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IN THIS ISSUE

EDITOR'S FOXHOLE

Rick Reinesch

Welcome back to another edition of our newsletter. Matt Shostak gives us one of his usual insightful scenario analyses, this time of BFP's *Preliminary Move*. We have a couple of terrific SK articles from Kevin Boles and Peter Di Cioccio. I wrap up the recently completed 27th Annual Texas Team Tournament, and finally Banzai is proud to present the results of the 2019 ASL Starter Kit Scenario Design Challenge. All that and more await you in this issue of *Banzai!!*. Thanks to everyone who submitted material. Without you we can't publish, so keep those articles coming! Enjoy.

SCENARIO ANALYSIS: PRELIMINARY MOVE [BFP73]

Matt Shostak

Attraction: Wait a minute--a Kursk scenario without any tanks? You bet, but don't let that fool you; this action has some interesting features to what might otherwise be a relatively vanilla infantry assault on a hill, such as a pre-game flight of Stukas trying to soften up the Russian defenses before the infantry assault kicks off. Not every firefight in the vast battle of Kursk was a tank fest, and the historical situation here is interesting, as the Germans attempt to seize some important high ground with their infantry. The lack of armor might actually appeal to some players who don't feel as comfortable with vehicles, though a working knowledge of fortifications will be necessary and of course the air support rules obviously come into play. The air rules shouldn't be a huge hurdle since the action takes

place pre-game and then it's done for good. There's also a not unreasonable chance to shoot down a Stuka here, so players looking to check that box on their ASL bingo cards might be eager for that opportunity. At the time of this writing it's 10:5 in the Germans' favor according to the Remote Online Automated Record (ROAR), so maybe it would be better for the more experienced player to take the Russians. Time will tell on the overall balance of this scenario, but the Crucible of Steel pack from which it comes is a blast, and the action here doesn't disappoint. It's a fun and interesting battle.

German Advantages: Weather Forecast, Troop Quality, Smoke Barrage, Stuka Auto-Pinning, Mortars

Fog of war fans might not like the certainty of the weather forecast in this action, but it certainly helps the German cause to know that they'll have the cover of heavy mist during turns 3-5 (E3.32, E3.51), which will add a +2 hindrance DRM to shots beyond 6 hexes, and a +1 hindrance DRM otherwise. That makes a big difference in attack plans, and comes right after the initial smoke barrage should have cleared, thus giving the attackers some much-needed cover as they traverse the relatively open terrain toward the hill. Adding some randomness to the mist might have felt more realistic, but could also mean wider swings in play balance, for without this cover the Germans would have a much harder time on the way to the hill, so it's an understandable design choice. Similarly the initial smoke barrage is more precise and guaranteed than many players are normally accustomed to. The initial smoke combined with the ability of the Stukas to automatically pin any defenders that they attack with a point attack makes the run up to the hill a bit less gut-churning. The mortars are powerful weapons that can provide further smoke cover or simply shell the hilltop trenches

Layout uses hexrows A-J on board BFP M and R-GG on board BFP N.

for most of the game. Their high rate of fire means that an eventual critical hit is not that unexpected, but even without such a well placed shot they may still cause the defenders a lot of trouble. A string of 8+2 shots is nothing to sneeze at.

German Disadvantages: Moving in the Open, Uphill Attack Against a Fortified Position

Despite all the advantages it can still go terribly wrong for the Germans on the approach. A missed line of sight leading to the death of an important unit, a poor smoke barrage placement, or simply some good shooting from the defenders could set the attack back. Going uphill to attack well entrenched defenders is no picnic. The assaulting units may get caught on barbed wire, blunder into a minefield, or just get shot to pieces on the open slopes where there isn't much cover. It may take some intestinal fortitude to keep going if things look bleak.

Russian Advantages: High Ground, Fortifications

The Russians are dug in very well here, with an array of fortifications that complement each other, including trenches, wire, mines, and a pillbox. Creating an integrated defense is part of the fun for the defender in this game, so take time to give it some thought. Since the Germans all enter from off-board, the defenders all get to set up concealed. Obviously the mines will be hidden. By SSR many of the fortifications will not be hidden initially, but that's not a big loss here since Germans would see them so early in the action that it wouldn't change much.

Russian Disadvantages: Lots of Ground to Cover, Lack of Rout Locations

Rarely in an ASL scenario do the defenders get enough fortifications to cover everything they want. Even here with a relatively narrow front of 1 board width, some areas will have to be left open. Difficult choices are the essence of good gaming. Here clever and sound placement of the defensive works is critical. Any gaps the Germans find they will surely try to exploit. There are very few buildings and woods on this battlefield, which means finding a good rout location will be problematic at times. Although to a certain extent this affects both sides, it can be especially acute for the Soviets in the later stages of the game when the hilltop is being contested.

Defensive Plan

Any game plan in ASL should take into account the victory conditions, terrain, and the capabilities of the forces involved. To win the Germans must score 18 points, and they get those points by exiting CVP off the north edge, by controlling level-2 hexes (1 point per hex) and they also get 2 points for each Russian gun that is malfunctioned, eliminated, or captured at game end. Since there are only 3 Russian guns, that means they'll have to take a lot of the hill or else exit quite a few units. Eight turns is enough time for them to do it, but they have to cross a lot of ground without

much natural cover to do so. It seems rather obvious that the trenches and pillbox should be atop the hill with a commanding view of the German approach. The trickier question is what to do with the mines and wire. They could be used to the sides of the main position to slow any attempted flanking maneuvers by the Germans, or they could be employed in front of the trenches to make them even more difficult to storm from the front, encouraging the attackers to take the longer approaches around the sides while under fire. With seven trenches and a pillbox, it might be tempting to set them all in a line across the top of the hill, so that defensive fire can be maximized. The problem with that, however, is that it would not leave them with any positions to skulk into when trying to minimize German return fire. What's shown here is a trench system that has some positions away from the crest, so that troops can slink back away from German fire.

Concealed infantry in a trench will be difficult for the Stukas to hit with their bombs. First, any such attack would have to pass a sighting check, which will probably require a roll of 8 or less. Then, the Stuka could attack the infantry with 2+2 with its machine guns. That would need a roll of 4 or less to force loss of concealment via a pin check or morale check. If that didn't work then there's another 2+2 with machine guns followed by the bomb attack, which would need a roll of 4 or less to obtain a hit against concealed infantry (8 base with infantry target type, +2 DRM for the trench, and another +2 DRM for concealment). Obviously the numbers get better if one of the machine gun attacks or a previous Stuka attack forced loss of concealment, but it wouldn't be surprising to whiff on all of these attempts. This all assumes the Stuka survives any likely anti-aircraft fire from the 37L, which has a small but not inconsiderable chance to force evasive maneuvers from a dive bomber or even shoot one down. Although any individual dive bombing attack does not have high odds of success, there's a flight of 7 Stukas coming in, so expect one or two of the attacks to hit home. It might be worthwhile to choose carefully when to use the anti-aircraft gun against a Stuka. Although it starts in AA mode, its ROF is only 2 when firing, so it may not get many chances. A gutsy Russian defender might just intervene only when an important weapon like the HMG, MMG, or gun is threatened, or when the last couple of Stukas make their dives (to lessen the chances of the AA gun itself becoming a victim after revealing itself). The unit that the defenders would least like to lose is a strong candidate for going in the pillbox because its better cover makes a bomb hit much less likely. Thus the HMG, the 8-1, and a squad are probably going in there in many games. A case could be made for putting the artillery piece in it, though. It has a big disadvantage because it can never move out of the pillbox, so once it runs out of targets in its field of fire it's useless. Yet in this scenario the pillbox can be set up such that it overlooks most of the approach. It would have to hope for a

Infantry in the above picture would all start the game concealed, and the Guns and their crews would be hidden. Infantry is shown atop the trench counters and pillbox only for clarity; in a game they would be underneath. Each minefield has 6 factors.

lot of shots in the first few turns, because it may not get any later on. That's probably more of a gambit approach but it might be fun to try. The Russians could also play some head games with the Germans by putting something less valuable in the pillbox, figuring that it will be a likely Stuka target, while the HMG lurks in a lesser position, coming to the firing line later. Obviously it is desirable to have as many woods hexes as possible in the mortar's line of sight, and that's pretty easy to achieve on this battlefield.

The Soviets also have a few skirmishers that must set up on board N, a bit forward of the main position. Should they stand and fight, or immediately try to withdraw to the hilltop? It seems likely that the men could get back to the hill unscathed if they wanted, but they might not be able to push the antitank gun all the way back there. Also, an alert German player will take note of the paths these men take because it will give him some intelligence about the minefields. In the setup shown, the Russian squads could try to make their way back to the trenches via the gap in D3, which is defended by the hidden 76L, so if any Germans follow this path they could be the recipients of some point blank high explosive shots. Since the Germans might get that information anyway if these skirmishes have to rout, it's probably prudent to try to withdraw them intact if possible. The exception might be the antitank gun, which could have some success with its high rate of fire, either by directly causing casualties, or by

forcing the attackers to be more careful, thus slowing them down. This part of the force has no trenches to shelter in, though, and are therefore even more vulnerable to a Stuka attack. The best terrain for them are the orchards, which make the Sighting Task Check more difficult. That might be enough to dissuade the Luftwaffe pilots from even attempting to hit them when they have more obvious targets in the trench line.

The accompanying graphic illustrates some of these defensive ideas.

Attack Plan

Getting across all the space from the jump-off positions to the hill without losing a lot of men will be difficult. The key is to manage the pre-game shellholes, Stukas, and smoke placement to give enough cover. The plan should also take into account the weather forecast, which has guaranteed some mist cover on turns 3-5. The best you can hope for is that the shellholes will go roughly in the general area that you want them, though probably not in the exact hexes desired. It's not great cover, but +1 TEM is better than +0. The German player should consider where that beneficial terrain would be most useful. Maybe the front slopes of the hill near the board join would be good, anticipating that German infantry might get here and come under lots of small arms fire. The above picture shows just such a shellhole placement near the front slopes of the hill. Or maybe it's the open spaces of board N where it might be more valuable. An optimal position may not be obvious, but I wouldn't get too worked up about getting it exactly right either. The smoke is a bit more accurate but still not necessarily spot-on. There are plenty of places on board N where smoke could hinder line of sight from both the skirmishers and the main defense on the hill. Stuka dive bomb attacks automatically pin any target infantry, which could be an important part of the initial jump-off plan. Pinned units don't get to use multiple rate of fire, so targeting units with the support weapons in the trench line could pay dividends even if no bombs hit home. If there are a lot of pinned Russians, the Germans can move forward quickly with greater confidence. Still, there may be targets of opportunity that are worth changing the plan a bit. If a Russian squad is not in a trench and is relatively easy to sight, the better odds of obliterating it with a 200mm bomb make it a more compelling target. If the anti-aircraft gun reveals

itself then it may jump to the top priority status, especially if it is no longer concealed and has lost rate of fire. This gun could be a real headache for the Wehrmact soldiers later on, dealing out 16 firepower point blank. Furthermore it's worth victory points if eliminated, so go for it.

It might be a good idea to deploy more squads than normal here, to avoid taking bigger losses to a lucky shot. The drawback to deploying, of course, is giving up a broken morale point, a bit of range, and some smoke grenade capability. Without leaders present, it might be difficult to recombine later when you want to.

It's tempting to pair the 9-2 with the heavy machine guns and stay far to the rear to shoot up the Russian trenches from a distance. The problem with that plan, however, is that if staying too far back (beyond 16 hexes), firepower will be halved for range and treat any target as concealed and thus halved again. Even both HMGs together would only generate 2 firepower, and in turns 3-5 the mist hindrance will negate the leader's modifier at that range. It would be better to move these guys forward with the rest of the first-turn surge, or at least position them to be within 16 hexes of the trench line.

The mortars have a pretty simple job, setting up at long range and shelling the hilltop. The most difficult choice they will have to make will be whether to attempt to fire smoke or high explosive.

Victory will come by achieving some combination of exit, hill control, or gun elimination/capture/malfunction. There's no need to decide up front how many points will come from each; just roll with the punches and seize the opportunities that are presented as the game goes on.

Rules Tip

Don't forget that trenches automatically connect to lower-level locations (B27.6). It's important to understand that the controlling side can move in more easily from a lower-level location, which gives them much better cover than having to enter the trench hex separately before entering the trench itself.

done mainly as SK3 was still in print while providing the widest range of engagements from all-infantry through complex combined-arms WWII submissions. The objective was getting new designers interested in scenario design through a platform that would meet the interest and skill levels of the submitters.

The designers were given a high-octane schedule of two months to research, design, and submit their scenario for judging that consisted of a point-based system (1- poor through 5 – best) for scenario components including the victory conditions, scenario length, the attack and defending force composition and deployment, special rules, balance, originality, and of course fun (up to 7 points) for a maximum score of 52.

I hope the designers found the experience rewarding and want to continue developing new designs as scenarios are the heart of the ASL system. I also hope this article might make others interested in trying their hand at scenario design as new designers bring new energy and ideas (see below) enriching play for everyone!

So now, if you knave not seen the winning list already, are the 2019 ASLSK scenario design winners in descending order are:

#1: Osan Again by Pete Shelling (Score 38)

#2: Sweeping the Bowling Alley by Cary Tyler (Score 31.6)

#3: We Might Have Something Here by David Cheever (30.3)

#4: Red, Red Wine by Joe Gochinski (Score 28.5)

[Please find attached copies of each of the scenarios at the end of the magazine along with the basic scoring sheet used to evaluate the scenarios. If you feel so inclined to initiate your own scenario contest, please feel free to use it! The following are insights by each designer on why they wanted to do their particular scenario followed by comments from the judges. -- Eds.]

ASL Starter Kit Scenario Design Challenge 2019

Vincent Maresca

In the Spring of 2019, I put forward a challenge on various social media sites for scenario designers, both new and experienced, to develop and submit new Advanced Squad Leader Starter Kit (ASLSK) level scenarios based solely on the contents of the Starter Kit 3 (SK3) module. This was

Osan Again by Pete Shelling

Pete Shelling – With the release of *Forgotten War*, I wanted to bring a little bit of the Korean War experience to the ASLSK universe. I chose Osan because the First Cavalry Division was now on the offensive. The limitations encountered included not enough Easy Eights, or 5-2-7s--and no Baz 50. I will probably do a full ASL scenario on this battle.

Judges – Pete's exuberance for new force-on-force experiences missed the words "WWII" in the design fine print but, while it cost him some judging points, it was a solid design and ticked the "originality" check box. Each scenario card design element was crystal clear and play confirmed appropriate. The tiered victory conditions provided multiple objectives, and thus multiple tactical approaches, for the US player while the NKPA player had to consider multiple avenues of approach and what units and/or terrain needed to be sacrificed or defended. Pete is a seasoned scenario design professional so it was no surprise that he produced a solid scenario for the overall win. Any new designers should take a good look at the rather complex victory conditions but it is very clear what options are available to the US player to win (and the NKPA player to contest). Also, each force contains multiple resources to compete its task. The NKPA has a mix of tough infantry and

multiple ways to defeat US armor (MTR, ART, or a DC if one or more is lost). The US, as is typical, has great IFT firepower but brittle morale balanced with good leadership, and the M4A3 provides a solid base of fire and for interdicting NKPA movement across the board. Finally, the scenario special rules are clear and concise, illustrating that you don't need to have overly complex conditions to capture the flavor of a particular theater.

[Pete's reference that he may make an ASL version of this scenario will make an interesting comparison on design parameters to this ASLSK version. -- Ed.]

Sweeping the Bowling Alley by Cary Tyler

Cary Tyler – I wanted to make a compact scenario playable is a short time. If it was simple, then, after a few plays from both sides, rule sections from ASL could be introduced to the scenario so the players with the ASL pocket rulebook can learn more about ASL without having to buy a new module. If the Germans are allowed to start the game set up in the vCC6 woods (hill) with foxholes, a trench and/or a pillbox in the scenario it could be representative of an action in the Hurtgen Forest. I hope that it will be enjoyable to SK players and can help those wanting to transition to full ASL rules.

Judges – My group had fun playing a slightly earlier version of the scenario before I requested clarification on which direction was north (still not resolved). There was a partisan feel to this scenario with both sides duking it out in the large central forest and the road block clearing mechanic was original. However, there is a sleaze move where if the German player does not place an abatis, the US player cannot win. The main criticism with this scenario was the unclear nature of the German entry areas but that can be cleared up with a little more polish. We also felt allowing the US to enter on two boards, and not just board v produced a more balanced scenario as the US was unable to gang rush the board v victory condition forest area before the Germans could get there. Finally, DCs are critical to this scenario so adding one more per side is recommended.

We Might Have Something Here by David Cheever

David Cheever – I am, first and foremost, an aficionado of PTO actions in World War II and would prefer to focus ASL scenarios located in the Pacific over those in ETO. I have a number of scenario designs that I have been working on in anticipation of the release of ASL Starter Kit 4, however the announcement of this new scenario design contest for ASL Starter Kit led me to turn my eyes toward the ETO.

I have long been frustrated by the lack of a greater variety of counters in the Starter Kit releases. Because of the requirement that each release stand on its own, the more common units get releases within each SK while others are ignored because they are not included in any of the scenarios in the box. The inclusion of the German AT 8.8cm Pak 43 in SK 3 without it being used in any of the scenarios was a head scratcher for me. If fact, they have yet to appear in any of the official MMP scenarios. Why not include something that will get play rather than the AT version of the feared 88 which, due to its great penetration values seems to scare designers away from including it?

As such the announcement of a contest to create a scenario using only the pieces and maps from SK 3 immediately led me to consider what I could do to include these AT guns.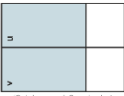 So what if the scenario was a dog, it would just reinforce my belief that they should never have been in the counter mix to begin with. I looked through the existing SK scenarios and decided that something very similar to S30 *Ripples on the Pond*, which has an SSR to slow the American tanks and uses the 7.5 cm AT guns, would be a decent starting place for my scenario. Changing to the 8.8 cm AT gun with its enhanced armor penetration would need to include some changes along with some new SSRs.

Because of the division's ties to Patton, I began to look for a suitable situation involving the 4th Armored Division. Three members of the 4th received the Medal of Honor, and one of those events, that of Sergeant Joe Sadowski, caught my eye because it involved an ambush of a flying American column by 8.8cm AT guns. This event did not seem to have any coverage in a previous ASL scenario, so I decided to go with it.

The American tank column would obviously need to be the five tanks of Company A, 37th Tank Battalion. However, all my sources indicated that they were still operating with the early 75mm Shermans with the lighter armor. This would work with the SK3 counter mix but would make them very vulnerable to the 88s. To somewhat limit the effectiveness of the two 8.8cm's shots at the tanks, I elected to have them start limbered. They had only arrived in Valhey during that day and it did not seem to be such a large stretch. The 88s can fire while limbered, but with an increased chance of breakdown and a lower ROF. This also led to the inclusion of an SSR to allow the crews to unlimber the guns (not a part of SK) but at the loss of all shots for a single turn axis turn. I liked the idea that the German player would need to make a decision to unlimber or leave the guns limbered. There is also a difference in size between the limbered and unlimbered sides which would keep the 8.8cm guns out of the stone buildings during initial setup.

To maintain the idea that this was an ambush, I arrived at the SSR which forces the American tank column to move only along the road until the first 8.8cm appears through probing

shots by the tanks looking for targets or by having the 88s taking a shot at them. Once again this adds a layer of decision on both players. The German needs to decide if they appear early and shoot while the Americans are travelling along the road in a known pattern, or if they withhold fire from the 88s to prevent early exits and keep the American reinforcements off the board. The American tankers need to probe with their machine guns to locate the 88s early to allow them to exit off the board earlier and bring on their reinforcements.

As the typical armored infantry company of the time had a mortar platoon, I also elected to include the 60mm MTR M2 as a heavier offensive weapon in the American reinforcements for a couple of reasons. This would slow the American infantry down a bit and make it harder to exit a large number of infantry in the time frame of the scenario and it would also support from a distance the American efforts to exit the map through the German infantry and help target the 8.8cms AT guns if the Germans left them out of protective terrain.

As a first-time designer, and a very isolated one without any type of regular play group, I am positive that this scenario is still pretty much a three-legged dog if not a two-legged dog. In the timeframe of the contest, it had only very limited playtesting. However, it did provide me with a chance to get involved and do a first trial run at a submission. Thanks for the opportunity and know that it can only go up from here.

Sources:

Patton's Vanguard – The United States Army Fourth Armored Division – Don M Fox (2015)

The Fourth Armored Division in the Encirclement of Nancy – Dr. Christopher R. Gabel (1986)

The Lorraine Campaign – Hugh M Cole (1993) – (Area of battle is illustrated in Map X - Valhey is red X due east of Nancy)

Battalion Diary 37th Tank Battalion

After Action Report 37th Tank Battalion 4th Armored Division

After Action Report 53rd Armored Infantry Battalion

The German Order of Battle: Panzers and Artillery in World War II – George F. Nafziger (1995,1999)

United States Army Ground Forces – Tables of Organization and Equipment – The Armored Division 1940-1945 Volume 2/II J.J. Hays (2003)

Judges – This one had a wide range of scoring by the judges. My personal take is that while this scenario has the bones for a good scenario, the heavily scripted nature for the desired ambush encounter limits what the players can actually do during setup and the first few turns. There's also a major

sleaze move where the Germans can hide the 88s in the town making it hard to reveal them. This restricts the American armor onto roads as panzerfaust bait if they enter town, prevents US exit for any victory points until Turn 4 (of 4.5 turns), and prevents the entry of the US infantry reinforcements. Putting fewer restrictions on the German setup and allowing all the US units to enter on turn 1 anywhere along the western edge will produce a much more fluid and tactically interesting scenario for both players. This is a good example of the development process scenarios go through during the multiple playtest phase where some love it and others have many questions, but the designer in the end has to take all this information and decide how to edit it into the final design.

Red, Red Wine by Joe Gochinski

Joe Gochinski – The "base" of this scenario was designed a number of years ago. I did a series of scenarios on the U.S. 45th Infantry Division (the Thunderbirds). A fascinating unit that fought in Sicily/Italy and of course France. There are a number of great books on this unit; check them out if you can.

The call was placed for submissions to the ASLSK #3 design contest in early 2019 and I decided to submit a scenario. I

figured I would take one of the scenarios I had in the incubator stage and complete it for the contest. This scenario fit the criteria the first time I looked at it, a strong infantry component and of course tanks! The original design had only the American attack on the town, which was fun, but I wanted to spice the scenario up. My notes for the scenario when I first laid it out mentioned that there was a series attacks by both sides for the town. This was perfect--I could encapsulate this with the bid process for picking the attacker. The bid process gives the scenario a good amount of replayability and unpredictability, but also gives the players some control.

The tough part of the design was coming up with a mechanism to determine the attacker. After fleshing out the forces for both sides, I tried a simple dr/DR to determine the attacker, with various tweaks. This felt too random for such an important part of the scenario. I also tried a few other mechanisms, but these would be better for a much larger scenario. I finally settled on the bid mechanism. I think this gives the players the control over who the attacker is (but not too much) and it also directly influences the victory conditions of the scenario, which really forces the players to think about the bid, even if they don't wish to be the attacker in the scenario. It was a pleasure to design and playtest the scenario, I think it offers the players many choices, even before the first dice are rolled!

I would like to thank Vincent Maresca and the Texas ASL/ASLSK crew for taking on the task of running the contest and making sure these scenarios see the light of day. A great group of designers both veteran and new stepped up. I think this group of scenarios will be enjoyed by many players when released!

Judges – This scenario has an original opening bidding mechanic (bidding on additional building control hexes) with the winning attacker getting their own entry board, changing the feel of the scenario depending on who gains the opening bid. The victory conditions are building control so each order of battle has optional add-on forces but at the cost of fewer buildings for the attacker. Finally, there are an attacker and defender force for both the Germans and US depending on who wins the opening bid and the attacker is identified. While this adds a lot of variety, it can be a little confusing with one judge arguing this should have been two different scenarios. While US attacker version seems more balanced (although a little tough on them), the German attack force has a clear advantage in forces (particularly in 4-6-8s and Pz IVs) and needs to be scaled back as they had a decisive victory by turn 3 in our playthrough. Another consideration should be giving the US defender a single 57L AT gun and adding the restriction for a second AT gun.

Summary

The longevity of the Advanced Squad Leader game system is based in part on its modular nature allowing the recreation of any battle that can be envisioned by a scenario designer.

Special thanks to Kevin Kenneally and Vince Lewonski for helping with judging, Rick Reinesch for the fabulous scenario card layouts, and the rest of Banzai crew for their many years of toil brining quality ASL to the masses.

The following articles and publications are provided for those interested in learning more about the mystical arts of scenario design:

Jon Mishcon, "Squad Leader Clinic: Have Your Own Scenario Published?" (AH General Vol. 20, #6)

Greg Schmittgens and Charles Kibler, "Going All Out: Design Your Own (My Way)" (AH General Vol 24, No. 1)

Guy Chaney, "Grace Under Fire: A Look at Scenario Design" (ASL Annual 93a)

Steven Swann, "Scenario Design: Science or Art?" (Critical Hit Magazine 7.2)

Mark Pitcavage, Scenario Designers Guide (self-published, 2006)

Michael Dorosh, Scenario Designer's Handbook (Canadiansoldiers.com, 2007)

THIS HAPPENED TO ME

Sam Tyson

Wes Vaughn and I matched up in RPT157, *Ozarks and Frundsbergers*, a fighting withdrawal of sorts in which my Germans were trying to make it to the back of a village and survive. I could win with good order MMC in building locations, and by scoring CVP. I was getting pushed all over the map, but as the game came to an end there was an Iron Cross moment.

I had a 6-5-8 squad that was under severe pressure from Wes' Americans, and the squad passed a MC with snake eyes. Being an Elite squad, there was a -1 DRM for the HOB roll, and I rolled a 5 to gain a hero. I'd prefer the daily double, HOB and hero, but it was not the case.

As my next turn came around, I tried to assault move my new hero and his squad of friends away from the front line and the attackers, and into a stone building in front of a CE American tank that had a disabled MA. The disabled MA had me over-confident, and I received a 20+3 shot from the 2/4/4 MGs. Ouch. On the resulting 2MC, the hero suffered a wound, and the squad was broken.

After the squad routed away, the hero advanced (a.k.a. limped) into CC with the AFV, because that's what a hero does. It was not ambush terrain, so I got to attack first. I tried for ATMM, and rolled the 1 dr that I needed. My CCV for the SMC was 2, with modifiers of -3 for the ATMM, -1 for the CE AFV, and -1 for being heroic. Needing a 7 or less, I rolled a 3, burning the AFV. That was better than I expected, but there was one more thing for the hero to do.

Wes was up next for his turn, and he had another Sherman adjacent to the burning one. He was trying to chase down my two vehicles to gain CVP for himself, so he started up the AFV to get it moving. The hero, reaching in his pack, rolled another 1 to find a panzerfaust. Firing the panzerfaust at the adjacent AFV, he needed 7 or less to hit it (PF base 10, +2 for 1-hex range, +3 firing from burning AFV smoke, -1 hero, -1 large target), and I rolled a 7.

The Iron Cross 1st Class and the Iron Cross 2nd Class were awarded simultaneously for the bravery shown for these two AFV kills.

Keven Adams

During the recent March Madness tournament, I was playing Lee Conner in **Black Day in Hatten** [HF1] out of MMP's *Hatten in Flames*. I had two German squads with a DC in a stone building with a US squad outside during my Final Fire phase. The US squad had managed to survive Final Fire against it up to that point, and I still had the DC, so I figured why not? We'll just chuck this puppy at him. The thrown DC

had a +2 IFT DRM for the US squad, but my guys were going to be +6 (+3 DRM plus +3 TEM). With those kinds of mods what's the worst that could happen? With the first of the separate DRs to resolve, I managed to break and ELR the US squad. Great. Now for my guys. I rolled…and…snakes. Uh-oh. The 8 on the IFT would have been a 3MC on the squads, and while I don't recall what the direct effect on my guys was, the effect on the stone building was altogether different. I rolled the rubble creation dr and it came up less than the KIA# (+1 for stone), and down the building came, killing both squads. Whoever was throwing the DC slipped on a banana peel or something.

SK Corner: Deep Dive into PTO Banzai

Kevin Boles

Advanced Squad Leader Starter Kit Module #4 brings the Pacific Theater of Operations to the SK fold. This article will go deep into one of the most powerful tools in the Japanese attacker's arsenal – the Banzai. I will assume that you are already familiar with the various aspects of SK PTO, possibly due to reading my **really** awesome article on the module published recently in Multiman Publishing's *Special Operations Magazine #9*. As you already know, there is a Banzai Example of Play in the SK PTO rulebook, but there is no discussion at all about how the requirements for initiating a Banzai, as well as the rules for executing one, shape tactics for both the IJA attacker as well as the scenario defender. Learning how to apply the rules to your advantage as the Japanese attacker, as well as how to defend against them, will be the main focus of this article. Note that I am focusing here on the use of a Banzai by the scenario attacker. It is certainly possible to do a Banzai with the IJA while defending. It is just less common, primarily due to the fact that defenders have fewer forces, and as we shall see a Banzai can cause force reduction quite easily and quickly!

First, let's review the requirements to initiate a Banzai, and then make a few observations about them:

1. Any onboard Japanese leader may declare a Banzai Charge.
2. Infantry units in multiple hexes may be part of the same Banzai Charge as long as they are adjacent to another unit that is part of the same Banzai Charge.
3. All units participating in a Banzai Charge must be:
    a. in Good Order
    b. free to move
    c. have not yet started their MPh

4. At least one unit in the Banzai Charge must be within eight hexes of and have a LOS to an enemy unit (the target) that the chain of units will move towards during that MPh.

Item #1 tells us that we cannot initiate a Banzai with a leader that is part of the turn's reinforcements, since it will be off board to start the MPh. I verified with an official ASL Q&A (asl_qa@multimanpublishing.com, should you ever find a need to ask questions that merit an official answer) that offboard reinforcing MMC also cannot join in on a Banzai declared by an onboard leader.

Item #2 states that we can string along as many hexes of units as are contiguous with the declaring leader and who meet all other requirements. At the 2019 edition of the Texas ASL Tournament I was able to execute an 8-hex Banzai which, along with a 3-hex Banzai on the same turn(!), was instrumental in being victorious as the Japanese attacker in my playing of S64 *Kawaguchi's Gamble* against an excellent opponent. Note that a disallowed unit cannot "extend" a Banzai chain, much like a unit that turns out to not have LOS to a target cannot be part of a declared fire group. In this case though, any units that an attacker illegally declared to be part of the Banzai are free to move (or not) at the attacker's choice after the Banzai has been carried to its conclusion. This really should never be an issue because the rules for what units can participate are **very** simple and both sides should know them.

Note that there is no requirement that **any** infantry unit join the leader on a Banzai. This opens up the possibility of using a lone leader as a shot magnet, especially if you need to safeguard your infantry for some reason such as VC cap, etc. I say shot magnet because what if you are running your uber-8+1 leader (😊) at a key hex such as the one with the 10-2/5-5-8/MMG? If the leader enters that hex and he doesn't get killed, there is the possibility that Mr. Big won't be able to shoot out of that hex for the remainder of that turn! I am getting ahead of myself, but **this** is one of the biggest reasons why Banzai attacks are so powerful!

Item #3 gives us a number of restrictions that are key for the defender to remember. I say that because you almost certainly don't want to let a Banzai happen if it is illegal, nor do you want units to join in that are disallowed! 😳 Starting with "Good Order" we learn that Melee and broken leaders can't initiate a Banzai. Note that a wounded SMC is still Good Order. MMC in either or both states cannot join in or link a Banzai. "Free to move" excludes broken and Melee units, and pinned ones as well. There actually is no current situation in the SK rules that can create a pinned Attacker-Phase-Player's unit that hasn't moved yet. But this rule is important because it both follows the full ASL requirements while also properly handling SSR actions such as a pre-start PTC/NMC simulating a bombardment (which several existing ETO SK scenarios have), as well as the addition of

Snipers to SK in the future (which can result in a pinned unmoved attacking unit). "Have not yet started their MPh" is important because it prevents moving a unit or stack one or more hexes and then declaring a Banzai that includes that unit or stack.

Item #4 sets 8 hexes as the maximum distance for the unit that has LOS to the target unit. Make sure you watch out for 6 LOS Hindrances, which become an Obstacle. I have verified with another official ASL Q & A that after declaration of the Banzai, a free LOS check is allowed. Should there be no LOS to the target hex, a different (or no) target may be chosen. The "no" part means that you can actually undo an invalid the Banzai declaration and move the units normally if desired. The 8-hex limit does **not** limit the distance **other** units that are part of the Banzai can be from the target hex. It also does not require that any other units, including the required leader, have LOS to the target hex either. The target hex is the hex that all units must move towards given the mechanics allowed and/or required by the rules that govern the execution of the Banzai from a movement perspective.

Shew! All that and thus far all we have done is make a declaration of a Banzai! 😉

Now we get to drill into what happens to, or is required of, the units conducting a Banzai:

1. Banzai units have their morale level increased by one for the rest of the Player Turn
2. Lose Concealment [rule 8.3]
3. Are exempt from Pin results (unless entering Bamboo or via a collapsing Hut [rule 8.2])
4. Have 8 MF (although a wounded leader has only 3 MF), neither of which can be increased
5. May not Assault Move
6. May not carry more than their IPC
7. They may enter an enemy unit's location during their MPh

Breaking it down:

#1: +1 morale is pretty darn important when you are going to be moving a lot, and likely getting shot at while doing so!

#2: Hmm, seems pretty obvious that running at the enemy while screaming "BANZAAAAIIIIII!!!!" would cause you to come out from under the "?" counter you may have been hiding under! 😀

#3: Another awesome benefit to go along with the +1 morale. This one is quite fundamental too, because the entire objective of the Banzai is to close with the enemy and "Do Bad Things to Them©". If you were to pin you would obviously stop moving.

#4: Speaking of closing with the enemy, how about **eight movement factors**! Now **that** can get you somewhere **quick**! As per normal though, wounded leaders still only have 3MF. This actually means you can have a leader call a Banzai that he literally cannot participate in! The situation pictured here easily portrays this:
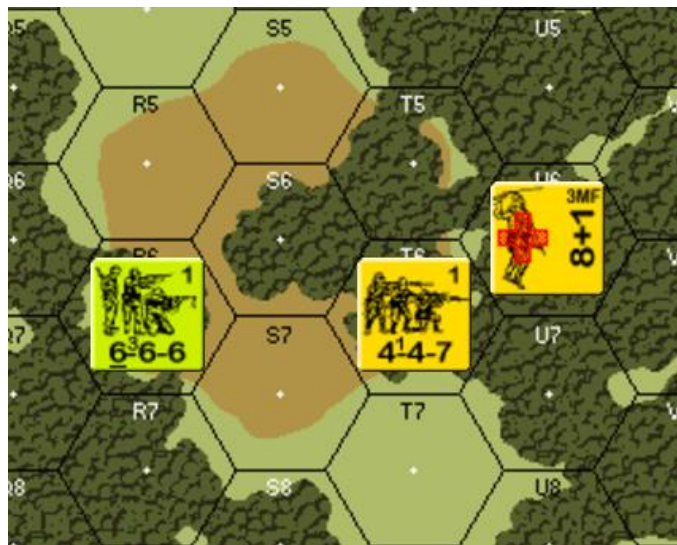
The 4-4-7 is adjacent to a wounded leader. He also has LOS to the 6-6-6, which is just 2 hexes away, so we do have the prerequisites for a Banzai even though the leader cannot see the target – which remember is **not** required. We don't yet know the details of **how** to execute a Banzai from a movement perspective, but we do know they generally are required to move towards the target hex. Well, the wounded leader has 3 MF, period. Thus constrained, we find that he cannot move a single hex because that first one is a doozy – it requires 4 MF – which is one more than he has to spend! So, he yells "Go get em!" to the 4-4-7 adjacent to him, and then sits in place for the remainder of the MPh. You should put a spiffy new red Banzai counter on top of him so everyone knows that he was part of a Banzai though, for reasons yet to be discussed.

#5: No Assault Movement – you're kidding here, right? Of course there is no AM! We are being reckless and wild and running amok! Ain't no worrying about no stinking -1 FFNAM IFT DRM – bring it!

#6: We can't be reckless and wild and running amok if we are toting heavy stuff though. Drop anything over a unit's IPC (attacker's choice). The most common thing here would be the amazing knee mortar, which weighs in at 4PP, and which you may have noticed is quite commonly found in PTO scenarios.

#7: This is one of the main points of the "close with the enemy and Do Bad Things to Them©" mantra. If you haven't

noticed yet, the **maximum** firepower wielded by any SK Japanese MMC is **four**! And yet they are almost always up against units with more FP than they have. The vast majority of what the IJA will be going up against are five-, six- and even seven-FP US Marine and Army squads. And every Marine MMC has an 8 morale to boot, and there are often one (or more!) -2 leaders on the ground as well!

All of that goes to say that the Japanese very rarely win by trading shots. They win by using their incredible ability to **move** to do two things: A) engage in close combat and B) bypass units, especially broken ones, and cause them to die for failure to rout. A big part of that movement capability is the Banzai tactic. The other is that they do **not break** until they are whittled down to just a half squad, which is generally two MC failures per MMC in most cases. You can move a hex, take a good hit and fail an MC, move another hex, fail an MC and still move a third hex or even more! Your 1st line 4-4-7 could potentially now be a 1-2-6 Conscript HS and yet still be part of the cause for a mighty 7-6-8 that is broken to be removed from play for failure to rout. Trading a 4-4-7 for **any** enemy squad, especially one of the powerful 7-6-8's, is very often a marvelous thing for the IJA, even if you don't get a 1-2-6 as leftover change! 😊

You might ask why you may want to routinely try to engage in CC as a lesser FP unit? Well, if you have read the SK PTO rulebook closely you certainly wouldn't need to ask that. You would already be well versed in the incredible Hand to Hand CC that the Japanese can throw down when they are the attacker during a CC phase. Not only does it increase the CR number by **two**, which is **huge**, they also get a -1 DRM on the CC roll when the CC is executed as HtH! As a mini-example, let's say you are a 4-4-7 in a Banzai, and step reduce down to a 3-4-7 when you enter a 6-6-8's hex. Come CC time there is no Ambush because no unit advanced into the 6-6-8's hex – you entered during the MPh. That eliminates what would be a very unfortunate occurrence, which would be for the IJA unit to be Ambushed. If that were to happen the CC would be sequential, with the defender going first and getting a -1 DRM! It would also mean that even if the unit survives the Ambush CC DR, the CC would **not** be carried out as HtH and it would have the +1 DRM penalty that befalls an Ambushed unit. This actually equates to a **four-column shift** in the wrong direction for the Japanese! To be explicit, it is 2 pips (i.e. columns) for the loss of HtH, the loss of the -1 CC DRM for a Japanese HtH attack and finally +1 CC DRM by an Ambushed unit.

Back to our 6-6-8 and 3-4-7 in HtH CC: the 3-4-7 attacks at 1:2 with -1 DRM fo HtH. That is a 7 to CR and 6 to eliminate. Since I know you are a serious student of the game, I can count on your knowing this is a 58% chance to CR or better with a 42% chance to kill! Remember, this is a 1:2 CC attack we are talking about here, which **normally** CRs on a 4, or just 17% of the time! As is almost always the case, great

things come with a catch. Here it is that your 3-4-7 is very likely to be killed, whether you take out part or all of the 6-6-8 or not. This is because the 6-6-8 attacks at 2:1 straight up on the HtH table. That CRs on a 9 and eliminates on an 8. That's 83 and 72 percent, respectively, which is quite a bit better than you get.

The final thing to discuss is the actual mechanics of carrying out a Banzai attack:

1. Banzai units must immediately move toward the target using Impulse Movement.
2. A Banzai unit must enter the target hex unless another Banzai unit already occupies the hex; otherwise …
3. Each Banzai unit must move closer (in hexes) to the target hex or enter an enemy-occupied hex that is not further away (in hexes) from the target hex, or move adjacent to the target hex.
4. A Banzai unit may not enter a hex that it left in a prior Impulse.
5. Banzai units adjacent to the target hex may voluntarily end (before the next Impulse) their Charge unless some adjacent, enemy-occupied hex is devoid of Banzai units.
6. Having entered a hex with an enemy unit, it may not move further in that MPh, and may not advance while in the hex with the enemy unit.
7. A Banzai unit remains part of the Banzai Charge until it is eliminated, broken, out of MF, in a hex with an enemy unit at the start of an Impulse, can no longer move per the Banzai rules, or has voluntarily ended its Charge adjacent to the target hex.
8. The Banzai Charge ends when there are no units left in the Charge.

Some of these are trivial, but several are **deep**, fairly complex, and rather nuanced - especially the Impulse Movement and the options about being adjacent to and/or entering enemy-occupied hexes.

#1: Impulse Movement is theoretically simple. Each Banzai unit moves **one** hex. Sequence doesn't matter here, although it is the IJA player's choice, because **no** action, even Defensive Fire, Mines going off (if applicable), etc., takes place until after **every** Banzai unit has moved the requisite **one** hex. Note that **all** units of the Banzai are considered to use the most MF that **any** unit expended in their one-hex move. This can be up to five actually (uphill, into a building/etc. terrain, that also contains Smoke) for "normal" PTO terrain.

The very **abnormal**, and thankfully rare, Bamboo terrain is a crusher though, because it consumes **all** MF that a unit has

- period. Please keep that in mind that if you declare a Banzai in which a unit **must** enter Bamboo! Once a unit does so, your Banzai is **over** because all units would now be considered to have spent all remaining MF out of the 8 allotted in the just-entered hex. Be certain you want this, and if you don't be equally certain that you maneuver your units in the turn(s) leading up to the Banzai in such a way as to be able to avoid Bamboo during their charge.

Speaking of all units consuming the maximum MF spent by any unit, this means that they are now (after **all** units have moved their **one** hex for this Impulse) subject to Defensive Fire from any enemy unit as many MF as were spent. This can be harsh, especially for those IJA that are moving into Open Ground or Orchards for 1 MF and who are also subject to -2 and -1 IFT DRM, respectively.

After any/all Defensive Fire against any/all Banzai units, the Banzai Charge continues – assuming there are units left that are eligible to move and cannot/do not choose to voluntarily end their charge. This cycle continues until the Banzai is over per #8.

> **TACTICAL TIP:** A defensive tactic to consider is taking Defensive Fire shots in such a way that a second or additional Banzai units will have to move through the hex, especially if they receive a -1 or -2 DRM while doing so. Recall that Residual Fire always happens before any other incoming fire [see rule 3.3.5]. So, these are free attempts to reduce/break your opponent's units.

Please remember to keep track of the maximum MF spent per Impulse as well as how many MF have been spent for the entire Banzai! Use some dice, or just make tick marks on a piece of paper. The first is used for DFF as we have seen, and the latter is used for determining what units can legally move and also when a Banzai may be over.

#2: When one or more Banzai units are adjacent to the target hex at the start of an Impulse, and the target hex does not yet contain at least one Banzai unit, at least one of them must enter the target hex (assuming they have sufficient MF to do so). Note that since the IJA player determines the sequence of unit moves during an Impulse, he/she can decide to move just one (or more) of multiple adjacent Banzai units into the target hex, and then do other cool and interesting things with the other(s).

#3: There is some logic to apply here. If you aren't adjacent to the target hex or another enemy-occupied hex, your only choice is to move closer to the target hex. If two hexes are equidistant the attacker gets to pick which one.

If you are adjacent to an enemy-occupied hex, you may enter it as long as it isn't further away from the target hex than your current hex. If you are adjacent to the target hex, and it is already occupied, you may move adjacent to it.

> **TACTICAL TIP:** Plan out your moves! You may wish to move in such a way to allow you to enter multiple enemy hexes, in which case you need to make sure to proceed in a manner that allows for that. You must also consider when and where Residual Fire may be laid down, which of your units can/must enter the target hex - and in which order if you intend for multiple to enter.

Here is an example of moving into a different enemy hex than the target:
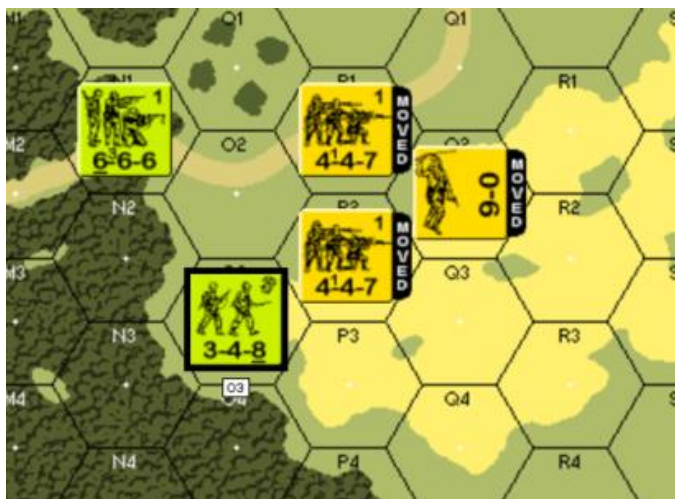
Assume we are about to start Impulse 2, with each Japanese unit having moved towards the target hex of N1 during Impulse 1. The 4-4-7 in P2 has the option of moving into O3, since the 3-4-8 is the same 2 hexes away from the target hex as P2. This type of maneuver can allow you to engage other units if you choose to. You can bypass them if that better suits your needs.

#4: This one prevents moving adjacent to the target, and then retracing your steps backwards.

#5: Once adjacent to an already-occupied target hex, a Banzai unit may immediately voluntarily end its involvement in the Charge **unless** it is adjacent to an enemy-occupied hex that has not already been entered by a Banzai unit.

NOTE: Always remember the overarching requirement that you can **never** get further away from the target hex. So, the only way you can enter an enemy hex when you are adjacent to the target hex is if said enemy is also adjacent to the target.

#6: Simple – you enter an enemy hex and you are done with your movement for the duration of the Banzai charge. You are also unable to advance, since you are in a hex with an enemy unit. There is a **very** rare exception to this. That would be entering a hex with a lone HS in it, that Final Protective Fires at you, and rolls boxcars. This would be a CR-inducing

FPF morale check failure, and the HS would be immediately removed from play. Note that this does NOT allow you to continue moving with the Banzai charge. It is possible that advancing fire could eliminate all enemy units in the hex containing Banzai unit(s), which would also allow an advance.

#7: Lots of flexibility in when you choose to end each participant's involvement in the charge. Review them frequently, and as soon as you start making preparations for a Banzai be thinking what you intend to attempt to do with each unit.

#8: Time to survey the carnage! 😃

Why execute a Banzai??

Before I present an example, I want to talk about some of the reasons why we might consider a Banzai. Covering a lot of ground is often the primary reason, although it could be done for several reasons. Besides engaging potentially multiple enemies in HtH CC, it can:

1. Prevent the defense from solidifying if they are repositioning
2. Quickly move to interdict reinforcements
3. Move close to or even take control of Victory Condition hexes
4. Draw fire to allow other units the potential to move without shots against them
5. Quickly/immediately prevent a big, nasty stack from shooting out of its own hex

Number 5 is a favorite of mine. If you manage to get adjacent to a kill stack - and stay unbroken during their turn – your first Impulse would put you into the kill stack's hex. If they don't eliminate you outright, which is a distinct possibility with triple point-blank fire, they can no longer shoot outside of their own hex! And if they do eliminate you, any remaining fire outside of their hex (other than ROF-maintaining weapons) will be halved as Area Fire.

Remember too that if you have a series of Banzai units enter the same hex, the enemy in the hex **must** fire at each one, even if it is FPF. This is obviously best deployed against the US Army 6-6-6s, due to their low morale. They are actually more likely to break than they are to pass the accompanying FPF morale check!

It is always nice if you can manage to get a unit behind the target or other enemy hexes. This will cause units that break, or which are already broken, to die for failure to rout. Note that part about broken units. You can use such as the target hex, and they cannot shoot at you! Do note however that they **will** get a DM place on them when the first unit becomes adjacent to them, so unless you can keep them from leaving the hex and routing away, they will be able to successfully

extricate themselves. This could still be acceptable if your primary objective was to move to their position in a single turn.

Speaking of a single turn, you can certainly declare a Banzai and never even reach the target hex! This is a very sneaky thing to do, and very few defenders will be expecting it. It is most easily accomplished when there are woods/building hills (4MF) or multiple 2MF hexes or even the strategically placed bamboo!

Lastly, we come to the "Hail Mary" – executing a Banzai because it is near the end of the game and it offers your best, or often only, chance of meeting the scenario Victory Conditions. I can tell you that you will get a sense of elation rarely matched in ASL if you pull this off for the win. Conversely if you are on the receiving end you will be absolutely crushed to be ahead, often the entire scenario, and wind up losing to those crazy bright yellow counters running amok on your battlefield!

I was fortunate enough to have a Hail Mary play out well for me in another amazing SK PTO scenario at the 2019 Texas ASL Tournament, again against a very good and experienced opponent. I was just crushed the entire scenario, with things going against me at virtually every turn. But as is so very often the key, I simply kept on using my brain and altering the plan! And you **cannot** do that if you allow yourself to fail your Personal Morale Check. Talk about a Tactical Tip! My opponent commented several times during play about how screwed I was getting, and how I was continuing to try to find ways to win.

Anyway, I was on the defensive in S68 *The End of Their Rope.* I carefully positioned what was left of my units, including my reinforcements, to force the attacker to defend all of the potential building hexes, all but one of which he had control of. Note this is a rare scenario where the defenders get the last move. I wound up with two sets of units able to Banzai different targets yet actually enter three VC building hexes due to enemy placement. Key to this was getting Smoke dropped on top of the 10-2-led 20FP stack, allowing a 4-4-7 to merely reduce to a 2-3-7 on Impulse One and then move into his hex and not get CR'd off of the map. I used a single leader to Banzai into an adjacent nasty hex. Fortunately, he survived the ensuing Wound Check and this allowed another MMC to more safely move to another VC hex. Yes, I did get more than my fair share of luck during the final turn, but I was due. With the help of the Banzais, I was able to take four buildings back into Japanese Control and win the scenario. When all was said and done, my opponent

TACTICAL TIP: As just mentioned, keeping some Smoke and/or WP around with one or more knee mortars can make or break a Banzai attempt, especially with open ground to cross or those nasty -2 US SMC in play!!

looked at me and graciously said "You just won an unwinnable scenario!".

Why NOT execute a Banzai?

This one is pretty simple. You expect to take too many casualties, almost always due to unfavorable terrain to cross and/or too many or too powerful defensive units with shots against you. Or you simply don't need to. Please don't be the type of player that does a Banzai just because it is cool! Never forget that the objective is to win, and if you have a better chance of winning without a Banzai then don't do it. Full Stop.

BANZAI!

Time for an example that will put much of what we have learned into action.
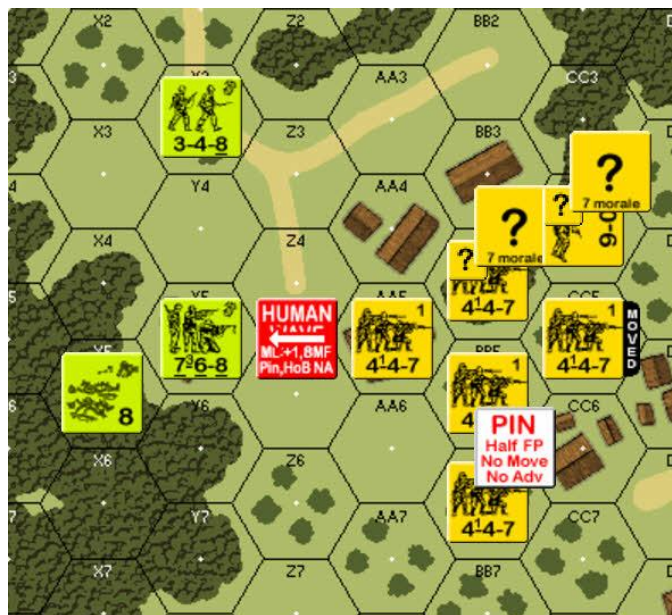
Initial Conditions:

The concealed 9-0 wishes to declare a Banzai against the awesome 7-6-8, despite the fact that the point guy could wind up eating a 12 down 2 on Impulse 1. Notice that CC5 has already moved, so even if he had MF remaining, he is unable to join in on the Banzai. BB6 is pinned, so it cannot join in either. That leaves the 9-0 and the three 4-4-7s in AA5, BB4 and BB5. I have placed the Human Wave marker on board just so you can see the target hex of Y5 and that everything must move "that-a-way". Speaking of counters, there are indeed nice Banzai counters included with the SK PTO kit. I don't typically use them during movement, as things can get very crowded as it is during a Banzai! You should consider placing them after each unit completes its part in the charge, both to let you know the unit has moved as well as the +1 Ambush modifier they receive should they later advance into an enemy hex. Note that you may find the counters helpful,

since their front side shows BANZAI, ML:+1, 8MF and Pin, HoB NA. The back side says LAX and Ambush +1 drm.
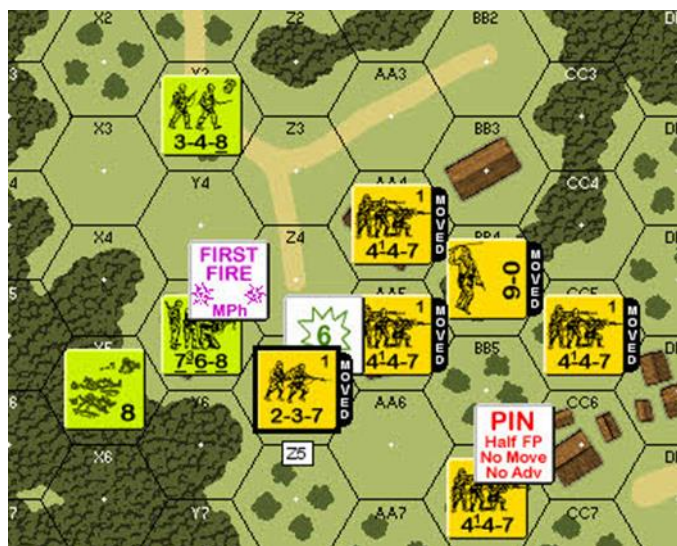
Impulse 1:

We find that AA5 moved to Z5 (it could have moved to Z4 as well), the two BB units shift into the AA4/5 buildings and the 9-0 steps into more jungle. Even though Z5 is open ground, ALL units spent 2MF on this Impulse, since each of the other 3 units all spent 2MF.

After each unit has moved one hex, any defensive unit may conduct defensive fire. Here we see that only the 7-6-8 has fired. He was very much hoping to eliminate the 4-4-7 in Z5 with his 12-2 shot. This is a reasonable hope, since a KIA or better happens on a 4 or less (17% of the time). Here a K/3 result was received. Unfortunately for the US the remaining HS did not fail its 3MC, which would have taken an entire squad out of the Banzai on the first impulse (remember, IJA HS do break normally). Note that the +1 morale bonus helped here, because it made the 3MC passable on a 5 or better DR, instead of a 4, with no possibility of a pin on a roll of 5 either. One piece of very good news for the US is that the 7-6-8 did not cower. Had that happened, it would be marked with Final Fire and thus forced to FPF when the 2-3-7 entered its hex on Impulse 2.

Here is a situation where full ASL has a **great** option for the defender against a Banzai charge. The middle underline of the range for the 7-6-8 means Spray Fire in full ASL. That allows the unit to shoot **two** adjacent hexes with a single shot, with each being shot as Area Fire. The benefit here is the ability to place residual firepower in Z5 AND Z4, giving free -2 shots against subsequent units moving into either hex.

The 3-4-8 holds its fire to ensure it gets the benefit at least one -2 shot in Z4, which could possibly contain both remaining 4-4-7s. Remember – plan ahead, on both attack and defense!

MF Tally: 2 MF spent this Impulse, 2MF spent for Banzai
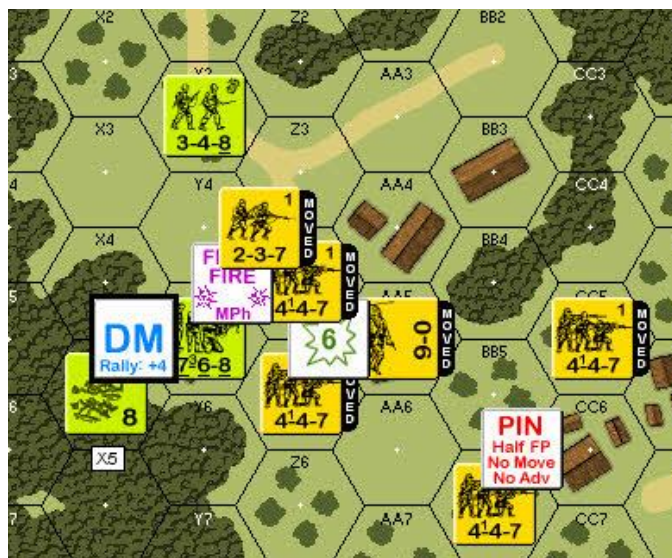
Impulse 2 (Movement Complete):

Z5 does as required and enters the 7-6-8's (target) hex. This gets the broken 5-5-8 a blue hat of shame for adjacency. AA5 moves into Z5, despite the 6 resid there. It could have moved into Z4 with the other 4-4-7, but it has a different objective. Bringing up the rear the 9-0 takes cover in AA5.

The 2-3-7 and the 9-0 both spent 2MF, so all units did for this Impulse.
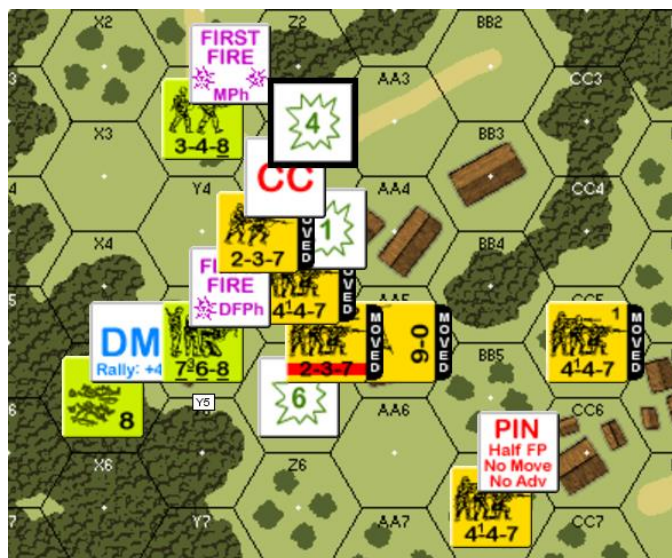
Impulse 2 (Defensive Fire Complete):

Things are really starting to get busy! Now you see why I do not bother with putting Banzai counters on all moving units. This is a small action, yet the board is quite crowded.

Defensive fire starts with the 6-2 residual shot on the 4-4-7 that just entered Z5. It gets a reduction and an ELR, so there

is a striped 2nd line 2-3-7 squad left. The 3-4-8 first fires on the 4-4-7 moving into Z4 with a 2-2 for no effect and placing 1 FP resid. The 7-6-8 Final Fires on the 2-3-7, tripled and halved, netting 10.5 FP, which rounds down to 8. There is no DRM since it is +1 for Huts and -1 for FFNAM.

MF Tally: 2 MF spent this Impulse, 4MF spent for Banzai
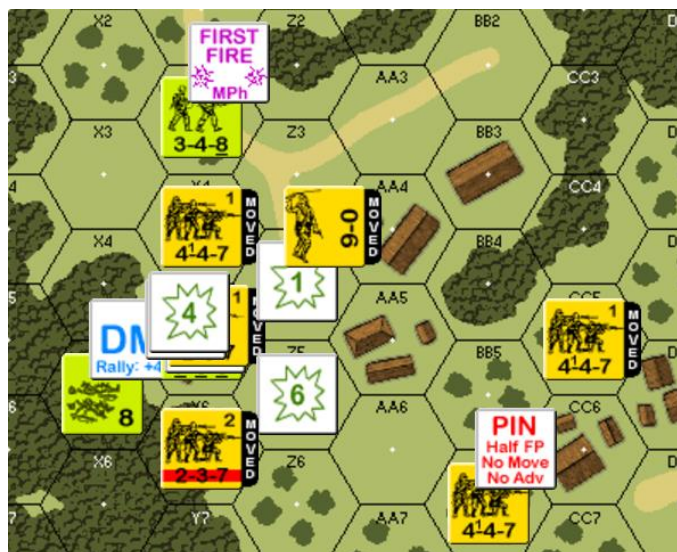
Impulse 3 (Movement Complete):

Z4 is taking a risky move going to Y4, adjacent to the 3-4-8. The 9-0 prefers the 1 resid over the 6, and the 2-3-7 moves to Y6 (it is allowed to move adjacent to the target hex since it already contains a Banzai unit). The 2-3-7 in with the 7-6-8 is not allowed to leave that hex.
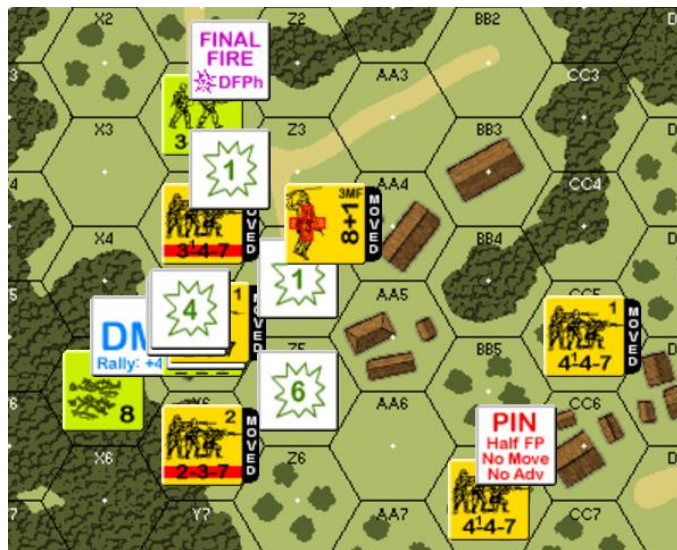
Impulse 3 (Defensive Fire Complete):

The 2-3-7 spent 2 MF entering the jungle in Y6, so all units spent 2MF. Do note that even though I haven't showed it, defensive fire could have been directed at a unit twice by any

defender due to the 2MF spent, even those moving in open ground.

Just 2 shots this Impulse. The 3-4-8 gets a stripe against the adjacent 4-4-7 with its 2-2, leaving 1 resid. The 9-0 had a tough time with its 1-2 resid shot, failing an MC but surviving the Wound Severity roll. Note that the SMC immediately ends its involvement in the Banzai since it now has just 3MF and has spent more than that already this MPh.

Let's discuss options for Impulse 4 before I show it. Things are pretty limited now. The 8+1 is done. The 3-4-7 might want to move into the 3-4-8's hex, but it cannot do so because that would move it further away from the target hex than it currently is. It does have the option of stopping here though, as it is adjacent and does not have an adjacent-to-the-target-hex enemy to move into (i.e. X4). It may also continue to X4, simply continuing to move adjacent to Y5. It too can move into the target hex, forcing an FPF from the 7-6-8 there. But if that was the intention it certainly would have done it from Z4.

The 2-3-7 has 2 options. It too can move into the target hex. Or it may into X5. It has sufficient MF to do so (we are at 6MF total for the Banzai thus far), it is adjacent to the occupied target hex. Note that it cannot end here. It **must** do one of those two options.

MF Tally: 2 MF spent this Impulse, 6MF spent for Banzai
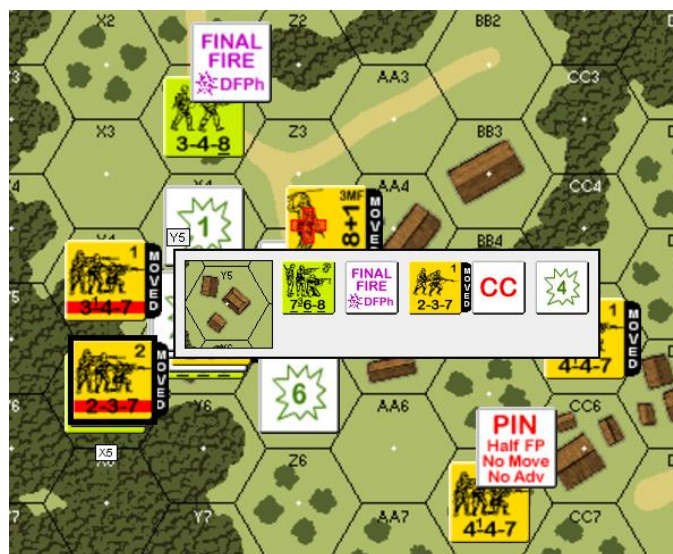
Impulse 4 (Movement Complete):

The 3-4-7 and 2-3-7 both move behind the 7-6-8, with the 2-3-7 entering the broken 5-5-8's hex. No defensive fire can take place. 2MF for this Impulse and that makes 8 for the Banzai, so it has ended.

This would close out the MPh and we would remove all the residual firepower markers and the Japanese would take their AFPh shots. In Y5 the 2-3-7 would take a 2+1 against the 7-

6-8, almost certainly for no effect. The 2-3-7 in the hex with the brokie would have a 2+1 or 2+2, depending on whether or not dense jungle was in play. The 3-4-7 would probably take another 2+1 against the 7-6-8. Note that this shot would **not** affect the 2-3-7 since the units in Y5 are not yet in Melee.

Don't forget that all former Banzai units are lax at this point, so if they do advance into an enemy hex, even Y5, which is already occupied, there would be an Ambush and the IJA units would suffer a +1 drm for the Ambush dr.

During the RtPh, the broken 5-5-8 under the striped 2-3-7 must rout out, and can do so because there is not yet a Melee in the hex. It can only move to X6 or W6 (otherwise it would be moving adjacent to X4 or Y6), and in doing so would in fact still be adjacent to X5. But it would be leaving its hex, so that rout is legal. From there is must be able to, and actually, continue at least one additional hex or it will die for failure to rout.

That leaves us with the CCPh. There is no Ambush since no unit advanced into the hex, so the attacks will be simultaneous. They will also be Hand to Hand, using the red numbers on the close combat table. 2:7 gets 1:4 odds for the 2-3-7, with a -1 DRM for Japanese HtH. This gets a CR on a 6 and an elimination on a 5. The 7-6-8 will attack back at 7:2 or 3:1. In HtH that is a whopping 10 to CR and a 9 to eliminate. Hey, nobody ever said taking out 7-6-8s was easy!

I hope you have learned a lot from this article, and enjoyed the read. Until next time!

SK Corner: Novices on the Defense - Part II

Stopping the Enemy

Peter Di Cioccio

A beginner's issues aren't over at the start of the scenario. Mistakes are compounded when lack of experience contributes to not being able to foresee an enemy's moves and deciding when to take a shot or hold fire.

"Recognizing enemy intentions"

A key to a successful defense is interpreting the victory conditions and determining if the attacker would attack the line of defense or move around to flank the defending units. An experienced defender weighs the options of firing at closer units and giving up fire opportunities at units farther away.

"Poor fire discipline"

Often, an experienced player will bait the defender by moving a squad or half squad close to the defensive line to draw Defensive First Fire. Once that is done, the attacker can run the rest of the attacker's forces behind the bait squad, safe from subsequent fire. An inexperienced defender who has experienced this baiting technique might also overcompensate and allow an attacker to move numerous squads and half squads into position by holding fire, ultimately allowing a threatening force to get close to his defensive line.

An inexperienced defender may also expend all of a squad's firepower in one place. When a bait squad moves into the line of fire, realize the defender has options. The squad could fire its machine gun first, it's inherent firepower at a second target, and Subsequent First Fire at an eligible third target, instead of firing everything it has at a bait squad, with nothing left over for other targets of opportunity.

Inexperienced players tend to fire guns too early. An attacker may have multiple vehicles, and may move the first one tentatively because a hidden gun has not yet been revealed. As the first vehicle enters the covered arc of the hidden gun, the novice defender fires immediately. The result of this action results in suboptimal Dice Roll Modifiers, and alerting the attacker where the gun is, allowing an alternate route to be taken by the rest of the attacker's vehicles, out of the covered arc and or range of the defender's gun.

"Ineffectual use of residual firepower"

Residual firepower is overlooked by the inexperienced player. A veteran player will take strategic Defensive First Fire shots in an effort to place residual firepower in hexes that would slow down an attacker's movement. A line of residual firepower is an obstacle if properly placed.

"Not recognizing firing opportunities"

Inexperienced players often pass up on targets of opportunity that may seemingly be blocked. By using geometry through the use of hex sides, hex vertices, and center dots, veteran players are able to trace a LOS in their mind to see if a potential shot is blocked. *[Ed: Make sure to read "The Geometry of ASL" by David Hailey in Banzai!! 5.2]*

"Failure to avoid defensive fire"

Inexperienced scenario defenders will needlessly place squads in the line of fire. A technique called skulking isn't evidentially known in this case. Skulking is a when a squad moves back, out of the line of fire, instead of firing on the enemy units during the Prep Fire Phase. Then, during the Advance Phase, advance back into position to effect Defensive First Fire against the attacker's moving units in the next Player Turn.

The source material was taken from the article, "The Agony of Defeat: Why Bad things Happen to New Players", *by Mark Pitcavage. Any quotes are from that article.*

27ᵀᴴ ANNUAL TEXAS TEAM TOURNAMENT RESULTS

Rick Reinesch

Here are the results and rankings from the 27th Annual Texas Team Tournament. Where players had the same score, ranking was based on the opponents' W/L percentage first, and then their own W/L percentage second. So, players with the same score who competed against stronger opponents would be ranked higher.

Here's where folks ended in the individual standings. Congratulations to Matt Shostak for winning the individual champion bracket this year, and Sam Tyson for taking the runner-up prize.

Player	Score	Wins	Losses
Matt Shostak (10-3)	7	7	0
Kevin Boles (SK)	6	6	0
Steven Duke	5	5	0
Art Douglas	5	6	1
David Lamb	4	5	1
Brian Ward	4	5	1
Ross Zarzecki	4	4	0
Ed Beekman	3	3	0
David Douglas	3	4	1
Jeff Taylor	2	3	1
Sam Tyson (9-2)	2	4	2
Jeff Toreki	2	3	1
Wes Vaughn	2	3	1
Tracey Love	2	5	3
David Hailey	2	3	1
Jim Ferrell	2	3	1
Philippe Barbaroux	2	2	0
Dave Mareske	2	3	1
Allen King	1	2	1
Dave Cheever	1	3	2
Dave Reinking	1	2	1
Woody Lee	1	2	1

Player	Score	Wins	Losses
Jay Harms	1	1	0
Mark Carter	0	1	1
Felipe Zavala	0	2	2
John Hyler	0	1	1
Mark Pandori	0	2	2
Brian Roundhill	0	2	2
Nick Drinkwater	0	1	1
Mike Seningen	0	1	1
Will Willow	0	1	1
Jim Bert	0	1	1
Arlen Vanek	0	2	2
Jim Svette	0	2	2
Wayne Spriggs	-1	3	4
Matt Blackman	-1	1	2
Chris Kubick	-1	1	2
Randy Strader	-1	1	2
Dan Best	-1	2	3
Matt Schwoebel	-1	1	2
Scott Bell	-1	0	1
Steven Miller	-1	0	1
Gary Krockover	-2	0	2
Rick Reinesch	-2	0	2
Stephen McBee	-2	2	4
Bob Davis	-2	1	3
Dan Preston	-2	0	2
Eric Gerstenberg	-2	2	4
Bill Thomson	-2	2	4
Paul Hornbeck	-2	1	3
George Bott	-2	1	3
Steve Swann	-2	0	2
Doyle Motes	-2	1	3
Roy Connelly	-2	0	2
Orlando Ortiz	-3	0	3
Pete Shelling	-3	1	4
Robert Zinselmeyer	-3	0	3
Bill Dorre	-3	0	3
Fred Schwarz	-4	0	4
Ryan Kent	-4	1	5
Shane Brannan	-5	0	5

Player	Score	Wins	Losses
David Finan	-7	0	7

Here's how the Major Johnson standings finished. Matt Shostak took home the MJ award this year. Great job, Matt!

Player	MJ Total
Matt Shostak	23010
Dan Best	18616.5
Stephen McBee	16256
Paul Hornbeck	15-5-82
Dave Mareske	14388
Tracey Love	14300
Art Douglas	14200
David Finan	11949
Sam Tyson	11948
Jim Ferrell	9575
Ryan Kent	9360
Robert Zinselmeyer	8865
Pete Shelling	8688.75
Brian Roundhill	8665
David Lamb	7888
Wayne Spriggs	7704
Wes Vaughn	7187.5
Jeff Taylor	6891
Eric Gerstenberg	6727
Felipe Zavala	6700
David Douglas	6642
Kevin Boles	6628
Arlen Vanek	6384
Jim Svette	6376.25
Bill Dorre	6215
Fred Schwarz	6048
Chris Kubick	5524
Roy Connelly	5184
Doyle Motes	5160
Steven Duke	4876.5
Matt Schwoebel	4807.5
Bill Thomson	4758
Dave Reinking	4721
David Hailey	4537.5

Player	MJ Total
Ed Beekman	4424
John Hyler	4233
Matt Blackman	4140
Will Willow	4111.5
Brian Ward	3975
Mark Pandori	3820
Bob Davis	3745
Allen King	3512
Rick Reinesch	3322
Steve Swann	3256
Jeff Toreki	3124
Dave Cheever	2710
Ross Zarzecki	2354
Mark Carter	2350
Shane Brannan	2215
Dan Preston	1292
Randy Strader	1137
Orlando Ortiz	1125
George Bott	1010
Gary Krockover	909
Philippe Barbaroux	781
Woody Lee	762
Mike Seningen	548
Jim Bert	420
Nick Drinkwater	354
Jay Harms	214
Scott Bell	214
Steven Miller	123
Mike Masura	104

Here are how the teams fared. If teams wound up with the same score, the team with the higher strength of schedule was ranked higher. The winners of the Team Trophy went on a serious hot streak and ran away from the rest of the field in the process. Congratulations to Matt Shostak, Dave Mareske and Brian Ward for an impressive win.

Team	Score	Wins	Losses
Matt Shostak, Dave Mareske, Brian Ward,	13	15	2
Kevin Boles, Randy Strader, Philippe Barbaroux,	7	9	2

Team	Score	Wins	Losses
Dave Reinking, Paul Hornbeck, Steven Duke,	4	8	4
Matt Schwoebel, Chris Kubick, Art Douglas,	3	8	5
Sam Tyson, Jeff Wirthlin, David Nailing,	2	4	2
David Lamb, Roy Connelly, Mike Masura,	2	5	3
Ed Beekman, Jason Cameron, Scott Bell,	2	3	1
Mike Seningen, David Douglas, Steven Miller,	2	5	3
Jim Ferrell, Wayne Spriggs, Felipe Zavala,	1	8	7
Matt Blackman, Tom Meier, Wes Vaughn,	1	4	3
Dan Best, Steve Swann, Ross Zarzecki,	1	6	5
Brian Roundhill, Mark Carter, Otto Torriero,	0	3	3
David Hailey, Chris Casten, Bob Davis,	0	4	4
Robert Hammond, Doyle Motes, Tracey Love,	0	6	6
Robert Zinselmeyer, Will Willow, Woody Lee,	-2	3	5
Jay Harms, Fred Schwarz, Jim Bert,	-3	2	5
Eric Gerstenberg, Dave Cheever, Gary Krockover,	-3	5	8
Jeff Taylor, Bill Thomson, Bill Dorre,	-3	5	8
Pete Shelling, Mark Pandori, Jim Svette,	-3	5	8
Jeff Toreki, Stephen McBee, Shane Brannan,	-5	5	10
John Hyler, Allen King, David Finan,	-6	3	9
Ryan Kent, Arlen Vanek, Orlando Ortiz,	-7	3	10

27th Annual Texas Team Tournament Wrap-up

Rick Reinesch

This year we celebrated the 27th anniversary of the Texas Team Tournament. The tournament has come a long way from its humble beginnings back in 1993 to welcoming 75 pre-registrants and walk-ons from all over the US to Austin, Texas. We had several faces this year new to the game, along with ASL grognards joining us for the first time, and several returning locals, which is always great to see. The tournament is a great way to get up to speed if you're learning ASL as the immersion of play over the weekend helps to reinforce rules learned and remembered.

This year's event was held in the Tech Room of the Wingate Conference Center located in far north Austin. Like last year as we've grown, we spilled over into the adjoining room. This room has become the favorite of folks that prefer a quieter gaming environment. So, in all, the setup is working out well. At this rate we'll soon take over the entire upper floor of the conference center. This is our eighth year at this hotel which works out especially well for us as they cater to conferences all the time, so coordination goes very smoothly from my standpoint. The venue provides us with plenty of elbow room to play, I can provide an open bar for us to enjoy some beers, and the connectivity in the room allows us to show an endless loop of WWII-related DVDs, which makes for a great ambiance while playing. I've already signed the contracts for us to be back there again next year. Details are up on the Texas-ASL website.

In the title match for the individual crown of the Texas Team Tournament, for the first time in a number of years it was an all Austin affair with Matt Shostak defeating Sam Tyson in *Propitious Arrival [SP254]* to take home the 10-3 Award as overall individual winner in our championship bracket, along with the engraved dice cup and very cool BattleSchool dice that went along with it. In the loss, Sam took the 9-2 Runner Up dice cup and a set of BattleSchool dice, as well. The championship is set up as a single-elimination bracket for the individual award, seeding it with the top 8 scorers after Friday's play who wish to challenge for it. This helps me to narrow the winner down and gives the folks who are really interested in vying for the overall individual championship the chance to do so.

The Team Tourney continued the use of a three-man team format. This makes the possible absence of one person on a team less of an issue and allows for all teams to stay in the hunt throughout the weekend. This format has made for some very tight races for the team crown heading into Sunday play. But for the first time in well, forever, the winning team this year simply ran away from the rest of the field as the team of Matt Shostak, Dave Mareske and Brian Ward finished with an overall record of 15-2 or a score of 13, 6 points in front of their nearest challengers. The winning team usually results from one of the players on the team going on a winning streak, but this year it was all 3 of them.

Our Thursday mini featured the time-honored Houston institution, **Ferocity Fest**. This is always a fun and brutal mini which has a decidedly mean streak to it as suggested by its name. This year the scenario being highlighted was an old

classic in recognition of the 75th anniversary of the Battle of Stalingrad, the *The Trap at Targul Frumos [Z19]*, but with a few twists to amp up the ferocity a little. We have provided a copy of the scenario at the end of this issue for you to give it try! When all the points were counted, the Axis winner was John Hyler, with the runner up being Dave Mareske, and the Allied winner was Sam Tyson with the runner-up being Chris Kubick. The winning commanders each took home a replica German potato masher hand grenade, with **The Gamer's Armory** gift certificates being awarded to the second-place finishers.

On Saturday we featured a Starter Kit mini-tournament for those folks new to the game or getting back into it and offered them a chance to take home a great prize to boot. This year we had 12 participants in a modified 4-round tourney that was won by Kevin Boles taking home the first-place plaque and BattleSchool dice, besting Wayne Spriggs in *Contested Settlement [S45]*. It was very encouraging to see the number of folks getting involved with SK over the weekend playing SK either full time or at least for some of their games. We certainly welcome and encourage their participation over the course of the weekend.

We presented several dice awards for play over the weekend. The winner of the Audie Murphy award for the most snakes over the course of the tourney went to Stephen McBee. The winner (if he wants to be called that) of the most boxcars over the course of the weekend and taking the Col. Klink award was Dan Best. We presented a nice plaque to the winner of the most Close Combat points collected over the weekend, and that honor went to David Cheever.

The Major Johnson award was hard-fought again this year; with Matt Shostak playing the most ASL over the course of the weekend, completing the trifecta, and taking home the engraved dice glass that recognizes that accomplishment. So, the next time you see Matt, ask him to show off his Maj. Johnson. The Major Johnson can be won in many ways but win or lose you are always in the hunt for MJ just by playing (a lot).

For swag this year, I gave out engraved, lighted magnifying glasses. They seemed to go over very well. And I don't know about others, but the older I get the more I find I need the help!

We had a great list of sponsors for this year, without whose assistance we could not offer such a fantastic drawing of prizes. And here they are:

ArtbyStudioWhite

BattleSchool

Bounding Fire Productions

Broken Ground Design

Columbia Games

David Lamb

David Pentland Art

Dispatches from the Bunker

Friendly Fire

George Tournemire

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The Gamers Armory

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

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

- Ed Beekman for the use of his vast military video library during the course of the tourney

- Dan Best for entering all of the results into ROAR

- And especially my terrific wife Rhonda who ran a number of errands for me during the tourney. To say she is supportive of me doing this would be an understatement!

The website (http://www.texas-asl.com) has already been updated with all of the information for 2020 and we've even got our first pre-registrants already, so it is never too early to get your hat into the ring. Don't be left out of the fun! I hope to see everyone next year from June 11-14, 2020 here in Austin, Texas.

Club Notes

Lunch Gatherings

Lunch gatherings have been more sporadic lately, but they still happen. Stay tuned to our yahoo groups email list. The club sends out email reminders, or you can call Matt or Sam for information on the next get-together.

Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth groups have remained active, hosting various gatherings for club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The Austin group meets on the first Saturday of every month. The DFW group has been meeting on the second, the San Antonio guys on the third Saturday of every month, and the Houston group on the fourth Saturday of every month. To stay informed of upcoming club events, stop by our club website, www.texas-asl.com or better yet join our email group. 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, Rick, or Sam a call for club information.

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Next Issue

- More articles about ASL
- Player Profile
- Favorite Scenarios
- Club Meeting Recaps

And much more!

STARTER KIT SCENARIO DESIGN CONTEST JUDGING SHEET

SCENARIO NAME/ID: SCORE

	Poorly worded/unclear > needs tweak > easily understood/good/appropriate	
VICTORY CONDITIONS:	1 2 3 4 5	_____

	Needs way more/less time > needs half turn more/less > just right	
SCENARIO LENGTH:	1 2 3 4 5	_____

	Needs more/less units > needs tweak > balanced/appropriate force	
ATTACK FORCE:	1 2 3 4 5	_____

	Unclear/doesn't work > needs tweak > clear/appropriate	
ATTACK SETUP/ENTRY:	1 2 3 4 5	_____

	Needs more/less units > needs tweak > balanced/appropriate force	
DEFENSE FORCE:	1 2 3 4 5	_____

	Unclear/doesn't work > needs tweak > clear/appropriate	
DEFENSE SETUP/ENTRY:	1 2 3 4 5	_____

	Unclear/doesn't work/needs more > needs tweak > clear/appropriate	
SSRs:	1 2 3 4 5	_____

	Unbalanced dog/impossible for one side > one side favored > balanced/went to last turn CC	
BALANCE:	1 2 3 4 5	_____

	NO! > It was pretty good > Print it now/awesome!	
FUN:	1 2 3 4 5 6 7	_____

	Pretty basic > some interesting parts > brand new experience	
ORIGINALITY:	1 2 3 4 5	_____

OPTIONAL AS NEEDED

I WANT TO GIVE IT EXTRA POINTS FOR:		
	1 2 3	_____

I WANT TO SUBTRACT EXTRA POINTS FOR:		
	-1 -2 -3	_____

Comments?

FINAL SCORE:_____

Judge:_____

Scoring: pick one number per section (1=poor > 5=best). Add up all sections for final scenario score. Scenarios can be replayed and rescored as needed. No edits or questions will be answered on the submitted scenario: play/ score as presented.   Email sheets back to vmaresca@verizon.net by Friday June 28 (6 weeks for judging).

SKSD-01

OSAN AGAIN

Osan, South Korea, 27 September 1950: The breakout from the Pusan Perimeter would not be considered successful until 8th units linked up with X Corps coming from Seoul area. The town of Osan had seen the first battle of the war three months earlier, as US units were overrun and routed. As the breakout drew closer to Osan, Col. Harris' 7th Cavalry regiment engaged retreating elements of the 105th Division on the evening of Sept 26,Col Harris of the 7th decided to wait until daylight to assault Osan.

VICTORY CONDITIONS: The US player wins if he exits ≥ 6 squad equivalents off the North edge between uZ10 and uH10 inclusive. The tank counts as three squads if exited, and control of building uI4 counts as one squad exited. Each NKPA gun that is not possessed by a NKPA MMC at game end reduces the US exit requirement by 1 squad.

BOARD CONFIGURATION:

BALANCE:

⭐ Exchange three US 6-6-6 for 5-4-6 at start.

☆ Delete the NKPA 8-0 at start.

N ↑

	n
>	

⭐ **NKPA Set Up First**	☆	1	2	3	4	5	6	7
☆ **Americans Move First**								

Elements, 4th Infantry Division [ELR:3] set up on board u or any hex of board v numbered 7 or lower (see SSR 1):

4-5-8	4-4-7	2-2-8 crew	8-1	8-0	7-0	MMG	LMG	ATR	DC	76L ART *obr. 39*	82* MTR *obr. 37*
3	**5**	**2**									

⭐ (red star symbol)

Elements 7th Cavalry Regiment and 70th Tank Bn 'Task Force Lynch' [ELR: 3] enter turn 1 along the south edge:

6-6-6	9-1	8-1	8-0	7-0	MMG	*M4A3(76)W*
11					**2**	

☆ (white star symbol)

SPECIAL RULES:

1. Use Russian units to represent North Koreans.

2. All buildings are considered wooden.

3. Instead of being an LOS obstacle, all woods hexes are considered a +2 hindrance.

AFTERMATH: Harris assigned Lt. Col. James H. Lynch's 3d Battalion as the lead unit, and this force in turn was called **Task Force Lynch**. At 0800 'Task Force Lynch' attacked towards the town just as an enemy machine gun crew opened fire on the column. This was quickly overrun and the gunners killed in a headlong charge by Lt. William W. Woodside and two enlisted men. The first elements of Task Force Lynch reached Osan at 0800 and met with 7th Division Infantry coming from the west.

SKSD-02   WE MIGHT HAVE SOMETHING HERE

Valhey, France, 14 September 1944: Combat Command A of the 4th Armored Division broke out of the Dieulouard beachhead on 13 September 1944 and raced off to the east, meeting little resistance. The following morning, it was ordered to turn south to complete the encirclement of Nancy. After the main column stopped for the day at Arracourt, several companies were ordered to continue further south to scout for Combat Command B, which was pushing northward. A Company of the 37th Tank Battalion led the reduced column into the village of Valhey, which been visited the previous night by an American cavalry troop and found to be clear of enemy forces.

BALANCE:

✠ ·

☆ ·

BOARD CONFIGURATION:

(Only hexrows A-S are in play)

VICTORY CONDITIONS: The Americans win immediately upon exiting 10 Victory Points, at least 6 VP of which must be from exited armor, off the east edge of board u between S4 and S10, inclusive. Each American squad exited is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VP, each "0" and "+1" leader is worth 1 VP, and each AFV is worth 3 VP. If at least one German AT gun is destroyed and removed from the map reduce the number of Victory Points which must be from exited armor and the overall VP total by 3 VP.

✠ **Germans Set Up First**	☆ 1	☆ 2	3	4	5
☆ **Americans Move First**					

Elements, 16th Panzergrenadier division [ELR: 3]
set up within five hexes of uJ7:

4-4-7	2-3-7	2-2-8 crew	8-1	8-0	MMG	LMG	88LL AT *PaK 43 (limbered)*
6		**2**				**2**	**2**

Elements, A Company, 37th Tank Battalion, 4th Armored Division [ELR: 4]
enter on Turn 1 along west edge of board v:

M4A3(75)W	*M4A2(L)*
2	**3**

Elements, B Company, 53rd Armored Infantry Battalion, 4th Armored Division
enter along the west edge of board v (see SSR 3 for arrival timing):

6-6-6	3-4-6	9-1	8-0	60* MTR *M2*
4				**2**

SPECIAL RULES:

1. American AFVs may only move along paved and unpaved road hexes and must enter the board at vA5 until at least one German AT gun loses HIP status and is placed on board.

2. No American units may exit the board for Victory Points until at least one German AT gun has been eliminated and removed from the board. If no German AT guns are destroyed by the end of Turn 3, the Americans are released to exit on Turns 4 and 5.

3. B Company, 53rd Armored Infantry Battalion enters the board as reinforcements during the first Allied player turn after a German AT gun becomes visible and is placed on the map.

4. The crew of each German AT gun may elect to unlimber the gun and flip the counter to the front side during any Phase in which the gun would be able to fire during an Axis player turn. This action is automatically successful, but both gun and crew may not fire at any point during that Axis player turn. Once unlimbered, the guns may not be limbered again. This action will cause the gun to lose HIP.

AFTERMATH: Although warned while en route that a Piper Cub reconnaissance plane had been fired upon while flying over Valhey, A Company headed straight in toward the village square. German AT guns which had just arrived at Valhey quickly knocked out two Shermans at short range. The efforts of Sgt. Joe Sadowski, who commanded one of the destroyed tanks, to remove an injured member of his crew from their tank at the cost of his own life was recognized with the Congressional Medal of Honor.

SKSD-03

RED, RED, WINE

Brouvelieures, France, 21 October 1944: After clearing the small city of Epinal, the U.S. 6th Corps drove northeast. This area was at the foothills of the Vosges Mountains. The only way through this rough area was along the road network. The first order of business had to be the capture of Brouvelieures. Here elements of the German 716th Infantry Division and the 21st Panzer Division were determined not to allow the strategic road junction to be of use to the Americans.

BALANCE:

Attacker: Reduce Building hex VC requirements by 1.

Defender: Increase Building hex VC requirements by 1.
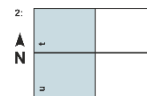
BOARD CONFIGURATION:

1:

N

u	
	v

(Only hexrows A-P of board u and hexrows R-GG of board v are in play)

2:

N

t	
u	

(Only hexrows A-P are in play)

VICTORY CONDITIONS: After sides are chosen, each player secretly bids from 1 to 6, the high bidder becomes the scenario Attacker and adds his bid to 18. This number is the total number of building hexes inside the defender's set up area that must be controlled by the attacker at scenario end. (Resolve bid ties with a dr). The low bidder becomes the scenario Defender.
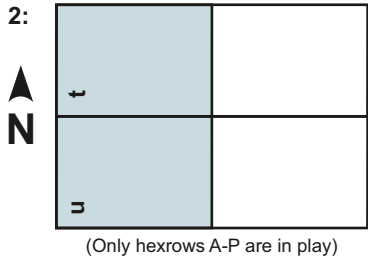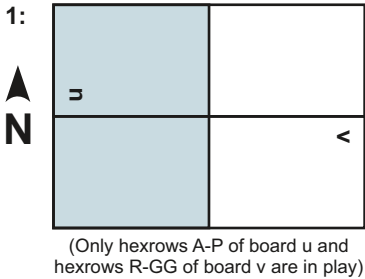
Defender Sets Up First	1	2	3	4	5
Attacker Moves First					

German

Base Force: Elements 21st Panzer Division & 716th Division [ELR 3]
(add base force to either attacker or defender force as appropriate)

4-6-7	4-4-7	9-1	8-1	8-0	7-0	MMG	LMG
6	**6**						

If Attacker: Board configuration 2, set up on any whole hexes of board t

4-6-8	2-4-8	10-2	8-1	8-0	MMG	LMG	DC	*PzIVH*	*PzIVJ*
10							**2**	**2**	**2**

If Defender: set up within the following board u road network: P1-J2-I2-B5-F7-I9-L7-O9-P8

4-6-7	4-4-7	2-4-7	8-1	LMG
		2		

Defender Optional: at set up

PSK
1 or 2

(If taken reduce American attacker building control by 1 hex per PSK taken)

American

Base Force: Elements Co. E & G 179th RCT, 45th Thunderbird Division & Elements 191st Tank Battalion [ELR 3] (add base force to either attacker or defender force as appropriate)

6-6-6	9-1	8-1	7-0	MMG	BAZ44
9					

If Attacker: Board configuration 1, set up on any whole hexes of board v.

6-6-7	3-3-7	9-2	8-1	MMG	60* MTR *M2*	*M4A3(105)*	*M4A2(L)*
6						**3**	

If Defender: set up within the following board u road network: P1-J2-I2-B5-F7-I9-L7-O9-P8

5-4-6	3-4-6	8-0	BAZ44
2			**2**

Defender Optional: at set up

57L AT *M1*	2-2-7 crew

(If taken reduce German attacker building control by 2 hexes)

SPECIAL RULES:

AFTERMATH: After the high ridges were cleared around the town, two companies stormed into Brouvelieures. The German after initially being driven out of the town, counterattacked. A series of sharp back and forth battles erupted, however the German position was not tenable. Brouvelieures was completely in American hands by the 22nd.

SKSD-04   SWEEPING THE BOWLING ALLEY

Reidbach, Germany, 8 April 1945: Team O'Grady setup four strongpoints down the road to Crailsheim. While the vehicles received fuel and routine maintenance, Company A of the 20th Armored Infantry Battalion advanced southeast to a thicket of woods where enemy troops had been ordered to create blocks across the road, according to interrogated local civilians.

BALANCE:

✠ ·

☆ ·

BOARD CONFIGURATION: (see SSR 1)

(Only hexrows Q-GG of board v and hexrows X-GG of board t are in play)

VICTORY CONDITIONS: The Germans win at game end by successfully creating a roadblock in one of the following hexes: vBB5, vCC6, vDD5, or vEE5, and preventing the Americans from clearing the roadblock (see SSR 3).

✠ **Germans Set Up and Move First**	✠☆ 1	2	3	4	5	6
☆ **Americans Move Second**						

Elements of 17th SS Panzer Grenadiers Division [ELR: 5]
enter on Turn 1 on the east edge:

5-4-8	9-1
3	

Elements of Volksstrum Battalion [ELR: 2]
enter on Turn 1 on the east edge:

4-4-7	8-0	7-0
6		

Elements Engineer Battalion [ELR: 3] enter on Turn 1 on the east edge (see SSR 4):

4-6-8	8-1	DC
2		**2**

Company C, 20th Armor Infantry Battalion, 10th Armored Division [ELR: 3]
enter on Turn 1 (see SSR 1):

6-6-6	3-4-6	9-1	8-0	7-0
8	**2**			

Elements of 55th Armor Engineering Battalion [ELR: 5]
enter on Turn 1 (see SSR 1 & 4):

6-6-7	8-1	DC
2		**2**
		(SSR 5)

SPECIAL RULES:

1. The Americans enter on the west edge. Roll a dr, on a 1-3 all American forces enter on board t, row X, on a 4-6 all American forces enter on board v, row Q. The side opposite from where the Americans enter is the east side.

2. All grain, brush and hills are woods. Orchard hexes vCC3 and vCC4 are woods.

3. A roadblock is only created and cleared with a successful detonation of a DC by an engineering squad. The German DC counter is flipped to mark the location of the roadblock. The Germans can only set one roadblock.

4. German 4-6-8/2-4-8 and American 6-6-7/3-4-7 are considered engineer squads and are the only squads eligible to place a DC to create or clear the roadblock. Otherwise, extra Dcs can be used normally, per specific rules.

5. Use Russian DC counters. Captured use penalties do not apply.

Options: From the ASL Pocket Rulebook add A.12 Concealment using nine German 4-6-7 counters as dummy/ concealment counters and nine American 5-3-6 counters. Use B13.7 (Forest) and/or B 13.8 (Pine Woods) for the wood hexes. Allow the use of B 27.1 (Foxholes). Addition of guns from SK2 and vehicles from SK3.

AFTERMATH: The Americans kept the road open one day until German artillery stopped the flow of supplies. C 47 cargo planes landing in a captured airfield east of Crailsheim resupplied Combat Command A but the 10th Armored Division was over stretched. Orders to withdraw from Crailsheim were executed on April 10th.

ASL SCENARIO Z19

THE TRAP AT TARGUL FRUMOS

Scenario Design: Michael Klautky
Modified from the original for use in Ferocity Fest
at the 27th Annual Texas Team Tournament

Targul Frumos, Romania, 2 May, 1944: By mid-morning on May 2, the Soviet 16th Tank Corps had successfully penetrated the front near Targul Frumos along two lines of attack. Large armored and motorized infantry formations began pouring through the breach in a headlong rush toward Jassy. In the face of overwhelming numbers, the Germans simply went to ground, allowing themselves to be overrun by the armor, but remaining to fight the inevitable mass of infantry behind. In this way, anti-tank weapons sighted in depth could deal unhindered with the armoured breakthroughs while artillery fire separated the enemy tanks from their infantry. By the time the first wave of Russian armor was approaching Targul Frumos, General von Manteuffel had deployed the 24th Panzer into two mixed battle groups, ready to deliver a careful counter-blow.

BOARD CONFIGURATION:

ABS:
G3 = German reinforcements arrive on Turn 4
G2 = G1 + Delete one 5-4-8 from the German Turn 3 reinforcements
G1 = Delete the German Hero
R1 = Increase the German SAN to 5
R2 = R1 + Replace the Russian HMG with a MMG
R3 = R2 + Delete one Russian 6-2-8

N

VICTORY CONDITIONS: The German wins if at Game End he controls all buildings bounded by road 3U3-N4-Q8 and has earned more CVP than the Russian.

🕂 German Sets Up First	1	⭐2	🕂3	4	5	6	7	8
⭐ Russian Moves First								

Elements of Panzer Grenadier Division Grossdeutschland set up west of road 3GG5-X2-Q2-4GG6.

[ELR 4]

[SAN 4]

Elements of 24th Panzer Division enter north and/or south edge on Turn 3.

Elements of 16th Tank Corps set up east of road 3GG5-X2-Q2-4GG6 but > 4 hexes from hex 3R4.

[ELR 3]

[SAN 2]

Enter south and/or east edge on Turn 2:

SPECIAL RULES:

1. EC are Overcast with no wind at start.
2. The German may set up 1 squad equivalent and any SMC/SW that stack with it HIP. The Stug and JdPz may set up concealed in concealment terrain but lose it per A12.34.
3. The Germans may Set one DC as per A23.7 using HIP as per O11.621.
4. To simulate radio jamming by the Germans, beginning on Turn 3 all Russian AFVs expending a MP to start must make a DR. On a DR > 9 the AFV expends delay MP equal to a subsequent DR before attempting to start again, as per German Vehicle Note H.
5. Halftrack and truck passengers may be set up on a cloaking display until they dismount, take a PTC/MC or fire.
6. No quarter is in effect for both sides. H-t-H may be declared by both sides.

AFTERMATH: 24 of the 34 Russian tanks that entered the village were taken out by hand-held anti-tank weapons. The rest fell victim to well-concealed Ats and tank destroyers. Still believing the German front line to have cracked, Russian armor continued to rush obliviously toward their objective. When Manteuffel's Panzers struck both flanks simultaneously, surprise was complete. Further confusion was created through the successful use of radio jamming, which left many Russian tankers completely disoriented. By the end of the day, 350 Russian tanks had been destroyed. In stark contrast, German losses amounted to only six tanks, one tank destroyer, and ten tanks damaged. Another three months would pass before the Russians entered Jassy.