

April 1, 2005

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

# Bandsaw

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## Sing Along!

### Bryan "Pre" Register

ASL players are always looking for ways to make the game more fun, and to be a more fun opponent to play. What better way than a good old-fashioned singalong? Try this one on for size, sung to the tune of the B-52's *Love Shack*.

If you see a faded sign -at- the side of the road that says 15 boards to the... Squad Shack!

Squad Shack yea yeah

I'm headin' down the Stalingrad highway,  
lookin' for the game getaway

Heading for the game getaway, game getaway,

I got me a tank, it's as big as a whale and we're  
headin' on down To the Squad Shack

I got me a Tiger, it seats about 20  
So hurry up and get your dicebags open

well the Squad Shack is a little old place where we  
can get together

Squad Shack baby, Squad Shack bay-bee.

Squad Shack, Advanced Squad Shack,  
Squad Shack, Advanced Squad Shack!

Sign says... Woo... stay away fools,  
'cause snakes rule at the Squad Shack!

Well it's set way back in the middle of a field,  
Just a funky old shack and I gotta pass checks

Counters on the paddies  
Counters on the buildings  
Counters on the grain fields  
Counters on the jungle

The Squad Shack is a little old place where we can  
get together...

Rollin' and a cursin', HIPin' and concealin',  
leadin' next to nothing

Cause my guys keep on dyin'

The whole shack shimmies when everybody's movin'  
around and around and around!

Everybody's movin', everybody's shootin' baby!

Folks linin' up offboard just to walk on

Everybody's movin', everybody's shootin' baby

Smoky little shack! Burnin' rubbled shack!

Hop in my Tiger, it's as big as a whale and it's about  
to explode!

I got me a tank, it seats about 20  
So come on and get your dicebags open.

Well the Squad Shack is a little old place where we  
can get together

Squad Shack baby, Squad Shack bay-bee.

Bang bang bang on the hull baby!  
Roll a little lower baby!

Bang bang bang on the hull baby!  
I can't hear you!

Bang bang bang on the hull baby!  
Try that special ammo, suga

Bang bang bang on the hull baby!  
I can't hear you!

Bang bang bang! On the hull baby (roll a little lower)  
Bang bang bang! On the hull  
Bang bang bang! On the hull baby  
Bang bang!

You're what?... Turret, crit!  
Squad Shack, Advanced Squad Shack, Squad Shack,  
Advanced Squad Shack!

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## Unreported Ladder Results

Dan Preston

Tannen def McFly in "Textbook Attack"  
Crassus def Spartacus in "In the Name of Rome"  
Cheetah def Tarzan in "Bungle in the Jungle"  
Earp def Clanton in "Shootout in Singling"  
Jimmy Dean def Bob Evans in "A Brief Breakfast"  
J. Deere def A. Chalmers in "The Tractor Works"  
Tiger def Roy in "Paw of the Tiger"  
DeGaulle def Petain in "The French Decide to Fight"  
Moses def Ramses in "Blazin' Chariots"  
French def Arthur in "King's Castle"  
Tom def Jerry in "Cat and Mouse"  
Skywalker def Vader in "Men From Mars"

## More Unused Scenario Titles

Dan Preston, Bryan "Pre" Register,  
"Haz" Matt Shostak

Storm Drain Troopers  
Across the Anus and into Fresno  
Ran Fast The Guards  
The Crutch of Calais  
Storm of Stool  
The Mad Minutiae  
In Defense of Loogies  
Cat's Dander  
Big Cat Diary  
Cat: A Tonic  
Wire Hangers  
The Puma Naps  
Clear Up the Blackhead  
Attack on the Ol'factory  
Big Scat at Bay  
The Puma Stretches (Languidly)  
Double Entendre  
Tiger Scat  
The Puma Yawns  
Paving Ryan's Driveway  
The Crap at Marc and Jules' House  
The Streets of Dubuque  
The Poodle Prowls  
Big Cats at Spay  
Don't Shoot, You'll Just P\*ss It Off!  
Christmas in Antwerp  
The Tiger's Duodenum

## Kilroy's Klews

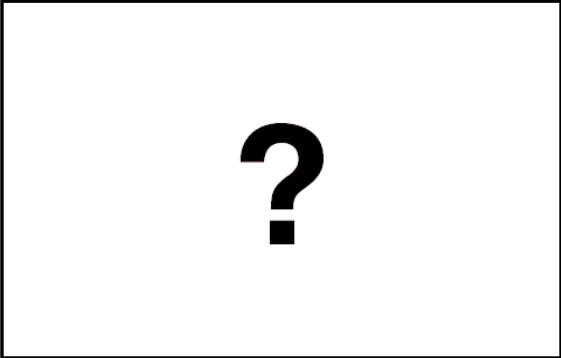
When you can't decide whether to prep fire that  
unit or move it, think about it for another hour.  
Your opponent won't mind, right?

# Bandsaw

## Popcorn Scenario

### SOLDIERS OF DISTRACTION

SCENARIO OTT 10 (Version 2.0)



**WESTERN FRANCE, 1944:** In 1944, two opposing patrols from the American and German armies entered the same wooded area at the same time. Both patrols sought to pass through the otherwise empty woods with a minimum of trouble and recon the area beyond. It was not to be.

**BOARD CONFIGURATION:**

**BALANCE:**

- ✚ The Germans are Stealthy.
- ☆ The Americans are Stealthy.




(Only hexrows A-P are playable)

**Victory Conditions:** The side which exits the most VP off the opposite edge from its entry wins.

#### TURN RECORD CHART

✚ GERMAN Moves First On a dr 1-3	1	2	3	4	5	6	END
☆ AMERICAN Moves First On a dr 4-6							




?

7 morale

12

German Patrol [ELR: N/A] enter along north edge of playing area on Turn 1: {SAN: 0}



?

7 morale

12

American Patrol [ELR: N/A] enter along south edge of playing area on Turn 1: {SAN: 0}

Scenario Design: Daniel M. Preston

#### Special Rules:

- Weather is clear with Moist EC and no wind at start. Kindling is NA.
- All “?” are considered squad sized units with a normal movement of 4. Infantry Double Time and Road Bonus are allowed.
- All “?” are worth 1 VP for exit purposes only. All “?” have a FP of 1 which may only be used in CC. Modifiers for CX and Ambush are used normally.
- All “?” are considered Known Enemy Units for the purposes of Concealment Loss. Hexes containing enemy units may not be entered in the MPh. Searching and Mopping Up are NA.

**AFTERMATH:** Since neither patrol really existed, nothing happened, and the war went on.

# Bandsaw

## This Happened to Me

### Bandsaw Staff

During one game, I had a squad in a key location undergo a morale check. I rolled a 7.

### Biweekly Lunch Gathering

Don't forget to join us every other Friday at 1300 hours down at Pok-E-Jo's on Fifth Street. Who wouldn't want to yuk it up with the comedic geniuses behind Bandsaw?

### Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth groups have remained active, hosting various gatherings for club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The Austin group now meets on the first Saturday of every month. To stay informed of upcoming club events, join our e-mail group. You can post a message at [central-texas-asl@yahogroups.com](mailto:central-texas-asl@yahogroups.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.

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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!