crucible of Steel** is now available for purchase.

This project focuses solely on the southern shoulder of Operation Citadel. We definitely captured the feel of Kursk and the scenarios have a wide variety of actions. Not only are there are plenty of mid-sized to larger scenarios, there are also numerous tournament-sized scenarios.

The BFP team is very proud of this project and has enjoyed putting Crucible of Steel together. We are confident you will enjoy the included boards, articles, counters, and scenarios.

- 32 scenarios
- 3 New Double-Wide map boards
- 3 New Standard map boards
- 2 NEW countersheets for Kursk
- 4 updated countersheets from Blood and Jungle
- 1/2 updated countersheet from Operation Cobra
- Magazine with detailed articles
- Vehicle and Ordnance Notes
- Rules pages

Visit our website at [Hwww.boundingfire.com](http://www.boundingfire.com) to order your copy, and while there check out all of the other BFP products available.

## Club Notes

### Biweekly Lunch Gathering

Don't forget to join us every other Friday at 1300 hours down at Schlotsky's on South Lamar and Toomey (just south of Riverside Drive). The club sends out email reminders, or you can call Matt or Sam for information on the next get-together.

### Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth 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 meets on the first Saturday of every month. The DFW group has been meeting on the second, the San Antonio guys on the third Saturday of every month, and the Houston group on the fourth Saturday of every month. To stay informed of upcoming club events, stop by our club website, [www.texas-asl.com](http://www.texas-asl.com) or better yet join our email group. You can post a message at [central-texas-asl@yahoo.com](mailto:central-texas-asl@yahoo.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, Rick, or Sam a call for club information.

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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 articles about ASL
  - Player Profile
  - Favorite Scenarios
  - Club Meeting Recaps
- And much more!