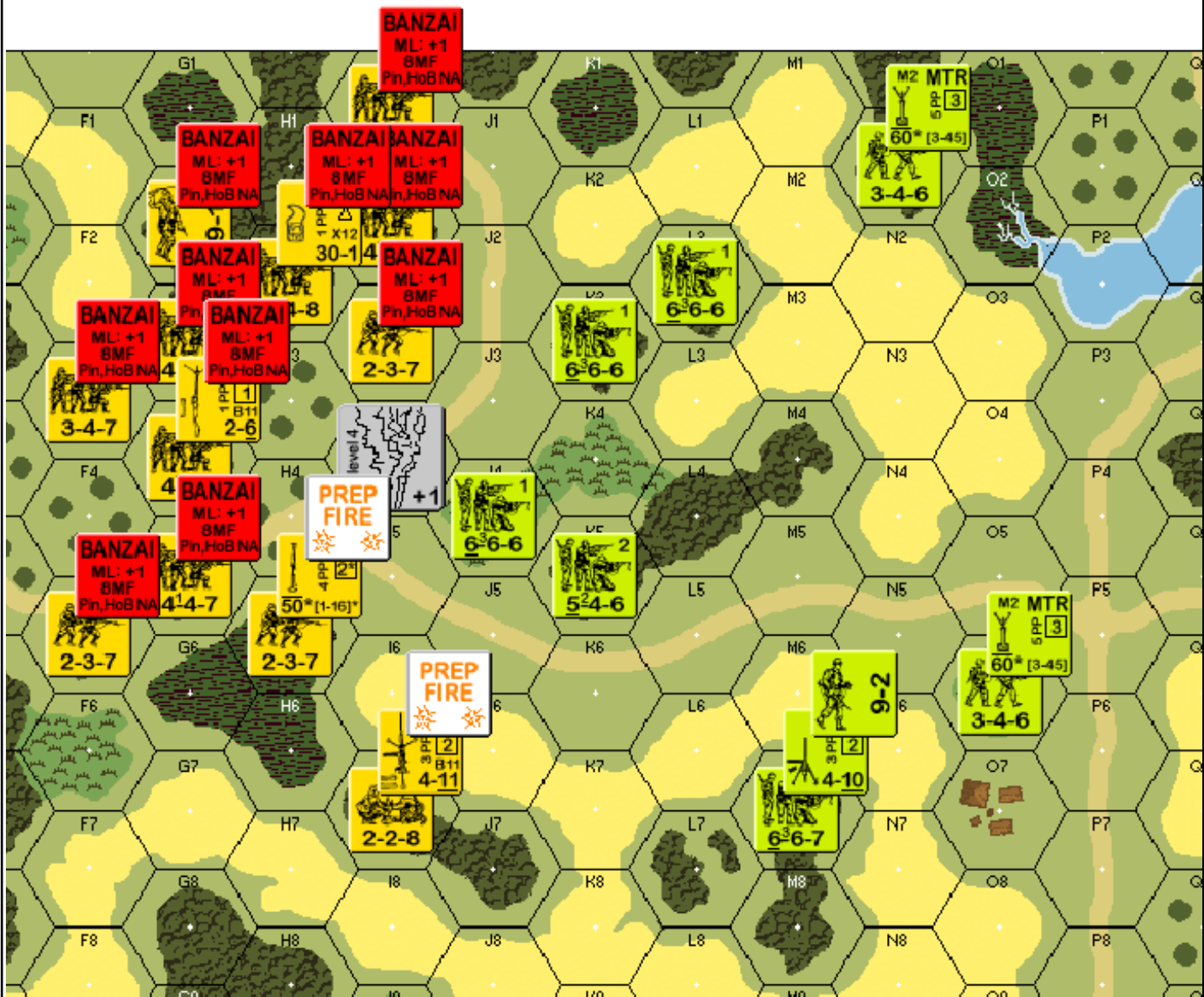


# BANZAI!!!



The Newsletter of the Texas ASL Club  
January 2022      Volume 27, Number 1.1

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## EDITOR'S FOXHOLE

**Matt Shostak**



Welcome back to another edition of the newsletter of Texas ASL, Banzai!!!. I hope everyone is safe and sound, and excited to play a lot of ASL in 2022. In this issue, we try something new with scenario analysis, by having two authors write about the same scenario, without much consultation between them. The renowned Jim Bishop joins me in taking a look at a scenario from Blood and Jungle. Jim does a much better job than I do, so for those looking to cut right to the chase you could go directly to his analysis, or read them both to see the difference. We also have a number of players talk about their favorite vehicles in the game, and we get to know one of our top Texas players, John Garlic, in our Player Profile section. All this and more await. Enjoy.

## SCENARIO ANALYSIS: BFP-42 BUKIT FULL OF TROUBLE

**Matt Shostak**



### Attraction

This early war fight from the Singapore campaign has an interesting mix of units and terrain, depicting a serious scrap over an important road junction at the village of Bukit Timah. There's plenty of elite units and deadly weaponry, including flamethrowers, demo charges, tanks, an antitank gun, artillery, and also some fortifications. It even includes a visit from a Kawasaki Ki-48 (Lily) light bomber, which, let's face it, is a big part of the appeal; it's enjoyable to use some of the rare units in the system. The terrain presents its own challenges to both sides, as well. All of this is in a package

of reasonable size, so it shouldn't seem overwhelming to experienced players.

### Japanese Advantages: Leadership, Tanks, Special Weapons, Artillery

The attackers have a pretty full toolbox for this shindig. The leadership allotment is generous, at five leaders for eighteen squad-equivalents, and they are very good leaders indeed with high morale, the best a 10-2. They even get an armor leader. Although hampered by a lack of radios, those tanks are still quite valuable for all of the usual reasons. Flamethrowers and demo charges add quite a punch to the assault, and the artillery should be much more effective than usual in the PTO since it is directed by an offboard observer, eliminating the need for those pesky radio contact rolls. The Lily is an attraction, but it's probably not much of an advantage. It doesn't arrive until turn 4, by which time the two forces should be in relatively close contact. The Aussies probably won't be moving around very much, and they'll be in good cover. A mistaken attack by this bomber wouldn't be a huge surprise.

### Japanese Disadvantages: Difficult Victory Conditions

This is a very difficult task for the attackers. They must control all of the buildings/rubble in the Australian setup area at game end. That's quite a few buildings, and they're widely spread all over the map. Thus the attackers won't be able to simply focus on one area; they'll have to divert some units to seize the few buildings on the western flank and southwest, in addition to the main cluster of buildings in the village on the eastern side. Some of those buildings are way in the back in the southeast. This means that the Japanese will essentially have to overrun the entire Australian position to claim victory, which feels like a tall order. The attack is also channeled and slowed by the terrain, there being large amounts of bamboo and kunai all about. This seeming difficulty is not reflected in the Remote Online Automated Record (<http://www.jrvdev.com/ROAR/VER1/default.asp>), however, which shows the Japanese with nine victories to four losses at the time of this writing. Do they actually have the advantage? Let's examine it further and form an opinion.

### Australian Advantages: Terrain, Fortifications

The defenders have a lot of stone buildings to use as cover, so they should enjoy the advantage of better TEM, at least in the early and middle stages of the fight. They have had the opportunity to dig in, which should give them good protection against artillery. They also have a few fortifications that they can put to good use in slowing down or channeling the attack.

### Australian Disadvantages: Leadership

There doesn't appear to be any obvious weakness in this force. They have good weaponry, including a pair of heavy machineguns. To counter the tanks, they have a couple of

antitank rifles, an antitank gun, and two demo charges. If anything could be considered a weakness, it might be that they only have three leaders, which means that if they want to defend several areas, they may have difficulty rallying broken troops back into the fight.

## Defensive Setup

Since the Japanese have to take every building on the board, the defending Aussies have a few options in how to organize their defense. They could try to form a hedgehog, for example, in the board 42 village, putting all or nearly all of their resources there, and just challenge the Japanese to grind it out. They could also detach a few units to the west, to force the Japanese to spend time and resources rooting them out of the buildings on the flank. Lastly, they could put some forces in the walled compound of board 43, and they could either put a lot or a little here.

I will not claim that the defense shown here is optimal, or even very good. It is offered simply as one possibility, for illustration and discussion. Defenses often feature light skirmish lines out front, with more densely packed defenders in the rear on the objective itself. On this terrain that would

probably translate into putting just a small or token force in the walled compound on board 43, with most of the defenders hunkering down in the board 42 village to the southeast. However, the compound has that nice stone building with level-1 locations that can see over the kunai field to its front, which is very enticing. So let's play against the grain with this defense and put the heavies up here. Although it feels a bit weird to have such an up-front defense, we can rationalize it due to the open fields of fire, and the fact that the Japanese have to take all of the buildings anyway, so why not make a hard stand here? Besides, doing something a little unconventional every once in a while is a good way to keep your opponent on his toes.

The village proper on board 42 might not be all that easy to defend anyway, since it has a lot of covered approaches, especially the big mass of light jungle in the northeast. Because that covered approach looks so promising for the Japanese, it is defended by a line of squads and the 9-2 leader. Note that they are stationed just far enough away that the Japanese will have to use most of their movement on the first turn to make contact, so the Aussies can hit them with the benefit of the non-assault-moving negative modifier. The



Figure 1. Japanese attack avenues shown with red arrows. Pieces that start the game hidden are circled in purple.

job of this skirmish line is to conduct a fighting withdrawal through this jungle back to the village. The 8-0 leader is anticipating possibly rallying units from the left of this skirmish line, but is also ready to head into the village itself to help out there, where a platoon of infantry awaits. We hope that some dummies in this zone will fool the Japanese into thinking it is more strongly defended.

The two light mortar teams are entrenched in the center, but are looking mostly to their right to be able to harass any Japanese attacking the village from directly to its north, down the road or through the kunai. Both HMGs are upstairs in the walled compound, because that is the best field of fire available. They have squads downstairs to protect them, and those squads will usually be taking wall advantage. Normally there'd be some concern about cowering without leaders to direct this fire, but Australians qualify for the British no-cowering capability. The squad and ATR to their right might get a lucky kill on a tank in this area. In for a penny, in for a pound, the antitank gun is also deployed in a very forward position, looking across the front of the compound from left to right. The thinking behind this decision is that the Japanese may try to use the tanks for VBM freeze on the compound, and if they do so, this gun may be able to knock some out early. Being so far forward runs the risk of being overrun early by infantry, so some other resources are spent here to protect it, namely two wires and two 12-factor minefields guarding its flank and rear. Being in the bamboo means it will be difficult for opposing infantry to advance on top of the gun crew. Further back, a squad with an LMG threatens a fire lane down the road across the gun's front, which also may protect the compound's flank a bit. Lastly, a half squad on the far-left flank will start above the foxhole so it can see down the west edge, but will generally just try to stay alive and delay, as it withdraws to the I1 building, and eventually the B3 building if possible.

## Japanese Assault Plan

Just as the defense shown might be a tad unconventional, let's consider an attack that doesn't go exactly as the defenders anticipate either. Sensing that the frontal approach to the walled compound could get really hot for them, the Japanese commander instead has called for a pincer attack, splitting his forces roughly equally, with the idea that the western force will take the isolated western buildings, and also sweep over the walled compound from the flank rather than frontally. The eastern force will primarily use the jungle approach to come at the board 42 village. The flamethrowers and demo charges are on this eastern flank because this area is more likely to see close-quarters fighting. Each flank has one platoon of tanks attached, and they'll probably initially use armored assault to help get some infantry across the open terrain. Unfortunately, the light mortars are dismantled at start, so it will take a little while before they're ready to be used. Therefore, one of them will assault move into position

in the center so that it can retain concealment. The others on the western flank will similarly creep into positions from which they can drop some smoke or white phosphorous near or on the compound, as early as turn 2. The offboard artillery observer will be in hex NNN, from which it can see much of the battlefield. He will most likely call for white phosphorous instead of HE, especially if a good mission can be placed on the compound early. This should allow the western force to sweep in with great cover.

It's always worth remembering how the unique characteristics of the Japanese affect play. For instance, with any other nationality, I would most likely give the demo charges and flamethrowers to elite half squads. The reason for this is that they tend to attract a lot of fire, and I'd rather not risk an entire squad when doing so. If I'm lucky enough to have extra leaders, I might even be tempted to have one of those leaders wield the weapon, to take advantage of their increased movement and self-rally capabilities. For the Japanese, however, leaders tend to die very quickly, so I wouldn't want them holding these valuable weapons. Furthermore, a full squad step reduces instead of breaking, so it is much more likely to be able to get into position to use the weapon than those of other nationalities. It could fail two morale checks and still be able to fire that flamethrower or place that DC. That's powerful, so full squads get these weapons. Remember also that they can give demo charges to DC heroes, even during a banzai charge! This can be very intimidating to the defenders, and can attract a lot of bullets, which means fewer bullets aimed at the rest of your forces. While it's good to keep an eye open for banzai opportunities, they can be a mixed bag. Tremendously effective if done well, they can also go terribly wrong. I think many players that are new to the Japanese tend to banzai too often, squandering troops. Try to find the opportune moment.

See the accompanying illustration. Note that all defenders would start the game concealed, but concealment counters are not shown so that it's easier to understand the setup. The gun and the fortifications would start the game hidden. All of the Japanese attackers would likewise start the game concealed, since they're entering from offboard.

## Conclusion

This scenario looks like great fun, packing a lot of action into a manageable size. There are quite a few interesting toys to play with, including a rare ASL unit, a 'Lily' bomber. Early indications from ROAR suggest that it favors the Japanese. Having taken a closer look in this article, I tend to think those numbers legitimately reflect the balance. Therefore, it might be a good one for giving the less experienced player a chance to command the Japanese in a combined-arms attack. Give it a shot, and let us know how it goes.



## SCENARIO ANALYSIS: BFP-42 BUKIT FULL OF TROUBLE

Jim Bishop



I recently examined this scenario for a Banzai! article so it has appeared previously there. Please go check out this excellent newsletter from the Texas ASL club.

I am going to examine **BFP42 Bukit Full of Trouble**, published by Bounding Fire in [Blood and Jungle](#), using my [ASL Maxims](#) [Ed: you can see this article republished at the end of this issue]. By doing so, I hope to showcase how these simple guidelines can help you figure out how to attack (or defend) in a scenario you have never seen before. The cool thing is Matt Shostak also broke down this same scenario. Through this, we'll all see there is almost always more than one way to do it. Please go have a look at the Banzai newsletter to see Matt's take.

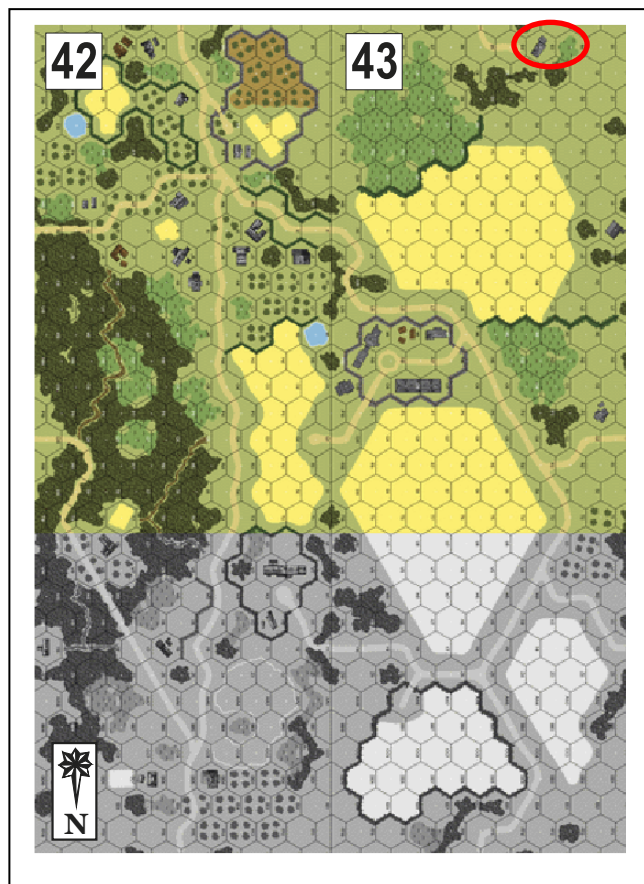
For the sake of transparency, I must confess I do a lot of technical editing and proofreading for Bounding Fire during their production cycle. While I don't think this affects my analysis of the scenario, I want my readers to be aware of the relationship in case I show some unconscious bias.

**Maxim 1: Victory Conditions** -- as VC go, these are pretty straightforward. The Japanese need to control all buildings in the Australian setup area at game end. Looking at the board, this means the Japanese must capture ALL buildings to win. We need to look at the control rules to make sure we understand what this means. Per A26.11, all buildings in the Australian setup area begin controlled by the Aussies at game start. To gain control, the Japanese must occupy a building with an MMC while no Aussie units are in the same building. Even a broken unit upstairs can deny the Japanese ownership of a building. This means at least one Japanese MMC must survive to reach every building on the map in order to flip control.

Looking at SSRs, we see the Aussies do not get any HIP units. The Japanese need not waste time hunting down HIP units that might appear later in the game to take back a building. Also, No Quarter is not in effect allowing the Japanese to Mop Up the two-story buildings on board 43. Later, after capturing these buildings, the Japanese can declare NQ if needed since none of the other buildings have upper levels.

**Maxim 2: Terrain** — PTO terrain is in effect with Light Jungle. By SSR, all roads remain and are paved. Also by SSR, huts are wooden buildings. Examining the map, the Japanese enter from the North and must be able to reach the furthest corners of the maps and must do so before the APH of their turn 8. Failing to do that, the Japanese will lose as

they won't be able to occupy the buildings. The furthest buildings to capture are 18 hexes from the Japanese entry area. Across eight turns, the Japanese need to average over 2 forward hexes of movement each turn to even have a chance. If they want some cushion, they probably need to average 3 hexes of forward movement. This means moving 2 hexes during the MPh and one more in APH. Easily within the realm of possibility. The roads and paths represent the high-speed avenues of approach. Japanese Infantry can traverse those Locations for 1MF. The Japanese should expect those to be covered by fire. As the Aussies, you have better cover them by fire. Your aim here is to slow the Japanese down. Somewhere, you need to slough off three turns of movement from Japan's finest. If you do that, you're probably going to win.



Examining the terrain, it is easy to see the Japanese attack can be channeled into killing zones. Sadly, there are no great killing zones. There are huge bamboo clusters on board 43. The bamboo hex in 43B2, next to the 43B2 victory building is concerning as it will limit the options of the attacking Japanese to get to this Location. We must consider all of this when making our plan.

**Maxim Three: Time** — Eight turns seems like a lot of time in modern ASL but as I noted above, you must travel from the north across the entire map, in that allotted time. You

must move at 2+ hexes a turn to arrive at the B-row VC buildings, assuming you move in a relatively straight line. Taken in that light, 8 turns isn't a lot of time.

### **Influence on Infantry Movement:**

**Fast-Go:** Open ground, trails, roads all cost 1MF but provide no cover or hindrances. When possible, the Japanese must use these to speed the pace of attack. The Aussies must deny the usage of these or make the cost to use them dear.

**Slow-Go:** Kunai, jungle, and buildings all cost 2 MFs for Infantry. This will effectively slow the Japanese down, but given the need to "only" move 2 hexes per MPh, this isn't enough to make it impossible.

**No-Go:** Recall, when PTO is in effect, Brush becomes Bamboo. Infantry can enter only through Minimum Move or Advance vs. Difficult Terrain. While not technically No-Go, for all intents and purposes, entering these Locations will cost the Japanese a turn of forward movement and is doing the Aussies' job for them. For this reason, Bamboo is No-Go Terrain. The Japanese should not overlook bypassing key No-Go Locations if an opportunity to enforce target selection limits or negate a key fire lane presents itself.

### **Influence on Vehicular Movement:**

**Fast-Go:** Open Ground and Roads. AFVs can't use paths. The good news is the Aussies only have one AT-Gun and a couple of ATRs. The Gun is a genuine threat and the ATRs can cause some damage but are about the same threat as an MG.

**Slow-Go:** Kunai will cost 2MP's. This will slow down the AFV advance but is not crippling as the Infantry can't advance much faster.

**No-Go:** Bamboo, Jungle, and building hexes can be entered with half or more MPs and a Bog Check. As long as you're happy with that Location being the last place you enter for the game, you can risk the bog. Otherwise, it is No-Go terrain. Also note, with the buildings it's possible to fall to the cellar, so you must keep that risk in mind too.

As mentioned in the terrain section, we can push the Japanese attack into channels. An attack through the board 42 woods only has a 4-hex wide exit (42K7 - K2I9). There are other exits but those push through even more woods or hexes, slowing the attack further. As the Japanese, I would expect to see stubborn resistance through those woods. The bamboo mass on board 43 effectively cuts the Japanese attack in two. If the Japanese commit too many resources to one side this mass, shifting resources back to the other side is going to be time-consuming and could cost the Japanese the game. For the Aussies, they can use 43B7 as an initial setup Location and then shift some reinforcements to either side once they see how the Japanese attack develops.

A fire lane through the big *Kunai* mass on board 43 can slow Japanese movement. Remember, *Kunai* is a soft hindrance. *Kunia* negates FFMO, but FFNAM will still apply. The Aussie HMG will lay down a 4FP fire lane with a -1 DRM. That is not to be trifled with.

### **Maxim 4: Order of Battle**

Identifying strengths and deploying to maximize the effect of these is a key objective for every side. Our goal here is to understand the capabilities, strength, and weaknesses of our own and our enemies order of battle and to maximize the effects of our strengths and the enemy's weaknesses. Through this, we hope to whittle his force down and tie it up such that he cannot deny us the victory.

### **Assessing the Japanese OB**

What should strike you right away as either side is the Japanese armor is basically unopposed. Not only is it unopposed, but there is no requirement to have any left at the end. As the attacker, you need to use this to reduce MG positions or to enforce target selection limits on them. You can't allow fire lanes to further channel and slow down your attack. While they won't be much use through the woods, they can certainly help you push through board 43. Don't be afraid to use them aggressively to get onto the board and push the board 43 building cluster around N8.

The Japanese OB also includes two flamethrowers, four leaders, and 4 demo charges. Setting aside the flamethrowers for a moment, an experienced Japanese commander will see 4 leaders and 4 demo charges and think to himself that's four *banzai* charges with 4 DC-heroes. As the Aussies, you better be prepared to lay out RFP and understand how to defend against this. The flamethrowers are there just to mop up once the *banzai* has soaked up all your shots and put your units into CC. Remember, a flamethrower can shoot into a CC Location and only affect enemy units. CC is not melee.

The Japanese OB also includes three knee mortars which have some good SMOKE capability. You can expect to be shrouded in SMOKE when the *banzai* lights off. I hope you have planned for this because once it sets off, it's too late.

Lastly, the Japanese get one plane with bombs. This can be a nuisance, or worse. As the Aussies, you have to be careful not to give the Japanese an easy sighting task check and multiple attacks in a strafing run.

### **Assessing the Aussie OB**

The Aussie OB should also strike the Japanese with some fear. The 9-2 on an HMG can seriously cause some damage. Even if you "bypass freeze" his Location, he is likely to ambush, kill something, and slink away to do it all over again next turn.



a banzai shortly. You could bore sight one hex to offset motion/moving vehicular target penalties. Don't be afraid to IF a Gun placed here. It won't last long anyway.

The 8-0/4-5-7/LMG combo is there to fall back, ostensibly to the board 42 Alamo, but he could also fall towards 43B3 as needed (Maxim 1). Delaying this decision as long as possible will also make it that much harder for the Japanese to decide how much force to send to each side of the board 43 bamboo mass.

The 50mm mortars cover all the jungle exits (Maxim 3/4). If you're bold, you can Acq them up early and wait for the Japanese to come and take the 2-1 shots you have prepared for them. Don't forget the RFP shifts one column in your favor for the -1 DRM.

### Foreseeing the End Game

If it isn't apparent by now, the planned Alamo is 43B3 (Maxim 1). The Gun's placement there gives it excellent fields of fire for this terrain (Maxim 2). The 4-5-8/HMG combo in 43F6 can lay fire lanes through the *Kunai* to break up Japanese *banzai* attacks (Maxim 3/4). He can also "skulk" into the foxhole during its MPH to avoid fire (Maxim 2). He will also slowly migrate to D5 as the situation dictates. Leaving the bamboo is a risk as it means a *banzai* can reach you now. Do so with caution.

The 9-2 and second HMG could also place another fire lane and has some pretty significant punch when it arrives in the B3 area (Maxim 2/3/4). I recommend recombining the HS once they have toted the HMG here. Use the non-covering squad to lay the fire lane and allow the 4-5-8/9-2 combo to clean up anything that comes close with a First Fire shot of their own.

### Conclusion

That's my take on it. I would probably reassess my plan around turn 3 to see what the Japanese are doing. As they say, no plan survives first contact. There is no reason to assume this one will either. I hope you enjoyed this article. I know I enjoyed writing

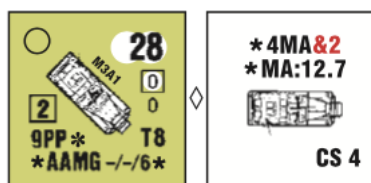
## PIMP MY RIDE

### The Grognards

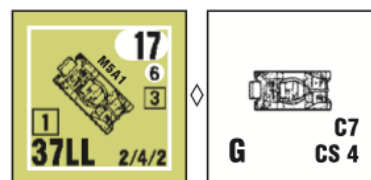
We asked a bunch of players for their favorite ASL vehicles. Here's what they said.

#### Jim Ferrell

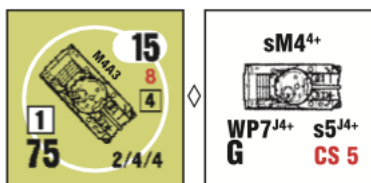
Favorite armor vehicles might conjure visions of massive tanks with big guns. We all like to have those but sometimes a big gun is not needed. I have a quick mix of steel-clad movers and shakers.



One of my favorite little vehicles is the M 3A1 scout cat with a 2-2-7 crew. It doesn't matter which nationality; it has a super power! The passenger can unload and take the vehicles MG armament with it in the form of a DM 50 Cal. And a DM MMG of the nationality using it. Getting those heavy weapons into a place you can use them is a lot easier with one of these jewels around. MA Deuce at your service.



Sticking with the Americans, the M 5A1. Quick, small and agile and has cannister to dissuade those fire groups. Panther got your attack bogged down?, Sweep this little guy around him and point blank bounding fire on his hind end to ruin his day, and equipped with a Gyro it gets better. I always think of this guy as the Roadrunner, Beep, Beep.

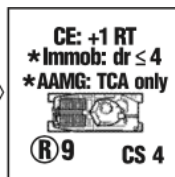
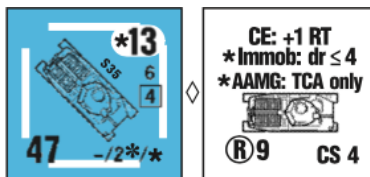
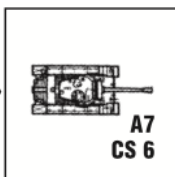
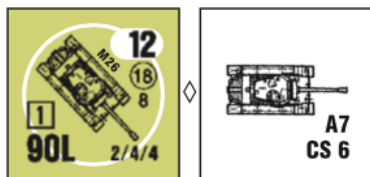


The M4 A3 variants of the Sherman. Good maneuverability with 15 MP, a SM 8, and nice MG armament provides an excellent way to practice the combined arms attack. The 75 or 75L version are both nice vehicles for the Americans. That SM has many an opponent talking to himself generally with words that can't be printed.

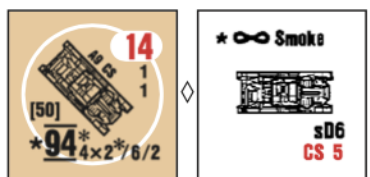
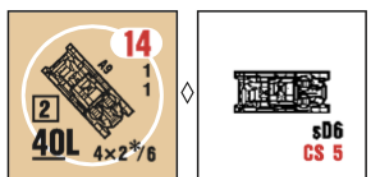
The next American is a late comer, the M 26 Pershing. I like this because it has a good gun, 90L, with A7. Yep, an A7 for the 90L with a 27 to kill. If it gets AP and makes it point



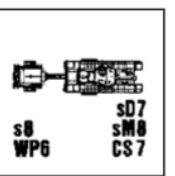
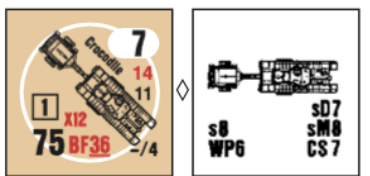
blank then it's a 30! Dream and drool on that bounding fire shot.



Across the pond an early war monster is the Somua S35 in France. This tank has good armor, speed and an awesome 47 gun that just makes the Germans tremble. It has a 10 to kill and early war that's good for trashing German early war tanks. Pesky platoon movement, weak Mg armament are bidders, but good armor negates some of the negatives and frustrates the Germans.



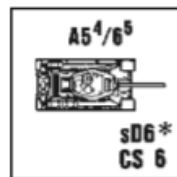
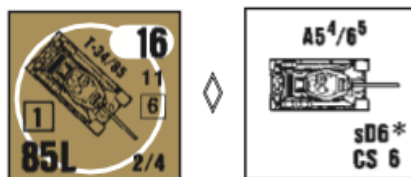
The British have a couple tanks that are fun. The first is an early war tank that just bristles with MGs, a 40L and good red 14 movement, the A9 cruiser tank. This tank has up to 16 MG fire factors. I want this puppy to do an overrun in open ground, all mgs functional, with 24-1 on the IFT. I did an overrun against a German stack of a 9-1, and 4-6-8 MMg in a wood building, glorious 24 up 2. It does get nervous with its low armor but fun to run around menacingly.



The British Crocodile, I mean who doesn't like burning down enemy buildings, bunkers, tanks the list goes on. All of us have a little bit of pyro in us.

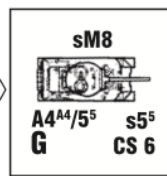
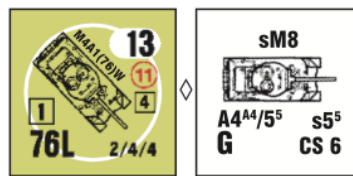
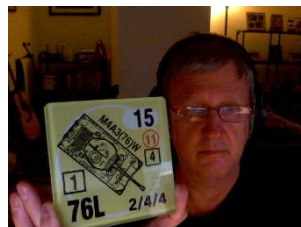
There are others but I'll look for other people's choices and compare the fun factor.

## Tracey Love

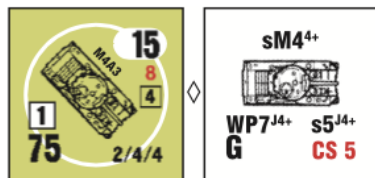


I'm by no means in a position to comment much, being relatively new at this whole ASL hobby. Just recently converted from the Starter Kits. I was all gung-ho about playing with Tigers and Panthers first starting out, but man those things are finicky. That and Jim Ferrell really abused my mighty Tigers with a handful of T-34's once. Then played a few games with the Russian T-34/85. Those are some Hardy boogers and enjoy playing them and groan if I have to play against them. All that being said, at the last North Texas Shootout (2019, before Covid) I played a scenario with two Russian OT-34's from the Best of Friends 2 Pack, Dying for Danzig. Those things were an utter blast to play, no pun intended. I was Roasting Germans as fast as possible and with much child-like glee! I never knew I was a closet Pyro-maniac;-)

## Jim Bishop

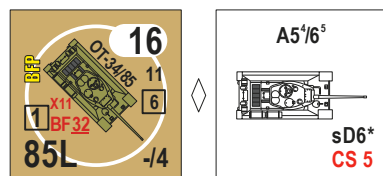


I am going to take advantage of that little "s" at the end of the request and tell you about my two favorite vehicles in ASL. First, the M4A3 76(w). What's not to like about this vehicle? It has great mobility at 15 MP's. The 2/4/4 MGs give it great anti-Infantry capability. The armor is respectable for an American tank. The 76L is on par with a German 76L. Where the American tanks really shine though is on the back of the counter. APCR is available in 44 and 45. The sM8 lets you place SMOKE anywhere within three hexes of the AFV. Lastly, it has s5. The AFV can do it all. It is the Swiss Army Chainsaw of ASL.

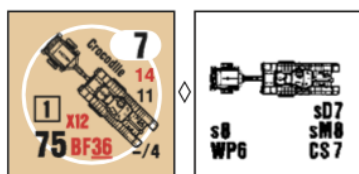


My second favorite AFV is any American AFV with a bog-standard 75. My love for this AFV is based on the white ROF background. According to US Multi-Applicable Vehicle Note R, this AFV's Gun Duel DRM's are halved for purposes of determining who wins a Gun Duel. This makes these little devils a Panther's nightmare. If the designer also gifts you a Gyrostabilizer and an Armor Leader to go with it, these things are quite capable of taking out a Panther.

## Matt Zajac

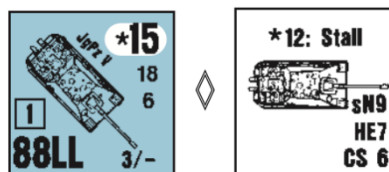


1) Overall favorite - the Russian OT34/85. While not included in AH/MMP's Chapter H, which does include the OT34/76, the later war, flamethrower equipped OT34/85 is in Bounding Fire Productions' *Onslaught to Orsha 2*. The 85L with a ROF1 and base TK of 17 is capable of handling most Axis vehicles including the Tiger E and with its APCR of A5(4)/6(5) increasing its TK to 19 causes even the Panther to pause. Add to that a BF32 flame capability. Its 16 MP makes it maneuverable and the OT34/85 even has a rare Russian smoke capability with an sD6. As for armor, the front 11 and side boxed 6 give it a reasonable chance of survival against the Axis' most common gun - the 75L with a 17 TK. The OT34/85 is a truly versatile weapon system.



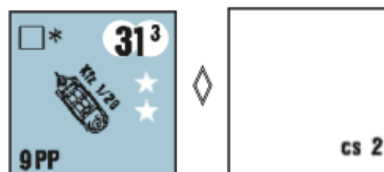
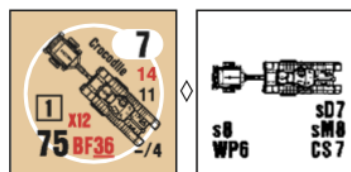
Being an Army Engineer veteran, I enjoy seeing engineer-specific vehicles depicted in the games I play. In ASL, the British Crocodile is my favorite. While armed with a basic 75 gun with a ROF1, and slow at only 7 MP, it provides the Allies with a whole host of special capabilities. The most fun is its 3-hex (long) ranged flamethrower BF36 with an unlikely to expend X12. It can create smoke with every vehicle system in ASL - an S8, sD7, sM8 and even WP6, and of course its crew can try for infantry smoke grenades. It is well-protected with a front AF of 14 and side factor of 11. And if you come across an AT Ditch or trench, it can carry a fascine. Given its primary purpose of close-in clearance,

keep infantry close to protect it from those nasty panzerfausts.



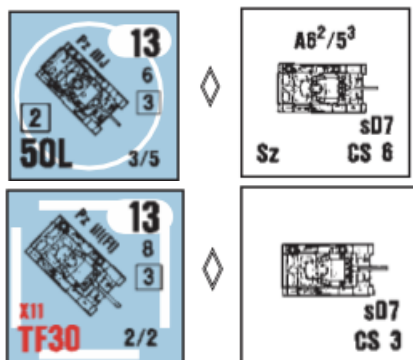
Finally, for a purely defensive system it's hard to beat the German Jagdpanzer V which is superb at long-range destruction. It's reasonably maneuverable with 15 MP, and very tough to kill with a normal size and frontal AF of 18. It's devastating 88LL with a 27 TK and ROF1 is deadly out even beyond 54 hexes with a +2 Basic To Hit modifier. If it gets into trouble, it can mask its withdrawal with an sN9. Keep in mind while using this vehicle that it does have a potential to stall, and keep it protected from infantry as it has a limited HE7 and only a 3 factor bow machine gun.

## Ross Zarzecki

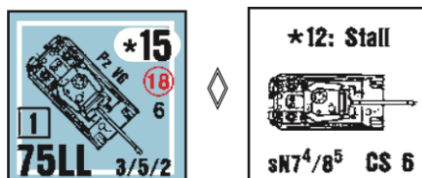


When Matt asked me to submit what my favorite vehicle in ASL I must admit I had to think on it a bit. There were the obvious candidates the late war Panther, Firefly Sherman, the IS2, or maybe the Whirlwind Flak wagon with its 20FP factors. In the early war I was always partial to the MKIII with its 8FP machine guns rolling around creating havoc on troops with no anti-tank capability, or maybe the mass destruction a fire group of halftracks particularly American halftracks can bring. But then I kinda changed the question up to, what vehicle did I dread seeing on my opponents OB? At that point my brain coalesced on one beast that I absolutely dreaded and that was the Churchill Crocodile with its three range 36FP Flame thrower. Yes, it's slow and not as impervious to fire as, say, a Jagdpanther but my god when that thing lines up on your poor troops all safe in a pillbox and you realize nothing and I mean nothing short of a 12 DR is going to save them well let's be honest that's a pretty awful feeling, so that is my pick that and an amphibious kubelwagon so cool so utterly worthless.

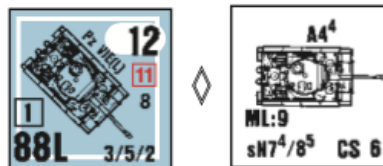
## Matt Shostak



The Panzer III is one of my favorite vehicles in ASL (models G, H, J, and L). Scenarios set in Stalingrad or Kursk often feature these tanks, and whenever I see them on the card for those battles, I look forward to employing them as the German player. They are very flexible and capable in those actions, and (I think) underrated. I like them primarily as an infantry support tank. They can help give cover for an assault with their smoke dispensers, spray a lot of bullets at enemy infantry with their healthy 3/5 machinegun factors, and shell them with 50mm high explosive rounds. Sure, the 50mm only hits on the 6 column of the IFT, but the real attraction here is that the rate of fire is 2. A third of the time, these bad boys will get another shot, and I've had many games where a Panzer III parked one or two hexes away from infantry in wooden buildings becomes very intimidating indeed. Sometimes getting two or three six-flat attacks against infantry is better than getting a single twelve-flat from a 75mm gun that didn't get rate. If need be, they can still hold their own against Russian T-34s. See the "Toe to Toe" article about this matchup in Banzai 13.1. The flamethrower variant is pretty cool, too.



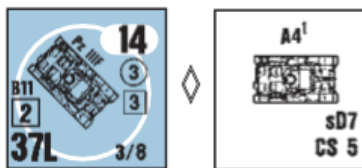
The Panther is another favorite of mine, and it precedes ASL or even wargaming in general. It captured my attention as a kid because it simply looks so impressive. In game terms, I really enjoy playing with them. It's very rare that they encounter anything that their 75LL guns cannot easily punch through. The 3/5 machineguns and sN9 are solid for keeping enemy infantry honest, and the latter can also help get some smoke cover on the board. The lack of smoke ammo is a drawback, of course, but if I have Panthers, I'm usually just content with knocking out enemy tanks and gaining armor supremacy. The frontal armor is also really good, almost too good for the usual bevy of T-34s or Shermans they will be facing. Just watch your flanks!



Continuing the theme, I really like the Tiger I. Yes, it's almost a cliché, but I can't help myself. The reasoning for liking this tank is similar to that for the Panther. The gun has slightly less punching power than the 75LL, but it's usually still plenty good enough to get the job done, and it is slightly better against infantry, using the 16 column with high explosive. The side armor is darned good too, so it can withstand swarm attacks by lesser tanks a little better. I just enjoy that matchup headaches it gives opponents, and it has one thing no other tank has, a 9-morale crew!

What can I say? I like meat and potatoes.

## Chas Smith



The PzIIIF

- Respectable AF and speed for early war tank
- Tremendous OVR FP (20, please double check)
- Gun with ROF 2 AND great MG FP
- sD7

AF is good enough that typical early war Guns (37, 37L, 40L, 45L) are capable but not guaranteed a kill. The PzIIIF has tremendous firepower, but the owner must be skilled in how to use them. A platoon of 5 can be very effective against enemy strong points. In a combined arms attack, the firepower and sD7 can be very effective supporting infantry. The 37L MA can be effective against the most common early war armor, and the ROF 2 is not common for a tank's MA.

## A VIEW FROM THE FRONT

**Matt Shostak**



NEWS FLASH: Russian and German squads go berserk in desperate Ost Front fighting (SP175 Tisza Tease).



## PLAYER PROFILE: JOHN GARLIC

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

**John Garlic:** I have been gaming since the 70s. I began with board games with my brother while in high school. Panzerblitz, Victory in the Pacific, Wooden Ships and Iron Men, and Starship Troopers; with our favorite being Third Reich. Once I went to college at West Virginia University in 1979, I was exposed to a few other games which I have played regularly since - Squad Leader, ancient's miniatures, and AD&D/Top Secret. I transitioned to ASL when it came out and initially played it periodically alternating with ancients/RPG with occasional dabbles into Napoleonic and WWII miniatures and Star Fleet Battles. Since the early 2000s I have pretty much stuck to ASL, although I have become fascinated by GCACW of late.

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

**JG:** I really began playing ASL while I was stationed in Schwabach Germany in the early 80s with Jon Cleaves. We used to have a game night on Wednesdays and it became a more and more regular choice. Jon eventually went on to other areas, but I stuck with ASL.

**Banzai:** What nationality do you enjoy playing the most?

**JG:** Poles and Chinese.

**Banzai:** Describe your favorite kind of scenario. What kind of scenario do you find less enjoyable?

**JG:** I enjoy just about anything, but I tend to like early war combined arms. I like not having tanks with one shot - one kill. I have been playing more desert lately and am slowly getting to understand its complexities.

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

**JG:** I feel pretty good with my infantry tactics, but still have problems optimizing armor. I'm very confident when it comes to night-fighting, but most people tend to avoid that.

**Banzai:** What is the best part of ASL, and what is the worst?

**JG:** I enjoy the people I get to meet and play. I don't like to get wound up on the dice. Good dice come, they go.

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

**JG:** Nowadays I do most of my play with VASL PBEM, so I really look forward to FtF play either at the Austin Team Tourney or North Texas ASL Shoot Out. I got to play in St. Louis last year and it was nice to meet new people. I really wanna make the pilgrimage to ASLOK and Winter Offensive.

**Banzai:** What's your favorite game piece in ASL and why?

**JG:** Easy question - I love Smoke Mortars! Hard to not find a use for an sM8.

**Banzai:** You're playing the Russians in a 1941 scenario, facing a German combined arms attack featuring several AFVs. Would you rather have a KV-2 or a platoon of two BT-7 M37s and two BT-7As? Now turn that around: which combo would you rather not have to face if you were playing the Germans?

**JG:** My answer to both questions is the same, the platoon of two BT-7 M37s and two BT-7As. Relying on one of anything is really tough versus the flexibility of multiple AFVs. That applies to attacking and defending.

**Banzai:** You get to choose your side in a scenario set in the battle for France in 1940. Both sides have combined arms and a decent allotment of tanks. Would you rather command the French side to use their Char B1-bis, Somuas, and Renault tanks, or the Germans, with their PzIs and PzIIs, and a few PzIVs and Pz38ts?

**JG:** An easy choice. During early war, I really like the Pz IB and PzIIs.

**Banzai:** How do you like PTO scenarios?

**JG:** I enjoy them greatly. I still haven't gotten the timing quite right for the banzai, but they are usually nail-biters. Jeremy Busby and I are just finishing up the HS1-16 series and it has been a blast.

**Banzai:** What was your most enjoyable ASL moment? How about your worst, funniest, coolest, and/or craziest?

**JG:** I recently played A112 (Gift of Time) where I learned (the hard way) about the Valentine's 40L at long range vs German 75Ls. I thought my use of wadis was good, but despite my HD status, those 75Ls just picked us off while we couldn't penetrate at long range. The ending was sad, but I learned to enjoy DTO! Such a change compared to ETO.

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

**JG:** Caves. Minimal experience, so definitely a learning curve there.

**Banzai:** Is there an area you think is under-represented in ASL?

**JG:** I think the system itself is very balanced as far as representing small unit actions in WWII. Unfortunately I think people are reticent about getting beyond the American/British - German - Russian late war triangle. I like what Rick does with the Team Tournament by adding a kicker to certain types of scenarios (PTO, Night, etc.) for the Major Johnson. I wouldn't mind if he added for playing a bigger variety of nationalities to get people to try other areas.

**Banzai:** Dice glass or dice tower?

**JG:** Easy, love the tinkle in the glass!

**Banzai:** Axis Minor scenarios: overrated or underrated?

**JG:** Underrated, the Hungarians are particularly cool.

**Banzai:** What ASL products have your attention these days?

**JG:** I like all of the MMP products as well as anything by BFP. I've also enjoyed a lot by Lone Canuck and LFT.

Currently playing the Edson's Ridge CG and really like the challenges it poses. Going to Corregidor next!

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

**JG:** Once you get the basics down, branch out and play just about anything. The real key is to play as many scenarios against as many people as possible. Don't worry about W/L. That comes and goes. I enjoy winning, but I also enjoy scenarios where I have lost. It's the play and the opponents that matter. As far as recruitment, that's something that has to be done on a one-to-one basis. I remember seeing the 'bookcase' games at Walmeart when I was a kid, but today's youth don't have that kind of exposure. If someone shows an interest in WWII, you have to nurture that and focus on the joy of the game. That is what sets the hook for the long term.

**Banzai:** What were your worst and best runs of luck?

**JG:** I guess I am strange given how focused ASL players tend to be on details. I know I have had plenty of runs of good luck and bad, but I never really focused on it so can't recall specifics. I can remember a DC Hero running up a firelane and making it, but I also remember the dastardly \*&#@! busting up a stack unexpectedly. Although luck impacts the game, I still see it as more a matter of managed risk.

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

**JG:** Anything I play with my family comes out on top. I still enjoy miniatures games with my son, and am interested in GCACW, but don't have a regular opponent yet. I remember taking the old 3M Feudal game to summer camp with my Scouts in New Mexico and they really got into it in the evenings. My favorite game memory is a game night at 2:00 a.m. on New Years' Eve (Rail Baron) when my daughter commented on what a great way to spend the evening. Wine, cheese, and games can't be beat!

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

**JG:** Canoeing and reading.

**Banzai:** Any final comments to wrap up?

**JG:** ASL is definitely the center of my hobbies, and I am glad I got the opportunity to learn it and play against so many great people over the years.

## MY ASL TACTICAL MAXIMS

Jim Bishop



[Ed: This [article](#) originally appeared on Jim Bishop's site "[The Bishop Says](#)", a blog on ASL rules, tips and tactics. Jim has graciously allowed us to republish his articles in Banzai!! along with proper accreditation. If you have not seen Jim's blog, it is well worth your time, for both the novice and experienced player. These maxims are key to his scenario analysis above, so we've included them here for completeness.]

This is the first in what may become a series on tactical tips. In order for this to happen a couple of things need to be said right up front. There is ALWAYS more than one way to do things. Some ways are "more right" than others but even "wrong" decisions can work. On top of that, I don't claim to be the best player in the world. At any given time my player rating is 1700 +/- 100 points according to [ASL Player Ratings](#). This isn't to say I can't offer good, sound, tactical advice, but I am acknowledging right up front that others are at least as qualified, some even more so. At the conclusion of this article, I hope you understand the framework I use to approach a scenario. I will refer back to these maxims in future articles covering tactics. Sometimes I will obey them, sometimes I will bend them, and sometimes I will outright ignore them. Unlike many of my previous articles, this one is based almost entirely on opinion so caveat emptor. Let's get started.

### My ASL Maxims

There are few maxims in ASL. I personally have four, but to be completely honest, these are a bastardized form of an old US military mission planning acronym, [METT-T](#). Without further ado, my ASL maxims are:

1. Victory Conditions; our mission, defines success above all else
2. Terrain; the canvas upon which our mission plays out
3. Time; our fixed limits within which we must accomplish our mission
4. Order of Battle; the resources available

Number one drives my decision making. The other three are constraints, focusing my efforts to accomplish number one. Combined together, these things drive my setup and gameplay. Let's take a look at how these work for me and see if they might work for you.

### The Zeroth Maxim

Let's get something straight. Playing to win and playing for fun are not mutually exclusive. "I only play casually." "I only play for fun." Hearing this honestly drives me crazy. You can

play to win and still have fun. You can also play to win and still be a good sport. Trying to do your best and working hard to win doesn't take the fun out of the game.

### Victory Conditions

Victory conditions define success or failure. Fulfill them and you win; fail to and you lose. Every action and decision you make should be a step towards fulfilling them. They should ever be forefront in your mind. If the Victory Conditions (VC) don't require a unit left at the end, sacrificing everything for victory is a viable option. If the VC doesn't require you to have a tank left at game end, why are you worried about it dying? As long as the tank is destroyed in a way that helps you meet the VC, it's destruction is a step in the right direction. The same goes for any other piece of your OB. As long as it's being used to fulfill the VC it is being used properly.

While we are speaking of VC, make sure you understand what it takes to fulfill the VC. It's not enough to know you need to Control building X. You need to know how to control it. The same goes for every other type of control condition. Failure to do so makes deliberately fulfilling the VC remarkably more difficult.

I once won a game against Sean Deller and I didn't have a single piece left on the board. As the DEFENDER, my only requirement to win was to deny Sean control of some huts. Having something alive at the end wasn't a requirement. Every leader, every MMC, every bit of my OB was gone or malfunctioned at game end, but I still won. In the end, Sean just couldn't get to where he needed to be to control the huts and that was all that mattered. VC above all else.

### Terrain

It's no accident I placed terrain second on the list. IMO, it is only slightly less important than VC in determining victory. Terrain is the stage on which our play is performed. It determines the pace at which we move across the board. Some piece of it often defines our objective. It limits the room we have to maneuver in. It determines the area we set up in. "Fast-go" terrain we can cover it quickly. "Slow go" terrain will take more time to cross. We cannot enter "no-go" terrain. This constrains the way we move across the battlefield and influences our ability to fulfill the VC.

Terrain also limits the ways we can project firepower. Some of it we can take under direct observation, and thus direct fire. Some of it we cannot. Terrain can provide protection, in the form of positive Terrain Effects Modifiers (TEM), to both sides. Terrain can provide concealment, in the form of Hindrances, shielding both sides from fire. Solid defensive terrain with clear fields of fire are tough to overcome.

We must take terrain effects into consideration when planning our attack or defense. Failure to pick solid defensive terrain will inhibit your ability to withstand the attack. Failure to account for movement over the terrain will put you into conflict with the third maxim. Each side needs to be keenly aware of the “high-speed avenue of approach” is. This is the fastest way to the VC area and an attacking victory. The DEFENDER must deny usage or make the toll high.

## Time

Within the scope of an ASL game, time is finite. Even if you’re playing a campaign game spread across 20 dates there is a finite amount of time for the ATTACKER to get where he needs to be to win. As a DEFENDER, if you can slow his attack early, you put pressure on him to act more rashly at the end to win. I find one of the most difficult things for new players to figure out is the tempo of an attack.

For me, when I first sit down at a board I look at the VC and setup restrictions. I look to see how many hexes I must move forward to reach victory. I divide this by the time available and I have a rough idea of how far I must go each turn. This allows me to know if I am “ahead of schedule” or “behind”.

Sadly, it isn’t this easy. Counting forward hexes doesn’t account for slow-go and no-go terrain. You include these factors when planning. As a DEFENDER you seek to deny the ATTACKER all the fast-go terrain you can. If your opponent is using fast-go terrain, you want it to be as far from the VC as you can make it. Hinge movement obstacles (Wire, AT-Ditches, Mines, etc) to no-go terrain as much as you can so they can’t be easily bypassed. Use terrain and obstacles to funnel the ATTACKER in to kill-zones where you can bog them down and slow their forward progress.

One other thing to keep in mind is verticality. I am not speaking of verticality in the sense of hills but in the sense of Buildings. You can think of every floor you need to clear in a VC building as another turn. Using Upper Level Encirclement combined with Mopping Up should be your watch words but removing enemy units from upper levels is time consuming.

## Order of Battle

These are the tools you’ve been given to achieve your victory. In many ways, by the time you get here, a lot of your thinking should be done. You have already internalized the VC, already looked at the map and considered how these will affect the coming match. You have already looked at the timeline and “schedule” the attacker will need to maintain to achieve the VC. Your remaining job is to determine how to effectively use your assets to fulfill your side of the VC.

Some things you should consider at this point:

- Are any of your units required to fulfill the VC? Only Infantry can capture buildings. Only Good Order units can exit for EVP. Do you need a Set DC to destroy a bridge? How are you going to protect that asset and how are you going to safely deliver it to the place you need it to be to win? As the DEFENDER, how are you going to prevent this?
- Does either side have a CVP cap? Your plan needs to account for this possibility. As the ATTACKER, how do you protect your forces? As the DEFENDER, how are you going to push the ATTACKER towards this cap?
- Have you read all the Vehicle and Gun notes?
- Does your OB have some advantage over your opponent’s?
- How is your OB going to deal with your opponent’s OB? In some cases, it may not be obvious. Perhaps your anti-tank asset will only be useful in Deliberate Immobilizations. It could be that fanatic Infantry is your only AT asset.

## Conclusion

As I said in the intro, this isn’t the only way to approach the game but it is MY way. I will refer to this in future articles covering tactics. As always, I hope you find this article helpful. If you have a different approach, please share it in the comments below. Until next time.

## 29<sup>TH</sup> ANNUAL TEXAS TEAM TOURNAMENT



### Rick Reinesch

This year marks 29 years of providing the very best that ASL has to offer down in Texas. So, make those plans now to attend the Texas Team Tournament in Austin, TX, June 16-June 19, 2022. Last year we had a great turnout even with Covid rearing its ugly head with 55 players from points all over the country registered for the tournament. While down from past tourneys, given the challenges, I was thrilled that we had as many show up as we did. The website (<http://www.Texas-ASL.com>) has been updated with information on tournament activities, the hotel info and the registration fees. We are constantly updating that information leading up to the start of the tournament, so make sure to check in regularly for all the latest. Note that the last day to get our great hotel rate is June 1st, so don’t delay! And while you are checking out the website, make sure to preregister;

you never know what goodies I will come up with for those doing so.

As in previous years, Thursday's games will be informal gaming, with those games only counting toward the Major Johnson award. On Friday morning, we will launch the formal phase of the tournament where we will track wins and losses over the course of the weekend to crown the team and individual winners.

Our tournament runs an open format; players are free to match themselves with anyone, and play any mutually agreeable scenario. As the Tournament Director, I seed the team part of the tourney so that every team has (hopefully) an equal chance at the top prize. Each team consists of three players, which makes for a great race to the finish with the final team winners generally not being determined until those final matches on Sunday. The way we score the team award is not based on total wins or losses, but on the difference between the two. So, a team with 10 wins and 4 losses has a score of 6. Likewise, a team that goes 6 and 0 also has a score of 6. But it ultimately depends on strength of schedule in the case of a tie to determine who will come out on top. Check the website for all the details on how the team tourney works. Moreover, while we call ourselves a team tournament, individual play is still paramount. We offer plenty of individually based prizes, from the single elimination, individual champion bracket, to the Major Johnson award given to the individual playing the most ASL over the weekend, along with any number of mini-tourneys.

Thursday and Friday mini play will be featuring that time-honored institution – *Ferocity Fest*. For those that like their play brutal and deadly, this is not to be missed. Your objective is to do better than the other players of your side, either Allied or Axis. The individuals with the largest number of points at the end of scenario play will be the winner for that side. It's that simple. Last year players fought it out on the Eastern Front. This year will take players out to Asia, China specifically, for a real knock-down, drag-out in BFP29, *Hueishan Docks* from Bounding Fire Production's *Blood and Jungle*. This scenario takes place in the dense environs of Shanghai with both sides on the attack, Chinese OBA, Chinese and Japanese armor, T-H Heros, Flamethrowers, Dare Death squads, all the ingredients for a great *Ferocity Fest* scenario. This mini is always a load of fun and well worth the effort, and I give away some great prizes for 1<sup>st</sup> place and runner up for each side. We will kick off Thursday play at 9am, June 16<sup>th</sup>, but you can get in on it anytime. If you are interested in participating in *Ferocity Fest*, just let me know that day. No requirement to sign up ahead of time.

But that's not all for the minis. We will also be sponsoring an SK mini on Saturday for those folks new to ASL and would like to try their hand at some formal SK play. We'll have it as a classic pairing bracket using scenarios from the SKs and SK expansion packs, and who knows we might throw some SK PTO in as well, with one person besting all others and walking away with the prize.

I'll be sponsoring some minis on Saturday, which can include playtest minis for BFP scenarios. So, if you are looking to fill your Saturday, give one of the minis a try. I'll have signups for them during the tourney, so there are plenty of ways to get in on the action.

For the regular part of the tourney, remember that above all else we are an OPEN tournament; play what you want against whomever you want, or even as much (or little) as you want. Mostly, just come have a great time.

That being said, there are plenty of prizes to be had. We give out the Major Johnson Award to the player who plays the most ASL over the course of the weekend. We provide awards for the best team over the course of the weekend as determined by the best point differential between wins and losses (as noted above). And then there are awards given to the overall individual champion and runner-up. But even if you aren't in the running for any of those awards, you can still try for the Audie Murphy Award given to the most snakes over the course of the weekend, or there is the Col. Klink for most boxcars. We also give an award for close combat points earned. But not just simple "I won" points, we give extra points for winning those close combats with style (or brutality, take your pick).

As always, we will be holding a drawing on Saturday of the tourney for all the merchandise our sponsors so graciously provide. As in years past we will be holding this drawing at 3:30 Saturday afternoon. I would encourage everyone to head out to our website and check out the listing of these fine sponsors of the Texas Team Tournament, and make sure to consider them first when you are making your ASL-related purchases.

Registration this year is \$36 for all Thursday-Sunday gaming, \$31 for Friday-Sunday; and \$21 for Saturday only and can be done via PayPal through our website. Your entrance fee includes participation in any mini-tournaments you desire to enter as well as dibs on all of the great swag we give out. We are at the Wingate Conference Center at 1209 North IH-35 in Round Rock, TX with a fantastic room rate of \$105/night.



# BANZAI!!!

The Newsletter of Texas ASL

January 2022 Volume 27, Number 1.1

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You can check everything out by following the ASL Team  
Tourney link from the Texas ASL home page at  
<http://www.Texas-ASL.com> . Hope to see you in June!

## CLUB NOTES

### Lunch Gatherings

Lunch gatherings have been more sporadic lately, but they still happen. Stay tuned to our 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](http://www.texas-asl.com) or better yet join our email group. You can post a message at [texas-asl@groups.io](mailto:texas-asl@groups.io) or you can point your favorite browser to <https://groups.io/g/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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Thanks to Rodney Kinney for VASL, Carl Fung for his VASL counter images, and the VASL Map Cabals for their VASL map images. We use a combination of VASL counter and map images for scenario layouts with permission of use for that purpose.

## NEXT ISSUE

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