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Banzai!!!

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Editor's Corner

Matt Shostak



Are we victims of our own success? Outward appearances would indicate that our club is still going strong. In the recent *Best of the Year 2000* Internet poll conducted by Tom Repetti, for example, the efforts of our club members stood tall. It was practically a clean sweep for Bounding Fire Productions (Chas Smith and Sam Tyson), as they grabbed the top three spots for new scenarios (*Panzer Graveyard*, *Smashing the Third*, and *The Slaughterhouse*), and the top three reprint scenarios (*Merzenhausen Zoo*, *Inhumaine*, and *The Guns of Naro*). Our club did a lot of playtesting and proofreading for all of these scenarios, and we can feel justly proud of their warm reception. Our articles and newsletter were also well received. We have over 40 subscribers to our eGroups (now Yahoo) site. Last June we had our best-attended tournament ever, with just over 30 players.

So why is it that play seems to be down in our club, and attendance at club meetings has dwindled? I suspect that we are becoming complacent. There's no sense of urgency. When a club first forms, no one wants to miss a game day. It's hard enough to believe that others in your town actually *play* this game, and you don't want to miss an opportunity to actually meet someone and play face to face. You never know when you might get another chance to do it. But after a while, if a club becomes stable, that sense of urgency is gone. "No biggie if I miss this club meeting, there'll be another one next month. Why should I go out of my way to play someone new when my buddy and I get along fine and I can count on him to play just about every Saturday?" I think this is where we are now as a club, at least in Austin. Our brothers in Houston and Dallas are newer to the scene and still seem to have a lot of that enthusiasm. While I am happy that we have a stable, dependable club, I can't say I like the fact that we have become Lax. I miss those well-attended game days, with five or six games going at once, maybe even WWII videos playing to add sound effects. It's great atmosphere and camaraderie.

It's that very spirit of camaraderie that you don't want to miss at our upcoming annual tournament. Clear your calendars *now* for June 22-24. You have plenty of time to

arrange your schedules, so be sure to make it! We had an absolute blast last year and fully expect to have as much fun this year. Keep an eye on the club websites for more details as the spring passes.

AAR: The Red Wave



Edward Beekman

STAVKA insisted that a crossroads held by the dread SS Totenkopf was to be seized or bypassed in force as part of the attempt to relieve our surrounded comrades in Leningrad. Sergeant Bulganin was to lead about a hundred men to attack the crossroads from the right flank while Commissar Zoldak cleared the road for the promised tank support. Corporal Shtrigol was kept in reserve to catch any stragglers and keep the attack moving. The intent was to catch the Germans in a pincer, Sergeant Bulganin on one flank and the armor on the other, and squeeze them out of the crossroads.

The attack began well. Zoldak's troops cleared the road by leapfrogging along the trees lining its sides up to the first suspected SS strongpoint. Bulganin's flanking move drew intense but ineffective MG fire from the south.

Once in contact with the enemy, things did not go so well. Bulganin was wounded by MG fire and soon required evacuation. Several men felt the need to accompany him to the aid station. Sniper fire slowly picked off our mortar squad. On the bright side, we stormed two buildings. The Germans chose discretion over valor, and ceded the buildings rather than face our bayonets.

The Totenkopfs counter-attacked immediately and recaptured the northern building, killing and demoralizing many Russians in the process. Like a wave in the ocean, more Russians swirled around the counter-attacking SS, encircling and then overrunning their position. In the confusion, the SS fired into the melee, resulting in losses to both sides, and an enraged Russian squad ran through the fire to aid in clearing some foxholes.

The tanks now swung against the south flank but an Infantry Gun found the range and smashed a tread from the platoon's middle tank. Although it was a blow to our mobility, the tank was well positioned to engage the key SS strongpoint. It did so immediately, scoring a direct hit on a MG position. However, the officer directing the MG absorbed the blast, suffering wounds but protecting the MG crew. Our sniper, following the tank's lead, proceeded to wound the other MG squad's officer on the other side of the crossroads.

The lead tank swung around to the rear of the southern buildings, threatening the Infantry Gun's flank as well as encirclement and lines of retreat for two buildings. Realizing the threat, the MG turned on the tank and managed to immobilize the tank with deliberate aimed fire. The tank crew, curse them, temporarily lost their presence of mind and

bailed out. The MG still had ammo in its belt and a cool barrel. Seeing the fate of their comrades from the side of the house, the third tank refused to press the attack. All that could be done now was to continue to push the troops forward. Troops attacking along the left flank secured the buildings there and were in position to push south. Commissar Zoldak was busy collecting retreating soldiers and feeding them back into the front lines, sometimes having to cock his pistol but never having to use it. One decimated squad sacrificed itself when the SS Gun, trying to knock out the rally point, scored a direct hit on the building. Their sacrifice allowed the remaining troops and Commissar to survive unscathed.

Another particularly demoralized and devastated handful of men had the task of retrieving the mortar and bringing it back into action. These dispirited men exhausted themselves finding the mortar, yet succeeded in using it to drive off the crew manning the enemy Gun. Our sniper later finished off the crew.

As the attack wound to a close, the German small arms and MG fire were too intense to close with and silence. We secured five buildings, but at most we could possibly capture only one more of the remaining three in the time allotted.

The Hermann Göring: A Unit History

Chas Smith



(Chas wrote this article for the unpublished Hermann Goring Pack, which he submitted to Multi Man Publishing for their use. MMP chose four of the scenarios from that collection for inclusion in ASL Journal #2, and has kindly given us permission to use this article here. Eds.)

The German Unit called the Hermann Göring (HG) is an interesting subject for historians and ASL players alike. It was initially formed as a police battalion, and finished the war as a parachute tank corps. The formations went through many different organizations and rebuilding periods during the war, using various types of equipment. The division had the mystique of being an elite unit, and was considered so by friend and foe alike, although whether it really warranted such a distinction, especially in ASL terms, is arguable. HG units fought in Norway, France, Russia, North Africa, Sicily, Italy, and then again on the Russian Front, giving designers a full range of actions to consider in creating scenarios.

This article discusses the early formations that became the HG, its various war formations and combat actions, and the structure of the various units. It also discusses employment plans for the corps.

In order to accurately represent the fighting elements of the HG at each point in the war, we have used various squad types and ELRs throughout the scenarios. This history

attempts to shed some light on our unit selections. For example, we show how often this unit needed to be rebuilt throughout the war. We also discuss the constant high morale, and belief on both sides that they were an elite unit. Some Allied histories state that the HG soldiers fought hard and always maximized all available concealment. They also believed the HG units were not always as tactically competent as its army equivalent. During the Italian Campaign, HG soldiers often made frontal charges across open ground and did not always maximize combined arms.

The Early Years

Polizeiabteilung Wecke was formed on 23 February 1933 by order of the Prussian Minister of the Interior. Being formed less than one month after Hitler assumed power, its purpose was to wipe out any threat to the National-Socialist movement. Commanded by Major Wecke, it initially consisted of 14 officers and 400 men.

Training began immediately. Its first mission was a raid on a communist stronghold in Berlin on 2 March 1933. The mission successfully captured 25 communists and seized large quantities of weapons. The unit continued training, and added machine-gun and mortar detachments. However, the unit's primary mission became exclusively guard and ceremonial duties.

The unit was renamed Landespolizeigruppe Wecke (Special Purpose State Police Group Wecke) on 17 July 1933, becoming Germany's first state police unit. Hermann Göring increased his influence over the unit, and had it at his full disposal. He wanted a highly trained force capable of delivering a strike against external enemies. On 22 September 1933, it was renamed Landespolizeigruppe General Göring. On 1 April 1935, it became more military and was renamed Regiment General Göring.

On 1 October 1935, the unit officially became part of the Luftwaffe. Many members of the unit would eventually go through parachute training and form the cadre of future Fallschirmtruppe units. At this time the unit contained two Jaeger Battalions, a KradSchuetzen (motorcycle) Company, and a Pioneer Company. It soon received a light flak battalion. It also became fully motorized and adopted the tactics of the army's motorized infantry. Antitank guns and special purpose pioneers were also added to the group.

The unit was soon viewed as elite for a number of reasons. First, all members were volunteers who had to meet tough entry and physical standards. The recruiting slogan was "Those who would belong to us must do so voluntarily". Its members wore a white waffenfarbe, which distinguished them in public. It provided the personal guard for Göring on special occasions. In 1937, the Regiment added a heavy flak battalion that included the soon to be famous 88s.

In March 1938, the IV Fallschirmschuetzen Battalion and 15th Pioneer Company were detached and formed as the I Battalion, FallschirmJaeger Regiment 1. The unit also formed a special air defense battery as a special guard for Adolf Hitler. The regiment went through more changes later

in the year, eventually consisting of two light flak battalions, a heavy flak battalion, a searchlight battalion, and a guard battalion. The Regiment also participated in the march into Austria and the occupation of the Sudetenland. The HG soldiers were eager to get into action when the war with Poland began, but instead they provided air defense for Berlin throughout the campaign.

Norway, France, and the Balkans

The first unit to see combat action was the "Kluge Detachment" in Norway. This organization consisted of Watch Bn RGG (Regiment General Göring), Motorcycle Company RGG, 1st Guard Company RGG, and 8th Battery RGG (20mm self-propelled). The motorcycle company contained an armored recon platoon consisting of three PSW 231s.

The detachment was assigned to the 196th Infantry Division. The division had taken heavy casualties, but the fully motorized detachment provided a significant combat force. The division attached it to Kampfgruppe Fischer, the reinforced 340th Infantry Regiment, and more specifically the von Burstin Motorized Detachment. The HG soldiers were ordered to move forward and recon, remove roadblocks, seize bridges, and guard the battlegroup's flanks. The motorized HG force performed well in action, gained valuable combat experience with few casualties, and significantly contributed to the German success in Norway.

The flak elements of RGG participated in the invasion of France. For the most part they were attached to various units to provide air defense. Elements participated in and around the Marmel Forest and Gembloux. Their significant contribution was the use of 88s as antitank guns, a role in which they proved very effective.

When war broke out in the Balkans in April 1941, the RGG was rushed to the area. The RGG was assigned to LI Corps, and placed in reserve. It did not see action as it was positioned to defend the oil fields at Ploesti. In June the regiment was placed near the Bug River with a rumor of pending war in Russia.

Russia 1941

On 22 June 1941 the regiment crossed the Bug near Sokal. It was assigned to the XXXXVIII Corps and mostly to the 11th Panzer Division. It participated in major battles in the Radziechow, Dubno, Kiev, Briansk, Cherkassy, Kremenchug, and Dniepropetrovsk (sp???) areas. The first major action occurred on 23 June near Radziechow where a battery commander was killed. At Dubno the 2nd Battery destroyed numerous KV tanks as the encircled enemy launched a furious attack to break out. In the first few days of battle, the regiment destroyed 30 heavy tanks and knocked down 18 aircraft. Throughout the year the regiment continued to provide air defense and antitank support, and filled gaps in the line when necessary. The flak elements were sent back to Germany in December to rest, refit, and reorganize.

The Special Purpose Rifle Battalion (later 2nd Rifle Battalion) was formed as an infantry unit and sent to Russia in December. It participated in brutal fighting in the Moscow area. The battalion was withdrawn in early 1942, with only 42 soldiers remaining. It started with 568, and had suffered 132 KIA during the fighting.

Transition to Division

Throughout 1942 the regiment went through various reorganizations and performed many duties in the air defense role. The regiment was officially designated Division Hermann Göring on 15 October 1942. The existing personnel were used as the basis for new units. The Luftwaffe provided 5,000 volunteers, and established an exchange program with the army so the division could receive experienced Panzer officers and NCOs. The division was to organize as follows:

Grenadier Regiment I HG

- I. Grenadier Battalion (armored)
- II. Grenadier Battalion (motorized)
- III. Grenadier Battalion (motorized)
- 13. Heavy Infantry Gun Company
- 14. Panzerjaeger Company

Grenadier Regiment II HG

- I. Grenadier Battalion (armored)
- II. Grenadier Battalion
- III. Grenadier Battalion
- 13. Heavy Infantry Gun Company
- 14. Panzerjaeger Company

Jaeger Regiment HG*

- I. Jaeger Battalion
- III. Jaeger Battalion

Panzer Regiment HG

- I. Panzer Battalion
- II. Panzer Battalion

Flak Regiment HG

- I. Flak Battalion
- II. Flak Battalion
- III. Flak Battalion
- Fuehrer Flak Battalion

Artillery Regiment HG

- I. Artillery Battalion
- II. Artillery Battalion
- III. Artillery Battalion
- IV. Artillery Battalion
- V. Sturmgeschuetz Battalion**

Aufklaerungs Battalion HG

- 1. Kradschuetzen Company
- 2. Volkswagen Company
- 3. Panzerspah Company
- 4. Panzerjaeger Company
- 5. Heavy Company
- 6. Flak Company (20mm)

Panzer Pioneer Battalion HG

- 1. Panzer Pioneer Company
- 2. Panzer Pioneer Company

3. Panzer Pioneer Company

4. Panzer Pioneer Company (Bridge Company)

* This was formerly FallschirmJaeger Regiment 5. Many of its members had originally trained in the HG, but the Regiment disdained becoming part of the division. They were a separate regiment, and felt they were elite. Even though renamed the Jaeger Rgt HG, they still referred to themselves as FallschirmJaeger Rgt 5.

** The StuG battalion was later organized into the Panzer Rgt HG as Battalion III.

North Africa

Elements of the division began moving to North Africa in December 1942 in response to the U.S. landings. The flak regiment was initially divided out to reinforce other units, and elements of the HG slowly arrived. The division initially fought as Kampfgruppe Schmid.

The Panzer troops were sent, but mostly without their equipment, and their training was for nothing as they were utilized as infantry. The division did use one panzer company and some Italian assault guns.

The division fought in the defense of Tunisia, and fared well against tremendous odds. Field Marshall Kesselring praised the morale and spirit of the HG troops after visiting them. However, the commitment of the division to North Africa proved to be disastrous. Almost all of the soldiers, about 10,000, were captured when the Germans surrendered. Only 1,000 HG soldiers escaped capture. Nearly all of the Initial volunteers of the regiment were lost. The foundation of the division was lost, and it now technically existed only on paper, and not as a trained fighting unit.

Sicily and Italy

The division began to reform immediately after the collapse in Tunisia. The survivors of Tunisia and the replacement regiment in Holland formed the basis of the new division. New replacements were added to bring the division up to full strength. The organization remained relatively the same as before Tunisia, the exception being the addition of a Sturm company and a rocket battery. The division moved to Italy, and began an intensive training program to prepare for the imminent allied invasion. In June they moved to Sicily.

The allies invaded Sicily on 10 July 1943. They believed the Hermann Göring to be the best division on the Sicilian battlefield, and possibly it was. It was the only Panzer Division employed in Sicily. The 15th and 29th Panzergrenadier Divisions were also in theater, but they had gone through rebuilding similar to the HG. The remaining defenders in Sicily were Italian units. The attachment of 2nd Company/504 Heavy Tank Battalion with Tiger Is significantly increased the HG's lethality. Even so, the division was relatively inexperienced. It lacked a large corps of veterans, but was well equipped and morale remained high.

The Hermann Göring attacked to throw the allied landings

back to the sea, but the combination of Sherman tanks and naval gunfire (some of it direct) stopped the attack and inflicted heavy casualties. It is estimated that over 5,000 shells fell on the tanks of the HG alone during these battles, knocking out approximately 40 PzIIIs/IVs, and 14 Tigers. Kampfgruppe Schmalz of the HG, which was built around Battalion I/PanzerGrenadier Regiment HG I (armored) fought in the eastern part of Sicily against the British. They were very successful in stopping a British breakthrough, but also suffered heavy casualties. The entire division fought an excellent delay from successive positions against overwhelming allied superiority. The main thought was to ensure the division got out of Sicily intact. On August 10 the order was given to start the evacuation. The HG provided the rearguard allowing other units to get across the straits to Italy, and on the 17th the division was finally moved. Table 1 lists the HG tank strength before and after the invasion.

Table 1. Tank Strength of HG

Date	Pz III	PzIV	PzVI	StuG	StuH
10 Jul 43	46	32	17	20	9
17 Aug 43	18	11	1	16	6

The division fought on the Italian mainland throughout the remainder of 1943 and through June 1944. The division continued to fight well, but suffered heavy casualties. It was finally withdrawn in November 1943 to rest and refit (a company of the recon battalion received schwimwagons at this time). Unfortunately, pieces of the unit were continually attached to reinforce other units, or to fill gaps in the line. This prevented the division from rebuilding to its full combat strength, and continually suffered from an infantry shortage throughout the Italian campaign.

On 6 January 1944, the division was officially redesignated Fallschirm Panzer Division Hermann Göring. However, this did not change how the division was employed. Many units of the Hermann Göring were parceled out to other divisions, and most significantly these fought in the Cassino area. Elements of the HG were committed to the Anzio campaign piecemeal to counter the allied landing of 22 January 1944. Not until the end of February did it actually fight again as a division. Even so, the previous stripping of the infantry components forced the division to employ inexperienced personnel in its ranks. Even though inexperienced, morale remained high. The campaign lasted until May, with some rough fighting. Elements of the division were rushed to hold an allied breakthrough late in May. Air attacks took a heavy toll on the division as it moved to the Ardena-Valmontone area. There it established a defensive line and prevented a complete collapse of the front even though attacked by far superior Allied forces. Only after a severe depletion in strength did the division start to fall back. A British Armed Forces communiqué reported, "Fighting heroically, the Hermann Göring Division has gone down for the third time near Valmontone." The Germans decided to save Rome, and not make a do or die stand in the city. Elements of the HG were selected to provide a rearguard in order to allow

numerous other German units to escape encirclement. The HG had suffered enormous losses over the last few months with few replacements. (See table 2)

	PzIII	PzIV	PzV	MarderII	StuG	APC	AC	Manpower
Authorized	19	98	3	28	31	366	60	22,157
Operational	0	12	0	0	0	112*	6*	17,045**

* Estimated

** Most troop losses had not been reported, so this number was in reality *much* lower.

Table 2. Operational Strength of HG June 1944

The division still carried the ATR as part of its equipment, but only had 7 remaining out of an authorized 241. They had an authorized strength of 60 “bazookas”, but possessed 144. They still had 35 of 36 88s, and 42 of 42 quad 20s.

On 15 July 1944 the division was pulled back from the fighting, having sustained more casualties. They left most heavy equipment behind, and were to reorganize and re-equip enroute to the eastern front. Ironically, the division had never really recovered from the previous losses, so this was in a way a complete reformation of the division yet again, a mere 14 months after the collapse in Tunisia.

The HG arrived on the eastern front piecemeal, and was immediately committed to stem the tide of the Russian summer offensive. Only one battalion of tanks was available with 68 PzIVs. Eventually 31 Jagdpanzer IVs would also be available.

On 1 October 1944 the division was expanded to a corps. The division staff basically became the corps staff, and the new units were formed from existing ones. This created numerous personnel and equipment shortfalls. Equipment and personnel were much harder to come by at this stage of the war, and the HG was no longer ‘favored’. Some of the units were not formed until December, and others were not even formed at all. For the HG Corps organization, see “HG Corps Concept” later in this article. Of significant note, the corps at no time ever reached its authorized strength in men or equipment.

The corps fought primarily under Ninth, and subsequently Fourth, army. They fought excellent defensive battles against Russian onslaughts, and counterattacked when possible. Replacements sometimes came from parachute regiments, fortress battalions, and Hitler Youth. Interestingly, in the February-March 1945 timeframe the HG Parachute Panzer Div fought as part of the Grosseduetchland Corps, and the GD Panzer Division fought as part of the HG Parachute Panzer Corps. Approximately 24,000 soldiers started the East Prussian Campaign in the HG Corps and 2nd HG Parachute PzGr Div, but only 6,000 escaped the Heiligenbeil Pocket in March 1945.

In April all elements of the HG Corps were once again reunited, and after heavy losses were to rest and refit. They were to conduct training to indoctrinate replacements and

prepare for upcoming operations. Developments with the Russian offensive aimed at Berlin prevented much of the training from taking place. Nevertheless, the corps’ morale was extremely high, and there was an offensive spirit to fight hard on German soil. The corps’ final battles were counterattacks against Polish and Soviet armored spearheads moving to Berlin. The HG inflicted severe casualties in personnel and material, but could not change the fate of Berlin and Germany.

The fate of the HG soldier after the war was not good. Nearly all members of the corps fell into Russian captivity. The Russians considered them an elite organization, and solely for this reason many soldiers were considered criminals and sentenced to 25 years forced labor. Most of the soldiers did not return to Germany until late in 1949.

Fallschirm Panzer Corps Concept

The HG Fallschirmpanzer Corps was formed in the fall of 1944. The theory behind this formation was that airborne forces, once deployed, would eventually be attacked by strong enemy forces. The enemy would also use tanks, and therefore airborne panzer units were necessary for the success of these operations. The parachute panzer corps would land as follows:

- | | |
|--------------------|--|
| First Wave | All parachute (infantry) battalions, equipped with machine guns, mortars, and engineers. |
| Second Wave | The armored infantry battalions and armored vehicles mounting 20mm AA guns which could be used against air and ground targets. |
| Third Wave | Tanks and armored artillery. |
| Fourth Wave | Remaining antiaircraft artillery. |
| Fifth Wave | Remaining field artillery. |
| Sixth Wave | Remaining engineers. |

On paper it was a good idea. However, the German situation at this point in the war prevented any operations of this kind. Subsequently the corps was the equivalent of a typical army panzer formation. The Corps formed with the following units:

HG Parachute Panzer Corps
 HG Corps Assault (Sturm) Bn
 HG Panzerjaeger Bn
 HG Corps Pioneer Bn
 HG Parachute Panzer Flak Rgt

1st HG Parachute Panzer Division
 HG Parachute Panzer Rgt
 1st HG Parachute Panzergrenadier Rgt
 2nd HG Parachute Panzergrenadier Rgt
 1st HG Parachute Panzer Fusilier Bn
 1st HG Armored Recon Bn
 1st HG Parachute Panzer Pioneer Bn

1st HG Parachute Panzer Artillery Rgt
1st HG Replacement Training Bn

2nd HG Parachute Panzergrenadier Division

HG Parachute Assault Gun Bn
3rd HG Parachute Panzergrenadier Rgt
4th HG Parachute Panzergrenadier Rgt
2nd HG Parachute Panzer Fusilier Bn
2nd HG Armored Recon Bn
2nd HG Parachute Panzer Artillery Rgt
2nd HG Replacement Training Bn

HG Parachute Panzer Replacement and Training Brigade

1st HG Parachute Panzer Replacement and Training Rgt
2nd HG Parachute Panzer Replacement and Training Rgt

Panzers

The first panzer force of the division started as a Pz III company in the late summer of 1942. Plans called for the regiment to contain two battalions consisting of PzIIIs and IVs by April 1943. The regiment was still forming when committed to North Africa. The 3rd Company with 8 PzIVs and 2 PzIIIs saw action in North Africa. Some photographic evidence indicates that the HG used some Italian Semoventi M41 crewed by members of the division. The regiment was eventually formed for the defense of Sicily. Some sources mention that the HG Panzer Regiment contained Panthers in Italy, while others imply they had none. Records indicate that they had three Panthers during the fighting in Italy, but it is unclear if and how they were employed. The StuG battalion became Battalion III of the regiment. The regiment eventually established a Pz IV and a Pz V Bn according to regular army TO&Es. Table 3 lists some relative strengths or the HG Panzer Regiment throughout the war. The regiment began receiving Panthers for a battalion in October 1944.

Date	PzIII (50)	PzIII (75)	PzIV	PzV	StuG (75, 105)	JdPzIV
Aug 43	25	3	31	0	22	0
Jan 44	21	14	27	3	14	0
Aug 44	0	0	64	0**	0	31*
Mar 45	0	0	20	20	0	0

* Battalion III left their StuGs in Italy and re-equipped with JdPz IVs; later transferred to HG Corps

** 64 Panthers arrived in November 1944

n.b. HG had one King Tiger in March 1945; probably integrated from GD

Table 3. Relative Strength of HG Panzer Division throughout the war

Panzergrenadiers

The HG PzGr regiments were organized in the same manner as army regiments. The initial breakdown was discussed in *Transition to division*. The plan was to fully armor all the infantry, but as with the regular panzer divisions, this was not possible. Although not all sources agree, Battalion I/HG

Parachute PzGr Rgt I apparently was still armored late in the war. The PzGr Rgts of HG Pz Div 1 and HG PzGr Div 2 were all motorized. Although all the regiments were to have three battalions, shortages restricted them to two each.

Artillery

The artillery formations of the HG resembled those of army panzer formations. Apparently Nebelwerfers were employed in the Italian Campaign with the attachment of the 71st Nebelwerfer Regiment. On 1 January 1945, the artillery units had the following ASL equivalent *batteries*:

HG 1st Parachute Panzer Division Artillery

I. Bn 3x105 (10.5 cm leFH 18)
II. Bn 1x105L(10cm K18)
2xPzAII (Wasp)
III. Bn 2x150(15cm sFH18)
1xPzAIII/IV (Hummel)

2nd Parachute Panzergrenadier Division Artillery

I. Bn 3x105 (10.5 cm leFH 18)
II. Bn 3x105 (10.5 cm leFH 18)
III. Bn 1x105L(10cm K18)
2x150(15cm sFH18)

There was no HG Corps Artillery. They also employed all forms of the infantry guns, towed and self-propelled, in the infantry regiments and battalions.

Flak Regiment

The flak units went through numerous changes throughout the course of the war. On 1 January 1945, the HG Flak Rgt contained four battalions, each identical, and consisting of the following batteries:

3x88mm 1x37mm(towed)
1x20mm(Self-propelled) 1x20mm(quad) (Self-propelled)

The units of the HG contained their own flak platoons/batteries as per the army, and used a wide variety of AA weapons. However, the division at no time contained Whirlwinds or Ostwinds. It was possibly the first division to use the Flakpanzer 38ts, receiving 12 sometime in the spring of 1944. Apparently most these were destroyed in the May-June battles. They also employed several of the 251/17 (similar to the 251/21 in KGP) sometime in late 1944, probably in the Panzergrenadier heavy weapons companies.

Marders

Regardless of the unit, any historical information on Marders is difficult to obtain. It was decided that the HG would not contain a Panzerjaeger Bn due to the firepower the flak regiment provided with its 88s. There is no mention of a Panzerjaeger Bn on any organizational charts of the division. However, when the armored elements of the division were forming in October 1942, a Marder company was established. It is difficult to determine how this was organized within the division. Although still not possessing a Panzerjaeger Bn, the division had an authorized strength of 28 Marders while in Italy. Photographic evidence indicates

they used the Marder II version. This is supported by the fact that Company 13 of the Hermann Göring Regiment received three 76.2mm Marders early in 1942, which were the Marder II. Since most heavy equipment remained in Italy, none of the Marders would have fought with the division on the Eastern Front. The HG Corps organized with a Panzerjaeger Bn consisting of JgPzIVs when formed in Russia.

Assault (Sturm) Battalion

The corps included a Sturm battalion with the primary mission to act as the corps reserve. This eliminated the necessity of stripping combat power from the divisions to form a reserve. The Sturm battalion was fully motorized so it could quickly react in the corps area of operations. The battalion's authorized strength was 974, and it suffered 606 KIA/WIA from September to December of 1944, and even more later in the Heiligenbeil Pocket.

Tiger Battalion

There seems to be a myth that the HG contained its own Tiger unit, which is just not true. However, various Tiger units were attached to the HG from time to time throughout the course of the war. For example, in Sicily the 2nd Company/504th Heavy Tank Bn was attached to the division. When the division was expanded to a corps, plans called for a Tiger Battalion. Shortages of equipment resulted in this unit never being formed. It is indeed possible that a few Tigers were incorporated into the corps late in the war from decimated units, but the HG never contained its own organic Tiger formation.

Political Ties

Although not an SS unit, the HG *could* be viewed as the Luftwaffe's SS unit. The soldiers of the HG were all volunteers (at least until late in the war), and there was definitely a political sense in that the unit was loyal to Hitler and Göring. In a War Diary Report Hitler mentions the improved fighting quality of the HG after a large number of Hitler Youth were incorporated as replacements in 1944. Based on previous discussion of action in Russia, the Russians also viewed the HG differently than regular German Army or Luftwaffe units. Of interest is the obvious attempt after the war to disconnect the HG from any political ties. Many of the emblems, banners, and so on in the war contained the swastika, which now does not appear on much material related to the division. One thing that does separate the HG from the SS is that they have not been accused of war crimes that were typical of SS units. Accounts from both sides imply the HG treated prisoners, civilians, and property in accordance with regulations and law.

Conclusion

The HG fought hard by all accounts, but is overrated if considered purely elite. They fought in almost every theater, inflicting and suffering heavy losses. These losses forced them to constantly reorganize, and at times fill their ranks with inexperienced personnel. They maintained a high morale, and were attempting to take offensive operations, even in the last days of the war. Although associated with and under the Luftwaffe, it was only employed in the same manner as an army panzer unit. Because of its many reorganizations and the mixing of volunteers, veterans, and green troops, it is not possible to recommend a single ASL squad type to scenario designers wishing to model actions involving the HG. Instead, designers must be careful to use ASL squad types that accurately reflect the state of the troops of the HG for each particular scenario. That is the approach taken with our set of HG scenarios. Likewise, although some literature calls the HG an elite unit, it was not especially well supplied, and therefore should probably seldom be given elite status in ASL terms, because such status implies higher special ammo numbers.

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SP11 Pomeranian Tigers: Analysis and AAR



Carl Kusch

Pomeranian Tigers takes place in Germany during February 1945. This date gives the German player twice as many PFs as he has squads, with a +1 DRM to the PF usage DR. It also means that the German gets ATMMs. The current ROAR balance slightly favors the Russian: 28 to 24. The scenario is eight game turns long. Since the Germans belong to an SS unit and the Russians to a Guards unit, they are both Elite units (A25.11 and A25.2) and therefore qualify for +1 Ammo Depletion Numbers (C8.2). Let me know if anyone sees it differently but that is how we played it. The presence of the rare and powerful Tiger IIs and Stalins is what originally caught my attention about this scenario. I played the defending Russians, so I am writing this AAR from that perspective.

Mission

The Germans must attack up the long axis of a hilly, urban battlefield to exit 40 CVPs (out of an OB total of 67 CVPs) off the north edge by the end of his half of game turn (GT) 8. The German Exit CVP requirement is reduced (to a minimum of 20 CVP) proportional to Russian losses. From the Russian point of view, rather than trading units for time, he must endeavor to trade space for time. Therefore, the Russian must keep himself from becoming decisively engaged—the classic fighting withdrawal.

Enemy

The Russian faces a substantial German force. The German units are Elite troops (although not formally ASL SS counters) supported by three assault guns (AGs) and two Tiger IIs.

- The German 5-4-8s don't out-gun the Russian MMCs but they do out-range my guys.
- The Russian AT Gun and Stalins can easily defeat the German AGs. The AGs have some sort of smoke dispenser as well as smoke rounds with increased depletion numbers.
- The Tiger IIs possess heavy frontal armor but relatively weak turret armor with weak side and rear armor. The Tiger II sports good MGs but suffers from Mechanical Reliability (D2.51). By Vehicle Note, the crew of the Tiger II has ML 9.
- The German enters in almost equal increments that individually are relatively weak but combine to form a very powerful task force. For this reason, the German cannot be too bold and aggressive with his leading units. However, when the two groups link up, the full weight of the German attack can be brought to bear on the Russian defense. This actually gives the Russian a little breathing room in the first couple of game turns.

- Because of the AFVs, the German player has the Armored Assault and Riders tactical options available.

Terrain and Weather

SSR 1: The frozen conditions are significant for the following reasons:

Marsh becomes Open Ground making hexes 41K1, O10, S10 and AA1 traversable. Furthermore, AFVs are NOT subjected to Bog Checks when going around them.

The Water Obstacles are frozen and therefore are also traversable. This is better for the infantry than it is for the AFVs, however, because the AFVs are subject to a Collapse DR (B21.6 and B6.42).

SSR 2: The stream depicted in the map is instead a road, although the bridge at 41J5 does *not* exist. At first, this change is very hard to visualize, but you get used to it after a while.

SSR 3: All level 2 hills are level 1. This blocks a lot of LOS.

Mapboard: The hills and valleys (roads) on this mapboard are conducive to a fallback style of defense. The +3 TEM of the many stone buildings offer the Russian plenty of positions from which to fight.

Available Troops and Fire Support

Unlike his German counterpart, the Russian is weak on tank killing weapons. Other than the AT mines, he has only one AT Gun and three relatively fragile IS-2ms. This is important because the five German AFVs account for 38 potential Exit VPs. The Russian commander must plan carefully and shoot well.

The Russian OB consists of powerful Elite MMCs with short range. This means that to be effective against the German attackers, the Russian must let him approach within effective small arms range. But this is the very thing that the Russian wants to avoid—at least in the early going.

The Russian MMG is good to have but at 5 PP is heavy to lug around. As I understand the Portage rules, a squad (that goes CX) accompanied by a Ldr (that does NOT go CX) can carry that MMG 6 MF. Regardless, the MMG cannot wait too long before it must bug out behind an infantry screen if it hopes to survive to the end game.

The Russian AT Gun (ATG) can knock out the German AGs and can cause some trouble against infantry on the IFT 6 column. However, its biggest advantage is its ROF. Another of its strengths is that it sets up HIP. Because the Gun is not likely to be moved, it is probably best to position it in the rear of the Russian setup area. I would imagine that at some point, its crew will abandon the Gun—preferably after they have disabled the piece.

The OB Concealment Counters help to cover the area of operations (AO) and cause the German opponent some pause, preventing him simply from rolling around or through the otherwise meager Russian forces.

The Stalin is similar to the Tiger II, with better side and rear armor, slightly weaker AP, and impressive 24 IFT firepower. Its weaknesses are no ROF and a circled Breakdown Number that means the giant should avoid unnecessarily low percentage attacks and the practice of acquiring empty hexes. Although the entry criteria allows some flexibility in entering the AO, I don't think the Russian ought to get too cute by introducing these fragile beasts too close to hexrow R and thus potentially too close to advancing German infantry armed with PFs and ATMMs. Rather, I think the Russian commander should enter these monsters on the northern board edge, find good defensive firing positions, and then simply let the Germans come to him as they attempt to exit the AO.

The Russian AT Mines are a mixed bag. Because they can be placed only in the open somewhere on the road network, they can be policed up easily by German infantry making their usefulness marginal at best. Why put out 3-factor minefields if it only takes 1 extra MF to eliminate them? Therefore, I see the mines more as infantry bait than tank killers. Why not place three 2-factor minefields (giving them a 30% chance to attack an offending AFV), cover them by fire and then pick off German infantry as they try to clear the mines?

Available Time

From the Russian perspective, I think time favors the German. But of course, the defender *never* has enough units to cover the AO adequately and thinks the attacker always has way too much time to accomplish his mission!

Concept of Operations

The Russian player must deal with two main phases in this scenario: withdrawal under pressure, and final defense of the northern board edge.

As the Russian, my philosophy was to deploy infantry forward in strength. The German enters the AO with only half his total OB and must do so on the road at 41GG6. Therefore, the two opposing forces are just about even at first. Deploying the Russian MMCs forward in strength slows the German down, because he is not likely to risk a 1:1 confrontation at this early stage of the game. Nor does he have the MFs to concentrate an attack on any specific point of the Russian forward edge of the battle area (FEBA). Finally, the German is not yet set up to obscure the area with smoke. Therefore, the Russian has an opportunity to execute his initial withdrawal before the German gets organized to press his attack on GT 2.

I deployed the MMG and ATG to the rear of the Russian Set-up Area. I planned to use the AT Gun and MMG to take shots at the German that would hurt him; such as against the German AGs or against German infantry susceptible to FFMO or FFNAM or both.

I planned to pull my defenders back relatively quickly, not allowing the German to engage any units at close range. I saw four easily defined lines of resistance:

GT 1: In stone buildings along hex row Z on Hills 513 and

497.

GT 2: In stone buildings behind road Y1-Y10.

GT 3-4: In the stone buildings behind road W1-W10 and on the hills along hex row S. I hoped to be able to defend these positions for at least 2 GTs.

GT 5-6: Behind hex row O.

GT 7-8: Finally, I planned to work back to final defensive positions along the northern board edge.

Although I mentioned falling back fairly easily in front of the German attack, I knew it would become necessary to begin to stiffen the resistance somewhat near Hill 520 and hill mass 41R6.

The Russian MMCs and MMG should link up (I hope) with the IS-2ms along the northern board edge for the end game. Three key positions for the end game are M2 (for a Stalin), J2 and J6. J2 is especially important because the hedges that outline the orchard make J3 a potential blind hex. Supporting these primary positions are L3, J7 and J9 (to watch the western flank).

Overall, the defensive plan for the Russian player is to conserve his forces as much as possible for the end game.

Initial Deployment (See depiction on page 11.)

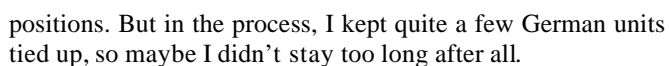
I deployed the Russian units as follows:

- S7:** ATG (HIP) w/ 2-2-8 bore sighted on W1 (to protect eastern flank)
- S5:** MMG, 6-2-8 bore sighted on X5
- X5, W6, W1:** 2 factors AT Mines each
- Z1, Z10:** LMG, 6-2-8
- X2:** 8-1, "?" x2 (A risky attempt to make the FEBA look stronger and deeper). After GT 1, the leader beats feet to rejoin the MMG ASAP.
- X9:** 7-0. Same as above but withdraws toward R9 then N8 to assist in Rally Attempts on western side of AO.
- Z6, Z4:** "?" x2
- Z7, Y7, Z2:** 6-2-8

Execution

Everything went pretty much according to plan. I successfully kept my guys at arm's length from the attacking Germans. Except for the gun crew, which was KIA by two successive "1" Sniper Attacks (!), and one 6-2-8 that ventured into the open and was fired up by a German FG with an 8-1 leader that retained ROF, not a single Russian MMC broke.

Also, I think I may have stayed along the O hex row one GT too long in that I had trouble extricating myself from those



It was a great game with a lot of stuff happening:

Also earlier than anticipated (maybe GT 2: German MPh), I was offered a pretty good shot at one of the German AGs that had maneuvered into X3. Although it was behind the wall, all the factors seemed to favor taking the shot: a low colored dr would net not only a hit, but a turret hit and retention of ROF as well as maintaining “?”, with a 50% or better chance of all those good things happening. At the time, it certainly seemed like a shot worth taking! Naturally, the shot missed with NO ROF. The only good thing that could be said about the TH DR was that at least it didn’t malf the gun. The Gun

Except for the early Russian MMG shot and the antics of the ATG, it had been a pretty bloodless battle so far: The German skillfully advanced under cover, then the Russian withdrew to the next line of resistance with the German filling the void. The German had maneuvered to where he was beginning to cross X5, thus entering the serious Russian defensive area.

During that same GT 4, the German made a bold attempt to gain some easy and early Exit VPs by driving one of his

StuGs right through the Russian defense before the appearance of the massive Russian Stalins could interfere with the attempt. However, to take advantage of the Road Bonus the assault gun was CE. What an opportunity for a lucky (I mean: "skillful") shot by some young hero of the Motherland! Directed by the 8-1 leader, the Russian MMG in Q5 let loose with a modest 8 +1 IFT shot (the squad held its fire so as to defend itself later) at the passing StuG. NO EFFECT—NO ROF! Then in K2, the unwitting assault gun passed a "?" Russian squad with LMG (in L0) which fired an 8 +2 stream of lead toward the exposed vehicle commander. Result, 5 & 6 ... NO EFFECT and malf'd the LMG! What does a body have to do around here? Fortunately for the Russian, the German StuG ran out of time (MPs) right there at K2 and, not wanting to risk ESB, had to wait until the next GT to exit.

The two remaining German assault guns moved into R6 and S6 tempting fate by remaining CE, the latter providing cover for an advancing German FG. There were German units all around the beleaguered Russian MMG, 6-2-8, and 8-1 leader in Q6. Although there were some supporting units over on Hill 520, it appeared that their days were numbered. Additionally, the German was able to maneuver his two Tiger IIs with riders aboard to S2 and T2, right in the face of a Russian squad located in T1. Fortunately, the German did not have enough MPs remaining to dismount their riders. Oddly, nothing happened to either side at this location at this time. The noose was tightening on the Russian defenders as the German pressed forward his attack and began to outflank the Russian defensive positions to the east.

GT 4, Russian PFPh: As the men with the Russian MMG in Q6 were beginning to panic, the small FG let loose with a desperate volley of 8 -1 IFT at a German FG stacked with one of the CE AGs located in S6... dice rolling... tinkling in the glass... rolling... tinkling... SNAKES! There were bodies everywhere. I'm not certain, but I think it was here that a German Ldr was KIA'd. More importantly, the CE crew of the AG suffered a K/-a STUN/RECALL. Good bye, Yellow Brick Road! One AG down, four German AFVs to go. That one DR made up for a lot of poor ones earlier in the game! And finally, I think the 6-2-8 at T1 was able to break the Rider in S2 even though the German MMC passed its Bailing MC.

GT 4, Russian MPh: It was time for the Big Boys to make an entrance. Entering at J5, one Stalin went to M2. I realized that although the Stalin's hull armor is practically impenetrable, there is *no* chance to penetrate the hull if the German can't hit it. Another of the IS-2ms bypassed into O7 to engage the remaining German assault gun at R6. And the final Stalin maneuvered to L2 (VCA facing south, TCA facing north) to engage the fleeing enemy AG. Since the Bounding Fire shot was poor due to the AG being in Motion, I waited until the AFPh to gain Acquisition.

GT 5, German PFPh: The most significant event of this player phase was the German attempt to eliminate the Russian 6-2-8 in T1. Having previously moved some units within small arms range, the German blasted that stone

building. Netting some sort of a MC, the Russian snaked his MC DR. Then, instead of going berserk, the Russian created a hero! Thank you very much!

Note: You might have noticed that the Russian had rolled two snakes in quick succession. Each of these rolls resulted in successful German Sniper attacks, both of which hit the same hex. These attacks first broke and then KIA'd the Russian gun crew at S7 as they were trying to Repair their broken AT Gun. Arrrrgh!

GT 5, German MPh: The StuG at R6 attempted to blow smoke with an sN9. Unfortunately, a 10 Usage DR thwarted the attempt. The Stalin in O7 flamed it with DFF. Then the StuG in K2 attempted to clear out of harm's way but was flamed by the Stalin in L2. Next, the German commander moved his Tigers up into P2 and Q3. As the first behemoth entered P2, the Stalin in L2 took that opportunity to fire its CMG to change TCA. However, in the process the CMG malf'd. (Are we seeing a trend in the Russian DRs yet?)

GT 5, Russian DFPh: The Russian FG in Q6 had lined up a great 20 +1 shot on a small, annoying German rearguard in Q5. Unfortunately, the IFT DR result was an abysmal 11 that broke the Russian MMG. Also, if my memory serves me correctly, the Russian 6-2-8 in T1 (now accompanied by its hero) got lucky and broke the German FG near T2—the very same German FG that tried to put the hurt on them on the previous GT.

GT 5, Russian RFPh: The Russian 6-2-8 in Q6 eliminated the MMG with a Repair dr of 6. Now, both the ATG *and* the MMG were out of action. But at least the Russian would no longer have to worry about how to haul those 5PPs around any more.

Russian PFPh: The Stalin in L2 took a shot at the Tiger in Q3 and scored a hit. Unfortunately (for the Russian), the TK DR equaled the Final TK # so that the end result was only a shocked crew. That was enough to cause some moments of serious concern for the German commander. The Tiger failed its recuperation dr, causing even more consternation amongst the German High Command. As it would turn out, however, that Tiger not only recovered but also dished out some punishment of its own in the very near future.

The Russian had a 6-2-8 in each of R6 and T1, both locations essentially behind the Germans. I was trying my best to see how these two units could have an impact on the course of events. Since U3 was open, behind German units on the hill near S4, and in view of those units, I decided to try and get the guys from T1 to U3 to complicate German rout options. Taking no chances, the 6-2-8 and hero assault moved into U2. I failed to see the LOS that a fairly large, newly rallied German FG had from S5. This FG promptly fired up the hapless but well-intentioned Russian ground pounders. If that wasn't bad enough, the German retained ROF and fired up the poor, demoralized sons of the Motherland once again. It was too much for them to take. Both the MMC and the hero were eliminated!

The remainder of GT 5 and all of GT 6 essentially saw both sides maneuvering into positions for the end game.

After recovering during the RPh of GT 6, the Tiger in Q3 took out the IS-2m in L2 in two shots. The first shot from the Tiger netted a turret hit but failed to penetrate. The German retained ROF (which was an ROF of 1, but still better than the Stalin's ROF of 0), and the second shot also achieved a turret hit. That was *not* supposed to happen. This shot penetrated and destroyed the Russian AFV. But since the vehicle crew survived the attack, the German only garnered 8 CVP for the dead Stalin.

The Russian achieved a measure of retribution for the loss of the hero when he was able to KIA the German hero, who was in a vulnerable position near Q7 attempting to encircle the Russian units in Q5.

However, that bit of elation was short-lived as the true impact of the loss of those brave Russian darlings in T1 became painfully clear. The German commander was able to maneuver a few MMCs through R1 into the woods at O1 to prepare for their Run-for-the-Gold. There were no longer any Russian units in T1 to impede that movement. I hadn't realized how important that location was. Had I simply been patient and stayed in T1, my relative position for the end game would have been pretty strong. As it was, the loss of T1 greatly strengthened the German position for the final two GTs. In case I ever play this scenario again, *I do now know how important T1 is!*

Running out of time, the game was called at the end of GT 6.

The German had five 5-4-8s, an 8-0, and an 8-1 in the woods near O1 with the two Tigers watching from P2 and Q3. The German also had two 5-4-8s in Q5. Those units gave the German a total of 39 CVPs with which to attempt his exit. Based on the loss of the Russian 6-2-8, gun crew, and one Stalin, the German exit requirements had been reduced to 34 CVPs.

To oppose this attempt, the Russian had one IS-2m each at M2 and O7, a 6-2-8, LMG, and vehicle crew concealed in M1 as well as four MMCs near O6.

The final outcome of the game would turn on whether or not the Russian sustained any more losses (the Stalins were big chunks potentially at 10 CVPs each) and how many CVPs the German could exit out of the AO. The German commander was faced with the difficult decision of balancing which units he would move closer to the board edge versus which units he would detail in an effort to inflict more losses on the Russian. Because the German infantry would need two MPHs to reach the board edge, their FP could not be used in Prep. Furthermore, as the loss of one more Stalin would make victory difficult for the Russian, so too would the loss of one Tiger make victory almost impossible for the German.

Therefore, after playing 6 complete GTs, we really were no closer to determining a winner than we were when the German rolled the first Weather DR in GT 1. At that moment, the game teetered in a very precarious balance. And

that's exactly how we left it! It truly was a hard fought, well-played and exciting game!

Mistakes Made

Running my 6-2-8 and hero from T1 to U2!

Alternate Courses of Action

Based on the philosophy that the AT mines are nothing more than infantry bait, why not double the coverage by deploying six 1 factor minefields as follows: X5, W6, V5, T2, T5 and S6?

In hindsight, I see the following alternate and possibly better setup positions (based on the forward-deployment philosophy):

- S5:** AT, 2-2-8 (HIP)bore sighted on Y6 or AA6
- Y5:** MMG, 6-2-8, 8-1, bore sighted on FF5 (LOS right through the sunken road depiction at AA5). Immediately during the Russian MPH of GT 1, fall back to S7.
- Z0, Z10:** "?" x3
- Z4, Z6:** LMG, 6-2-8
- Z9:** 7-0
- Z2, Z3, Z7:** 6-2-8

Club Notes

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 February 2, 2001)

(Inactive players not listed)

Player	Points	Won	Lost
Matt Shostak	1775	108	26
Jeff Toreki	1766	51	19
Chas Smith	1640	56	13
Mike Seningen	1591	67	25
David Hailey	1277	28	25
Jim Ferrell	1231	15	6
Jay Harms	1189	16	8
Doyle Motes	1182	17	8
Glen Gray	1162	7	5
Steve Desrosiers	1156	5	2
Andy Milder	1142	21	34
Tom Lavan	1125	6	4
Bob Purnell	1119	19	13
Walter Eardley	1107	8	7
Jeff Toney	1104	3	1
Tom Gillis	1095	18	22
Steve Eckhart	1093	9	12
Bret Smith	1088	14	15
Sam Tyson	1063	12	22
Rupert Cullum	1046	3	2
Stephane Graciet	1037	1	0
Edward Beekman	1034	1	1
Todd Hively	1032	11	25
Eric Gerstenberg	1031	39	59
John Garlic	1021	2	3
Greg Swantek	1018	7	8
Ray Woloszyn	1007	2	3
Mike Sosa	1005	2	4
Kirk Woller	1004	44	64
John Hyler	998	2	3
Ed Mott	994	1	5
Jack O'Quin	993	12	21

Ryan Nelson	986	2	3
Paul Thompson	978	0	1
Neal Ague	971	1	2
Duane Blocker	967	0	1
Matt Schwoebel	965	5	7
Brian Roundhill	960	4	11
Matt Scheffrahn	959	0	2
Bill Dorre	945	2	6
James Rex	928	0	2
RJ Mate	926	10	16
Chuck Lemons	924	0	3
Clint Robinstein	911	4	8
Jake Henry	905	0	3
Bill Thomson	904	0	3
Mike Austin	896	4	12
Glenn Schools	895	3	9
Aaron Schwoebel	892	6	21
Carl Kusch	884	13	30
Jeff Taylor	884	3	12
Russell Mueller	862	0	5
Jim Knatcher	849	0	8
Dave Morgenthaler	839	0	6
David Finan	838	1	9
Dirk Renshaw	749	2	11

Recent Ladder Results

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

Winner	Victim	Scenario
Ferrell (Germ)	Finan (Amer)	Strayer's Strays
Shostak (Cana)	Gillis (Germ)	Ille ne Passeront Pas
Gerstenberg (Rep)	Mate (Nat)	To Saragossa
Motes (Amer)	Dorre (Germ)	Ace in the Hole
Gillis (Germ)	Mate (Brit)	Just in time
Gillis (Brit)	Harms (Fren)	Cutler's Cross
Gerstenberg (Germ)	Taylor (Amer)	Thrust and Parry
Seningen (Germ)	Shostak (Russ)	The Trap at Targul Frumos
K Woller (Amer)	Henry (Germ)	Tiger 222
Ferrell (Amer)	Schools (Germ)	Inhumaine
Toreki (Russ)	Seningen (Germ)	The Trap at Targul Frumos
Tyson (Rom)	Gerstenberg (Germ)	Gerstenberg's Boast
Mate (Amer)	Renshaw (Germ)	The Pouppeville Exit.
B Smith (Amer)	Mate (Jap)	Bit Toul Pocket.
Motes (Germ)	Cullum (Fren)	Then Things Got Worse
Ferrell (Germ)	Hyler (Russ)	Block Busting in Bokruisk
Ferrell (Germ)	Beekman (Russ)	The Red Wave
Gray (Germ)	Hyler (Russ)	Timoshenko's Attack
Eardley (Germ)	Gillis (Russ)	Shklov's Labor's Lost
Gerstenberg (Nat)	Taylor (Rep)	Los Ejercitos Nuevos
Harms (Germ)	Motes (Amer)	Inhumaine
Dorre (Germ)	Eardley (Amer/Brit)	Climax at Nijmegen Bridge
Shostak (Germ)	Taylor (Brit)	A Bridgehead Too Wet
Shostak (Germ)	Roundhill (Brit)	Turning the Tables
Tyson (Amer)	Morgenthaler (Germ)	Stryker's Charge
Gillis (Germ)	Dorre (Amer)	A Breezeless Day
Ferrell (Brit)	Schools (Germ)	Panzer Graveyard
Shostak (Cana)	Taylor (Germ)	One Tough Canuck
Shostak (Germ)	Kusch (Amer)	Audie Murphy
Shostak (Amer)	Kusch (Germ)	Thorne in Your Side
Beekman (Russ)	Ferrell (Germ)	Berserk!
Gillis (Germ)	Renshaw (Fren)	Hurry Up
Shostak (Germ)	Dorre (Amer)	Trial by Combat
Ferrell (Russ)	Schools (Germ)	The Slaughterhouse

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Next Issue

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