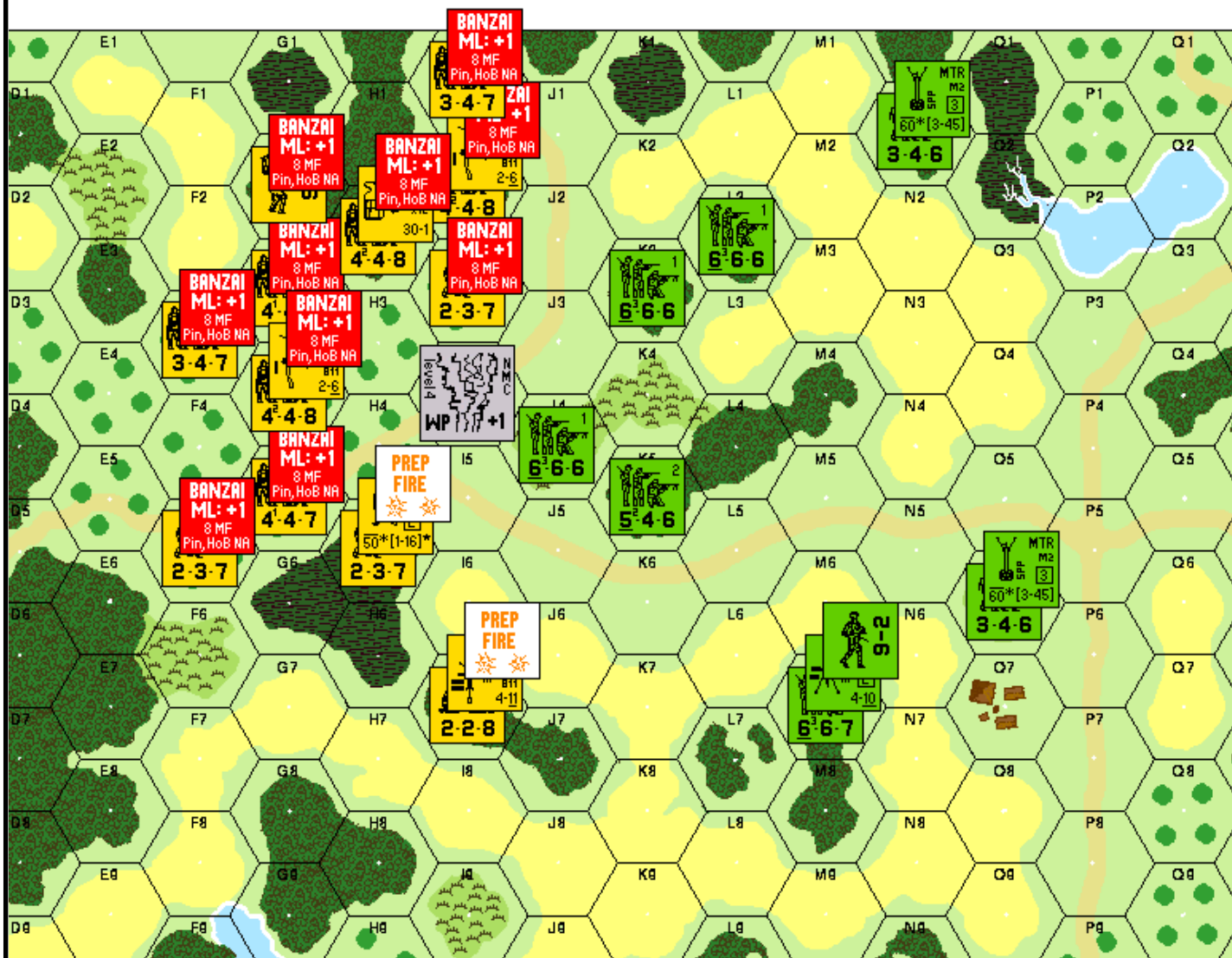


Banzai!!!



The Newsletter of the Austin ASL Club

August, 2001

Volume 6, Number 2

Banzai!!

In this Issue

Editor's Corner	2
2001 Austin ASL Team Tournament	2
Dress Rehearsal	4
Setting the Stage	7
Showtime	10
Player Profile: Sam Tyson	13
Club Notes	14
Club Ladder	15
Next Issue	15

Editor's Corner

Matt Shostak



We've had quite an influx of new players in the central Texas area recently. This gives us an ideal opportunity to strengthen our numbers if we can bring them into the fold. So for your next game, break out the phone list and contact a newbie.

Talking to some of these new players recently had me thinking about what resources and player aids are available, so I'll mention a few here. For players just learning the system, I recommend the article "Eight Steps to ASL: A Programmed Instruction Approach" by Jim Stahler. Download it from MMP at <http://www.multimanpublishing.com/ASL/articles.php>. I also highly recommend Tom Repetti's examples of play, available at his Tuomoland website: <http://www.mindspring.com/~tqr/>. There's nothing quite like watching the game being played, with each move and dice roll explained as you go, for learning how to play, and this is exactly what Tom's examples do. Lastly I'd like to point all players to ROAR (the Remote Online Automated Record) at <http://www.netreach.net/~jrv/>. It is a database of all the scenarios that allows players to submit information from their games, including player ratings for the scenarios. The more players use this resource, the better it will become. You can sort the list by player recommendation to see which ones are most highly rated, or you can simply peruse the list to see which ones appear to have each side winning an equal amount of the time. ROAR will even keep track of your personal history of scenarios you've submitted. Please make an effort to report each of your games to ROAR.



2001 Austin ASL Team Tournament



Mike Austin

Boy Howdy! For the second year in a row, the Austin ASL Team Tournament drew more than 30 players from all over Texas, Oklahoma, Kansas, and even as far away as Oregon, duking it out on the cardboard battlefields of WWII. At our ninth annual gathering, the Central Texas ASL group, sponsors of the tournament, accounted for only thirteen of the thirty-one players this year. If I'm not mistaken, that's the first time we have been outnumbered! The Dallas/Fort Worth area supplied six players, south Texas (including Houston) sent six, and the foreigners (out-of-staters) also accounted for six more—our road-tripping Kansas buddies, those awesome guys from Oklahoma, and Andre Danielson returning to visit all the way from Portland!

For the second year in a row, we bivouacked at the Best Western Seville Plaza Inn, on South IH35 in Austin. A new feature this year was the indoor fountain in the southwest corner of the banquet room (thanks to a leak in the ceiling!). Actually, the leak provided more conversation than threat, didn't last long, and did nothing to dampen the ASL spirits. EC conditions were moist throughout the weekend, partly because of the ceiling leak and partly thanks to the brief rain shower and off-and-on drizzle on Friday and Saturday. Those of you that are aware that we are experiencing our worst heat wave in 75 years here in central Texas (21 straight days of 100 degrees or higher, and counting), probably also know that the rain during the tournament was the next to the last rain we've had this summer, with a brief shower early in July being the last.

But don't get me wrong. The accommodations were more than adequate for the task at hand. The indoor fountain, good sandwiches from Subway and egg rolls from the oriental restaurant next door, a barbecue banquet Saturday night, and a pool less than ten feet from the banquet room door? What more could you ask for? (Come to think of it, did anybody at the tournament actually go swimming?) Of course, there's no telling what the staff of the hotel thought about our motley crew. As Mike Seningen, the tournament director, told me, "One of the hotel staff asked me Friday night at 2:00 AM how much longer we were going to be and I told him 'it shouldn't be much more than a few more hours. Oh, and we start again at 8 AM!'"

In addition to the old die-hards, it was great to see some new blood this year. Bill Jennings stopped by to say hello and that he couldn't play on Friday, but "I'll pick things up Saturday morning." Low and behold, at 5:00 PM he's smack in the middle of *A Breezeless Day* with Phil Swanson. He had to head out for dinner, but he showed back up at midnight to continue on. He and Phil eventually finished the game Sunday afternoon, playing in between other matches throughout the weekend. Did I hear right that that was Bill's first scenario ever?

Charles Stampely, a recent addition to the central Texas wild bunch, stuck it out in spite of not passing a single morale check in his first tournament scenario. And special recognition goes to John Garlic who took time out to play a teaching scenario with walk-in Karl Deckard on Saturday afternoon. You can take the teacher away from the school, but not the schooling from the

teacher, eh, John? And Jesse Boomer, all the way from Kansas, picked up the 8-1 award for Best Showing by a Newcomer with a 2-4 record.

For those of you not familiar with the "team" concept behind our tournament format, it might be worth explaining. You do not have to have a team when you register for the tournament. Each person registers as an individual, and teams are assigned by the tournament staff based on your performance at the previous year's tournament and your standing within your regular ASL community. For example, players from the Central Texas ASL Group are assigned based on their position in our local ladder. The top-ranked player out of all the players registered for the tournament is paired with the bottom-ranked player, the second-ranked player with the next to the bottom player, and so on. You do not know who your team partner is until you arrive at the tournament. We then give awards based on team performance as well as awards for best individual performance. This format gives the less-experienced and weaker players a chance to win something, but still recognizes the top players, too.

So, here is the obligatory recap. The First Place Team, comprised of David Hailey (Austin) and Glen Schools (Ft. Worth), went 7-2 and won a set of custom dice cups, two modules from the Gamers Tactical Combat series, and their names emblazoned on the Austin Memorial Cup trophy, ASL's version of the Stanley Cup!

Phil Swanson and Tom Gillis (both from Houston) paired up for Second Place Team with a record of 6-2. Phil catapulted his team into second place with his literally last minute win against Jeff Toreki, nudging out Eric Gerstenberg and Randy Shurtz (7-3) by five percentage points. Phil and Tom received gift certificates from MMP as their reward.

The first and second place overall awards present quite a story. These two guys battled each other in two amazing scenarios, wrapping up the best and second best records in the process. First Place Overall, the coveted 10-3 Award, went to Mike Seningen, the tournament director, with a final 5-0 record. In the 3rd round of the tournament, in perhaps the most incredible action of the weekend, Mike and James Ferrell (Fort Worth) took their undefeated records and squared off in a playing of *Round Two* from the second Journal. Mike took the Polish, James the vaunted German SS. In one of those too-good-to-be-true stories, one of Mike's green Polish squads eliminated at least half of the SS infantry and destroyed or tied up more than its share of German AFVs. This action garnered Mike the Audie Murphy award for Luckiest Play of the tournament, one of the several extra awards given at the Saturday Texas Barbecue banquet (catered by our local ASL hangout, Pok-e-Jo's Smokehouse).

Despite the setback handed him by the Polish green squad, Jim fought his way back to earn a second chance. In a tough battle of *Dress Rehearsal*, his Russians tried to storm the town but were thrown back on their heels and never quite reorganized to take it back. It was a long, tough game, and another tough loss to Mike Seningen. However, these two losses to Mike were Jim's only ones, as he snagged Second Place Overall with a record of 4-2.

Our tournament has one more significant award, and it is perhaps unique in the ASL tournament world. Using a formula that has often been compared to reading chicken entrails or tealeaves, each year we present the Major Johnson award for the player who plays the most ASL over the course of the weekend. The scoring for this award depends on the size, in number of squad equivalents, 5/8" counters, and AFVs, times turns played, with AFVs counting double. And for the past two years, before this year's tournament, the man with the Major Johnson, uh, the man

winning the Major Johnson has been CTASL's own David Hailey. That's why the most often question asked on Friday was "Where's David? Man, he's falling behind in Major Johnson points!"

But it was not in the cards, or dice, that David would make it three in a row. Sunday afternoon, when David realized his late start had cost him MJ points and that he was just slightly behind the player with the most MJ points, he challenged that player in his last round of the tournament, saying, "If I can't win, I'm going to make sure I determine who does!" And sure enough, that game gave Paul Hornbeck (Oklahoma City) the edge. He accumulated a whopping 1641.5 points, a full 80 points ahead of second place Randy Shurtz (Dallas).

Honorable Mention in the Major Johnson competition goes to Bill Jennings, a newcomer just hoping to pick up a game or two to learn the system. He racked up 1351.5 points, including his three-day on-again off-again playing of *A Breezeless Day* with Phil! Now that's the kind of spirit we like to see in people new to the game!

The Austin tournament also features a mini-tournament on Saturday. This tournament is designed to provide enticement for those players who may not be able to come for the whole weekend, but can make it on Saturday only. However, it is open to all tournament attendees that want to participate. This year's mini-tournament drew 12 players for an interesting two-round format. All players played *Blood Enemies* in the first round, and *Smashing the Semoventi* in the second round. They earned points based on their ranking compared to the other players playing the same side of the scenario in each round. Tom Gillis (Houston) carried off the mini-tournament honors this year.

In addition to the official awards, I think a number of honorable mentions are in order. For perseverance and determination, I present Jeff Toreki and Phil Swanson, who finished their final scenario at 7:59 PM Sunday night, literally the last minute of the tournament. For the most popular source of scenarios played during the tournament, I give you ASL Journal 3. In particular, the three Kursk scenarios from that issue received a huge number of playings. I don't have the exact numbers, but I'd be willing to bet that J3 accounted for at least a third of the scenarios played during the entire weekend. Did Carl Kusch really play nothing but Kursk scenarios?

To close, I present two favorite moments from perhaps the two most seasoned players at the tournament. Matt Shostak recounts, "Perhaps my favorite moment was squashing the Big Tease (Jeff Toreki) by rubbleing two buildings with two DCs in *Marketplace at Wormhoudt*. In the process I destroyed his best leader and three squads in one of those hexes, and one squad in another. It was game over when the leader and three squads bagged it!"

Mike Seningen, who did a superb job once again putting the whole thing together, had this to say about his encounters with James Ferrell: "In a bit of frustration over my dice rolling, after one of my snake-eyes, he picked up the dice, talked to them, and tossed them back into the cup, where they promptly came up 'snakes' again. I let out an evil laugh and mumbled something to the effect of 'You're never supposed to try to control someone else's dog!' God, I love this game!"

All in all, I think everybody had a good time. Don't miss out on next year's action. Mark June 21-23, 2002, on your calendars now. Come join the Central Texas ASL Club as we host our *TENTH* ASL Team Tournament. We hope you'll join us in a fun-filled weekend of ASL and of course, a little Texas Hospitality!

Dress Rehearsal

Mike Seningen



I got the opportunity to play this gem of a scenario in the championship game during our most recent ASL Team Tournament. I had seen several others playing *Dress Rehearsal* over the weekend, including a last turn CC nail biter. As combined-arms scenarios are my ASL forte, this scenario was just begging me to be played.

My worthy opponent Jim Ferrell agreed to play me in the scenario for all the marbles. He even asked if I had a side preference. I jumped at the opportunity to take the Germans. To me *Dress Rehearsal* feels about 65-35 pro-German in equal hands. That is if you go for the denial of the town as victory conditions. My gut feel proved to be right as I was rewarded with a victory after knocking back an early Human Wave, and successfully pressing a heated tank battle to close the deal. As we picked up the pieces, Jim and I thought about the scenario and tossed some ideas back and forth. I have further spent some sleepless evenings concocting various what-ifs in my head. While I don't expect to be able to deliver a definitive piece-by-piece analysis of this wonderful scenario, I'll spend a few column inches turning some of those misplaced thoughts into some stream of consciousness. As this scenario can be played as either a stand-alone game or as the opening session of the *Broadway to Prokhorovka* campaign game, the viewpoint of an analysis can differ. I will focus my analysis from the stand-alone perspective.

Dress Rehearsal gives the Squad Leader many options and will test many players' skill sets. Players will be faced with an unusual, but highly welcome, variable OB, the responsibility of coordinating a combined arms force, the challenge of facing multiple victory conditions, and the likelihood of finding their forces see-sawing between attack and defense throughout the scenario.

A look at the VC, some quick thoughts about how to achieve them, and looking at each side's advantages and disadvantages should shed some light on the choices of OBs for each player.

There are two possible ways for the Germans to win. First the Germans win immediately if they exit 40VP off the north board edge. While an immediate victory is enticing, further analysis shows that this is good way to lose. With the most favorable OB purchase, the Germans will have about +/-80 VP in vehicles, and another 25 or so VP in infantry. Half those vehicles are half-tracks (HTs) and are quite vulnerable against most of the Russian Order of Battle (OB): tanks, mortars, ATRs, OBA, and even MGs. The SS troopers are even less likely to exit, unless as passengers in those vulnerable HTs. Before anyone gets up in arms, I'm certain exiting 40 VP is possible, but to me it is a red herring, just begging to waste some of those precious German units in folly. Smoke is probably the best tactical weapon for supporting a successful exit strategy. However, fickle overcast conditions threaten to disarm the bountiful smoke generation ability of the Germans. I can see myself painstakingly plodding my exit maneuvers hugging the west edge of board 18. Working over the Russian front line resistance, trading AFVs to reduce the number of Russian tubes, and getting ready to shield my procession of infantry-laden HTs with a barrage of on- and off-board smoke. I then toss a 10 or greater on a weather roll and have Mother Nature rain on my parade if you will allow the pun.

The German player would be better off playing for the second victory condition. The Germans can also win if there are no

Good Order Russian MMCs within 3 hexes of the crossroads (48Q5). They initially control the area and have the opportunity to quickly reinforce the village if they play their cards right. The infantry then play a game of skulking and hunkering down, while the German armor superiority takes it toll on the Russians. Should the Russians try to get aggressive against the SS, their high firepower and morale should hold off the infantry, and ATMMs, leadership and AT guns should help defend against vehicular freeze. The whole scenario comes down to playing for the end game, with the onus on the Russians to succeed. Any Russian MMCs which manage to work their way into the victory area must remain in Good Order by game end. High firepower, OBA, HT/AFV overruns, and simply the threat of CC/Melee to deny Good Order status should weigh heavily on the Russian player's mind.

German Advantages: Initial Control of VC Area, Unit Quality, ATMMs, and Last Turn Movement

As mentioned above, the Germans initially own the crossroads and should be in a position to maintain control until their reinforcements can solidify the village defense. The Germans have better quality infantry. Across the board the Germans have better morale and ELR. They also enjoy a significant inherent firepower advantage. The latter advantage will become very important during the last couple of CC phases. Those ATMMs should make the Russian player think twice before attempting any AFV freeze. During each CCV opportunity the German MMCs should be checking for those ATMMs: 50% of the time they'll be reducing their CC DR by 3. That significantly increases the chances for an AFV kill. Last and probably most importantly is the Last Turn of Movement. While the VC allow for a single Good Order Russian MMC to ruin your day, the key phrase is Good Order. You have that last turn to throw everything including the kitchen sink to tie up those Russians who've managed to infiltrate the village. Saving those HTs for a last turn CC fest may not seem very sporting (nor very historical), but we're here to win ☺. If you can't manage an infantry unit to attempt to kill the Russian in CC, or at least tie him up in Melee, send in multiple half-tracks. You're likely to lose some, but a single MMC can only attack one AFV per CCPh.

German Disadvantages: Weather, Outnumbered, Village Layout.

I suggest weather as a disadvantage because, as I mentioned above, it practically dictates which objective the Germans should be playing for. This removes some of the fog of war in the scenario and negates the multiple VC that would normally be seen as an advantage. Once the German has decided to defend the village, the weather becomes both annoying and welcome for both sides depending on the situation.

Initially the SS will be facing 3 times as many squads. Depending on Russian OB choices, it is also likely the Russians will have a more numerous pool of tanks to draw from. The Russians should also be able to maintain at least a 2:1 infantry advantage. Fortunately, piece for piece the Germans have superior quality to offset the numbers game.

The German will find the village fairly tough to defend. The Russian infantry should be able to approach the outskirts fairly unmolested. There are many hindrances in the form of grain fields as well as a conveniently placed wadi to deliver the Russian infantry to the edge of the village. Skulking from the inevitable ordnance acquisitions, when possible, will also open up avenues for Russian infantry to exploit. The German infantry will find themselves making tough choices trying to deny the

Russian infantry easy access to the victory area and yet not expose themselves too greatly in hopes of maintaining enough integrity to repulse Russian advances or tie up loose ends in the later game turns.

Russian Advantages: Limited Objective, Good Closing Terrain, Numerical Advantage, and Fanatic Riders

If the German plays for the exit, pray for some rain and position yourself in position to preserve your AFV hunting forces for the Germans' mad dash for the board edge, which will more than likely be along the west half of BOARD 18. If the German looks towards holding the town take solace in that you will not have to maneuver very far or fast. You have excellent terrain to stage your infantry for the village assault, and plenty of time to get organized. You will be able to mass more than twice the amount of infantry along the village front. You will need only one surviving Good Order MMC in the victory area to win. When the opportunity presents itself use your fanatic riders for a strike into an exposed or weakly defended area. Another threatening use is to offload those fanatic riders in an enemy unit's hex. This will invoke Target Selection Limits (A7.212), even if the riders subsequently break. Meanwhile their conveyance may proceed to a more advantageous position. Maybe it could set up a rear shot if the restricted target is an AFV, or maneuver to encircle and invoke failure to rout if the engaged unit is infantry, or perhaps exploit the newly created freedom of movement to pick on some other helpless victims! Keep in mind you need not be a Fanatic Rider to perform this maneuver; the Germans are quite capable of performing the same tactics.

Russian Disadvantages: Multiple VC Possibilities, Poor Defensive Terrain, and Variable Reinforcement Entry

You can't guarantee it will rain, and killing off more than half an opponent's OB (or at least preventing their exit) can be difficult at best and quite dicey as well. Nothing is more infuriating than to play an excellent game and then watch as those pesky HTs dance along the road to victory dodging shells, disappearing in smoke screens, and proving harder to hit than a Schilling fastball.

So while *you* would never leave your fate to the weather DR, your opponent might take that chance, and you'll need to waste troops defending against ghosts.

What to buy? Germans:

I like the 75L antitank guns (ATGs). They have a respectable 17TK, and a good chance for APCR, especially considering the SS' elite status. The 50L needs side shots to penetrate most of the Russian AFVs. I expect to need to be less subtle with my ATGs than would be required to effectively use the 50Ls. The 75L also packs a bit more HE punch than the 50L, should it be needed to swat at some infantry.

I lean towards trading the HMG for the MMG/LMG combo and prefer the 9-2 to the pair of -1 leaders. I expect the extra LMG will be useful for fire lanes, and I always like to have a leader that can negate the best TEM on the board. You might miss the occasional -1 DRM on some CC and CCV attempts, but the 9-2 has a chance to dominate the field.

The toughest choice is probably weather to take the OP tank or the MTR HTs. I lean towards the OP tank primarily due to the vulnerability of the HTs and the limited (unhindered) lines of sight in and around the village. I like the thought of the Russians planning to swarm into the town with a threatening SR sitting over their heads.

The Germans **have** to take the Tigers. They will dominate the field and will strongly influence Russian armor and tactics. The other two chits are essentially equal. I like the extra AFV to threaten some BFF swarm action while the Tiger is squaring off in frontal engagements.

I'll miss the armor leader, but I'll trade that off for some extra flexibility and ROF of the MkIIIJs.

What to buy? Russians:

I'll take the increased SAN. I just don't perceive enough TCs to offset the potential damage the SAN increase might have. You'll also be giving up the chance to inflict casualties on search DRs on empty hexes. As the German player, I'm more likely to waste a HT "searching" for AT mines. I only suffer when I'm successful, and I don't waste precious SS infantry resources in the process.

MTR vs. the OBA: Tough call here, but I lean towards the MTRs. If I could set up mortars on the level 2 hill emplaced, it would be a no-brainer. I'm worried that the observer may be too vulnerable, and his OBA just not offensive enough. I'll discuss some thoughts on MTR placement to further justify my case below.

Chits? They should have called them groups! Chits imply that you are drawing for your reinforcements. Carefully reading SSR5 will show that you choose 4 of the 6 chits, but then must draw to see which pair of your selected chits enters on turn 1 and which pair enters on turn 2. Now that we have that frequent misunderstanding cleared up – which chits do we choose?

If I'm betting the Germans are vying to hold the village, I want to stock up on the extra infantry to press the attack. Only MMCs are eligible for that VC condition. The Russian might as well have a few extra squads to throw into the fray. I'll take both infantry chits. If I must only choose one infantry chit, I lean towards #6. The 5-2-7s will be useful in close quarters, as will the 8-1.

That leaves two tank chits to choose. I can envision useful tactics for any combination of the four armor choices. If push comes to shove these would be my choices: I like chit #1; I'll take the possible ROF, and upgraded armor. Don't forget the APCR capabilities of the T34s. The Russian APCR base TK increase may only be 1, but at very close range the APCR TK can be increased to as high as 17. Of course, when I lose that inevitable Gun Duel I'll curse my lack of an armor leader.

I also like the SU 122s. The 17TK of the HEAT round might even keep the Tigers at bay. It will give you your only mobile Smoke capability (flaming wrecks don't count), but beware those weather DRs. The SU-76s are just too vulnerable. The extra shots from ROF, IF ability, and extra vehicle don't offset the weak armor, OT status, and lack of smoke.

What to do with all these units?

There are too many units to analyze all the possibilities. I'll focus on the major units and suggest setup and uses for both sides. I'll also offer general guidelines for reinforcement movement. Enemy setup or movements will dictate changes from these suggestions. This is classic case of a plan that lasts only until the first die roll.

The German Defense:

The Germans are severely outnumbered at start. They have no concealment to hide their intentions. The Germans have to be wary of setting up too far forward and without mutual support. A

poor setup invites an aggressive Russian strike for the village. I believe the Germans need for their setup to perform several tasks. First they need to protect their infantry. Any time your opponent can set up onboard and you lack concealment, I tend to prefer a conservative setup to avoid a turn 1 Prep Fire. I also prefer setting up a little farther back to ensure that any quick strike at my infantry will expose the Russian attack to casualties. This means that either Russian infantry will have to expose themselves, or their AFVs will have to advance with limited support. The initial, meager onboard SS infantry cannot be expected to hold out long by themselves. The Germans must reinforce the village as quickly as possible. I prefer setting up the ATGs to control the crossroads and open up the route into the village. I also want to suppress any Russians who wish to establish positions on the BD18 hill mass. Russians overlooking the approaches can seriously inhibit a Turn 1 race to the village.

I'm looking to get the HTs into the village as quickly as possible to disgorge SS infantry before the Russians can react. Brush up on your blind hexes and restrict LOS and shots to a minimum. I'd also restrict HT movement to the roads to gain the extra range and avoid the lurking AT mines. After you drop off the grunts you can use a HT or two to "search" key areas if you'd like, but otherwise hunker them down in the German backfield, ideally in bypass, motion and out of LOS. You're saving these HTs for game-end CC swarms.

Take the Tigers and the MkIVs and work over the Russian armor. I like to use the road movement rate with the Tigers. Yes, this exposes them to potential MTR fire, but their 9 ML should shrug off even the luckiest shots. Depending on the Russian AFV locations, I'll probably roll one platoon down Main Street, and send the other platoon down the left edge of board 18. For the time being, the Germans can stick to the roads and avoid the AT mines. Do note that they can only be set up in hexes between I and Y, inclusive.

The OP tank needs to be wary. A close reading of the Chapter H notes will reveal the OP tank only has a BMG to defend itself with. I like moving it along the board 18 - board 48 boundary, working my way up to the hill with the ATG. Be careful not to blunder into obvious AT mine hexes. If the German crew manning the ATG has no targets, it might opt to search its hill area for AT mines. I want to maneuver the OP tank to the P3 board 18 hill mass. Sitting in bypass of the ATGs hex is a useful position. For starters, a woods hex is not likely to be mined. Second, anything that could threaten the OP tank would have to deal with the ATG's reprisal. From this vantage point, the observer can harass the level 2 hill, set up his SR over the village, or protect the left flank of the village.

The MkIIIs can either work as a BFF platoon, or could offer support in the village. If over extended, these vehicles may become the hunted, instead of hunters. Even so, the MkIII's 17TK with APCR can be ratcheted to a 19TK or 20TK at close range, and thus they can be very lethal. Also

keep in mind that all SS units are Elite (A25.11, C8).

The overall plan is to back fill the village with all the infantry the SS have. Preserve the HTs for hindering the Russian movement, or making last turn maneuvers to deny Good Order status. The tanks should be used to smash the Russian AFVs and deny the Russian infantry their mobile support. After getting the upper hand against the AFVs, the tanks should be used for suppression of the Russian hilltop units, flanking fire into the Russian infantry assault, and commitment into the town to support the infantry and potentially perform similar Good Order denial maneuvers.

The German infantry's job is to maintain cohesion and manpower while attriting any Russian assault until the end game, then

Dress Rehearsal Setup Suggestions:

German Setup:

76L ATG 18P8/2, This location and can see all level 2 locations, covers the road along boards 18/48, and several of the woods locations along the road network. In addition, 18P8 has many sneaky LOS' into the buildings of board 48 (K7, M8, N5, N7, and perhaps O7). This commanding position is worth the tradeoff of setting up in the woods (restricted CA changes and airbursts).

76L ATG 48Q5/1, I like this position since it controls the crossroads and sits in the middle of the victory area. Its most important function is to keep the roadway in German hands and allow the reinforcements quick access to the village.

Infantry: I like to put 6-5-8+LMG in 48M8, 9-2+6-5-8+MMG in 48N7, from which they can cover the level 2 hill hexes with up to 6 FP with a -1 DRM. They also have LOS to 48J10, which the Russian might not catch. The 8-0 and other two squads with the second LMG will setup on the east side of the street, 48M6 and 48N5. Their primary job is to keep the Russians honest, cover the grain field and stay alive by skulking if they have to. You aren't going to keep the Russians out of the victory area. Therefore, it is imperative to have enough reserves to strike back during the later stages of the game and then do whatever is necessary on the last turn to insure there will be no Good Order units left in the victory area. Retaining most of your infantry is more important than trying to stop the initial assault.

Russian Setup:

Mortars: I like to put one 81mm MTR and a 60mm MTR to cover the road network (in 48G10, 48F10, or 18CC10). The orchard in 48K8 is in season and therefore blocks LOS to the road if you set up on the 18DD9 hill mass. The other two MTRs should plan to take the heights on board 18, maybe sending up a squad or two ahead of them to dig foxholes. I don't like being exposed up on the ridge, but the hindrances setting up on board 48 supporting the village are just too great for the weapons to be effective. They also might be able to keep some of the German armor honest, or at least buttoned up, from these heights.

Infantry: The majority of the infantry should set up spread out in the 48G5/G6 grain fields as well as in the Wadi that runs by it.

MMG/ATRs: It is tempting to put the MMG with the road watch crew as well as an ATR. Hopefully this will keep German reinforcements from screaming up the 48I9-Y1 road and deploying as fast as they would like. This also serves to split the village in two. 48K8 will not hinder a fire lane from the MMG as long as the firelane is along the road. The other ATR should either go to the west side of board 18 just to keep any HTs wanting to exit quickly some reason to pause or set up with the board 48 infantry.

Reinforcements: Infantry units should move to support board 48 and press forward on the eastern side. If the Germans don't look like they are interested in exiting, than I would prefer to use my AFVs to threaten the eastern side of the village. Be flexible though; the Germans have plenty of movement and time to feign a non-exit play and scoot off the board when the Russians bottle themselves up supporting and eastern attack.

AT Mines: There are many places to put these. They are truly hit-or-miss weapons and once revealed often can be bypassed. I can see playing for the victory in and around 48N3/O3, and therefore mining those hexes and those around them to protect your infantry from late turn AFV attacks. It also sits directly in front of your attack and may catch some German AFVs by surprise as he tries to counter your tanks working on the east board edge. I also like to look for useful choke points such as 18M1, 18P10, and 48T2. In general I prefer to place them where they will be more of an ongoing annoyance, such as those in and around the victory area. A desperate German maybe forced to knowingly subject his AFVs to AT attacks in an attempt to engage Russian troops in the victory area.

launching a final turn counterattack aiming to engage any Russians in victory locations. Be sure to deny any available withdrawal opportunities. There would be nothing worse than having your victory celebration nixed by an unfortunate CC roll. You can't always help a Russian snake eyes CC DR; however, careful last turn movement can protect you against such an unlikely event as well as your own boxcars. Remember that a sole MMC can not eliminate more than a single AFV per CCPh unless the MMC rolls "snake-eyes", and then, only if they manage to create a SMC that subsequently kills all other enemy units in that location. Talk about unlikely events - at least you'll have a tailor made "This Happened to Me" article ☺.

The Russian Setup/Plan

While I believe the Russians are fighting an uphill battle, it is not without hope. I'll lean towards needing to take the village. Since the Russians have a dramatic numbers advantage on Turn 1, some, as my opponent was, might be tempted to make a quick strike before the Germans can get their reinforcements into play. This turned out to be a mistake, and in general I believe this would be a typical outcome. I think the Russians need to harass the German reinforcements, but otherwise should organize their strength and make a slow, determined attack. Use the tanks and MTRs to suppress the SS infantry, while maneuvering your own infantry using the cover of the surrounding village terrain and hindrances to close to the village outskirts and take the outlying buildings. I lean towards an east board 48 attack where the approach terrain is favorable for attacking in mass. This approach also has the benefit of using the board edge to protect your flanks. Be sure to clear out the wooded hexes along the board edge, especially if you are not sure where the German ATGs are. I also prefer mixing it up in and around the village boards with both infantry and tanks. This approach focuses both infantry and tank pressure on the victory area as well as severely limits the German armor superiority. The restricted LOS and hindrances in this area might allow the Russians some close-in tank kills with their APCR. Clever movement in conjunction with well placed AT mines could be quite a pain for the German panzers. I would also consider using the AT mines to protect particular VC areas to help prevent or at least contain any last turn German AFV bypass freeze. Always keep in mind that Russian Riders are Fanatic. Dumping some Riders into an enemy's hex to limit target selection may allow for local exploits that might not have appeared possible at first. Depending on your opponents' style you might surprise him with this maneuver, or maybe better yet, paralyze him with fear of the possibility by reminding him of the rules! ☺ Who says you have to limit the warfare to your cardboard counters?

Once the Russian has forced his way into the victory area, he should be prepared for the inevitable counterattack. The most important thing to remember is that the German need only deny you Good Order status. He has many ways to do this. Strain his forces by either spreading out all over the victory area, or concentrating on one particular section and defend in depth. If you block enough locations with bodies, and protect some key points with mines and whatever tank forces you have left, you might win by preventing the German from maneuvering to some positions. You have to be wary of his firepower as well. A unit that lies beyond CC reach will certainly be the focus of German Prep Fire, BFF, and Advancing Fire. If you still have the resources, suppress this potential firepower threat with smoke and target selection restrictions. A good, careful Russian assault will leave you with enough troops to prevail.

Setting the Stage



Carl Kusch

Introduction: *Setting the Stage* is the second in Pete Shelling's trilogy of Kursk scenarios which were presented in MMP's ASL Journal #3. Before beginning one of these scenarios however, players need to be reminded that there are 6 Series SSRs that appear on page 60 of the Journal and pertain to all three of these scenarios.

Russian Advantages

SSR 5: HIP setup if in buildings.

SSR 5: OBA option with field phone, plentiful ammo and one pre-registered target hex.

Fortification options.

Game Turn 2 Heavy Tank reinforcements.

Russian Disadvantages

Lack of AT weapons.

German ability to choose his own VC.

Large battlefield to defend.

German Advantages

Maneuver room, mobility of OB and ability to concentrate.

Choice of VC.

SSR 3: DLV Hindrance.

Firepower to include a pair of Tigers.

Turn 3 reinforcements.

German Disadvantages

SSR 5: Russian ability to set up HIP if in buildings.

Relatively small infantry force.

Terrain: Played on two relatively open, farmland boards (#33 & 44), there appears to be quite a bit of maneuver room for the German attacker. With grain and orchards in season however, there is also a great deal of blocked and hindered LOS. The addition of overlay Wd3 on 33I4/J4 places a key piece of terrain in the middle of one of the potential German axes of advance. The potential objective areas can be broken down into four locations: there are two widely separated concentrations of victory buildings in the vicinity of 33Q8 and 44BB9 – each with an additional building added via overlay, a victory building at 44S7, and the large grain field in/about 33Y5.

The two larger groups of buildings will certainly prove to be centers of gravity for the Russian defense – for no other reason than they contain four of the victory buildings should the German player decide on that course of action.

There are no good natural defensive positions contained in the large grain field on board 33. For this reason, this grain field could provide the German player a good, covered avenue of

egress. A major concern for the Russian defender should be how to slow down the German player should he decide to use this high speed axis through the west side of board 44 and the grain field on board 33.

The lone building at 33S7 provides the Russian defender another problem: because it is so isolated, any Russian units assigned to defend the building will have difficulty withdrawing and surviving should the German player decide to attack it. For this reason, the Russian player must decide whether to simply concede the building (and one third of the German victory requirements), to fake a defense with dummy counters, to defend it with mines or artillery, or to defend it with valuable units that will likely be sacrificed.

Victory Conditions: To begin with, players must note that there is a correction to be made in the exit area of the VC: the VC should read “. . . off the north edge on/between 33Q10 and 33GG6” vice “33G6” as written. The VC give the German player two options for victory: building control or exit points. This option gives the German player a large degree of flexibility in determining his plan of attack.

Scenario Special Rules: Although not specifically an SSR, it should be noted that both of the opposing forces are defined as being Elite with the attendant advantages contained therein (A25.2 & C8.2). Otherwise, there are two significant Scenario Special Rules:

SSR 3: DLV Hindrance really changes the character of the tank battle. I think players will find that their tank battles will be fought at closer ranges than normal. Since this SSR does not apply to any other weapon other than AFVs however, the relative value of weapons such as OBA, mortars, ATRs and AT Guns is greatly enhanced. On the other hand, the DLV Hindrance could also provide the German AFVs one more measure of cover should that player decide to go for the exit VC.

SSR 5: All Russian units that are initially set up in buildings can use HIP. This means that it is possible that the German player could face the rare situation of entering a battlefield devoid of known opposing forces. How the Russian player decides to utilize this SSR could quite possibly be one of the more important advantages he may have in this scenario.

OB Selection Options: These are tough decisions (especially for the Russian player). Note that in accordance with SSR 4, all selections of OB options must be made by both players prior to beginning play.

Russian

OBA vs. HMG: It is hard to ignore the advantages of using a field phone (vs. radio) as well as the provisions of SSR 5, which grant the Russian OBA both Plentiful Ammo status and one Pre-Registered target hex. These factors certainly help to mitigate the notoriously unreliable nature of OBA. While the HMG is something an attacker cannot ignore (check out 33I4 for a primo defensive location), I just think that OBA has a wider coverage area and more persistent effects than does the HMG. But an argument can be made for trusting one's HMG to an 8 ML crew vs. his OBA to a 7-0 leader. I must confess to you however, that I did indeed draw two red chits during both of my fire phases

(DFPh & PFPh) of the very first game turn. (If players are not already familiar with it, they should review the provisions of the field phone's Security Area contained in C1.23).

Artillery Support Element: (Note I: these weapons are provided without crews. The crews appear in the first line of the Russian OB.) (Note II: Anyone catch what Pete has chosen to title this selection: “Artillery Support Elements”? Hmmmmmmmm, I wonder which of the previous options he favors?) Although the 45LLs are not very effective against the frontal armor of the German AFVs, they can be more effective in the Deliberate Immobilization role or in ambush shots against the side/rear of German AFVs. The 82mm mortar could be more valuable if the Russian player does not choose the OBA. Either way, the **ROF** of these weapons is a definite advantage.

Four of six **Support Weapons:** I think I would side with choosing the two ATRs and LMGs simply because they can be effective in stopping the German half-tracks without dedicating the heavier Russian weapons to that task – especially since the heavier weapons most likely will be busy fighting German tanks.

Fortifications: Which combination of fortifications to choose and where to employ that selection will likely prove to be the “great balancer” of this scenario. Although I am not prepared to offer the “schoolbook solution” to this equation, let's examine the difficulty of this decision through this example: Because I think one of the biggest objectives of the Russian fortifications is to slow the German armored attack, I firmly believe that the wire and A-T ditch options are a “must-have”. Costing a total of 21 of the available 30 purchase points, selecting the wire and tank ditch would only leave me 9 points left for either AP/AT mines or trenches. Again, because I want to slow down the German vehicles, selecting all 6 of the AT factors leaves me only 3 points with which to purchase one 6-factor AP minefield. On the other hand, if the Russian player were to purchase more minefield points, he would lose the ability to purchase much of the anti-mobility fortifications just mentioned. (Hey Pete, any way I could have maybe 45 purchase points?)

AT Mines: Note that rule B28.5 clearly states that AT mines can be placed in any strength from 1 to 5 factors per hex. There's no SSR to the contrary for this scenario. The illustration on the card simply shows the purchase price for 1 AT factor; it does not imply that AT minefields may not have a strength of greater than 1 in this scenario. It is also worth noting that B28.5 allows a player to convert his AP mine factors to AT mine factors, at a ratio of 3 AP factors for 1 AT factor. Since there is no SSR to the contrary (and barring errata or clarification from official channels), it seems that you could purchase the maximum number of AT mines and then increase that amount by buying AP mines and converting them. However one could argue that the scenario card lists the “maximum number allowed” and therefore such conversion from AP to AT is NA, which is a very reasonable argument indeed (*and one I favor – ed.*). By all means come to an understanding with your opponent on this issue before play.

Heavy Tank selection: Even considering the fact that they are large targets and possess RST turrets, I would choose the KV-1 M42 over the KV-1S for the sole reason that because the Russian defender will likely find himself facing a couple of German Tigers, I would want the added armor protection (boxed 11 frontal armor) of the KV-1 M42. Furthermore, since the German attackers have to come to the Russian defenders, I don't think that slow vehicle or turret speed of the KV-1 M42 will have that much of an impact. On the other hand however, the KV-1S's

ability to fire while CE as well as possessing an armor leader could help to offset some of the effects of the DLV Hindrance.

German

The German player does not have as many choices offered to him in his OB selections, as did his Russian opponent.

Armor Support Elements: Players should be aware of the fact that this group allows for the choice between two of the three available options. This is an important distinction because the first time I played this scenario, the attacking German almost launched with just one of these subunits. Looking at the groups in more detail, the German can select as many as seven AFVs or as few as five. In terms of Exit Victory Points, this means that the German has access to as many as 44 or as few as 36 Exit Points. Assuming that most players will choose the twin Tigers with accompanying armor leader, the real choice will be between selecting four AFVs (two Pz IIIs plus two StuG IIIGs) or three Pz IVs with their armor leader. I favor having the extra AFV contained in the first group for the added EVPs, the extra shot, the higher ROF of the Pz IIIs and the smoke of the StuGs. And the StuGs do have the 75L MA with which to defeat the armor of either KV.

Infantry Assault Group: I think this is a coin toss. I like the 9-2 leader and extra DC of the first group. Still, the second group cannot be ruled out since it contains an extra infantry squad (two of the four are Assault Engineers) as well as an extra infantry leader.

Potential Courses of Action

Russian: The common refrain by most Scenario Defenders that “☹ I don’t have nearly enough units to defend all this ground against all those nasty attackers ☺” will be especially acute amongst the Russian players of this scenario. For this reason, the allocation, deployment and concealment of his ground forces will be an even more critical factor than I think is normally the case. Furthermore, the Russian player will have to be patient. He will have to make good decisions about when to reveal his units and shoot. He will have to be wily, crafty, cunning and deceitful. He may even have to be . . . lucky. The options and choices are many . . . the “pucker factor” is high!

That being said, I don’t think there is much doubt that the Russian player will be forced to defend the two groups of farmhouses in the vicinity of 33Q8 and 44BB9. And of these two groups, the farmhouses near 44BB9 are the most important because they control the shortest and most direct route to the exit area in addition to representing two thirds of the Building Control requirement for the attacking Germans. For this reason, the Russian will have to defend the western board edge with a significant portion of his available units. (Either that or figure that your German opponent has sized things up the same way thus allowing you crafty Russian defenders to fake a defense along the western board edge freeing yourself up to deploy the majority of your units elsewhere . . . Hey, it’s only a game and these are only cardboard pieces . . .) The requirement to place so many units in such a small area does not leave the Russian player many assets with which to defend the victory buildings around 33Q8 nor to adequately defend the entire exit area. This is why

the Russian player must use his field fortifications wisely – to extend his defense beyond the areas where his limited ground units can be deployed – to deny, slow, and channel (vs. destroy) German units. Therefore (and because some of these fortifications will have to be dedicated to the defense of the western board edge and because the exit area is too wide to sufficiently fortify along its entire length), the Russian player may want to consider using the balance of his fortifications to keep the German units from shooting the gaps in places like 33W1, 33U1, 33R1-33O1, etc.

The bore sighting of the mortar and AT Gun(s) poses other challenges/opportunities for the Russian player: Does one sight them to back up the building defenses in a hex such as 33EE1; or does he try to bottle up the middle in places like 33N3, 33P3 33S1 or 33I4; or does he try to defend the exit area in locations like 33BB8 or 33X10; or does he try to surprise his German opponent in places such as 33E2 or 33R6?

The entry of the Russian AFV reinforcements on turn 2 anywhere along the northern board edge may keep the German from getting too reckless during turns 1 & 2. These AFVs also represent an opportunity for the Russian player to wrest the initiative from his German opponent who will clearly possess the initiative during the first two game turns. The Russian player needs to keep his eyes peeled for an opening, weakness or disorganization in the German attack for his AFVs to exploit.

Finally, should the Russian player choose the OBA option, I think the best (and probably one of the more obvious) locations for the forward observer (FO) would be in 33R6. That position commands much of the central portion of the battlefield through which the attacking Germans are likely to eventually enter. Because the field phone cannot be moved (unlike a radio), the critical question is whether to locate the FO at the ground level or level 1 of that building hex. From the level 1 location, the FO would retain his LOS through and beyond the large grain field to the western board edge although he would lose his LOS through the orchard to the east. From the ground level of that building, the FO could see through the orchard but would lose his LOS to the western board edge because of all the LOS Hindrances created by the grain field.

German: I figure the German player has three good options for his offensive strategy:

a) Geographically, the shortest road to victory is either to take the victory buildings at 44S7, 44BB8 and 44AA10 . . . or . . . try to forge an attack along the western board edge for the quick Exit Victory. Although geographically the shortest road to victory, these courses of action are also the most obvious and threatening to the Russian defender and therefore are likely the most heavily defended and most costly approaches. This may not be a bad strategy if it appears that your Russian opponent has neglected this sector.

b) Otherwise, the German player can adopt a more deliberate, patient and flexible approach taking advantage of the vast maneuver room on the eastern half of the battle area. By approaching the Russian defenses either up the V hexrow or looping around the eastern half of boards 44 and 33, the German could test the Russian defenses, feel things out for a while and then attack where he finds an opening. Utilizing a flexible attack such as this, the German player does not even have to make up his mind which of the two Victory Conditions he will attempt to achieve until the latter stages of the game. The weakness in this strategy is that the German player cannot spend too much time

developing the situation but must instead leave himself enough time to accomplish his chosen mission.

c) The final tactic the German could choose is to utilize the hallmark armored warfare stratagem of **FAMS: FIREPOWER, ARMOR, MOBILITY and SHOCK**. Simply stated; just put the pedal to the metal and charge for the exit area with reckless abandon. Don't try to engage any of the Russian defenders or take out any of his positions. Just lead with the Tigers and damn the losses . . . head straight for the goal line like a steamroller . . . thrust through the meager Russian defenses like a rapier. After all, what does the Russian have that can stop such a laser-like attack? By the time your Russian opponent has regained his composure, you will have crossed the goal line of military immortality . . . or at least, that would be the plan . . . "OK, anyone up for another *short* game?"

Conclusion: I have played all three of these Kursk scenarios twice and have enjoyed the OB selection and variable VC aspects of them so much that they have made my *Best 10 List* already. I must say though, that because of the terrain, the German player's ability to choose his VC and his ability to concentrate his forces at a single point, I truly believe this is the most challenging of the three scenarios for the Russian defender.

Showtime

Matt Shostak



Attraction: A combined arms Kursk slugfest over interesting terrain is normally enough to entice any ASL player, but this scenario also allows players to choose their forces and bid for the first move, which increases the fun factor and replay value tremendously. The replay value is enhanced even further by its inclusion as part of a mini-campaign along with *Dress Rehearsal* and *Setting the Stage*. It should instantly rise to the top of many *must play* lists. If it proves to be balanced this scenario is sure to be considered a classic. I'd certainly play it any time regardless.

Choices: The nature of this scenario steers tactical discussion to the unit choices each side must make, and the bid for the first player turn. The choices are most interesting, of course, when each option is equally strong but also is significantly different in some way. After all, it's no challenge to pick the right unit when one is obviously better than the other. In fact, one measure of the success of this scenario would be the amount of debate that each choice engenders among players. If everyone agrees on a particular choice, perhaps a better alternative should have been offered.

Victory Conditions: As always, understanding the terrain and the victory conditions are necessary prerequisites for a player to choose his forces in a way that suits his style and vision best. The terrain here is relatively open and flat countryside, although the Russian left flank on board 4 is dominated by the railroad and the hill. To win the Germans must exit at least 40 EVP off the north edge, but this number is increased by two for each Soviet AFV with functioning MA on boards 4/44. German AFV that are mobile and have functioning MA may count as exited if they are on/north of hex row I on boards 4/44 at game end.

The Bid: This scenario is focused on Exit Victory Points, and it is only 5.5 turns long. Therefore the bidding process is of great importance to both players, because it's not just about getting to move first, but also to move last. The player who gets to move first actually gets 6 turns while his opponent only gets 5.

The Germans: I think the Germans need the first move, and hence 6 total movement phases, more than the Russians do. After all, the burden is on them to press the attack and meet the EVP total. Fortunately for them they can guarantee that they obtain the first move since they win a tie bid, but bidding chit 3 would give the Russians either a pair of Fighter-Bombers or a 7-0 and radio to direct a module of 70mm OBA. Is it worth it to give up so much? Obviously the answer to that question depends on the player, but I think it is. The Fighter-Bombers could be devastating but they also might never arrive in time to do anything useful. The OBA can be fickle, and the 7-0 leader can be broken or killed. It could be worthwhile indeed. Another way to look at it is that you might want to adjust your bid chit based on the experience level and/or playing style of your opponent, provided you know him well enough. Chits 1 and 2 do not offer the Russian player anything nearly as frightening as air power or OBA, so a lesser bid might be called for just to keep more powerful units out of your Russian opponent's hands.

The Germans start the game with a very small force on board, and they also enter six squads and an SPW250/sMG on turn 1. They could ride the tanks into battle, but the tanks may not feel they have the luxury of spending time to unload them. Otherwise most of this infantry will have to leg it to the battle, all the more reason to try to win the bid for the extra turn. Nevertheless these forces can accomplish a lot here. If the Germans gain the first move, the onboard units can rush forward into positions to harass the Russian entry and buy time for the following units. Although the PzIIF may not look like much, Russian ordnance will often have much bigger fish to fry, which could allow this small, obsolete tank to become a pain in the Russian backside. The infantry entering on turn 1 might eventually provide the firepower that breaks the Russian OBA observer, or they might threaten the Russian armor with close assault.

The Germans must choose 2 out of 3 tank groups to enter on turn 1. Here's where it really gets interesting, and you can see a player's preference and style start to show. What should the German player choose? The two Tigers with an armor leader are sure to be a favorite among many players, myself included. With an 11 (boxed) frontal armor factor, and an 8 side armor factor, they will be very obstinate targets for the Russian guns. Their fabled 88L guns sport a 20 To Kill number with AP ammo, and they even have APCR 6 (the number is 5 on the counter, but this is an SS unit, C8.2), which boosts the basic To Kill number to 23! The best armor factor the Russians could have is a 14, although 11 will be much more typical, so these guns shouldn't have much trouble punching holes in the opposition. The Tiger crews have morale 9 which might make going CE more of an option, and the 9-1 armor leader might generate a few extra hits, and therefore kills. They've even got a primitive form of *nahverteidigungswaffe*, signified by the M7 on the back of the counter, which could help if Russian infantry decide to jump them in CC. What's not to like about the Tigers? Well, there are only 2 of them, and they've got mechanical reliability problems as indicated by the red MP number on the counter. They are also large targets. The second group of tanks (two PzIVF2 and two PzIIIL with an 8-1) is also intriguing. Although they don't have the hitting power of the Tigers, they bring twice as many guns to the party, and a better rate of fire with half of them. Four tanks can cover more ground than two. The 75L should be sufficient to deal killing blows to the Russian tanks, with a basic AP To Kill number of 17, and APCR available on a 5 with a basic To Kill number of 20. They also have smoke ammo and smoke dispensers that could be put to good use. The 50L guns of the PzIIILs will have more trouble against the Russian armor (AP TK 13, APCR availability 6 with TK 17), but it could be the ideal

weapon to dispatch lighter Russian armor such as the T-70s or the SU-57(a) half-tracks, should they appear. The third choice for the Germans is three PzIVHs. They are nearly identical to the PzIVF2s, being a little slower (13 vs. 14 MP) and better armored (circled 8 vs. 6 frontal armor factors). Thus the Germans could bring as many as 7 tanks, or as few as 5, on turn 1. One last consideration is how many victory points each group is worth. The Tiger group is worth 16 points, the mixed group is worth 26, and the PzIVH group is worth 18. I think any combination of tanks could be justified, and it depends on each player's vision of how he wants to fight the battle. I see this primarily as a tank engagement, so I tend to shy away from the mixed group since the PzIIIs might have trouble with the T-34s. There's nothing more frustrating than watching shell after shell bounce off the opposing tanks, and without APCR these guys don't stand a chance against the T-34s. The Tigers, however, are much less likely to have such problems with penetration. Moreover, if the Russians choose the KV-1 M42 platoon, the Germans could be sorry if they don't have Tigers around to counter them. In essence, I think the Tigers are much easier to use. It requires a lot of skill to use the PzIIIs effectively.

The turn 2 reinforcements require a choice between three StuG IIIGs and three StuH 42s, each group with an armor leader. Here I prefer the StuGs because I want to win the armor battle first and foremost. The StuH 42 is more effective against infantry. The StuG has the 75L with APCR 6, and it can still be used rather effectively against infantry if need be. The StuG has pretty good smoke making capability with s8 (up to 9 for SS) and sD7. Although the StuH 42 has even better smoke availability (s9 up to s10 for SS, and sD7), it has no rate of fire, and only has HE (basic TK 10) and HEAT (basic TK 15) available to counter enemy tanks. I just don't see that as enough in this kind of battle, but I'd love to hear (or see demonstrated) a good argument for using the StuH 42s. The two panzergrenadier groups present interesting choices as well. They are each worth the same number of victory points. The second group, however, has a couple of assault engineer 5-4-8 squads, a 10-2 leader, a flamethrower, and an extra DC. Although I don't really like the SPW 251/9 with its 75* gun as much as the SPW 251/10 with its 37L in the other group, overall I prefer the 10-2's group. When in doubt, take the 10-2 leader, right? I can certainly see an argument for choosing the other group, especially considering its HMG.

Lastly the German player should think about what Bonus OB choices he would make if he loses the bid for the first turn (unless the German bids chit 3 of course). If the Russians win the bid for first move by choosing chit 3, I'd take the Tiger instead of the 9-2/HMG/6-5-8 group because it can get to the battle more quickly and make a huge impact. Each enemy AFV it kills directly affects the victory point total, and I expect it to kill a few. The 9-2 group, however, will take a couple of turns of movement to even reach the battlefield, and since the Russians will be moving first in this case the Germans won't have much time to waste. It's difficult to imagine this group being more effective than the Tiger. The next choice is much more intriguing. If the Russians win the first move with a bid of chit 2, the Germans could take a pair of Fighter-Bombers without bombs or an 8-0 with a radio to direct some 80mm battalion mortar OBA. Each is fickle; it's very possible that neither will have much effect. Since the OBA can fire smoke, that would be my choice. A timely smoke mission could spell victory by obscuring the exit of multiple German units. If the Russians win the first move with a bid of chit 1, the Germans could take an extra 9-1 armor leader or a 6-5-8 squad. Since winning the armor battle is my theme here, I'd pick the 9-1.

The Russians: The Russian player has 5 choices to make in customizing his order of battle, but the first one is easy: five T-34 M43 tanks or five T-34 M41s with a 9-1 armor leader. The M41 group has the armor leader, marginally faster movement (17 vs. 16) and lower ground pressure, but they are less reliable (red MPs). The M43 group is superior where it really counts. The M43s have better armor (11 vs. circled 11) and a better rate of fire (1 vs. 0). I'd take the M43s, as I think most players would. I wish there were a more interesting alternative here. The second choice is much more intriguing: 3 KV-1 M42s vs. 3 Churchill IVs with an 8-1 armor leader. The Churchill's advantages include a better rate of fire (2 vs. 0), the armor leader of course, a fast traverse turret which allows them to be CE when firing, and better basic To Kill number with AP ammunition (15 vs. the 76L's 13). Key weaknesses of the Churchill are its breakdown number B11 for the MA, and its limited ability to fire high explosive (HE7). It won't be long before these guys malfunction some guns. Although both types are ponderous, the KV tanks are marginally faster (10 vs. 9) but suffer from red MPs. The 76L is a better dual-purpose gun since it can fire HE. What really makes the KV stand out is its armor. It has a boxed 11 on the front and 11 on the sides. The Russian player could win the rock-paper-scissors contest if he chooses the KVs while the Germans decline the Tigers. As 75mm shells bounce harmlessly off the front turret of these beasts the German player will probably second-guess his armor choices. One last item is worth mentioning. The Russian vehicle notes are silent on this issue, but an unofficial "Perry Sez" has floated on the ASL Mailing List that Russian Lend Lease vehicles use black To Hit numbers. It would be a good idea for you and your opponent to come to an agreement on this before choosing sides, and certainly before choosing units. Obviously if the Churchills can use the black numbers that's another big point in their favor. A good case could be made for either option for the Russian player here.

For his turn 2 reinforcements, the Russian can choose between three T-34 M43s and a mixed group of two T-34 M41s and two T-70s. The T-70s are somewhat obsolete on this battlefield, but they are still capable of holing German half-tracks, and could even nab an unlucky PzIV or PzIII. The T-70 has APCR 5 (increased to 6 because this is a Guards unit), and its basic To Kill numbers are 10 with AP and 12 with APCR. The mixed group has the advantage of numbers and can therefore cover more ground, although the T-70 is clearly limited, and neither of the mixed group's tank types has rate of fire. I'd pick the M43s again. One of the most fascinating choices also enters on turn 2. Should Ivan take two SU-152 conquering beasts, or four SU-57(a) half-tracks? The contrasts are obvious. The half-tracks are small, fast (albeit mechanically unreliable), and have a great gun with very high rate of fire, but their armor is almost paper-thin and the crew must be vulnerable to fire. The conquering beasts are much slower and are large targets. They have pretty good armor (but not great: boxed 8 front, boxed 6 side), and a massive gun with no rate of fire (and no Intensive Fire capability) but which packs a real wallop. It has a kill number of 21 with AP. Its major drawback is that it carries very few rounds to the battlefield, as signified by its circled B10 for the main armament. You can only expect to get a few shots from each of these guns before they malfunction. Which would you rather have? I wish I could take half of each group to create a potent mixed force, but that's not allowed. Against a rookie maybe you could allow that option to him as an interesting balance condition. If pressed I'd have to favor the half-tracks, fearing that the assault guns would break down early while achieving nothing. For turn 2 infantry support, the choice is between two groups of equal size. Would

you rather have the rifle group featuring a 9-2 leader and an HMG among other things, or the mixed group containing some assault engineer 6-2-8 squads, a flamethrower, and an extra DC but no HMG? I don't think one is obviously better than the other. Try a different group each game, or pick what you will enjoy using. Looking ahead to the possibility of some close assault against panzers or close combat with the SS, I might favor slightly the assault engineer group.

If getting the first move is important to the Germans, then obviously it should be important to the Russians as well, if for no other reason than to deny the Germans what they want. The compensation that goes with a bid of chit 1 is so insignificant that it makes no sense to me to bid zero. Giving the Germans an extra squad or armor leader isn't really a big deal. However, chit 2 and chit 3 both give the Germans some valuable compensation. Is moving first important enough to bid chit 3 and give the Germans an extra Tiger? Is it worth it to bid chit 2 and risk giving the Germans FBs or an 80mm artillery module? It's certainly worth considering. Winning the bid means the Germans only get 5 movement phases to accomplish their goal, and it also allows the Russians to move first and last, which should give them the advantage of choosing their positions and often getting the first shot in the tank engagement. So much depends on your assessment of your opponent, but I certainly don't see a bid of chit 2 or chit 3 as unreasonable. What extra units should the Russians choose if the Germans win the bid? If the Germans bid chit 3, the choice is between two fighter-bombers (one with bombs, one without) or a 7-0 and radio calling for a 70mm artillery module. If the aircraft can catch a traffic jam of half-tracks at the right moment they could wreak a lot of havoc, but so could the OBA. I probably favor the air power slightly since the 7-0 could be eliminated by a number of different causes. For chit 2 compensation, the choice is between an extra squad and LMG, or MOL capability for all the Russian squads in the scenario. I think that MOL has a much greater chance for a broad impact across the whole scenario, so that would be my choice. For chit 1 it's between a hero and an ATR, or an 8-1 armor leader. The armor leader would certainly be helpful in the tank engagement, especially considering that the Russians are usually at a disadvantage because they must use red To Hit numbers. On the other hand, the ATR could be useful against German half-tracks and will be harder to eliminate than the armor leader. Still, I'd take the armor leader and put him in a KV.

Strategy and Tactics: Obviously the Germans will dictate the pace of this scenario regardless of who moves first, but the Russians will get plenty of opportunities to try a few things as well. In general the Germans should prefer to keep the tank engagement at a range of greater than 6 hexes to take advantage of their more accurate gunnery and also to prevent the Tigers (if they have any) from being deliberately immobilized. Most Russian tanks will have to be buttoned up to shoot, while the Germans are free to go CE to further increase their odds of scoring hits. The Germans should come out ahead in any such long-range engagements, and therefore many German players will want to steer the action to the wide open spaces of boards 19 and 44. However, an alternative strategy of pushing hard on the railroad side (boards 46 and 4) could be just as viable. The more constricted terrain in this area could allow the Germans to get their forces forward under less fire, although it may reduce the engagement range to under 6 hexes in many cases, which could go a long way to equalizing the armor battle for the Russians. Still, this area ought to be easier for the German infantry to lend a hand. Naturally the Russians will want to do battle at short range. They could close the range by counterattacking, or they could try to wait in covered positions that will force the Germans

to come to them, maybe even through a crossfire, which might create opportunities for short-range duels or localized counterattacks. It might also serve to slow the game down and "eat the clock." It should be very interesting to see which side is able to dictate its style on the other.

Since the game is likely to be mobile and fluid and there are many different combinations of units possible, each player should be able to dig deep into his bag of tricks to try various tactics. The Germans will want to remember their special ammunition for smoke, APCR, and HEAT. It's easy to think of this as an armor battle, and treat the grunts as secondary. Don't allow the infantry to get left out of this fight. They can do a lot of useful things to help win this battle. Of course, they can exit or threaten to exit. You might use them to try to eliminate the Russian artillery observer if he's in the game. All the squads have smoke grenades available, and they also have ATMM capability if they want to get up close and personal with some Russian tanks. Unload the heavy machine guns from the sMG half-tracks, and use the others to bring the infantry forward fast. Leaving a couple of them loaded with infantry can serve as a dangerous threat. The half-tracks are small targets and if they are kept moving they will be difficult to hit at longer ranges. Besides, the Russians will likely have other, more dangerous, targets to worry about. Remember that orchard terrain is among the best for avoiding attack by aircraft. The Russians also will want to remember their special ammunition, and deliberate immobilization might be the only good option sometimes against the Tigers. If the Germans overload one side, it might be possible to hit them hard in the flank. Since Russian AFVs are not subject to Recall for disabled main armament, don't forget to try to repair those guns every chance you get. If you pick the assault engineers, remember that they have a smoke grenade exponent of 2. Maybe it will come in handy. If you have a gun that cannot penetrate the Tiger's armor, consider firing on the Area Target Type, which gives a better chance of harming it (C1.55). Russian Riders are Fanatic; so don't be afraid to have your troops ride tanks to the battle, and maybe even turn the turret to force them to unload without stopping. This type of scenario is ideal for trying the unusual just for grins. Recently on the Internet ASL Mailing List Wayne Hadady discussed the following idea. How about driving one of your tanks with a Rider squad into the hex of a tough enemy AFV such as a Tiger, unload the Riders (or simply turn the turret to force the Fanatic guys to bail out), and then leave the hex, possibly to line up a shot against the rear aspect? The squad will limit the ability of the tank to fire outside its hex by A7.212, and the squad might stand a good chance of killing the tank in CC! And it never had to take a PAATC. What if it were an assault engineer squad? Heck, imagine if MOL is available. Wow. I think such a move is unlikely to succeed but I'd sure like to see it sometime. Talk about scoring style points!

Neither player should forget Bounding First Fire either. In a swirling tank battle like this, shooting first will often decide the winner of a given duel. Why wait just for a chance at gaining a lousy acquisition marker, when your tank might not even be around next turn to use it? Also, both players would do well to keep in mind that isolated tanks become dead tanks very easily. Your armor doesn't have to stay in tight formation all the time, but it's a very good idea if they mutually support each other.

Conclusion: I can't imagine any ASL player not wanting to play this scenario. It's fantastic. There are so many options available that it might take some time to determine if it's finely balanced, but who cares? Give it a try.



Player Profile: Sam Tyson



Banzai!!: Tell us a little bit about your gaming background. How long have you been gaming? What was your first game? Are there any particular games that stood out over the years?

ST: I have always had an interest in military history, artifacts, etc. My wargaming experience started back in 1978-79, when my brother was in high school. He had a copy of Squad Leader, and I was fascinated by it. We played through the first five scenarios are so, playing each a few times. I remember losing the rules at some point, and I bought a second copy of SL. I gave him Crescendo of Doom but we never made it that far through the rules. We played a few more times after we were in college, but lack of opponents pretty much ended my SL endeavors in the early '80s. I played the Ambush Solitaire series while I was in college, but not much else. Computers and video games took up most of my spare time.

My career highlight came in 1999. I went to the Winter Offensive tournament in Maryland, and I was undefeated in my first 4 official scenarios. I earned 2nd place overall in the tournament.

Banzai!!: When and how did you discover ASL?

ST: I worked with a guy a few years ago that had played SL, so we set up a game and played. I wiped him out in just a few turns, but my fire had been rekindled. I started searching the Internet, and found a lot of information on ASL, but not much on SL. I dropped by King's Hobbies and saw an old issue of *Banzai!!* there. I snagged it, bought a rulebook, contacted Matt, and I was in! I played my first game of ASL on December 14, 1997. Aaron Schwoebel led me through the SL to ASL differences playing *Hamlet's Demise*, and somehow I won, even playing as the French. Since then I have played about 160 other scenarios. I haven't won all of them, but they have all been fun.

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

ST: I come to the table with plenty of experience these days, so I know what I should do in most situations. I can attack or defend, and playing the tough local competition has taught me a few tricks as well. Playing frequently is definitely an advantage over opponents who might be rusty from infrequent play.

Weakness wise... Mike Seningen showed me that I sometimes rush headlong into the action, leading with the wrong elements or not utilizing all of my assets. The scenario we played at the Austin tournament this year has opened my eyes to this area of possible improvement. Combined arms scenarios are definitely tricky, and managing the attack is critical in achieving success.

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

ST: I enjoy the tactical situations the most. ASL has the uncanny ability of tying all of the units together in a unique blend of action. Support forces, assault units, etc. all work together to achieve the mission. The worst part of ASL is when something that must work doesn't. OBA seems to be fickle when it is most

necessary. Snipers don't ever activate on your opponents 2 +4 shots.

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

ST: I am always looking forward to my next game. I am one of a few players I know that is always thinking ASL or playing ASL. Driving down the road leads to thoughts of terrain effects modifiers, environmental conditions, etc. On a more definitive note, I'm looking forward to ASLOK this year. Jeff Toreki and I have booked our trip, and we will be in Cleveland for about 10 days of ASL action. I'm also looking forward to beating Shostak, Seningen, or Toreki for the first time one of these days.

Banzai!!: Does the Bounding Fire Productions crew have more cool stuff in the pipeline for MMP?

ST: Always. Chas Smith is such a great guy to work with. We currently have three big projects under development. That includes about 30 scenarios, 4 SASL missions, and 4 Campaign Games. Chas has definitely proven that he can design scenarios that are balanced and fun to play. I am trying to get involved more in the design side, but for now I enjoy doing the preparation of the BFP materials for playtesting.

MMP has been incredibly easy to work with, and I am glad we chose to go the "Official" rout. It's a lot easier to do the design and playtesting than it is the other business stuff of wargaming.

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

ST: Snatching victory from the jaws of defeat is a common theme for most enjoyable moments. Mine came in a game of *Blockbusting in Bokruisk*, at the Winter Offensive in 1999. I was holding on to one building at the end, and my squad had to survive a 2:1 Close Combat attack. My opponent rolled a 7, so my resulting HS had survived long enough to give me a victory. One of my worst moments happened in *Trench Warfare*. After battling long and hard, my opponent eked out a victory, getting enough VP over the trench to win. After the dust settled, we realized that he had done so with only half of his force. He had overlooked sending in his reinforcements, which would have had three full turns to really kick my butt. So my efforts sure looked miniscule compared to his Herculean achievement. Funniest...hmmm. My claim to ASL fame so far has to be designing *Saving Ryan's Privates* so far. One of the funniest moments was recently when Matt Shostak played out the whole scenario solitaire, from memory, using nothing but a pair of dice and a dice cup, with play-by-play commentary for the guys in the room. It took about 60 seconds. That whole issue of *Bonsai!!* was one of our finest achievements.

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

ST: That would have to be just playing the game more, but in face-to-face (FTF) mode. I play a lot of games, but most are in the land of VASL. VASL is a great tool for keeping active and building friendships with people in other parts of the world, but playing ASL sitting across the table from somebody is definitely

more interesting. Seeing reactions, making comments or tank noises, and sharing laughs just can't be beat.

Banzai!!: What advice would you give to players who are just starting out, and what advice would you give to ASL clubs in trying to attract and retain new players?

ST: For new players, try to play frequently. Also, play people of varying skill levels. Nobody likes to lose, but playing against top-ranked players is a definite way to acquire new skills. Playing against other new players is a great way to test your own knowledge and skills to see your strengths and weaknesses. Going to tournaments is a great way to play against multiple people, and playing a lot of ASL in a short time is a great way to improve your knowledge of the rules and ASL tactics.

I think the Austin Club does a good job of attracting new players. Retention is always a challenge in any time-consuming hobby, because there are a lot of other interests for most people. Scheduling events on a more consistent basis will lead to more involvement since players can plan ahead to attend.

Banzai!!: What's your favorite AFV in ASL and why?

ST: The most recent burning wreck of my opponents. Seriously? That might be the SP 251/16. I haven't used it yet, but having two flamethrowers with ROF 2 on a mobile small target platform with speed of 16 MP is too cool. It can fire a FT on either side, so it must be awesome in an infantry support role. The ROF 2 is a little confusing though. Maybe mentioning it here will lead to insight to its meaning in the future.

Banzai!!: Which would you rather have, two Tiger Is or three PzIVs?

ST: I would take the three PzIVs in most cases, especially when model F or later. It has good armor, good movement, good MA, and it's usable as a run and gun machine-gun platform. The s8 or 9 will come in handy as well. In an armor-centric slugfest though, you have to have some Tigers.

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

ST: I really don't play any other war games. I do play cribbage a lot, and I've played 'Championship Stock Car Racing' a few times. Dominoes and Playstation take up the rest of my gaming time.

Banzai!!: What are your other interests outside of gaming?

ST: Hockey is the other big activity for me right now. I play at least once a week, have season tickets to the Austin Ice Bats, and follow the NHL pretty closely during the season. I wonder why it's not the most popular sport in the world. It combines power, speed, agility, finesse, endurance, and strategy like no other sport.

Banzai!!: Any final comments to wrap up?

ST: I have definitely had fun being part of the ASL world for almost four years. I have made a lot of great friends along the

way. Hopefully the future will continue to follow the same path. I plan on playing more scenarios, so don't hesitate to coordinate a match with me!

Club Notes



David Hailey receives the Austin Memorial Cup trophy from Mike Seningen. The First Place Team, comprised of David Hailey (Austin) and Glen Schools (Ft. Worth), went 7-2 in the weekend action at the 2001 Austin ASL Team Tournament.

Biweekly Lunch Gathering!

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



Game Days

The Austin, Houston, and Dallas groups have remained active, hosting various gatherings for club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. To stay informed of upcoming club events, join our email 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.

Club Ladder

(Our humble Club Ladder through July 14, 2001)

(Inactive players not listed)

Player	Points	Record
Matt Shostak	1764	121-29
Jeff Toreki	1719	56-21
Mike Seningen	1712	73-25
Chas Smith	1640	56-13
Jim Ferrell	1441	32-10
David Hailey	1364	32-26
Jay Harms	1258	18-8
Doyle Motes	1221	21-10
Bob Purnell	1171	21-13
Sam Tyson	1159	16-25
Andy Milder	1142	21-34
Glen Gray	1134	9-8
Eric Gerstenberg	1133	45-66
Tom Lavan	1125	6-4
Tom Gillis	1115	24-26
Phil Swanson	1112	3-1
Randy Schurtz	1100	4-2
Edward Beekman	1097	3-1
Steve Eckhart	1093	9-12
Walter Eardley	1080	8-8
Jeff Toney	1071	3-2
Steve Desrosiers	1064	5-4
Bret Smith	1060	14-16
Rupert Cullum	1046	3-2
Rick Reinesch	1042	2-2
Stephane Graciet	1037	1-0
Todd Hively	1032	11-25
Dana Sandarusi	1021	1-1
Greg Swantek	1018	7-8
Ray Woloszyn	1007	2-3
Mike Sosa	1005	2-4
Brian Roundhill	1002	7-15
Bill Dorre	994	4-7
Ed Mott	994	1-5
Ryan Nelson	981	2-3
John Garlic	981	3-7
Paul Thompson	978	0-1
Neal Ague	971	1-2
Duane Blocker	967	0-1
Matt Schwoebel	966	6-10
Matt Scheffrahn	959	0-2
Kirk Woller	955	44-67
Aaron Schwoebel	935	7-21
Scott McFarlane	931	2-7
James Rex	928	0-2
Jack O'Quin	926	12-23
Chuck Lemons	924	0-3
Bill Jennings	923	0-3
John Hyler	917	3-9
Clint Robinstein	911	4-8
Russell Mueller	911	1-5
Jake Henry	905	0-3

Bill Thomson	904	0-3
Mike Austin	895	5-14
Charles Stampely	894	0-3
Glenn Schools	876	5-18
RJ Mate	864	10-18
Jim Knatcher	849	0-8
Dave Morgenthaler	839	0-6
David Finan	838	1-9
Jeff Taylor	828	3-16
Carl Kusch	827	13-35
Dirk Renshaw	734	2-12

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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
 - Club Ladder
- And much more!

Recent Ladder Results

(Send ladder reports to Matt at mbs@zycor.lgc.com)

Winner	Victim	Scenario
Motes (Germ)	Dorre (Russ)	Panzers Marsch
Dorre (Germ)	Mate (Russ)	Baptism of Fire
Gillis (Russ)	Sandarusi (Finn/Ger)	Forests of the North
Shostak (Chin)	Gerstenberg (Jap)	Stand and Die
Tyson (Amer)	Gerstenberg (Jap)	Didn't Have to be There
Gillis (Amer)	Renshaw (Germ)	A Sunday Stroll
Ferrell (Germ)	Gerstenberg (Amer)	Riposte
Ferrell (Russ)	Schools (Germ)	Smashing the Third
Motes (Germ)	Eardley (Russ)	Forest Fighting in Latvia
Dorre (Germ)	Mate (Russ)	The Slaughterhouse
Harms (Germ)	Gillis (Amer)	Brioche Bash
Ferrell (Germ)	Schools (Amer)	Ace in the Hole
Mueller (Russ)	Schurtz (Germ)	The Bread Factory
Gray (Germ)	McFarlane (Amer)	First Swing for Blood
McFarlane (Germ)	Gray (Amer)	Ripe Pickings
Beekman (Germ)	Schools (Russ)	Silesian Interlude (playtest)
Schools (Russ)	Ferrell (Germ)	Directive Number Three
Gerstenberg (Germ)	Roundhill (Amer)	Bloody Gulch
Gerstenberg (Germ)	Ferrell (Cana)	Je Me Souviens
Gillis (Russ)	Roundhill (Germ)	Hube's Pocket
A Schwoebel (Nat)	M Schwoebel (Rep)	Clinical War
Shostak (Amer)	Tyson (Germ)	Germeter by Germeter
Ferrell (Germ)	Hyler (NZ)	Point Of No Return
Shostak (Jap)	Roundhill (Brit)	Jungle Fighters
Seningen (Germ)	Shostak (Amer)	Han Sur Neid
Purnell (Amer)	Woller (Germ)	Buchholz Station
Ferrell (Germ)	Schools (Russ)	High Tide at Heiligenbeil
Gillis (Germ)	B Smith (Fren)	Marked for Death
Toreki (Germ)	Gerstenberg (Amer)	Among the Ruins
Shostak (Germ)	Taylor (Russ)	Silesian Interlude
Seningen (Germ)	Kusch (Russ)	Setting the Stage
Gerstenberg (Germ)	Austin (Russ)	High Tide at Heiligenbeil
Toreki (Germ)	Reinesch (Yugo)	The Professionals
Shostak (Yugo)	Gerstenberg (Croa)	Blood Enemies
Beekman (Germ)	McFarlane (FrFr)	A Little Closer To Heaven
Ferrell (Auss)	Hyler (Germ)	High Danger
Roundhill (Amer)	Taylor (Germ)	Canicatti
Reinesch (Germ)	Stampley (Pol)	A Bloody Harvest
Shostak (Germ)	Kusch (Russ)	Dress Rehearsal
Ferrell (Germ)	Schools (Auss)	High Danger
Shostak (Brit)	Gerstenberg (Germ)	3rd RTR in the Rain
Harms (Isra)	Gillis (Egyp)	No time to be Thamed
Toreki (Germ)	M Schwoebel (Russ)	High Tide at Heiligenbeil
Toreki (Germ)	M Schwoebel (Russ)	The Schoolhouse
Reinesch (Germ)	Tyson (Brit)	Guards Artillery
Shostak (Russ)	Kusch (Germ)	Showtime
Ferrell (Jap)	Hyler (Chin)	Totsugeki!
Sandarusi (Iraq)	Gillis (Isra)	I dream of Jenin
Purnell (Germ)	Woller (Russ)	Shklov's Labors Lost
Toreki (Amer)	K Woller (Germ)	Buchholz Station
Motes (Brit)	Shurtz (Germ)	Test of Nerves

Austin (Germ)	Stampley (Russ)	Friday the 13th
Hyler (Germ)	McFarlane (Russ)	Block Busting in Bokruisk
Seningen (Amer)	Garlic (Germ)	Holding the Hottot Bridge
Shostak (Germ)	Gray (Brit)	Tretten in Flames
Schurtz (Jap)	O'Quin (Amer)	Matsumoto's Charge
Ferrell (Russ)	Roundhill (Germ)	Block Busting in Bokruisk
Hailey (Germ)	Swanson (Amer)	Meat Choppers [Bdf1]
Gerstenberg (Germ)	Gillis (Russ)	Send in the Sand Rabbits
Ferrell (Germ)	McFarlane (Brit)	3rd RTR in the Rain [J43]
Garlic (Germ)	O'Quin (Brit)	Guards Artillery [J57]
Tyson (AlMn)	Motes (Germ)	The Bridge of Verdalsora
Hailey (Fren)	Motes (Brit)	The Long Road
Seningen (Pol)	Ferrell (Germ)	Round Two [J26]
Roundhill (Germ)	Hyler (Russ)	Dress Rehearsal [J52]
Tyson (Brit)	Gerstenberg (Germ)	Faugh A'Ballagh [A93]
Roundhill (Jap)	Stampley (Chin)	Totsugeki! (ATL3 redone)
Shostak (Germ)	Toreki (Brit)	Marketplace at Wormhoudt
M Schwoebel (Fr)	Desrosiers (Ital)	Smashing the Semoventi
Gillis (Fren)	McFarlane (Ital)	Smashing the Semoventi
Seningen (Brit)	Tyson (Germ)	One Tough Canuck [SP72]
Gray (Brit)	Garlic (Jap)	Meiktila Breakin [SP69]
Hailey (Germ)	Taylor (Amer)	A Parting Blow [IC9]
Ferrell (Germ)	Garlic (Russ)	Silesian Interlude [J63]
Gerstenberg (Germ)	Hyler (Dutc)	Grebbe End [J42]
Schurtz (Germ)	Shostak (Russ)	Recon Blitz at Samowka
Schurtz (Germ)	Austin (Russ)	Dress Rehearsal [J52]
Schools (AlMn)	Desrosiers (AxMn)	Blood Enemies [J48]
McFarlane (AxMn)	Jennings (AlMn)	Blood Enemies [J48]
Ferrell (Brit)	Hailey (Germ)	High Danger [CH49]
Swanson (Russ)	Kusch (Germ)	Setting the Stage [J53]
Swanson (Germ)	Jennings (Amer)	A Breezeless Day [AP3]
Shostak (Germ)	Hyler (Fren)	Audacity! [J44]
Tyson (Germ)	Garlic (Russ)	Brave Little Emchas [J65]
Hailey (Germ)	Shostak (Russ)	Friday the 13th [J59]
Schurtz (Amer)	McFarlane (Germ)	Lost Opportunities [17]
Motes (Germ)	Gray (Russ)	The Red Wave [A107]
Seningen (Germ)	Ferrell (Russ)	Dress Rehearsal [J52]
Gillis (Russ)	Kusch (Germ)	Showtime [J54]
Swanson (Germ)	Toreki (Amer)	Test of Nerves [CH41]
Ferrell (Nor)	McFarlane (Germ)	Might Makes Right
Ferrell (Germ)	Schools (Amer)	Bad Luck
Shostak (Pol)	Taylor (Germ)	Round Two [J26]
Gerstenberg (Germ)	Reinesch (Belg)	Toujours l'Audace!*
Ferrell (Russ)	Schools (Germ)	Friday the 13th [J59]
Ferrell (Amer)	Schools (Germ)	Canicatti [J51]
Ferrell (Russ)	Schools (Germ)	The Red Wave [A107]
Shostak (Germ)	Jennings (Amer)	Bad Luck [J60]