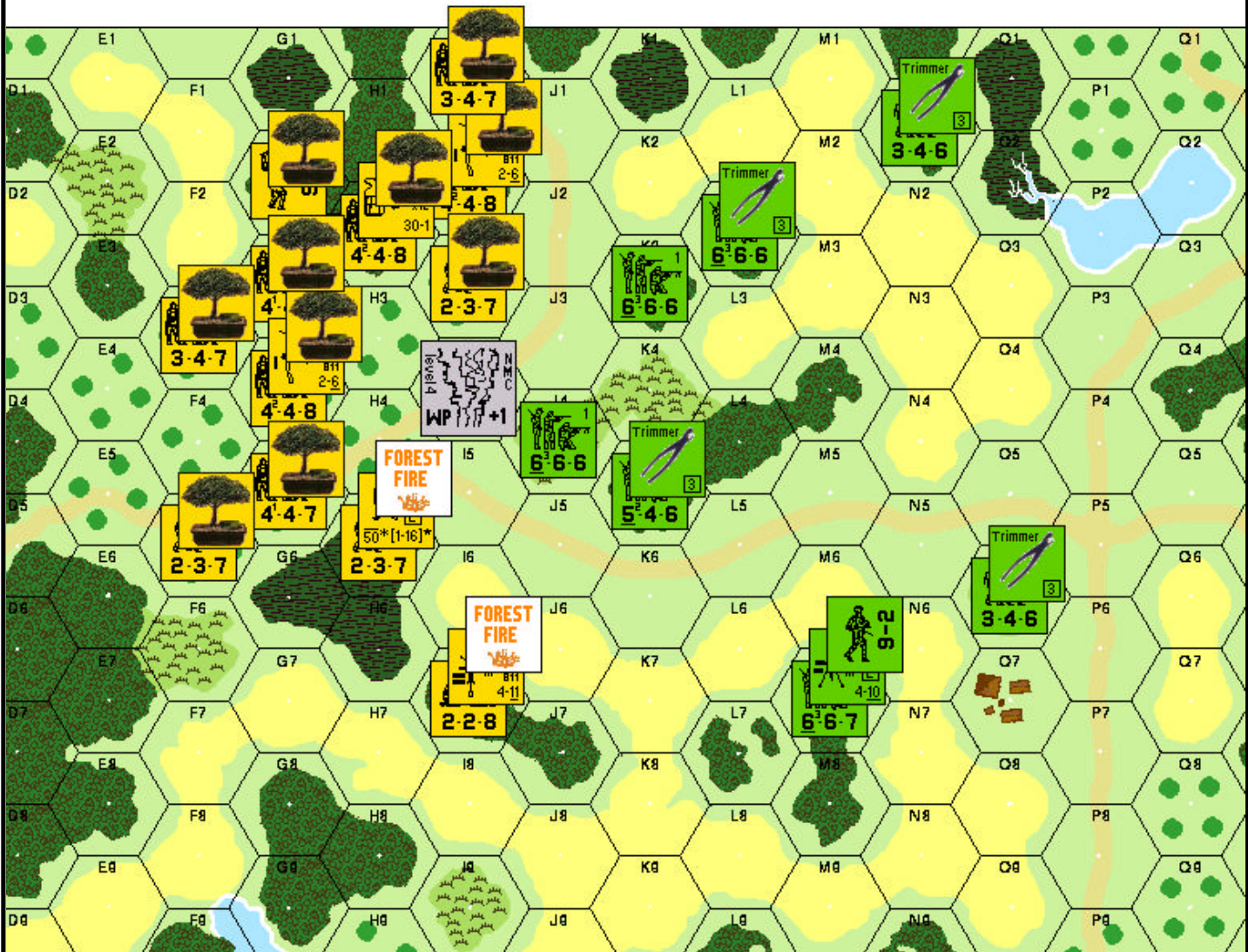


Bonsai!!!



The Other Newsletter of the Austin ASL Club

April, 2000 Month 4, Day 1

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

Bonsai!!

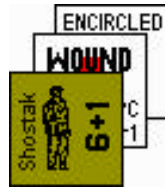
April, 2000

Month 4, Day 1

In this Issue

Continuous Close Combat Table (CCCT)	2
QBDC.....	2
QBDC.....	3
QBDC (see previous page)	4
More Unused Scenario Titles.....	4
Club Notes	4
Club Nickname Ladder.....	4
Movie Popcorn Scenario.....	5
SRP Series Replay.....	5

Continuous Close Combat Table (CCCT)



Matt 'Whoop-Ass' Shostak

I was thrilled when I finally saw the new CCCT appear in playtest. For years I have been unsatisfied with the arbitrary and unrealistic odds columns on the standard Close Combat Table (CCT), which led to players spending an inordinate amount of time arranging their advances so as to hit those magical columns without any waste of firepower. In essence, it encouraged contrived tactics. Now with the CCCT there's no problem with worrying about point values, all you have to worry about is realistic tactics: who do you want to enter Close Combat, period. Its beauty lies in its simplicity. It honors all the standard CCT values at the standard odds columns.

Here's how it works. Whenever you have guys in Close Combat, simply figure out the odds (including fractions). If it happens to be exactly the same as one of the standard CCT odds columns, use that value and you're done. However, if the odds don't fall on a standard odds column, rather than simply taking the next lower column, with all the wasted firepower that would entail, simply find the two standard odds columns to either side of your "real" odds column, and interpolate to find the correct value to use for CC.

Example: A 7-4-7 squad enters into Close Combat with a 6-5-8 squad. In the standard system there is no 7:6 odds column, so the American player is forced to lose all that firepower and attack at 1:1 odds. Using the CCCT, however, the player can get a much more realistic result. 7:6 odds would lie between 1:1 and 3:2. In fact, 7:6 odds is the same as 1.167:1, whereas 3:2 equates to 1.5:1. So 7:6 odds would land you, on the real number line, 33.4% of the distance between 1:1 and 3:2 odds. Since the 1:1 column has effective results on a DR of 5 or less, and the 3:2 column has effective results on a DR of 6 or less, it is clear that 7:6 odds should have an effect on a DR of 5.34 or less. We use linear interpolation even though the differences between the numbers on two dice aren't exactly linear, for simplicity. As a game mechanic, it matters little which method you use.

Sure, there will be naysayers and curmudgeons who will rant and rave in a near religious frenzy against this new optional table.

Those fanatics will probably never be convinced, but to them the following arguments can be made:

1. It is an *optional* table. No one is requiring you to use it. So quit your whining and just play.
2. It will not unbalance existing scenarios significantly. We all know that it is the skill of the players that makes all the difference in the game, not whatever table we use.
3. It will encourage more newbies to play the game, because it is so much simpler. Rather than have to worry every single advance phase about bringing in the right amount of units to hit certain CC odds columns, the newbie can simply focus on tactics, do his advances, and know that his firepower will not be wasted just because he doesn't want to do the math.
4. It will lead to more realistic play because it will do away with the contrived tactics that are encouraged by the standard CCT.
5. It is more realistic in an absolute sense. I mean, c'mon, are you telling me that if a 7-4-7 squad is in deadly CC with an SS squad, they're going to tell one guy not to throw his grenade because it doesn't bump them up a column? That's ridiculous. Clearly everyone would be firing everything they have, all the time. It just never makes any sense that a guy wouldn't fire all weapons at his disposal at all opportunities in combat. Puhleeze.
6. You don't need a new table or divider. All you need is the standard CCT, which you already have, and a calculator.

The newest ASL related must-have...



To improve your setup time, try storing boards using a numerically ordered system.

QBDC	Quit'yer Bitchin' Dice Chart	v1.0
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DR	2	3	4	5	6	7	8	9	10	11	12	Attacker	Defender
	1,1												
		1,2											
			1,3										
				1,4									
					1,5								
						1,6							
		2,1											
			2,2										
				2,3									
					2,4								
						2,5							
							2,6						
		3,1											
			3,2										
				3,3									
					3,4								
						3,5							
							3,6						
		4,1											
			4,2										
				4,3									
					4,4								
						4,5							
							4,6						
		5,1											
			5,2										
				5,3									
					5,4								
						5,5							
							5,6						
		6,1											
			6,2										
				6,3									
					6,4								
						6,5							
							6,6						

Attacker	2	3	4	5	6	7	8	9	10	11	12
Defender	2.8	5.6	8.3	11.1	13.9	16.7	13.9	11.1	8.3	5.6	2.8

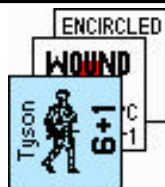
dr							Whine-o-meter
Attacker							
Defender							
	1	2	3	4	5	6	

Scenario		Attacker		Winner	
Date		Defender		Whiner	
Balance					

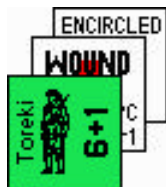
QBDC (see previous page)**Quit'yer Bitchin' Dice Chart****Sam Tyson**

Do you often wonder why your opponents seem to frequently dice the crap out of you? Do you test the limits of the infamous whine-o-meter every time things start to go the wrong way in a scenario? Now you can quit bitching about it, and finally get some proof. People might understand the complaints when you can show that your DR average is 9.3 and your opponent's DR average is 4.7.

The chart is actually usable. One player just needs to record each DR or dr in the proper box. At the end of the scenario, just add up the totals and do a few calculations, and you will know if the dice are to blame-AGAIN.

**More Unused Scenario Titles****Jeff 'Big Tease' Toreki**

And Then Nothing Happened
Burning Wreckdom
Death at/within 3 hexes of Carentan
Directive Number Five. Three Sir. Right.
Finnish Never Do
Mein Kampfgruppe
Stand and/or Die
Tanks for Nothing
The Noble Craft of Skulking
Who Wants to be a Legionnaire?
World's Funniest Combat Videos

**Club Notes****Biweekly Lunch Gathering!**

Don't forget to **not** join us every Thursday of the month at 2300 hours down at Pok-E-Jo's on Fifth Street. The club usually sends out email reminders for stuff like this, but in this case it would only serve to remind that you are not missing anything, and what's the point in doing that? It also has nothing to do with lunch. What was I talking about here...?

Club Nickname Ladder

Player Nicknames (Inactive players not listed)

Eric Gerstenberg	3	Thirstenberg, Burstinflames Captain Destructo
Matt Shostak	1	Whoopass
Jeff Toreki	1	Big Tease
Andy Milder	1	Alpha Male
Mike Seningen	1	Two Sigma
Carl Kusch	1	Buzzard
Mike Sosa	1	Special
Jack O'Quin	1	Awa
Chas Smith	0	
David Hailey	0	
Jay Harms	0	
Tom Lavan	0	
Walter Eardley	0	
Bob Purnell	0	
Doyle Motes	0	
Steve Desrosiers	0	
Ryan Nelson	0	
Stephane Graciet	0	
Steve Eckhart	0	
Sam Tyson	0	
Greg Swantek	0	
Jeff Taylor	0	
Ed Mott	0	
Jeff Toney	0	
Brian Roundhill	0	
Neal Ague	0	
Kirk Woller	0	
Duane Blocker	0	
Dirk Renshaw	0	
Matt Scheffrahn	0	
Russell Mueller	0	
Glen Gray	0	
RJ Mate	0	
James Rex	0	
Matt Schwoebel	0	
Chuck Lemons	0	
Bret Smith	0	
Tom Gillis	0	
Aaron Schwoebel	0	
Dave Morgenthaler	0	
Jim Knatcher	0	
Mike Austin	0	



If your dice seem to be a bit cold, try whining a bit and throw some tantrums. This usually seems to work, and opponents really get a kick out of it.

Scenario Analysis: Saving Ryan's Privates

This scenario caught my interest as soon as I first saw it. It has interesting orders of battle and should provide a challenge for both players. Plus, it fits the bill perfectly for those times when you only have 15 minutes but really want to get a scenario in. It's also good for best-two-of-three or three-of-five playings.

German Advantages: ROF, time

German Disadvantage: Setup limitations

The Germans have an excellent ROF of 3 on their HMG, which should be very intimidating for the Americans as they try to cross all that open ground. They are somewhat hamstrung by their setup, however, since the Americans won't be fooled as to where they are.

American Advantage: Numbers

American Disadvantage: crossing open ground uphill

The Americans outnumber the Germans in squad equivalents by a 2:1 ratio, and they have a 9-2 leader to boot! I'd list him as an advantage, but as the scenario preface says, it's hard to explain the 9-2's decision to charge this strongpoint instead of having his sniper take it out at his leisure.

The Americans have a few choices in this scenario. They could move all of their units into one hex, but here I don't think stacking is a very good idea. Assault move each unit to a different hex and hope someone survives to fire, and then advance in for Close Combat. Roll low.

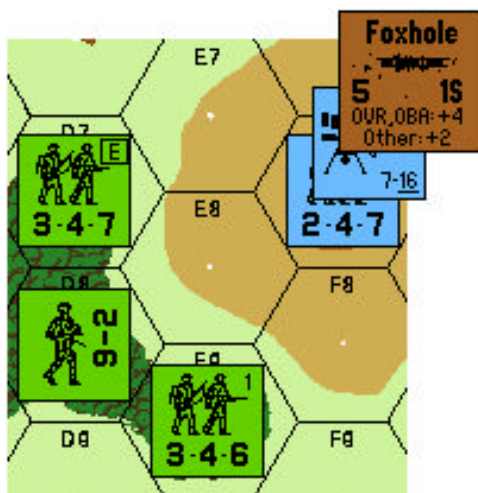
Movie Popcorn Scenario

This scenario won't last as long as movie popcorn, but costs a lot less, and it tastes better and won't get your hands all greasy.

Saving Ryan's Privates

Battleground: 8 June, 1944 Normandy, France

Captain Miller and his task force were scouring the countryside, looking for Private Ryan. They came across a German MG nest that was guarding (for some Hitleresque reason) a bombed-out radar installation. Instead of getting Private Jackson to pick off the MG crew from 100 yards away with his sniper rifle or bypassing the strongpoint, Miller orders the group to charge up the hill and take out the position.



Board 2: Only hexrows D-F, coordinates 7-9 are in play.

Both sides set up as shown on map (F7 is level 2 hill).
Game length is one half turn, US moves first.

VC: German wins at game end if still GO.
If a melee exists at game end, it is a draw.

SRP Series Replay

Sam Tyson

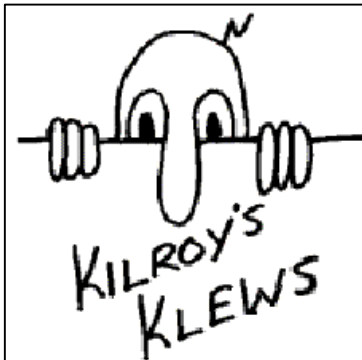
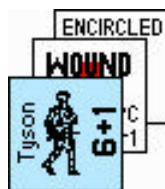
Pregame Thoughts:

Sam: I thought I would try to take out the MG nest by sending one HS left, the other HS right, and Cpt. Miller up the middle, do some advancing fire, and advance in for Close Combat.

Chuck: I planned to shoot at everything that moved, and hope that was enough to seal the victory, or at least a draw.

The Play-By-Play Results:

<Sam> - wcdr
*** DR = 4,3 *** <Sam>
<Sam> - ne
<Sam> - rally, none
<Sam> - prep, none
<Sam> - mvmt phase
<Chuck> - *
<Sam> - am
* D7: 3-4-6 moves E7 *
<Sam> - 2
<Chuck> - hmg fires 14fp -1



For your pregame ritual, try a meal heavy on the garlic and onions.

Contrary to popular belief, making vrrmmmm and ratatat sounds does not bother anyone.

<Sam> - k
*** DR = 1,4 *** <Chuck>
<Chuck> - 3mc, rof
<Chuck> - :)
<Sam> - 3mc, rof
*** DR = 1,4 *** <Sam>
<Chuck> - bk
<Sam> - next, am
<Chuck> - *
* D8: 9-2 moves E8 *
<Chuck> - go on
<Sam> - next, am
* E9: 3-4-6 moves F8 *
<Chuck> - shot, hmg 14fp -1
<Sam> - k
*** DR = 6,6 *** <Chuck>
<Chuck> - HAHA, malf, cower, ne
<Sam> - mvmt, done
<Chuck> - no final fire
<Sam> - k, adv fire
<Sam> - 346/9-2 FG...4 +0
<Chuck> - 4 +0
*** DR = 2,5 *** <Sam>
<Sam> - ptc
*** DR = 6,1 *** <Chuck>
<Chuck> - pass
<Sam> - done, routs
* E7: DM, broken 3-4-6 moves D7 *
<Chuck> - k
<Sam> - done
<Sam> - adv
<Chuck> - adv
* E8: 9-2 moves F7 *
* F8: 3-4-6 moves F7 *
<Sam> - CC
<Sam> - no ambush
<Chuck> - no ambush
<Sam> - 2:1 -2 for me
<Chuck> - k, I attack all @ 1:2
<Sam> - k
*** DR = 5,5 *** <Sam>
<Sam> - miss
*** DR = 2,1 *** <Chuck>
<Chuck> - dead
<Chuck> - :)
* F7: 3-4-6 splits into offboard *
* F7: 9-2 splits into offboard *
<Sam> - you win

Postgame Thoughts:

Sam: My attack was solid; I just got diced in CC. That always sucks.

Chuck: I shot at almost everything that moved, and that was almost enough to seal the victory. A low CC roll was my backup plan.

Bonsai!! Scenario 1

Battleground: 22 January, 2000

South Austin, Texas

SMALL CATS AT PLAY

Bonsai Productions



Having freed a day in his busy schedule, Texas ASLer Matt Shostak was hoping to get a full day of gaming in with his buddy Eric. His housecats, however, had other plans.



North

VC: The cats win automatically if either ASLer has to leave because of allergic reaction to cats. They also win automatically if the game pieces are disturbed to the point that the game is irrecoverable. Otherwise, the cats win at game end if they have accumulated 100 VP. Cats earn VP as follows: 1 pt. for each minute (FRU) the game is delayed to see to their needs, such as feeding, cleaning up cat puke, etc. Each counter knocked to the floor is worth 5 pts. Each counter chewed is worth 10 pts. Each time they get their fur stroked or scratched is worth 1 pt.

Humans set up first
Cats decide who moves first

Number of turns is NA.
Play until scenario is completed or the cats win.

Units of the Texas ASL Club, Austin Division
Set up upstairs in the master game room.



8

Units of the Small Cat Special Forces
Enter and leave the playing area at any time. (See SSR #4)

Tiger Panther Lynx



After Action Report:

Matt and Eric were barely underway when they came under a cat assault, which was led by a house tiger. Ajax loudly declared that he needed to be fed. Shortly after feeding, he puked, causing a delay, as Matt had to clean it up. Throughout the game the house tiger continued to harass the players, insisting on having his fur scratched behind the ears. However, several attempts to knock counters to the floor were rebuffed by the players. Miss Pitty joined the fray by making several hit-and-run attacks. Off on the flanks, Bones used her puke discharger to great advantage. Although the ASLers were able to complete their game, the cats had clearly gotten what they wanted out of the situation.

Scenario Special Rules:

1. EC is air conditioning with pretty good table lighting.
2. ASLers must choose a scenario of 5 turns or longer and attempt to complete it.
3. The house lynx sets up HIP and is stealthy.
4. The house panther can enter and exit the playing area at will, but must always leave the playing area 5 minutes after entering. The other cats can also enter and exit the playing area at will, but are not forced to leave after 5 minutes.
5. The house panther's SA (front claws) are disabled. The house lynx cannot use its MA teeth on a counter.
6. The house panther and house lynx use allied nationality rules, and can never occupy ADJACENT locations. The house tiger has grass camouflage.

House Tiger

(Ajax)

BPV: \$80

WGT: 20 lbs.

RF: .9

Size: -2 (double large)

MP: 12

MA: 17mm teeth

SA: claws

Notes: pD 8, fD 9



House Panther

(Miss Pitty)

BPV: \$80

WGT: 8.25 lbs.

RF: .9

Size: 0 (normal)

MP: 15

MA: 17mm teeth

SA: claws

Notes: pD 3, fD 7



House Lynx

(Bones)

BPV: \$80

WGT: 7 lbs.

RF: 1.5

Size: +1 (small)

MP: 17

MA: 15 mm teeth

SA: claws

Notes: pD 9, fD 5



Multi-Applicable House Cat Notes

BPV: Value is listed for basic shots and spade/neuter cost.

WGT: Low Ground Pressure under 8 lbs, High Ground Pressure over 14 lbs.

pD: A successfully fired pD places cat puke at the firer's current level or below in any location of the firer's choice that is at a range of 6-12 inches from the Cat. The Cat must be stopped and spend at least 2 Delay mp in its location before firing the pD. Successful usage forces one or both players to immediately spend at least 5 minutes gagging and cleaning up the residual effects.

fD: Successful use of a fD disperses a 1/4 Lb of cat hair in the firer's current location. Hair discharge causes low visibility for the players if in a mapboard location. A House cat currently being stroked or scratched receives a -4 DRM on the usage attempt.