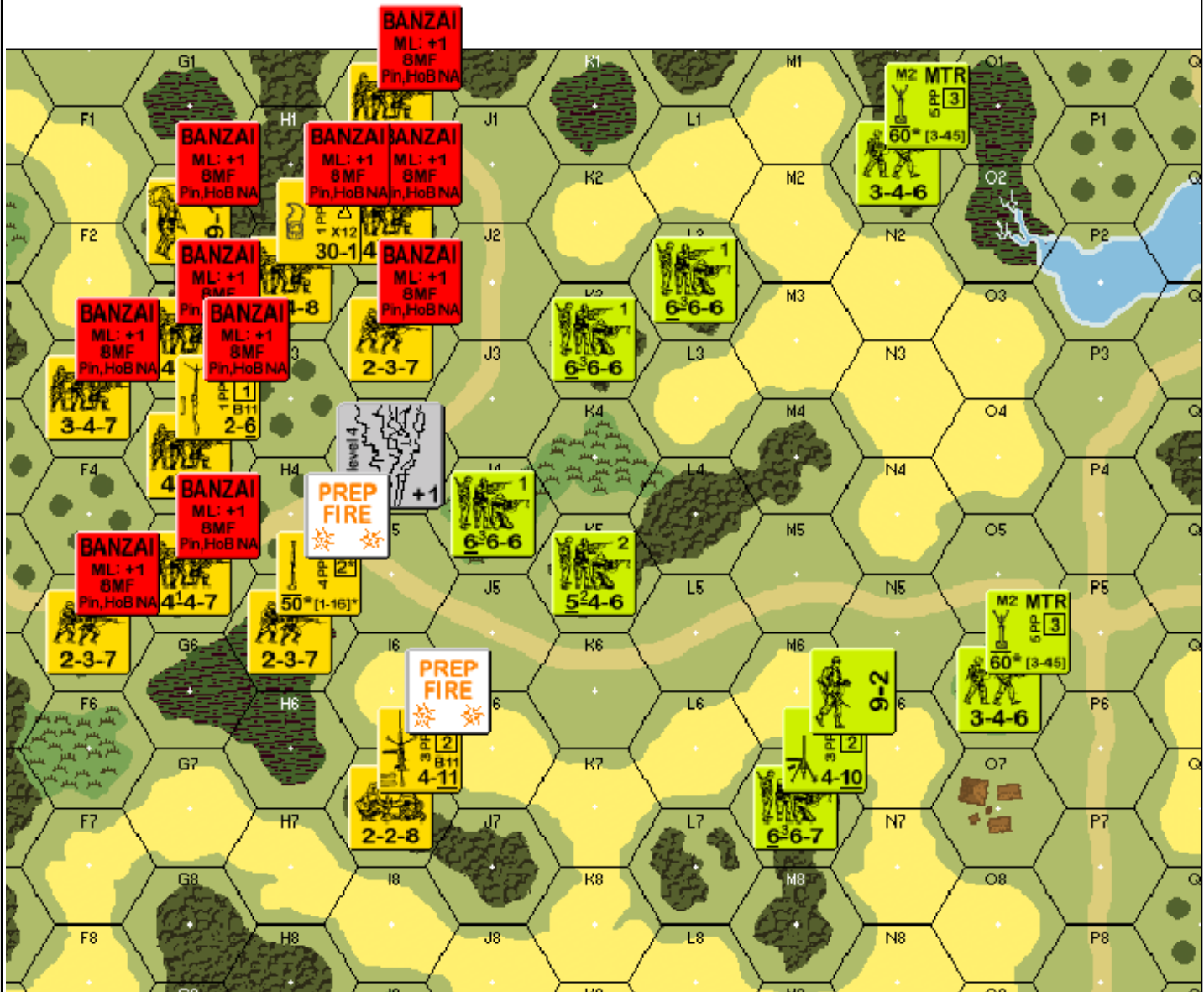


BANZAI!!!



The Newsletter of the Texas ASL Club

April 2024

Volume 29, Number 1

This newsletter is **FREE!** Don't let anyone charge you for it

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EDITOR'S FOXHOLE

Rick Reinesch



Welcome back to another edition of the newsletter of Texas ASL, *Banzai!!!*. In this issue we are featuring a couple of scenarios designed by Dan Preston in memory of our good friend Craig Shinneman, who passed away just before the last tournament in 2022. Dan provides analysis for each of his scenarios and has included them in this issue for all to enjoy. We have a couple of great articles by Jim Bishop that he has graciously given us permission to cross post from his blog, **The Bishop Says**. The first is an analysis of fire grouping, with the result being some rules of thumb on when to split firepower from one large group into smaller groups. The other of Jim's articles is a look at the Americans in ASL. His article addresses the strengths and weaknesses of the American Army, the things that make playing the Americans unique and how these features drive decision making on the attack and in defense. And finally, I give a preview of the upcoming 30th anniversary of the Texas Team Tournament that will be held in Austin this June 13-16, 2024. All this and more await you in this issue of *Banzai!!!*. Enjoy.

THE 2022 TEXAS MEMORIAL SCENARIO PACK

Dan Preston



The scenarios of the 2022 Texas Memorial Pack have had an unusual history. The scenario that would eventually be known as CTASL 2022 TMP 1 started life back in the 20th century as an unassigned scenario whose destination would be determined later. I designed the scenario in a much different form and Carl Kusch and I playtested it. The second

scenario in the pack, CTASL 2022 TMP 2, sprung to life from a concept that practically remains unchanged.

I will not bore the reader with a recap of the story; a synopsis must do. My best friend of 53 years, an avid ASL player, and dedicated playtester of these and other scenarios, suddenly died just before the 2022 Texas Tournament. I hastily finished the designs, put together a cover sheet with the entire story, printed up the whole thing 60 times, put it all in document sleeves, and handed it out at the 2022 tournament.

My intention concerning this article is to finish the story. Having shared the designs with the playtesters and attendees of that tournament, I intend to share the pack with the rest of the ASL community. I also realize that I have been pitching these designs since spring 2022. Rest assured that this is the end of the narrative.

I am making the scenario pack available, with the art altered to avoid copyright issues. Feel free to play the scenarios and read the article as you wish. I am privileged to have been part of the SL/ASL community. Happy gaming.

CTASL 2022 TMP 1

Enemy of my Enemy

Rating: 60% German

Strangely enough, the title of this scenario came to me first. Having finished dessert, I suddenly had to go looking for a main course. I started searching the internet for stories of groups that started off fighting each other but suddenly joined forces when faced with a greater enemy.

Anyone who plays ASL has a good chance of having seen the movie "Force 10 From Navarone". This was a good book by Alastair MacLean, the movie was terrible but had a good cast. It concerned a commando mission into German-occupied Yugoslavia and concerned two partisan factions that were both fighting against the Axis. Reminiscent of another movie, namely "The Life of Brian", the two partisan groups ended up squabbling with each other while claiming to want the same end.

The infighting suddenly ended towards the end of 1941, when the Germans finally got tired of the two factions picking on the Axis occupation troops and brought up some hardcore combat units to take care of the problem. Marshall Tito's Proletarian troops and Colonel Mihalovich's Chetniks had to work together or be wiped out.

I found out later on that the two partisan factions had actually parted ways earlier in the year, but this scenario also represents actions that took place while the two groups were working together. The aforementioned movie also implies that the Chetniks were German allies, but the history books

disagree. Although the Proletarians and the Chetniks both fought the Germans out of necessity, they certainly despised each other. Historically, Mihalovich's troops took a beating and laid low after that for tactical purposes; Tito kept fighting and eventually not only won his war but took power for years after it ended.

The battle of Uzice is a case study of how partisan groups fare when suddenly facing seasoned front line combat troops. Imagine that the partisans are desperately holding off the German onslaught long enough for the town to be evacuated. The story starts as the Germans deploy into battle formation and begin their advance.

Partisan Advantages: Stealthy, fall-back defense, HIP units, Stone buildings, high SAN.

Partisan Disadvantages: Incompatible OBs, low range, low firepower, large area to defend.

The combined Partisan force has only a few advantages, as most do. For one thing, Stealthy is the norm for these sorts of troops. Beating up low quality Axis occupation and service troops has been routine since the campaign in the Balkans began. These Germans are not mechanics or clerks. Make the most of your Stealth advantage and use Ambush to the utmost. This scenario was designed as a fallback defense from the beginning. Again, this action is a cautionary tale about strength vs. cunning. The HIP units also fit nicely into this scheme. At the end, the stone buildings will also help shield the defenders from the assault. The Partisan SAN is necessarily high for historical reasons. Make use of this also; it may come in handy.

Disadvantages abound, unfortunately. The Proletariat and Chetnik forces do not like each other, and do not get along. Thus, the Chetnik forces are portrayed by Chinese units. The two groups are bitter rivals for power in war-torn Yugoslavia. The SSRs try to recreate the conditions that occur when two such groups need to work together or perish. Partisan squads tend to have low range and firepower, and the Germans have no such detriment. Be careful trading shots. More on this later. Last and not least, although I would not classify the victory area as porous, there is enough room for the Germans to maneuver that they will inevitably break in. Fall back and delay is the order of the day. More on this later also.

Partisan Defense:

This scenario originally allowed the Partisan force to set up all the way up to the German entry area. As the only defender in the initial playtests, I never would have set the Partisans up like that. My dear departed main play tester pointed out that the Partisan force could line up shoulder to shoulder at the German entry area like a firing squad. We then moved

the defensive setup area to south and west of the road loop. The original concern about playability remains. If the Partisans line up facing the Germans where they enter at close range, they will get annihilated.

First of all, keep the Proletariat and the Chetniks separated. Treat each as individual commands with areas of responsibility. I am going to show my bias in setup. Each player will try different things with the forces given, and I am always willing to consider alternate methods. However, I digress. I assign the Chetniks the bridge and its approaches because they have fewer resources. The 9-1 leader, one squad and MMG should set up on the bridge behind one Roadblock covering the 41U5-T4 hexside. This unit blocks the only way into the village from the north. I would also HIP another squad with the other MMG in fortified building 41W5. I also favor putting two squads, both LMGs and the 8-0 leader in hex

41P4 wall advantage. This is not a great spot, but it will keep German units from charging up the 41I1 road straight into town. The LMGs will provide some range and firepower for this purpose, but this tactic is also risky. Well-led German stacks will hit this position with advancing fire. Wait until you can hit the Germans with a -2 attack or convince the Huns not to move in the open. Don't hang around too long and maintain concealment if possible.

Remaining Chetnik squads are variable. The extended LMG task force should head for the 41R4 ridgeline before too long. Similarly, I would also start another squad in 41S2 to strip. The out of season orchards on board 37 will hinder but not block LOS. This is good for the Chetniks and bad for the Germans. I also favor starting another squad around 41S6 in case the hedge FG gets zapped. One thing to remember, however. If the Germans reach the row T road on board 41, any remaining units north of the river are hopelessly cut off. These fallback units are needed for the fighting around the bridge and the graveyard. Do not let the Germans get there first.

The remaining squads should set up around the bridge and graveyard. All are concealed, of course. I recommend dummies set up around the 41J2 building cluster or somewhere on Hill 520. The buildings north of the stream are goners. The Germans will get them.

The Proletarians have a larger and better-equipped force and get the harder job. First of all, some dummies set up in building 37X7. Second of all, place the outlying delay units. Squads with LMGs set up in 37Q4 and R6. They can take long shots at German units. Two other squads and the 7-0 leader set up further south with the intention of retreating down the 37T6 road. Hexes 37S4, S7 and T4 are good places

to set up concealed. These other squads and leader present a backstop to the LMG squads and cannot be seen from the J5-P5 road. This force will retreat immediately on Turn 1 and end up on the woods-road. This group of 4 squads, two LMGs and 7-0 leader should end up somewhere south of the 37X5 road junction. The German force needs to use the road to reach the western edge of the woods mass for the assault on the village. A Proletarian force in this location becomes a Stealthy threat to the German rear and is very useful. Interior woods hexes AA6 and BB6 block the jumping off point for the FF2 stone building and environs. Use Ambush to your advantage. You are Stealthy and they are not.

Further west, one squad sets up concealed on the 37T9 path. It will end up in the 41X1 building. Fortify 41X1 and put a squad, the 8-0 leader and MMG on the ground floor, boresight woods X0. This location will be +5 TEM vs mortar fire. The other Roadblock goes in 41X2/X3 with another squad. HIP the 9-1 leader, HMG and a squad on the second level of 41FF2. Boresight 37X7. This is a very commanding position that can see the entire woods edge. Put another squad in 41FF2 ground level or one of the nearby stone buildings. Conceal everyone and put the remaining squad somewhere nearby the 41X1 position or near 41FF2. Place the other dummies in nearby buildings.

Last and finally, the battle itself. The delaying units must attempt to maintain concealment but place themselves in a position to hit the Germans moving in the open. The Germans may attempt to move big stacks, led by the better leaders, but pick your shots carefully. Do not let the Germans Prep Fire at you, especially if you have lost your concealment. Keep falling back until you have to fight. The objective of this battle is to run the attackers out of time. The Germans will win a standup fight.

The final fights will occur at the 41U5 bridge, the 41X1 fortified building, and the 41FF2 multistory building. With any luck, your retreating units will have made it safely into the village for the final fight. The attacking Germans have plenty of firepower for the assault. Roll low, hold the line, and you can win the day.

German Advantages: Firepower, morale, leadership, support, no casualty cap.

German Disadvantages: Distance, limited entry, steep VC.

The Germans have a very powerful force, and I designed it for this specific reason. Notice also that the Germans and the combined partisan force have the same number of squads. The German force represents a reinforced infantry company with assault engineers, 81mm mortar support, and a section of infantry guns. Lack of a casualty cap might also encourage

the Germans into bold if not reckless behavior. One might argue that the Germans have a no-lose force.

I disagree that the Germans are a shoo-in for victory. For one thing, the attacking force has a long way to go to achieve its victory conditions. For another thing, the German entry area is confined to the northeast corner of the playing area, so the standard entry along a board edge is null and void. The Germans also must capture a large number of building hexes against opposition, so those last few hexes might make the difference.

German Attack:

The German force is nothing short of a battering ram. This is a hardcore attacking force with all the advantages. Deploy HS and probe aggressively. Deploy into well-led platoons and push hard. The partisans have low range and firepower, and those first outlying units are probably dummies.

The broken wooded terrain on the north end of board 37 is ideal for a large infantry force to move on up. Opposing fire will likely harm the firing unit more than the moving one. The north end of board 41 will similarly promote quick-moving leader-led platoons. Watch for sniper activation and HIP units.

I do not recommend large scale building acquisition across the north edge of the playing area. I do recommend sending out half squads to gather the low hanging fruit. Your VC are based on occupation of building hexes, but don't get carried away with a handful.

The most important hex on the playing area is 41U5. This bridge is the only way across the stream from the north. The major German drive should concentrate on making a beeline for this position and the stone buildings overlooking it. Bridge 41U5 is also the jumping off position for the assault into the town. One ideal position for an infantry gun is hex 41T2. The truck can drive into 41S2 and unload. Infantry can push the gun into 41T2. Another good position for the other gun is behind the wall adjacent to the stream. The German force divides into two pincers at this point.

The other German force will want to assault into the woods mass on board 37. Beware of stealthy partisan units in these woods. Push along the roads and paths to the jumping off point at 37X7. The Germans will have to cross the open along the west edge of the woods mass, and some engineers will be useful here. 37X7 is also a nice place for an infantry gun.

Once the Germans reach the jumping off hexes for the assault on the village, it is anyone's game. With any luck, the attacking force will have enough time left for a proper coordinated push. There are plenty of building locations to

be taken, and this is the payoff. Incidentally, as a final note, there are 23 building locations north of the stream on board 41 and one on board 37 for a total of 24. That means at the very least, the Germans must take 6 building locations in the village south of the stream for the win at a minimum. There are plenty of victory locations on the ridges north of the stream, but you have to physically occupy them. Nuff said.

I recommend saving the OBA for the assault on the village. The fast-moving engagement as the Germans move up does not really permit set-piece FFEs because the partisans will just move back. I also realize that 81mm fire against stone buildings is not the most practical solution. However, I learned a long time ago that a unit in a stone building or other hard terrain surrounded by open ground is not going anywhere. OBA is an excellent way to pin the enemy units down. Then, too, the German player can always get the SR centered, draw his chit and drop Smoke. The infantry can then simply goosetstep on in. Early versions of this scenario excluded Smoke capability, but I changed the SSR for the sake of realism.

Once the Germans are into the village, it becomes a fairly standard urban fight with the attackers relentlessly grinding forward and the defenders trying to hold onto the last few victory hexes. If the initial German advance has been executed properly, there should be enough time left to occupy the last few building hexes. I rate the German win percentage as maybe 60%. They are that powerful. However, don't let your advance become reckless or complacent. The last turn should not be a final suicidal charge. Use all your resources in a coordinated way for the win.

CTASL 2022 TMP 2

Road Crew

Rating: Even

This scenario is derived from a brief section from "Panzer Battles" by General Mellenthin. The section in question is a brief mention concerning the counterattack by the 48th Panzer Corps. This unit may have been the most elite panzer formation of the war. The three constituent divisions were the 1st SS Panzer Division, the 1st Panzer Division, and the 7th Panzer Division. The corps was commanded at the time by the indisputably brilliant General Hermann Balck, of U28 Sowchos 79 fame.

The corps was in the middle of counterattacking the Soviet attack into Ukraine which liberated Kiev. With typical German dash, the 1st SS and 1st Panzer Divisions, the pincers of the attack, had just departed on a wide sweep to try and encircle the enemy. A day later, the powerful but slower-moving 7th Panzer Division, the anvil, was slated to

move up the usable road to backstop the other two divisions. Before the road could be used, however, it had to be improved for the heavy units of the division.

The pioneers and reconnaissance troops of 7th Panzer Division were sent forward to scout and make what improvements they could in the short time before the rest of the heavy units started moving. Time is critical, but the combined German group must improve the road and deal with any opposition they may encounter.

This scenario sets up a handful of Wire counters and a few Russian squads as a representation of what the German units encountered on the way up the road. This is a short and sharp engagement. Doubtless the panzers at the front had a much more exciting time. This scenario, however, is small and quick. It can be played in a few hours.

The Russian defense in this scenario can be summarized as pickets. I had all the squads restricted to buildings on the board to prevent them from bunching up next to the victory hexes and immediately digging foxholes. It is not that kind of action. These soldiers are a tripwire defense, not really expecting action but not surprised by it either. The building setup provides a convenient mechanism for a dispersed setup which lends some protection from rampaging German AFVs on turn 1. They are not warming their hands by the fire, or maybe they are. The Wires are a minor delay to allow the Russians to warn headquarters that something is happening.

Russian Advantages: Open fields of fire, building 18R9, building 18S1, Fortifications, HIP unit.

Russian Disadvantages: Dispersed setup.

The Russians have a very good look at the Germans coming up the road. There is a lot of open ground that the attacking force has to cross. This force has to work quickly to achieve its victory conditions. The Russians are also fortunate that two of the buildings on board 18 are also victory hexes. Both of these buildings are adjacent to the road, and the Russians can set up in them at start. More on this later. Also bear in mind that another victory condition concerns Wire, which is a fortification and therefore useful also in a defense. Last and not least, there is a HIP squad lurking somewhere on the board, and that is also useful.

Russian disadvantage can be summed up in one word: dispersed. This setup is not supposed to be a defense, but it is anyway. The Russians in the outlying buildings have to hurry to join the action and have to cross open ground under fire to do it. That makes the German attack feasible.

Russian Defense:

With 7 squads available and only 7 buildings, it may seem that the Russians are stuck in place. However, with one HIP squad that can set up anywhere, you have six remaining squads that must set up in building hexes. This means that one building on board will be empty except possibly for dummy counters. I prefer to abandon building DD7 because it is too far away from the action. All the other buildings on board will contain a single squad. Buildings S1 and R9 are special cases and will be dealt with momentarily.

Once the initial German force enters, the remaining outlying Russian squads have to scramble to join the action. The squad in BB7 goes CX across the 1st level and bypasses Z8 and Y9 and probably ends up in gully X8, if it wants to fight later and not end up broken. The squads in E8, L3 and L9 can move, some CX and end up in the K5/K6 woods. If you want to set up a strong defense in this area, consider placing your HIP unit there or in woods N6. This position can lay down fire on the bridge at R5. Any other plan includes moving in the open in front of the PSW 222 and getting broken or worse. The one problem with the K5/K6 defense, however, is that German AFVs and infantry will move to block you from the road.

And now, the other two buildings. Most players will set up a squad in S1 as a speed bump. The defender can burn one squad and gain maybe a turn. The Germans must clear this building. Even if it is empty, the Germans cannot take the chance that the HIP squad is there and ignore it. Spend some dummies to make it look stronger. Some might even put the leader and the MMG in this hex as HIP units in addition to the initial squad. I do not recommend this; you will need your strength later and further east. This position is expendable and will be wiped out. The Germans will smother it anyway. If you want to try this tactic, let me know how it turns out.

This brings us to building R9. This is the strongest position on the board and is also a victory location. A squad that starts in this location is already satisfying the VC. I recommend starting one squad, the MMG, the leader and the ATR in this location. I would give the ATR to the leader. The only drawback to this setup is that this building becomes an irresistible target. Massed infantry fire, DC attacks and direct fire from the PSW 233 will descend on it. As a defender, I have personally been flattened by each of these methods. In addition, the aforementioned AC will hit it with a Smoke.

One Wire goes on bridge R5, by SSR. I tried putting the HIP squad adjacent to it in the gully at R6, but this was a stunt never to be repeated. It is too easy for German units to come from the M row and hit the HIP unit from behind. Another Wire goes in Q8. The woods on both sides closes off bypass.

The final Wire goes in Q10. Not only is it adjacent to the R9 fortress, but it is the furthest away from the German entry area and a possible unit in a O10 Foxhole can cover it while being partially shielded from the Y7 ridgeline. Incidentally, I do not recommend any Wire west of the bridge. It is too easy to clear. Tactically, the Russians need to delay the Germans. The attacking force has all the means available to accomplish the mission. Many of the defending advantages are based on fixed locations. Maintain your concealment and try to survive one more turn. One surviving MMC or standing Wire can nail the win.

Don't give up.

German Advantages: Well equipped, morale, leadership.

German Disadvantages: Short on time, divided entry.

The Germans have an excellent small force with a reasonable mission. The recon force moves on with armor support, the sappers come on second with armor of their own, and the high-morale, well-led force goes to work. The Germans are there to clear the road and chase off the Russian pickets. It is not supposed to be a battle, and it is not one.

The Germans are also short on time, and the pressure is on. If the attackers had a couple more turns, they would win every time. If the entire German force entered on Turn 1, (an idea brought up during playtesting) they would also win every time. As it stands now, the German force needs to get on up the road and get to work.

German attack:

When the recon troops come on, go through woods T0 with a HS and bump building S1. You will want to dispose of this location as soon as possible. Blast it with the rest of your platoon or hammer it with the PSW 222. Troops in this hex can hit the entire German entry area with firepower except V0.

A good place for your PSW 222 is hex O2. It can get a good look at building R9 and the bridge, and also the eastern road and gully approaches. Get your recon troops up the road. They can clear Wire too. Use the PSW 233 for armored assault. The PSW 233 should eventually end up at W5 or X5 hull down. These positions are 7 hexes away from R9 but have a good look to lay down HE and Smoke for the assault on the eastern road.

On turn 2, I recommend that the first platoon of Pioneers to enter consists of the 9-2 leader, three 5-4-8 squads, two LMGs and give one DC to the leader. Have them armored assault with the halftrack and enter at Q1 to the bridge. I also found out that this same group can enter at M1, CX and end up on the bridge in one movement. The other platoon of Pioneers can follow up as best it can.

One note about the German AFVs is needed at this point. All the German AFVs in this scenario are open topped. This is by design. This is not a real “freezie” scenario. If you run around trying to bypass freeze the Russians with these vehicles, you are asking for an early end to the scenario. Open topped vehicles are subject to triple point-blank fire in this situation and will be stunned and destroyed. The Germans need all their assets to win this scenario, and a knocked-out vehicle will put you in a deep CVP hole. In addition, the SPW 251/7 has a specific function. Use that -2 modifier for clearance.

Use your vehicles for cover, and the ACs have smoke dischargers. The PSW 233 has good Smoke capability. The circled B11 number for this vehicle is not breakdown, incidentally. It still has a breakdown of 12. The 11 means that a low ammo counter is placed, and the breakdown and low ammo numbers are decreased by one. In addition, if your target is in a building or behind a wall, you can fire HEAT at it. The HE equivalency is an 8 FP, so it isn't bad.

Midgame should see the sappers moving up with armor support, and the Russians holding them off as best they can. The Russian ATR is dangerous to your vehicles and be careful about being stunned. Use Smoke and move up.

The Germans should be in position to assault and clear the last Wire by turn 5. You can battle and drive off, break or CC the Russians and your leading sappers are ready to move into that last victory hex. I have some advice for the German player who has run out of time. First of all, run an AFV into that Wire hex and stop. If it is the last turn, it does not matter if it Bogs. Make it the halftrack; you will see why in a minute.

An AFV in a hex provides +1 TEM. This applies whether the infantry underneath is on or beneath the Wire. A stopped EV provides a -2 modifier to clearance in the hex. And finally, if your infantry does not have enough movement to go beneath the Wire, your infantry can intentionally break and rout underneath the Wire (including your good order leader). You can stay under the vehicle and rally if you have a good order leader (like a 9-2 for example). That unit now has 2 tries at rallying and 2 CCPh to go for clearance. Be careful you don't roll too low on the Wire roll, or you will rout right out of the hex (i.e., hex R7 or P8 woods or R9 building if the Russians are gone). Closest woods or building still applies.

One other rule comes to mind in this situation. Suppose you still have a DC close by, but your infantry will not make it under the Wire in time. Suppose furthermore that you already moved an AFV into the hex. Read the first two sentences of A23.5. A DC cannot affect an AFV unless it is the target of the attack. In other words, button up your vehicle and hit the

hex with the demolition charge. You can clear the Wire with a 4 and not hurt the BU vehicle.

In conclusion, play the scenarios and have fun. This is the last of the narrative, and I enjoyed providing the scenarios and the article. I enjoy being part of the hobby. Good gaming and good luck.

ENEMY OF MY ENEMY

CTASL 2022 TMP 1 (Version 3.1)

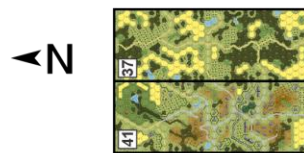


Uzice, Yugoslavia, 29 November 1941: Since the Axis conquest of Yugoslavia in April of 1941, two rival partisan organizations had been resisting the occupation troops. Colonel Mihalovich's Chetniks had originally been supported by the western allies as the main resistance group in the occupied territory. Josip Tito's communist Proletarian Brigade had been the other contender for power in the region. Constant friction had finally erupted into warfare between the factions in the summer of 1941. But the drain in manpower and the encroachment of the greater enemy later in the year finally resulted in a shaky cease-fire and limited alliance in the autumn. The Germans, pulling reinforcements from France and the Eastern front, were determined to attack and destroy all partisans in the region, regardless of their affiliation. The offensive started on 20 November with the town of Uzice as its objective.

BOARD CONFIGURATION:

BALANCE:

- ★ Decrease game length to 7 turns.
- ✚ Increase game length to 9 turns.



Victory Conditions: The Germans win if they Control 30 building locations at game end. The Partisans win by avoiding the German Victory Conditions.

TURN RECORD CHART

★ PARTISAN Sets Up First	+	1	2	+	3	4	5	6	7	8	END
✚ GERMAN Moves First											

Elements of Tito's 1st Proletarian Brigade (NOPOJ) [ELR: 5] set up anywhere on the playing area not containing a Chetnik unit (Exc:SSR 8): {SAN: 4}

3-3-7	9-1	8-0	7-0	6-12	4-10	2-6	7 Morale
10						2	8

Elements of Mihalovich's Chetniks [ELR: 5] set up anywhere on the playing area not containing a NOPOJ unit (Exc: SSR 8):

3-3-7	9-1	8-0	4-10	2-7	7 Morale
8			2	2	6

Set up anywhere on playing area: (exc: SSR 8)

2

Elements of 342nd Infantry Division [ELR: 4] enter on Turn 1 between hexes 37A1 and 37I1 (inclusive): {SAN: 2}

8-3-8	4-6-7	9-2	9-1	8-1	8-0	7-0	3-8	3-8	3-8	24-1	30-1	8	50mm
6	12			2					4		2		2

Elements of 342nd Infantry Division enter on Turn 3 on hex 37I1:

2-2-8	75*	28
2	2	2

Scenario Design: Dan Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA. The stream is deep.
2. The Germans receive one module of 80+mm Battalion MTR OBA (HE and Smoke).
3. NOPOJ and Chetniks are referred to as Partisans collectively. Use Chinese GMD units to represent Chetnik forces. Otherwise, Chetnik units are considered to be Partisans in all respects (including underlined morale for MMCs). No Quarter (A20.3) is in effect for both sides.
4. NOPOJ and Chetnik units are considered Allied (A10.7). However, combined stacks of both suffer a +1 penalty when fire grouping. Support weapons of either side are considered captured when used by the other, and may not be recovered by the other unless abandoned/unpossessed.
5. German 8-3-8/3-3-8s have an ELR of 5 and are considered Assault Engineers (H1.22).

6. Partisans may not Deploy, may not participate in multi-Location FG, and may not make Entrenching Attempts. Partisans are considered Stealthy (A11.17). Germans are Normal.

7. One each NOPOJ and Chetnik squad-equivalent (and all SW/SMC that set up in the same Location with it) may use HIP. The partisans may fortify any 2 building locations (Tunnels are NA).

8. Partisan units/fortifications may not set up on or within (Northeast of) the road which runs 37A6-37I1.

AFTERMATH: The Germans drove south from the Belgrade area and began to push the combined partisan forces back almost immediately. The partisan forces had the advantage of fighting on their home territory, but the Germans had all the other advantages, notably raw firepower and unlimited reinforcements. The partisans were also hampered by the fact that many of them would have preferred fighting each other. Uzice fell on the 29th of November, after heavy fighting. Having suffered heavy casualties, Mihalovich withdrew from active resistance pending a better tactical situation. This led to another rift with Tito, and enemies they became once again.

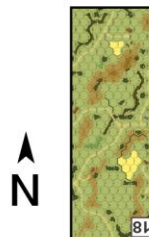
ROAD CREW

CTASL 2022 TMP 2 (Version 2.3)



Zhitomir, Ukraine, 5 December 1943: In the autumn of 1943, the 48th Panzer Corps became embroiled in what would eventually be known as the Battle of the Kiev Salient. The Russian 60th Army had broken through the German line and captured Kiev. General Hermann Balck took over command of the corps just before the counterattacks began. The swirling armored clashes continued into December, when the final complicated counterattack began. 1st and 1st SS Panzer Divisions departed on 5 December, while recon and sappers of the 7th Panzer Division improved the roads and bridges around Zhitomir in anticipation of the attack the following day.

BOARD CONFIGURATION:



BALANCE:

- ★ Wires may set up adjacent to each other.
- ✚ Russian MMCs have no effect on VC.

Victory Conditions: The Germans win if they remove all Wire counters and ensure no Good Order Russian MMCs are either on or adjacent to the Q1-Q10 road at game end, without losing more than 8 CVP. If the Germans destroy the bridge they immediately lose.

TURN RECORD CHART

★ RUSSIAN Sets Up First	+1	+2	3	4	5	6	END
✚ GERMAN Moves First							

★ Elements of 60th Army [ELR: 3] set up in building hexes one squad per building (Exc: SSR 4): {SAN: 3}. Set up on any road hex from Q1-Q10 (exc: SSR 5)

4-4-7	8-1	4-10	2-6	1-12	7 Morale	MPH/RtPh: dr = MF CC: +1/-1
7					6	3

✚ Elements of 7th Aufklärungs Battalion [ELR: 4] enter on Turn 1 between hexes 18M1 and 18W1 (inclusive): {SAN: 2}

4-6-7	8-0	3-8	33	*34
3				

Elements of 58th Panzer Pioneer Battalion [ELR: 4] enter on Turn 2 between hexes 18M1 to 18W1 (inclusive):

5-4-8	9-2	8-1	3-8	30-1	16
6			2	2	SSR 3

Scenario Design: Dan Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA. All -1 gully hexes are Soft (D8.21). The bridge is wooden.
2. German 5-4-8/2-3-8 counters are considered Sappers (B28.8).
3. The German SPW 251/1 represents a SPW 251/7 engineering vehicle (EV). This vehicle has a portage capability of zero, cannot carry passengers or riders and has no towing capacity. A functioning EV may lend a -2 bonus to clearance attempts in the same location or an Adjacent and accessible hex, even if bogged or immobilized (but not stunned or shocked). The EV must be stopped and TI to lend this bonus. Units on and beneath a bridge are neither Adjacent nor accessible to each other.

4. One Russian squad (and all SW/SMC that set up in the same Location with it) may use HIP. This HIP unit may set up in any whole hex anywhere on the board.
5. Wire counters must set up on board on road hexes between 18Q1 and 18Q10 inclusive. One Wire must set up ON the bridge. No Wire counter may set up adjacent to another Wire counter.

AFTERMATH: The Aufklärungs and Pioneers of the 7th Panzer Division moved into the area without heavy support to avoid unwarranted attention from the defending Soviet 60th Army. The combined German units managed to improve the roads and eliminate the Russian pickets without attracting too much attention. The heavy units of the attacking force passed through the area the next day, helped tremendously by the work done by the recon and pioneer units. The final battle of Kiev, however, was not yet over.

AN EXAMINATION OF FIRE GROUPING

Jim Bishop



I was at Winter Offensive at the end of last week, enjoying some ASL and spending time with friends, new and old alike. Inevitably discussions about ASL and tactics abound. I engaged in a discussion on when to split firepower from one large group into smaller groups. Everyone had an opinion. Some had even done the math but were uncertain on the details. Most everyone had an opinion and rules of thumb they followed, including me.

I like rules of thumb. They help me make quick decisions when I am under pressure. It is important that you ground your rules of thumb in sound decision making. Everyone knows by now that I am a huge fan of Robert Medrow's articles on ASL. The first three articles I reference in my resources page are Medrow's. I like to think my decisions are based on his works, but are they? Has my thinking drifted over time? In this article, we will find out together how sound my own rules of thumb are and provide guidance to anyone else reading.

The Model

I wrote a Python program that can model IFT shots at different DRM against different target morale. The model accurately handles the IFT out to the 36 column. The model does not deal with Pins other than to note them. I am only examining KIA and breaking. The model notes the instances of K/# happening and accurately reflects whether the unit remaining breaks. These K/# results are in the tables below. Note, the KIA/Break/NE total to 100%. There may be some small drift because of rounding errors but I have seen none in the runs I have made so far.

The model accounts for cowering but only as applicable to the shot. Since the presumption is a multi-Location Fire Group a leader cannot take part. Thus every shot taken is subject to Cowering. If Cowering occurs, the model accurately shifts one column to the left and resolves the attack. The model does not account for a Conscript double Cowering. The model allows for Leadership to affect the Fire Group but it isn't practical most times and thus I ignore it here unless otherwise noted.

My Rules of thumb

For Fire Grouping, I have the following rules of thumb:

Break "down"/minus shots into separate groups

Combine +2 or greater shots

Zero and +1 shots are less clear so I have no clear rule

Notice I am not taking anything else into consideration. I am not concerned about which Fire Phase it is, what turn it is, etc. These can and should play into your decision making. That is where the true art is.

This article also assumes Mandatory Fire Grouping rules are not violated when shooting. If your shot is bound by Mandatory Fire Grouping, you cannot break one shot into many. The most likely chance for breaking into separate shots are Multi-Location Fire Groups.

Breaking Minus Shots into Separate Groups

Let's first examine some -1 DRM shots and see what the results are. In the following chart, there are three groupings of results. The first shows a 6 -1 shot broken into three 2 -1 shots, a 12 -1 shot broken into three 4 -1 shots, and a 20 -1 broken into three 6 -1 shots. All targets have 7 morale.

Shot	Unit Morale	KIA	Broken	NE	K/#	Sum of KIA/Break
6 -1	7	8.53	35.93	55.54	5.48	44.46
3 X 2 -1	7	0	51.49	48.51	20.4	51.49
12 -1	7	8.24	55.53	36.23	8.37	63.77
2 X 6 -1	7	13.19	56.41	30.4	8.92	69.6
3 X 4 -1	7	5.74	65.33	28.93	11.48	71.07
20 -1	7	16.73	61.63	21.64	11.16	78.36
3 X 6 -1	7	15.54	67.77	16.69	10.03	83.31
30 -1	7	42.6	57.29	0.11	21.7	99.99
2 X 16 -1	7	17.48	74.37	8.15	18.11	91.85

From this table, we can see it is better to take as many minus shots as possible. This breaks down somewhat at the larger columns and is most easily seen in the Sum column. This is likely because of the awkward table breaks. It isn't possible to break a 30 column attack into equal attacks that hit IFT columns.

The more interesting thing to me is breaking 12 -1 into two 6 -1 shots produces more KIA results over all. Even when cowering, an Original DR 2 still results in a KIA for each attack. Thus, taking two chances to roll a 1,1 is significantly better than one chance to roll a 1,1. It is also worth noting the 2 -1 shots produce no KIA's since an Original 2 DR covers to the one column where there are no possible KIA results.

Confirmation Plus

This confirms my first rule of thumb: take as many minus shots as you can. Mathematically, this should produce better overall results. Tactically, this leaves more units able to shoot at later targets if you roll low with an early shot. I also see a second rule of thumb: the data suggests a 6 -1 appears to be the sweet spot for producing KIA results. I suspect a 4 -2 would be another. One quick moment to confirm:

12 -2	7	17.15	54.27	28.58	10.89	71.42
3 X 4 -2	7	15.5	66.99	17.51	15.12	82.49

This isn't as sweet as the 6 -1 so let's examine the IFT to see if we can see why. Looking at the 12 column, we can see an Original DR 2,3, and 4 are a KIA EVEN if the shot covers. This is because an Original 2,2 becomes a Final 2 on the 8 column which is a KIA. Looking at the 4 column, an Original 2 and 3 are a KIA on each column. There is no KIA on the 2 row of the 4 column accounting for the difference. While the 4 -2 isn't as favorable as the 6 -1 column in terms of KIA, it is still significantly favorable to the single 12 -2 overall. It seems 4 -2 and 6 -1 are sweet spots on the IFT curve. That's a good corollary to the first rule of thumb.

Combining Plus Two Or Greater

Next we can examine some +2 shots against 7 morale troops:

Shot	Unit Morale	KIA	Broken	NE	K/#	Sum of KIA/Break
16 +2	7	0	42.94	57.06	0	42.94
2 x 8 +2	7	0	39.12	60.88	0	39.12
24 +2	7	0	62.88	37.12	8.43	62.88
2 x 12 +2	7	0	53.71	46.29	0	53.71
3x 8 +2	7	0	52	48	0	52

Again, my original rule of thumb holds here. It is better to take one large shot against a +2 DRM. Large shots also bring KIA and K/# results into play which are missing from the lower end of the table when positive IFT DRM are in play.

Examining +2 shots against troops with lower and higher morale yields no hidden advantage.

Shot	Unit Morale	KIA	Broken	NE	K/#	Sum of KIA/Break
24 +2	6	0	73.69	26.31	8.45	73.69
24 +2	7	0	62.88	37.12	8.43	62.88
24 +2	8	0	51.5	48.5	8.13	51.5
2 x 12 +2	6	0	64.87	35.13	0	64.87
2 x 12 +2	7	0	53.71	46.29	0	53.71
2 x 12 +2	8	0	42.9	57.1	0	42.9

In each case it is better to shoot the larger shot than it is to break them apart. From these last two tables, my original rules of thumb continue to hold. Combining larger shots at DRM greater than or equal to 2 makes the most mathematical sense.

Zero And Plus One Shots

Now we get to where my original rules of thumb are sketchy. They seem to be more art than math. Let us see if we can change that.

Shot	Unit Morale	KIA	Broken	NE	K/#	Sum of KIA/Break
12 +1	7	0	43.55	56.45	2.94	43.55
2 x 6 +1	7	0	38.72	61.28	0	38.72
3 x 4 +1	7	0	35.26	64.74	0	35.26
24 +1	7	8.39	63.95	27.66	5.39	72.34
2 x 12 +1	7	0	67.77	32.32	4.15	67.77
3 x 8 +1	7	0	69.17	30.83	6.23	69.17
4 x 6 +1	7	0	64.11	35.89	0	64.11
30 +1	7	14.14	65.04	20.82	13.62	79.18
2x 16 +1	7	12.14	79.01	20.99	12.14	91.15

Looking closely at this chart, a pattern emerges. For +1 shots, breaking into smaller columns less than or equal to 6 seems to be counterproductive mathematically. Breaking into separate shots on the 8 or greater columns is close to a wash for broken results. KIA results disappear below the 16

column so we must consider that. As a rule of thumb, it makes mathematical sense to take the one combined shot, especially when shooting a stack and the effects of a KIA result. Tactically, it probably makes more sense to break these shots up, especially if the smaller shots are on the 8 or better column. You stand a fair chance to get a result with the reduced firepower while leaving yourself tactical flexibility with the remaining firepower.

Shot	Unit Morale	KIA	Broken	NE	K/#	Sum of KIA/Break
12 +0	7	2.48	50.76	46.77	5.23	53.24
2 x 6 +0	7	0	54.65	45.35	13.35	54.65
3 x 4 +0	7	0	51.89	48.11	6.58	51.89
24 +0	7	13.69	65.24	21.07	14.55	78.93
2x 12 +0	7	4.2	74.07	31.73	7.8	78.27
3 x 8 +0	7	5.03	76.59	18.38	10.68	81.62

This second chart covers +0 DRM shots. Here, it seems pretty clear the shots are a wash as far as "break or better" is concerned. The frequency of KIA results are significantly diminished on the smaller columns. So if shooting at a stack of units the larger shot is preferable.

From these last two charts, I can likely clarify my original rules of thumb. If shooting +1 shots, don't break into separate attacks unless the broken attack has 8 firepower or better. If shooting at a stack of units, favor the combined shot since a KIA would break the entire stack. When shooting a +0 shot, breaking these into separate attacks makes the most sense unless targeting a stack of units. When shooting a stack, again favor the combined attack because of the greater chance of a KIA result.

Summation

After running the model, I now have the following rules of thumb when comes to Fire Grouping:

- Take as many minus shots as you can
- Breaking into 6 column shots is a sweet spot
- Combine +2 or greater shots
- Only break +1 shots into 8 column (or greater shots)
- Favor combined shot if shooting at a stack
- Break even shots into smaller shots
- Favor a combined shot if shooting at a stack

After all these years, it is good to see I was mostly right on the first two. I wonder how often the last two have bitten me but I doubt it is often. I rarely achieve such large combined fire power. At least I know now.

Conclusion

I hope you enjoyed this article. For the code nerds out there, I pulled this together in Python using a Jupyter notebook. If you want the code, let me know and I will share a copy with you. Like me, it isn't pretty but it works.

I am also very interested to hear from you what your rules of thumb are for breaking up shots. Based on the discussion I had a WO, there are a lot of them out there.

PLAYING THE AMERICANS IN ASL

Jim Bishop



I have been playing more ASL recently. Many of my games have featured Americans on attack and defense. Playing and watching others play the Americans is a curious thing for me. I find the Americans the most fascinating nation to play in ASL. The dichotomy between overwhelming firepower backed by mediocre morale makes them challenging to play.

In this article I will address the strengths and weaknesses of the American Army. I will address the things that make playing the Americans unique and how these features should drive decision making on the attack and in defense.

I will not talk about the USMC. They enjoy all the benefits of American firepower backed by high morale and tactical flexibility. They are a separate animal altogether and I find them less challenging to use.

I am also not speaking about Korean War Americans. Perhaps I will cover them in a future article.

The Bad

Perhaps the most focused aspect of playing the Americans is their low morale. First line units have a morale of six. Elite units have a morale of seven. That six morale is the same as Russian Conscripts and Italian first line units. The comparatively bad morale doesn't end there. Per D5.1, vehicular crew morale is based on the morale of the Nation's best Infantry, with AFV manned by crews having morale equivalent to that nation's unbroken Elite Infantry unit. Thus it is never a bad idea to shoot at a CE American AFV.

American AFV also use Red TH numbers when firing ordnance prior to 1944. Therefore it is harder to hit at ranges beyond 6 hexes. Coupling these Red TH numbers with weakly armored AFV with poor penetration and handling early war American AFV can be challenging.

Perhaps the most egregious thing, at least, is American squads rarely have Spraying Fire. Spraying Fire allows MG to hit more than one hex. Much of an American squad's firepower is an abstraction of the Browning Automatic Rifle (BAR) .30 caliber light machine gun. Every American squad

carries two of these weapons. Regardless of that, they still have no Spraying Fire. What makes this sadder is a 1945 Volksturm Conscript German squad DOES have Spraying Fire. This makes no sense to me.

What Does This Mean?

American units break relatively easy. They also ELR to lesser quality on relatively lower DR. An American unit taking a 2MC with an ELR of 3 will quality reduce on an Original DR 8. This means you should count on your OB being populated with 2nd and Green units by game end.

Red To Hit numbers force your AFV to engage at a much closer range than you would like to. The drop off in To Hit chances past range 6 become crippling, particularly on attack where you aren't likely to stack acquisitions. Hitting units in high TEM terrain is tough. Low American crew morale makes running around CE particularly risky too. Add in low caliber main armaments and weak armor and early war American AFV seem lackluster. They do have plenty of machine guns though.

The Good

Broken-side American morale is great. It is on par with other elite units in the game. They may break easily but they rally back into the fight easily. This allows the Americans to sustain an attack as well as most elite units in the game. American attacks will come more in waves instead of the tsunami elite units bring.

American units have big firepower and come with a lot of toys. You can generally expect an American unit to have one IFT column on you. They will attack on the same column in AFPh given the prevalence of Assault Fire.

American units have a lot of toys. Medium and heavy MG, Demo Charges, flame throwers, OBA, and many other tools supplement American firepower. This allows Americans to set up kill stacks to support an attack. On defense, MGs allow the Americans to create channels, funneling attackers into a kill zone. Woe betide anyone falling into an American kill zone, especially if they have OBA.

Leadership

American forces usually have a lot of leaders. These leaders are -1 and 0 leaders, but there are usually lots of them. This gives American units a lot of mobility on the attack should they choose. Leaders usually direct MG fire negating worries of cowering. Consequently, there is usually a leader around to help rally broken units or fulfill any of the leadership roles in ASL.

SMOKE

American units have a 3 smoke exponent. Guns and AFV almost always have Smoke, White Phosphorus (WP), or both. American AFV usually have some forms of Smoke Dispenser. Americans always have Smoke available to them. Even WP grenades if late enough in the war. American forces should almost always have SMOKE on the board somewhere protecting their units.

AFV

There are usually plenty of AFV around and American AFV have a lot of capabilities, even early in the war. SMOKE, Smoke Dispensers, and plenty of machine guns make American AFV very potent Infantry support platforms. Later in the war, American main armaments become more potent allowing them to better challenge enemy AFV.

What Does It Mean During Play

Breaking And Rallying

You can count on American units breaking. They will break on offense. They will break on defense. With a morale of 6, even a Normal Morale Check is an adventure. With such a low morale, even a decent ELR will see your units subsequently downgraded with some regularity. A low ELR and a 2+ MC is a recipe for Unit Substitution.

Low morale will force you to consider how to rally all these broken units. This means moving leaders last on the attack and making sure you know how your units are going to rout. A leader moving after all the other units have moved will be able to “see” where all his broken units are going to rout to. Knowing this, the leader should be able to move safely to that Location to rally those units in the upcoming RPh. On defense, place a leader out of the line to allow units a chance to rally without being put under DM again.

Leadership

The wealth of leaders will allow you to use leaders in many roles. High morale leaders with good morale check modifiers can help “steady” low morale American units. “Steady” here means to reduce their chances to break. A 9 -2 increases a 6 morale to passing more than breaking on a NMC. This can make strong points stouter in defense. A leader breaking while steadying a position can be the downfall of that position unless you get pretty lucky.

Having a lot of leaders can increase Infantry mobility. A leader stacked with a unit gives those units two extra MF allowing them to get forward more quickly. When every unit in your OB has a leader to stack with, getting forward is not a problem. If a defender cannot recognize this added mobility, you can unhinge a forward defense by slipping through the line and interfering with his withdrawal.

It is worth using a -2 leader as a rally machine, especially on the attack. Don’t under estimate the power of recycling units back into the attack.

AFV Play

In a previous article, I discussed the roles of AFV as I see them. It is even more important to think about these when playing as the Americans. There can be a lot of AFV in American OB. The more there are, the more work the scenario designer expects your AFV to do. This places a premium on planning and execution.

American AFV are underpowered in early war scenarios. Their MA is underpowered and cannot threaten enemy peers. With a basic TK of 14, an American Sherman will find Pz MkIV’s hard to eliminate frontally. The same for a StuG III. Fortunately Shermans are very mobile. To challenge either, a Sherman must maneuver for a side or rear shot. Against a Panther, it has no hope frontally except for some luck using Area Target Type, Deliberate Immobilization, or a Critical Hit. Again, maneuvering for a side or rear shot is a must. By necessity, early-war American armor will be very mobile and opportunistic when confronting enemy armor.

As the war progresses, American armor becomes more capable. The MA can threaten enemy armor frontally. Special ammo becomes more readily available. Mobility increases. Armor increases. American armor never approaches the level of a Panther until very late in the war. Mid-war American armor is easily a match for a MkIV and has more capabilities than its German counterpart. You will take losses facing a MkIV/StuG frontally, but you can also expect to inflict damage. Americans will still need to be cagey and opportunistic against the likes of a Panther. Maneuverability is the key here.

After introducing the 90L, American late war armor is very capable. Sadly, it is not available until very late in the war so don’t expect to see much of it.

Battlefield Taxis

America used halftracks in abundance. Use these vehicles to shepherd your troops forward while being immune to IFT attacks. Remember, Passengers, halftracks, and ground units in the same hex can form a firegroup. This also applies to multi-Location fire groups. A platoon of 6-6-6 in three halftracks can form a multi-Location fire group and attack on the 16 column of the IFT. A 9 -2/6-6-6 in a halftrack with a stack of 6-6-6 moving can be frightening in the attack. The 9 -2’s leadership can apply to both the units on the ground and those in the halftrack.

Any AFV can use Armored Assault. Any AFV can place vehicular Smoke grenade. AFV which haven’t moved serve

as a hindrance to fire traced through their Location. Use these properties to provide cover for your assaulting units. You should consider the sequence you move your units in. Moving an AFV now could remove a valuable +1 hindrance. Moving an AFV later may miss an opportunity to place SMOKE for a +2 DRM. Movement that allows the enemy to place a fire lane without worrying about covering can severely restrict your movement later. Each +1 DRM is meaningful when your base unit has 6 morale. Give careful thought to how you move. Sequence matters.

Toys

American units bring a lot of gear to the war. All of this gear makes American units very fearsome on the IFT table. Americans will attack one column to the right of your attack. They have good range, assault fire, bazookas, OBA and a lot of AFV. None of this will change their mediocre to poor morale though.

On the attack, American units should prefer to move over shooting. Their assault fire capability makes them just as potent as their adversary in AFPh. Multi-Location fire groups can attack on large IFT columns. Large firepower “kill stacks” should suppress enemy positions. Squads should use Infantry Smoke to cover movement where possible. Careful consideration for routing must certainly be part of any attack. One of those abundant leaders has to move into position to rally up all the inevitably broken troops. Use vehicles and SW to limit the enemy’s ability to reinforce the point of attack.

In defense, Americans need to use their firepower to minimize the effect of their questionable morale. Broken units cannot fire back. Place A-T assets to protect your important strong points. Use firepower and fire lanes to force the attacker into channels. Cover important approaches with firepower. Make the enemy pay for every hex forward he moves. Then use all that Smoke to fall back to a second line and do it all over again.

Conclusion

I have been struggling with this article for many weeks. This all feels like a simple restatement of my *Planning In ASL* article. I think there is some merit in restating this. If not for you, then for me. Repetition is one of the best ways for me to learn. That is why recording a rule or outcome after a game has such a powerful impact on my learning. Doing so serves to sear the lesson into my brain.

Maybe that is one of the best things that comes from my blog. I get to share my thoughts with you which I hope is helpful. But it also forces me to consider what I am saying and what it all means in context. Since I began this blog, my play has

sharpened some. My planning and execution are better. I still struggle from time to time, but I believe my overall level of play has improved. I am deliberately applying what used to be subconscious thoughts for me. This makes me a tougher out in a tournament setting. I also find my personal morale has hardened some as I have focused on proper play and not outcomes. Players can’t control the outcome, all we can do is make proper decisions and let the dice do the rest. I still hate dice but at least I can acknowledge good play.

As I write this, we are two weeks from Christmas and in the middle of Hanukkah. I hope everyone has a happy holiday season and a prosperous new year. May all your rolls be low unless you are playing me.

RULES TIP

When a vehicle is in a Location subject to an attack in which the vehicle is the predesignated target (e.g., ordnance, MG vs AFV, minefield, etc.), don’t forget that the exposed PRC can also be the subject of a Collateral Attack (D.8), or more precisely a Specific Collateral Attack (D.8A) as a result of the To Kill DR. A Specific Collateral Attack occurs as a separate attack immediately subsequent to the resolution of the attack on the vehicle using the weapon/ammo type’s IFT FP (which includes HE equivalency) leveraging the same original TK DR result. Note this collateral attack does not leave Residual FP. Refer to D.8 for a number of other exceptions.

For example, assume a 6FP HMG makes a TK DR at an OT or CE AFV with an AF of 1 at a range of 3 hexes. Even if the attack does not successfully kill the AFV, it is still possible for the shot to affect the Vulnerable PRC of the exposed crew or Passengers as part of a Specific Collateral Attack. In this example, the results would be the following:

HMG TK# = 4 +1 (range) = 5.

Final TK# = 5 -1 (armor) = 4.

TK DR:

2 - burning wreck.

3 - AFV knocked out.

4 - AFV stunned.

5 + 2 = 7 - NMC vs CE crew.

6 + 2 = 8 - PTC vs CE crew.

7+ = no effect.

30TH ANNUAL TEXAS TEAM TOURNAMENT

Rick Reinesch



We are finally getting a chance to celebrate the 30th anniversary of the Texas Team Tournament. After last year's fiasco with the hotel which caused us to have to cancel that event, we have everything set up and confirmed for 2024, and I'm excited. This year marks 30 years of providing the very best that ASL has to offer down in Texas, and this year promises to be just as much fun as in years past. So, make those plans now to attend the Texas Team Tournament in Austin, TX, June 13-June 16, 2024.

Last time we had 56 players from points all over the country registered for the tournament. The website (<http://www.Texas-ASL.com>) has been updated with information on tournament activities, the hotel info and the registration fees. Speaking of the hotel, we are at a newer, nicer venue this year, so make sure to check it out on the website. 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! We've provided links to the room block on the tourney webpages. 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 and the boxcar and snakes awards. 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 up 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 course of the weekend, along with any number of mini-tourneys.

Thursday and Friday mini play feature that time-honored institution – *Ferocity Fest*. For those that like their play brutal and deadly, this is not to be missed. Your objective is simply to do better (i.e., score more style points) 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. This year we will take players out to early war East Front Russia for a real knock-down, drag-out in ASL290, *Last Train To Leningrad* from MMP's *Twilight of the Reich*. This scenario takes place in the dense environs outside of Leningrad in the fall of 1941. With flamethrowers, DCs, armor, ordnance, H-t-H fighting, No Quarter, this scenario should provide 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 1st place and runner up for each side. We will kick off Thursday play at 9am, June 13th, 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.

With all that being said, there are plenty of prizes available. 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. 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 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 gaming purchases.

Registration this year is \$45 for all Thursday-Sunday gaming, \$40 for Friday-Sunday; and \$30 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. Note the tournament will be held in a new hotel this year. We are at the Courtyard by Marriott Austin Northwest/Lakeline at 12833 Ranch Rd 620 N, Austin, TX with a room rate of \$139/night.

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 last 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 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!