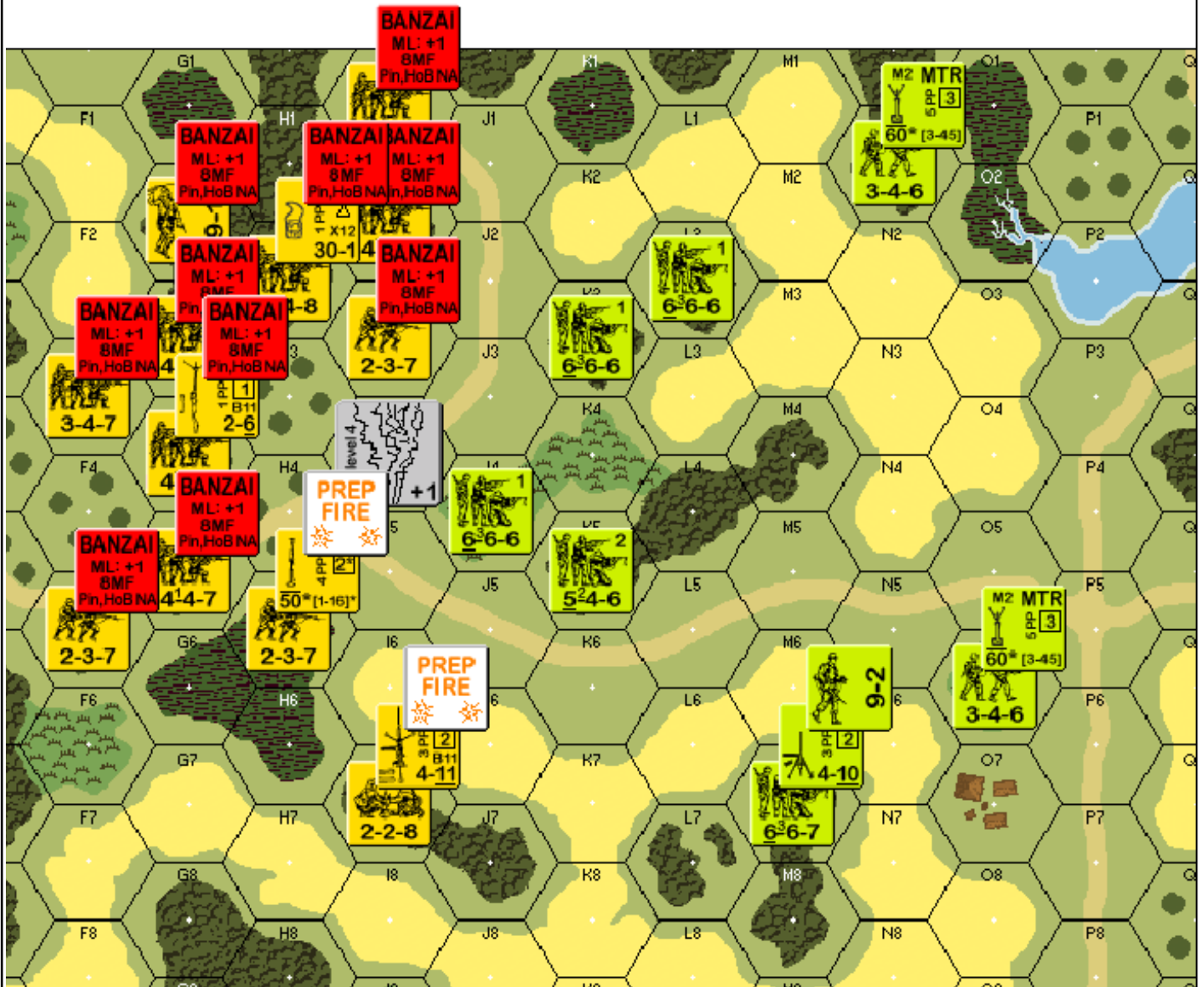


BANZA!!!



The Newsletter of the Texas ASL Club

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EDITOR'S FOXHOLE

Rick Reinesch



Welcome to the latest edition of the newsletter of Texas ASL, *Banzai!!*. I hope everyone is staying safe from Covid-19 and getting at least some playing time in. We have a great issue lined up for you. We kick things off with another one of Matt Shostak's classic scenario analyses, this time of *BFP54 Shenam Pass* out of Bounding Fire's *Blood and Jungle*. We are pleased to profile ASL dignitary and operator of the *ASL Scenario Archive*, Dave Ramsey, along with his fellow dignitary and partner in crime on the *Illuminating Rounds* video series, Martin Barker. Matt Shostak also provides us insight into a situation worthy of "Style Points", we have a quick article from Jim Bishop on calculating ITT CHs, and I wrap it all up with a breakdown of the 28th edition of the Texas Team Tournament. All this and more awaits you in this edition of *Banzai!!*. We hope you'll enjoy it.

SCENARIO ANALYSIS: BFP54 SHENAM PASS

Matt Shostak

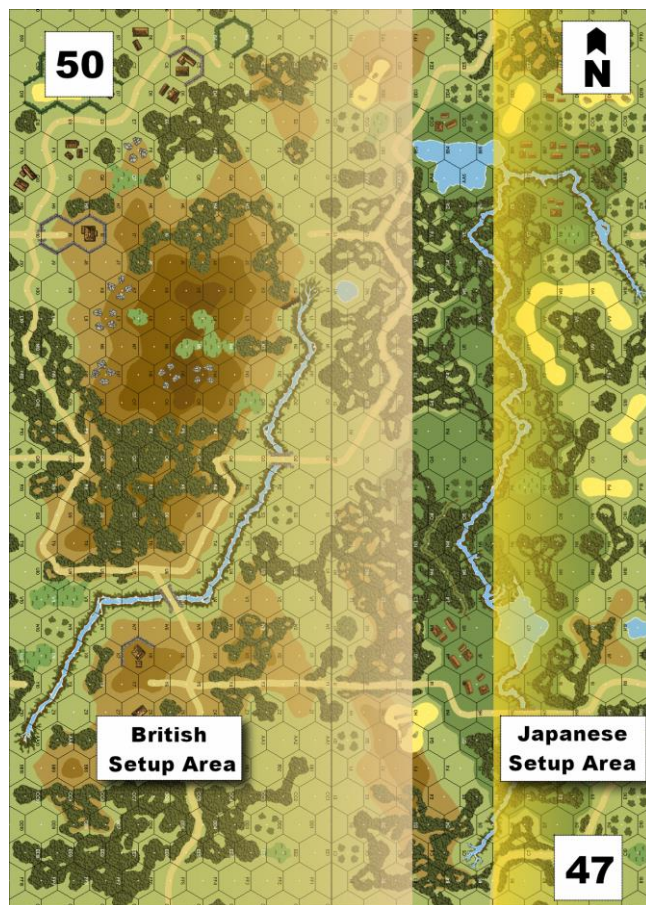


Attraction

We don't often see such combined arms in jungle fighting. Normally in this kind of terrain, it's an all-infantry affair, but here we have artillery, tanks, fortifications, and guns. To add a bit more flavor, the India National Army makes an appearance, with about a company of troops fighting alongside the Japanese as they try to capture some hilltop real estate.

Axis Advantages: Expendability, Armor

As is typical for the Japanese, their casualties don't matter, as long as they achieve their objective. This gives the attacking player a lot of leeway to hurl everything at the defense without



fear of going over the casualty cap. Eight tanks support this assault, unopposed by enemy armor, though they do have to be wary of enemy guns. Tanks can be such a huge force multiplier, providing extra punch to pry open a defense much more easily than infantry can do by themselves.

Axis Disadvantages: Terrain, Difficult Victory Conditions, Lack of Overwatch Positions

The Japanese and their Indian allies have a very difficult task before them. They have to traverse rough terrain to seize two hilltops that are somewhat widely separated, which means it might be more difficult to achieve a concentration of force to overwhelm just one part of the defensive line. In fact, it may be necessary to split the attacking force into two groups that won't be able to support each other very well as they pursue their objectives. Hills, jungle, gullies, and bamboo would make even a peacetime hike arduous, never mind doing it while taking fire. Another thing the Axis player will find frustrating is that there aren't any good positions to set up overwatch fire groups or ordnance. It's become an adage in ASL that one shouldn't rely too much on prep fire--that ASL is a game of movement--but still an attacker will want opportunities to suppress key enemy positions, especially with smoke, and those are sorely lacking in this battle.

British Advantages: Artillery, Gurkhas

Artillery is not to be counted on in general, but in this battle the British have an offboard observer, which makes it much more reliable. Even at level 5, it may be difficult to see good targets, but if those 80mm tubes are able to fire for effect on the attackers, they may very well do a lot of damage, considering that the unfortunate soldiers suffering the shelling will not have the benefit of very good cover. The Gurkhas are real badasses--the best troops on the board--with great morale, firepower, and a beneficial modifier in hand-to-hand close combat. They should prove very difficult to dislodge from entrenched positions on a hill.

British Disadvantages: None

There doesn't appear to be any particular weakness in this force. Most of the troops are second line, and thus are subject to cowering, but that seems more like a minor inconvenience rather than a disadvantage. Overall, at first glance, I'd rate this scenario as maybe 60:40 in favor of the British defenders. The Remote Online Automated Record (ROAR) shows 8 British wins to 4 Axis wins as of this writing, which is a small sample size but supports that assessment. I wouldn't hesitate to give the Japanese/Axis the balance, which is to downgrade two British 4-5-7 squads to 4-4-7s, and demote an 8-1 leader to a 7-0. That doesn't seem very drastic, so depending on the experience levels of the players, I might even go further. If there's a difference in experience levels, give the more experienced player the Axis.

Defensive Setup

As usual with these articles, we'll describe an example defensive setup. This defense is probably not optimal, and may not even be very good. Use these ideas at your own risk--standard disclaimers apply. Let's first have a look at the terrain. From the British point of view, there are two hills to defend, a larger, taller one in the center-left with seven locations at level 4, and a smaller one to the right with four summit hexes at level 2. Running in front of the left hill, and then between the two of them, is a gully (streams are gullies by SSR). Although less tedious than streams, gullies still cost extra movement and so it acts as yet another barrier of sorts to the attackers. It also appears that, because the two hills are separated by a valley, of which the gully is a part, movement between them will not be very easy, so the British must consider that whomever is assigned to one hill will probably stay there for the duration of the battle. It can be a bit overwhelming when first looking at the map to set up a defense in a scenario like this, mainly because of the terrain. Lines of sight are trickier; with so many levels to consider, blind hex calculations are more difficult. Don't forget that jungle is two levels high. [The blind hex formula available on the Texas ASL website might be of some help here. Find it at <http://www.texas-asl.com/download/LOSaidv6.pdf>.] So what is one to do when suffering a sort of writer's block initially? I like to think of the overall mood or theme of the scenario, imagining what will be the main story of the action. Then I like to find spots for the key weapons (and in this case, fortifications), and finally position the rest of the units to fill out the defense. This one looks like a brutal uphill slog for the attackers. Obviously,

the British will want to have some strong units holding the hills going into the final few turns, and fortunately there's a group of five Gurkha squads entering on turn 4, so as long as they don't lose the hills that early, the Gurkhas should be able to backstop one or both hills. So the theme of the defense will be to hold off the Japanese from relatively static positions, making them pay dearly in men and time for their gains. The onus is on the attackers to seize the entire summits of both hills, so the British can win by maintaining just a toehold on one of them. Where, then, should the defenders establish themselves to support this plan? Let's take a look.



The lines of sight from the level 4 hill are not as good as you might think initially. Jungle is two levels high, so a lot of the view from the top will be blocked in some directions. The guns won't enjoy vast fields of fire. They'll have to content themselves with limited roles, mostly at close range. One strategy might be to use some or all of them in reverse-slope positions, to hammer the Japanese when they crest the hills. This example setup will go a different way, because it seems a bit more interesting and fun to have them involved in the action earlier. The 40L antitank guns have a basic kill number of 10, which should be pretty effective against the enemy tanks, most of which only have armor factors between 1 and 4. Only one tank has frontal armor factor of 6. These guns don't have high explosive, however, so they will be mostly ineffective against infantry. The 94* artillery pieces can hit infantry hard, but their

best kill numbers against tanks are either 11 if they get HEAT, or 8 if they have to use HE. The 76* mortar is a great weapon, but it would be much better shooting across wide expanses at long range. In this battle ranges will be much closer, and it has a minimum range of 3, so we'll have to adjust our expectations for it accordingly. By SSR, roads and bridges exist, and one thing the British don't want to see is the Japanese tanks roaming freely. Hence, one 40L antitank gun is set to the left hill front, looking down the 50I1 road. It also covers the open spaces to its left out to 47CC1, another possible armor approach lane. Supporting this gun is a squad with an ATR. To the right of the big hill, in the center of the board, a 94* gun watches the 50Q2 bridge and environs. Just to its left is the big mortar, looking out across the valley at the jungle lines, hoping to catch some enemy infantry with airbursts in the trees. It seems like a sensible spot for this big mortar. The other two guns will make their stand on the smaller hill to the right of the British position. A 94* crew in 50W5 also can see that 50Q2 bridge, and even some of the jungle beyond it where enemy infantry might enter, but it is more likely that it will be firing directly to its front at short range. Next to it, the other 40L antitank gun looks down the road, anticipating that some tanks may come this way. The small mortar is also nearby, since there's a lot of trees to its front to catch targets in. The guns will of course start the game hidden, but are shown in the graphic for clarity.



The big hill's summit is still an obvious spot for some trenches, which the Gurkhas could occupy as soon as possible. Note that trenches cannot set up in crags. In this example, the trenches are on the hilltop and just behind it, which should make it a little easier on the Gurkha reinforcements to enter the trench line and get to the top. Also, we don't want to place them to the front of the hill, because when the Japanese attack gets close, we'd rather not have trenches they can use for cover on their way in. Both heavy machine guns start in the trenches atop the big hill. They probably won't have a lot of great targets early on, but should provide quality fire support when called upon. The defenders get to set up two squad equivalents hidden, along with any support weapons and leaders stacked with them. In this case, the two squads in bamboo on the front side of the big hill get that assignment. The one in M4 can use the trenches behind it as an escape route after it has sprung its trap. The one farther forward in O3 doesn't have such an easy escape, but it could make things

miserable for enemy units in the adjacent gully. The wire is positioned to protect the right flank of the big hill. Should the attackers take the small hill quickly enough and then sweep across to the big hill, this could be a nasty surprise. Or it could be a problem for enemy units that try to come through the area around the 50Q2 bridge. One drawback with this placement is that it hangs the crew of the 94* a bit out to dry, but this crew could still rout straight backwards if need be, and maybe eventually contribute to the final defense of the hilltop. Maybe the wire would be better employed to protect the left flank of the big hill, say in the 50I5 area. To each his own. One cannot guarantee where the Japanese/INA will go, so it's a bit of a guessing game, but it may give some peace of mind to know that one flank has this protection.

The other units are in support of these defenses, with a few squads out in front as screens. The hope is that they can effectively delay the enemy and still scoot back to the hills in time. Easier said than done of course.

The offboard observer goes in 50V10. The idea is that he can put fire on the trees and open areas in the center around 47R1, and also defend the smaller hill.

Since the defenders can set up as if the enemy is entering from offboard, they get to start concealed, and the given concealment counters can form a few dummy units.

Axis Assault Plan

It seems unlikely that there will be enough time for the conquerors of one hill to rush over to the other hill to help in its capture. Eight turns is normally a healthy amount of time, but going uphill in jungle is slow. The INA troops, especially, have a long way to go. Therefore, a key decision for the Axis player will be how many resources to allocate for subjugating each hill. Chances are the bigger hill will be more heavily defended. Hence the bulk of the force, including most of the tanks, will go for the big hill, leaving the smaller hill to the rest. Assaulting the big hill frontally doesn't look too appealing, especially with the gully to cross, so the attack will aim for its northern flank (the British left). Likewise, they'll try to get at least some units approaching the smaller hill to the south (the British right). Ideally the attacker would like to allocate his forces so efficiently that just enough troops (and no more) are committed to the smaller, less well defended, hill, but the problem here is that the potent Gurkha reinforcement group could go anywhere. If only a small force aims for the smaller hill, it could lose the game if the British player then sends all the reinforcements that way. It's hard enough to successfully employ artillery by radio, but it's even harder in the jungle (+1 contact/maintenance DRM per G.7), so it should not be counted on, but rather looked at as a nice bonus if it happens.

The plan for the tanks is to use them aggressively, despite many lacking radios. But being aggressive does not mean one must be careless. They should try not to expose themselves to good shots for little gain, but they shouldn't be afraid to get up close and personal with the British infantry. Use the entire toolbox: smoke, smoke dispensers, cannon fire, machine gun fire, VBM



freeze, overrun, and getting behind the enemy to force rout failures.

Shown here is an example attacker setup. Looking at the British defenses, there are several counters in K4, and we shouldn't be surprised if a trench is there too. It's not a stretch to expect a heavy machine gun here. This position has some of the best lines of sight on a battlefield that doesn't have many wide-open vistas. Importantly, this position can see across and past the 47EE2 hill very well due to its height, and so it guards the northern flank of the position. Despite this, the Japanese want to push this way because flanking yields so many benefits. Even worse, this trench can't easily be seen from the Japanese jump-off line. The radioman is way back in 47O9, hoping to call in a mission on that trench. The only other smoke ordnance the Japanese have is from the Type 2 Ho-I tank, and that's only WP5, so putting the tank back there to take a low-odds shot to the hilltop seems a waste. The range is too far for the knee mortars to smoke it from there, so they'll have to be humped forward into positions from which they can hit it, but that gives the first shot to the British. They'll try to accomplish this by assault moving and/or advancing concealed into 47GG4 and 47FF4, from which positions they can see the hilltop. These spots are tantalizingly just out of range of the 51 mm mortar in 50K4.

The tanks that actually have radios also have riders, and they are prepared to skirt the northern edge of the board, braving fire from that HMG position if need be, with the ultimate goal of getting to the back side of the big hill. If they can do this, and some of the platoon of riders gets there in decent shape too, they will score the double benefit of opening a second front against the hilltop, and possibly intercepting the Gurkhas. Two other tanks, the Stuart and the Type 97A Chi-Ha with the 57 mm gun, have the same mission, but unfortunately, they are without radios. To the British front, nine squads and a leader start mostly in the crest of the gully. Their job is to hold the attention of the front of the defense, grinding forward while the flankers swing around. The good thing about this approach is that lines of sight from the top of the hill are not very good--jungle being a two-hex obstacle, the 50J2, 50K2, and 50M3 trees extend all the way to level 4, blocking a lot from some key British positions. There are still some sneaky lines of sight to be aware of, but it should be possible to avoid a lot of fire from the top of the hill if they're careful.

Two groups with leaders start close to the tanks. The 10-1 commands the machine gun section, three crews with MMGs. They will aim for the 47AA1 area on the first move, hoping to avoid a nasty 6 down 3 surprise from the summit, and eventually help turn the short flank of the defense in this area, and put fire on British units on the northern edge of the hill, in spots like 50F3 and 50H2. Under the Stuart, the 10-0 leads a platoon of two 4-4-8 squads with LMGs and a 4-4-7 with a demo charge. They will similarly try to get as far forward as they can as part of the flanking force, aiming roughly for the 50D2 hill area, but they will be opportunistic. Much will depend on which defenders have fired by the time they move, where the residual firepower is, if any smoke placement has been successful (e.g. the smoke dispensers of the tanks), etc. In general, the Japanese



forward as quickly as possible. Overall this southern attack group has 13 squads, four leaders, three tanks, a demo charge, and a light mortar to get the job done. The British defense in this sector consists only of 4.5 squads and two guns, but the attackers don't know that, and there is the distinct possibility that five rugged Gurkha squads will shore up the defense, so it could be very hard work indeed to take this hill.

Remember the tricks available to the Japanese. Properly using DC heroes, banzai charges, hand-to-hand close combat, and their unique ability

assault on the big hill aspires to execute a micro-Schlieffen plan, if you will. Let the last man on the right brush the board edge with his sleeve! What could possibly go wrong? The Schlieffen plan worked like a charm, right?

Over on the south side, the smaller hill must be taken too. It may seem like a sideshow, but it is not. Axis headquarters requires that both hills be seized, and victory or defeat could be determined here, even if fewer men are involved. Likewise in this zone the jungles on the lower slopes in front of the summit will block a lot of the view. Here we see four Japanese squads and a crew, a platoon of light tanks, and all of the India National Army force (nine squads and three leaders), are assigned the task. The Japanese 9-1 will lead a platoon on a flank march, with the goal of coming at the hill from the jungle mass to its south, anywhere from 50CC2 to 50AA8. The crew will try to get the knee mortar in position to drop some smoke to support the assault, and the 47F2 hill looks like one place to start, even though it won't be able to see the hilltop from there. It could, however, drop a timely smoke or white phosphorous round onto 50Y3 from 47F2. The tanks could just try to bully their way down the road, knowing that some antitank weapons are probably waiting, or they could try the longer route over the 47F2 hill. There will almost certainly be antitank weapons lurking, but they just don't know where. Having already done the British setup, it's easy to lull oneself with the knowledge of where the guns are in this defense, but they could be just about anywhere waiting in ambush, and these tin cans probably won't last long once they come under fire, so the hope is that they'll make it count. The INA troops will obviously use the road (roads and bridges exist normally in this scenario), to get

because of step reduction to get behind the enemy and force rout failures, can greatly aid an assault. Don't forget they get a beneficial -2 drm to their concealment rolls. One other trick: the Japanese can use hidden setup for 10% of their onboard MMC squad-equivalents, including any SMC/SW stacked with them (G1.631). That may seem pointless when they're on the attack, but consider doing it anyway. By my count, there are 21 squad equivalents at start, so they could hide three squads. In this case, the ones under the Stuart in 47DD5 will start hidden, and move last. Maybe by that time, the British will have fired everything, making their move that much safer. Even against a savvy opponent who is counting counters, he may hold his fire waiting for these guys but not knowing where they are, and thereby letting other units get past. You never know, and this job is hard enough as it is, so you might as well use every tool in the box.

Rather than estimate where units might wind up after a first turn move if everything went perfectly, I played out a first turn with this setup, just to give an idea of how things could look. See the accompanying graphics. The artillery spotter got contact and, not wanting to risk an extra chit draw, didn't go for an artillery request directly on the hilltop suspected HMG position right away. The spotting round came down in a decent place, from which the leader hopes to correct it and bring down a fire mission once some defenders reveal themselves. The troops in the gully moved forward to make contact with the defensive skirmish line, while the tanks tried their northern flanking maneuver. The first to try it got knocked out by the 40L on that side, and the riding squad was eliminated, illustrating how dangerous it can be for the Japanese to ride tanks, since their survival depends on the crew survival number of the tank when



it is knocked out (if it's not burning). But fortunately, there was no rate of fire and the other tanks got through, though one laggard is a likely victim of the 40L in forthcoming fire phases. The machine gun section, and the hidden stack with a leader, decided not to chance a down-3 shot from the hilltop, so they moved a bit more conservatively to the short flank. In the south, the leader and platoon on the far flank also moved cautiously for the same reason. On this flank especially, it will take some time to put the attack together, and rather than come at the defense piecemeal, they want to hit it in a coordinated fashion. The tanks didn't go straight down the road because the movement requirements would leave them sitting ducks to a 40L that might be expecting that move. Thus they've opted to go the long way round over the hill, while the India National Army troops hastened up the road. Having no other targets, the HMG position on the northern hill took some shots at the tank riders, to no effect. The 51 mm mortar did likewise. The preliminaries over with, it's shaping up to be an interesting fight!

Conclusion

Having looked more closely at this scenario, I can see why the ROAR stats favor the defense. Having to take both hills is a

difficult assignment, and it doesn't look like they'll have time to swing from conquering one hill to help assault the other, so the initial force allocation will be key. Adding to the degree of difficulty is not knowing where the Gurkhas will go, so if one side of the assault is too weak, the British may win by sending the Gurkhas to reinforce that side, making it almost impossible to take. Having reliable artillery at hand will help the British tremendously too. It's probably worthwhile to give the Axis player the balance. Still, it looks like a heck of a fight, and should be a fun scenario to play. If you try it, drop us a line and let us know how it went. Thanks to Chas Smith for his help with this article.

STYLE POINTS

Matt Shostak



At the August club game day, my Aussies were attacking David Reinking's Vichy French in a hilly village in Syria. The scenario was AP162 *The Governor*. The Aussies had captured ten of the multihex buildings, and needed nine to win at game end. On their final turn, the Vichy recaptured two of them, but in doing so they had to leave their defense very thin. That left the Aussies needing to take one more on the last turn. One of those buildings was held by a single R35 tank with a malfunctioned gun. One and a half Australian squads were close by, concealed. The half-squad had a demo charge. The squad crept forward first, assault moving to retain concealment, hoping to draw the tank's fire, but it remained quiet. The half-squad then moved out. They needed to go CX to place the DC. The tank fired its CMG, forcing a morale check, but the Aussies generated a hero! The hero proceeded to place the DC against the tank, surviving the light residual



fire to do so. As usual with DCs placed against tanks, the position roll was key, and it turned out it was successfully positioned against the front turret armor. That meant the kill roll needed was 16-6=10, a pretty good chance, and sure enough the tank was destroyed, effectively winning the game for the Aussies, as they could simply advance in to control the building. Winning with a placed DC against a tank is not something you see every day.

INFANTRY TARGET TYPE AND CRITICAL HITS

Jim Bishop



Newer players tend to count all the DRMs and include them into the To Hit Number (TH#). For instance, you're firing your gun at an Infantry Unit in a Stone building adjacent to the Gun's Location. Players see a Base TH# of 8, +3 TEM for the Stone Building, -2 for being Point Blank Range and say something like "I need a 7 to hit". While this may get the dice roll (DR) you need it makes calculating Critical Hits (CH) more problematic. In this article we will examine Infantry Target Type and how to calculate CHs. Let's get stuck in.

What is a CH? C3.7 says it is a hit so well placed it increases the chances of causing damage. To achieve one with ITT your **Final TH DR** must be less than **HALF** of the **Modified TH#**. But what are the Final TH DR and Modified TH#?

To determine the Modified TH#, take the base TH# found in the C3 To Hit Table and cross-reference the Gun's barrel length and diameter with the range on the C4 table. This

suppose we are firing a German 75L Gun at a target 13 hexes away. Using ITT, the Base TH# is 6. The L gun adds a +1 for a Modified TH# of 7. There is no modifier for ammo/barrel size. Note the DRMs for small diameter Guns are cumulative. A 28mm Gun firing ITT at 19 hexes would have a -2 modifier applied. A -1 for less than or equal to 57mm and -1 for less than or equal to 40mm. The end result is a Modified TH# of 3.

To determine the Final TH DR we roll the dice—the Original TH DR—and add all applicable DRMs to the DR. For instance, if the total TH DRM is +1 a roll of (2,1) yields a Final TH DR of 4. This Final TH DR is compared to the Modified TH# to determine if a CH results.

Let's look at a couple of examples.



EX1: The 75L wishes to shoot at the adjacent 4-4-7. The 4-4-7 in V3 occupies a Wooden Building. Looking at the C3 table for ITT we see the Base TH# is 8. Looking at C4 there are no barrel or size modifiers so the Modified TH# is 8. A CH occurs on a Final TH DR less than half of 8 (4). There is

C3 TO HIT TABLE

TARGET TYPE/RANGE	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	> 54
Vehicle •	10 10	9 8	8 7	7 6	6 5	6 4	5 3	4 2	3 1	2 0
Infantry (Other)	8 8	7 6	6 5	5 4	4 3	3 2	2 1	1 0	0 -1	-1 -2
Area (Mortar, SMOKE)	7	7	8	8	7	7	6	6	5	5

C4 GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS:

* Weapon	0	0	-1	-1	-1	-1	-1	-1	-1	-1
L Weapon	0	0	+1	+1	+1	+1	+1	+1	+1	+1
LL Weapon	0	0	+1	+1	+2	+2	+2	+2	+2	+2
APDS/APCR	0	0	-1	-1	-2	-2	-3	-3	-4	-4
SMOKE	+2	+2	0	0	0	0	0	0	0	0
≤ 57mm	0	0	-1	-1	-2	-2	-3	-3	-4	-4
≤ 40mm	0	0	-1	-1	-1	-1	-1	-1	-1	-1

yields a modifier applicable to the Base TH#. For instance,

a +2 DRM for TEM and a -2 DRM for Case L. The Final

DRM is zero. As such, the Final TH DR will equal the Original TH DR (what we actually roll on the dice). A CH occurs on a DR of 3 or less. A normal hit occurs on a DR of 4 through 8. The Gun misses altogether on any roll of 9 or greater.

EX2: Refer to the image above. In this example, assume the 4-5-8 in S4 is Non-Assault Moving (FFNAM) through Open Ground (FFMO) for a total -2 DRM. Looking at the C3 table for ITT, the base TH# is again 8. Looking at C4 we see there are no modifications so the Modified TH# is an 8. We already know a CH occurs on a Final DR less than half of the Modified TH# (less than 4). We will subtract 2 from the Original TH DR to get the Final TH DR. A CH occurs on a DR of 5 or less ($5 - 2 = 3$, $3 < 4$). A normal hit will occur on a 6 through 10 ($10 - 2$ equals the Final TH# of 8). The Gun completely misses on an 11 or greater.

EX3: For our last example we will use the image below. The Gun fires on the 6-2-8 in G4. The range is 16 hexes. The Base TH# for ITT at 16 hexes is 6. Cross-referencing the range with the barrel length (L Gun) and diameter (75mm) adds a +1 to the Base TH#. There are no other modifiers so the Modified TH# is 7. To achieve a CH a Final DR of $< \text{half of } 7$, or 3.5, is needed. Notice C3.7 does not round fractions in this calculation.

Returning to the example, the Gun Fires on the 6-2-8. The Modified TH# is a 7. With DRM, the Original TH DR is the Final TH DR. A CH occurs on a DR of 3 or less (3 is less than 3.5). A normal hit occurs on a 7 or less. The Gun misses altogether on anything 8 or greater.

Now imagine the 6-2-8 is moving and FFNAM/FFMO are applicable. The Modified TH# remains a 7. This time, a -2 DRM applies to the Original TH DR. A CH occurs on a 5 or less ($5 - 2 = 3$, 3 is less than 3.5). A normal hit occurs on a 9 or less. The Gun misses on a 10 or greater.

Now imagine if you calculated this last example as suggested in paragraph one. The Modified TH# is 7, hitting on a 9. You roll a 5 which is not less than 3.5 (half of 7) so you think no CH. I have seen this scenario play out countless times. I urge

you not to do this. Keep the Modified TH# and final DRMs separate. Rather than say “Hit on a 9”, instead say “7 to hit with a -2 DRM”. I personally call out “7 -2 To Hit”. When you roll the dice—say you roll a 5—you’ll begin to automatically subtract the DRM to get a Final TH DR. In this case, a Final TH DR of 3 which **IS** $< \text{half of } 7$. Also note the impact of the “L” Gun here. Had the 75L not been an “L” Gun, the Modified TH# would have been 6 yielding a CH on a Final TH DR < 3 . A CH could **only** happen on a Final DR of 2 or less. This requires an Original TH DR of 4 or less when the -2 DRM are included.

There is one last case where an ITT CH can occur. If your Original DR is a 1,1 it is still possible to score a Critical Hit even if your Final TH DR is greater than half the Modified TH#. Make a subsequent dr (one die). If the dr is **less than or equal to half** the modified TH#, a Critical Hit occurs. Imagine a Gun 3 hexes from an Infantry unit in a Stone Building. The Modified TH# is 8 with a +3 DRM. An original TH DR of 1,1 is rolled. The Final TH DR is 5 and not less than half of 8. On a subsequent dr of 1 through 4 a CH occurs. There are some exceptions to this (see C3.6).

To this point, we have only spoken about how CHs are achieved. When it comes to resolving them, please examine C3.71. If the target Location contains multiple eligible targets Random Selection also applies (C3.74). If a Gun and its manning crew are hit by a CH they are eliminated regardless of the effects DR (C11.4).

Calling out the Modified TH# in combination with the final DRM makes calculating Infantry Target Type Critical Hits easier. To achieve a Critical Hit, the Final TH DR must be less than half of the Modified TH Number. Fractions remain un-rounded when calculating the TH# needed to score a Critical Hit. A 1,1 is not ALWAYS a CH when using Infantry Target Type. It usually gives you a chance to score a CH even if the Final TH is too big. On a 1,1, a subsequent dr of **less than or equal to** half the Modified To Hit Number is a CH. It is also worth noting the only time “less than or equal” applies is on the subsequent dr used when rolling a 1,1. At all other times it is **less than half**.



I hope you found this article helpful. If you have corrections, please don't hesitate to let me know. This article will eventually be published on my blog (<https://jekl.com>) so don't hesitate to visit and make suggestions or look for the latest version of this article.

PLAYER PROFILES: DAVE RAMSEY AND MARTIN BARKER

Banzai: Tell us a little bit about your ASL history. How did you get involved with the game? How long have you been playing, how many different opponents are you able to play, that sort of thing?

Dave Ramsey: During the late 90's I would often take a trip to the large board game shop, Leisure Games, in Finchley, London, to take a look at what was on offer. I skirted around a few games but the imposing row of ASL material always caught my eye. I asked the game shop owner about it and he did his best to put me off, but eventually I caved in, and picked up *Beyond Valor*, the Rulebook and Paratrooper. I soon realised it was a massive chunk of work to learn the rules and no one I knew would put that much effort in - my friends were mostly into Warhammer and Space Hulk at the time. I joined the ASL Mailing list, and was blown away by the sheer volume of content (literally hundreds of emails a day would flood into my work in-box, which as a student, working at Xerox, made me panic that I'd be caught having to explain some nefarious interest in the darker side of WW2 - amid Mila 18 flame-wars and the like).

I posted an "opponents wanted" note, and had a reply from a guy an hour or so away, so took the chance to play my first game: *Cold Crocodiles*, having read "most" of chapter A, and a smattering of chapter B. My opponent was great, we played until midnight in what seemed to take just 30 minutes, and I was hooked. Strangely I never heard back from him, (I think he's moved to Ireland now), but soon after I made contact with another player, Burnie Fox, who was over in the UK for a work placement. We played 10 or so scenarios, and we went to my first tournament together, but then he had to return to the states, and it would be another 10 years before we'd play again, at ASLOK.

Since then I've played just over 400 scenarios, against 102 different opponents!

Martin Barker: I first played Squad leader back in the 1980s. Without the internet, it was difficult to find opponents in those days so I mostly played solo. At university, I met a guy who offered me a game of *The Hedgehog of Piepsk*. He was a very skilled player and I was absolutely thrashed but loved the game and was in awe of how well the system worked. The game created so many moments of intense drama. I was completely

hooked and convinced a few friends to play through the scenarios with me.

I then thought that I had grown out of wargames for about 20 years till I discovered ASL. I met Dave early online but have had many regular opponents over the years. Changes to my life have caused great fluctuations in how much I can play. Currently, I am running down my ASL commitments as I have to give more time to looking after aging parents. I am looking forward to retirement in a couple of years and being able to hit the tournament scene again in the UK and around the world. I know a lot of people but the best people in the world play ASL and any day not in contact with them is a day wasted!

Banzai: What inspired you to do a video series about the game?

Ramsey: I love playing ASL and I love technology. It seemed like the next thing to try out - and gave Martin and I an excuse to play each week!

Barker: I suppose it was Dave's idea and he loves nothing more than doing something techy so becoming a Youtube sensation became the obvious way forward. For a variety of reasons, me and Dave have seen much less of each other in recent years. This forced us to get in the car for a regular ftf game. Vasil is amazing and has saved us all during the epidemic but I really miss playing ftf with someone. It helped that I scaled back my hours at work which gave me a regular afternoon.

Banzai: What's the size of your audience?

Ramsey: Not that big really - we have about 700 subscribers, and we get about 400-600 views within a couple of weeks of posting a video. I think we have great collection of viewers though - and our patrons are amazing! The groups is small enough that we almost know everyone, and to have guys like the Moscow wargames club get in touch was a real highlight for me - we're all really the same when it comes to our passion for this game!

Barker: I suspect Dave has answered this with the numbers so I will avoid them. We have a few hundred regular viewers and they are great. We love all the ways that they interact with us. People are very kind and contact us to thank us or let us know they appreciate what we do.

Banzai: What are the most popular features of your videos?

Ramsey: I don't really know! I suspect it's our full replays of the live games, as I get the most requests for more of those (my internet is not really up for streaming as well as I'd like) - and I definitely enjoyed doing those the most (less editing, more playing!)

Barker: I have had mixed feedback. I know people who enjoy the chat: top 5s, product reviews, etc but turn off when we feature a playthrough. We have also had people say they love the playthroughs so it's horses for course! We have the highest immediate viewing figures for the live-play games. These are always popular but difficult to organise.

Banzai: What are the biggest challenges you've faced in making these videos?

Ramsey: Our time schedule. We really aim to put out 2-3 episodes each month (we're on 33 just after a year now) - but we've picked up some bigger commitments like play-testing a very big scenario for an upcoming module, and the Dinant campaign, which takes us the whole play session to get through sometimes just 3 turns. Squeezing in the time to then have something worth talking about can be a challenge.

Barker: It is certainly time. I would happily dedicate my whole day to it but I still need to work and interact with my children from time to time. Dave puts in more time than me as he edits the films after I have clocked out. We became a little over-optimistic during lockdown when I was off work for five months and took on commitments we are now struggling to honour.

Banzai: What have you learned since you started that you think would surprise ASL players the most?

Ramsey: People's support has been incredible. We're just two average players, playing a game we love. We have offers of support from players all around the world, ranging from Australia, where Rob MacGinley has been amazing, to Toby, bringing some higher-quality skill to the video, and Tom's superb commentary, which we'll be using more of in the future!

Barker: I am not sure that it would surprise anyone who knows the scene; there are some really great guys out there. I have twice been offered accommodation abroad by ASL players who have never met me. People are always keen to help. I suppose it was also a bit of surprise that anyone watched us at all.

Banzai: Watching your videos makes me think newsletters like ours are so last century. Do you think there's still hope for the plodding old dinosaurs using the written word?

Ramsey: Newsletters in ASL are like the newspapers of today compared to our MTV-style lighter content. Ours is popcorn to your more fine-dining experience. If I want to learn about a feature - be it, caves, night scenarios or the maths behind minefields, I'm going to be looking for content that you guys (and your contemporaries) have produced. I think we can show the passion, comradeship and fun that goes along with this hobby, and hopefully that comes across, but other than some top level tips and stories our videos aren't really about the nuances of ASL.

Stew (Stew's Replays) does a better job than we do of deep-diving into a topic and he sometimes leverages the written content to produce the compelling video to go along with it. Likewise for the ASL In Realtime chaps, who do great product openings, but for whatever reason, the written word that is conveyed via newsletters isn't going away anytime soon. I mean, can you imagine the first "video-only" scenario pack being released :)

Barker: I still read Banzai and other newsletters like View From The Trenches. There is nothing quite like a well written article,

on a summer morning, in the garden, with a fine cup of tea. Nothing. You can take time to understand it more deeply. You can go back over it again. You can use the subheadings to find the bit you need. There is plenty of life in ASL literature yet.

Banzai: Alright, smackdown time. If you played each other a hundred times, what would the results be?

Ramsey: Well we've played each other 215 times, and the stats are in my favour, with 149 wins to me but this is largely because when we started playing I was slightly more experienced than Martin and we grew into the game at a similar rate, so I kept up with his learning with a slight edge. These days it's a lot closer - over the last 3 years it's almost exactly 50-50!

Barker: Dave would probably say we are quite even and the record Dave keeps on the ASLscenario-archive would confirm this. (Although I have caught Dave, more than once, 'forgetting' to record when I beat him). But Dave is a better player than me. He is far more analytical. I am more of a roll-player. When the chips are down, he will bend his little grey cells to the task and beat every time. In a casual game, we are about 50-50.

Banzai: Do you have a favorite genre or type of scenario?

Ramsey: Definitely tournament-sized, 5-6 turns, combined arms are my go-to scenarios. I love PTO but mostly for the style of which I know how to play the Japanese (...Banzai!!!) - but really, we'll play anything.

Barker: I have strange love for scenarios where the attacker has to be 'inserted': seaborne assaults; glider and parachute landings. This is a problem because hardly anyone else has a taste for them. I think there is a feeling in the hobby that the scenario is better if you skip the approach to battle by designing the scenario to launch the players into the close assault. In a way, I agree with this but I love the uncertainty of insertions. You never really know where your stuff is going to end up. I still remember one of my first ever games of ASL where we played *Gavin's Gamble*. Taking those little boats over the Rhine and watching them being swept downriver was great fun.

Banzai: What's the strangest, funniest, or wildest game event you've experienced?

Ramsey: I beat Martin at *Sting 'em at Zingem* (great title!) with a bounding fire snake-eyes to win the game but the craziest game I ever played was against JR Tracy in *Fiery Finale*, who despite being 5 tanks down in the first three turns came back to beat me by pushing a gun in some woods over a wall into a graveyard, immobilising two of my tigers, forcing one to bail out. He then captured my hapless tank, and my panzerschreck, before taking on my final tiger, with both my weapons, only to roll boxcars on both to-hit rolls! His classy play earned him the win, but it was definitely one of the most action-packed scenarios I've ever played!

Barker: If I can cheat and say it was that first playing of *Hedgehog of Piepsk* all those years ago - cheating because it was SL. It was just such an action packed game with the

outnumbered Germans being hit on every side. I really enjoyed watching my Germans being overrun and trying to fall back in desperation. In SL, you could bring your artillery down on your observer with less uncertainty than other ways. I remember a platoon with a machine gun being swarmed by Russians conscripts as their own OBA fell about their ears. perhaps I have an over-developed imagination but that game still warms my heart when I think of it.

Banzai: What are you ASL pet peeves?

Ramsey: Dice whiners, for sure!

Barker: I don't really like sorting counters, putting scenario cards away and all that sort of thing. I have a system but I also have boxes of things that don't fit the system and I can never find them. If I was a millionaire, I would employ a Master of the Games to prep games and keep everything in the right place. For a while my son used to put counters away for me. He would get up early when he knew I had been playing. He grew out of that unfortunately.

Banzai: What would you like to see in Banzai? (Assuming you even read it, that is.)

Ramsey: Of course I read Banzai! More photos of you guys, in action. Putting faces to names, is great. I'd also like to see more opinion pieces - I like it when articles make me think about my own opinion of things.

Barker: Banzai are at their best with the well illustrated scenario analyses. You can never get too many of them. Discussion of tactics is what I most enjoy reading. I often print out and keep articles on the more esoteric rules but always forget I have the article when I actually need it.

Banzai: Do you think ASL has reached full saturation? Where would you like to see the game go from here?

Ramsey: There's always more to add, to play or to learn, but the reason I think ASL has done so well is that it hasn't been outclassed by a computer program in either breadth or depth. Personally I want to see ASL be properly replicated to the computer with an AI playing against me. Nothing will ever beat playing a person, face-to-face, rolling dice, spending a good few hours across the table from each other, but firing up a program to practice a scenario against the computer and playing through an entire game in perhaps an hour is my dream. I think I will eventually take on this challenge (I've started writing a computer version so many times - one day I'll actually get around to finishing coding one scenario).

Barker: It is an interesting question. There is a constant drive for something new. The big move in to Korea is a good example but I know people who will refuse to play Korean scenarios on principle. This is a shame as some of the Korea stuff is great ASL. Developers feel the need to provide something different - to innovate. I sometimes get fed up of having to find a home for the "rare vehicles". Often I love this stuff but mostly I am happy

with a scenario pack that just gives me classic meat and potatoes ASL.

Banzai: Do you play any other games besides ASL?

Ramsey: I've actually started to trim down my board game collection, from over 200 I'm down to maybe 30 now. With the family I'll play Pandemic or Power Grid and I play card games (I love poker and a form of Magic the Gathering called a cube, where you only draft from a set of particular known-cards). I've played a fair bit of Combat Commander, the MMP Arnhem games (Devil's Cauldron, etc) and a little of Europe Engulfed but they don't scratch the "ASL itch" that I always end up with.

Barker: Not really. I would love to play more grand strategy games. I have in the past played Advanced Third Reich. The main problem is they take quite a big commitment of time and you need to find an opponent. I do play computer games like Civilization 6 and Crusader Kings 3. Deep down, I just want to rule the world.

Banzai: What ASL products have your attention these days?

Ramsey: The great thing about ASL is it doesn't age. Unseen scenarios from 10 years ago are often just the same as something released this year. I don't really want more counters to store, but I do like new maps, especially the double-wide ones, so that's what I tend to gravitate towards. We definitely want to give the Advancing Fire products a run through, as I'm intrigued about the operational style side of the campaign, but generally I'll just play whatever my opponent fancies.

Barker: Really I just love it all. There is nothing more exciting than nosing through new stuff and making plans to play them. When I am retired, I am going to go on a massive campaign game spree, big Russian ones.

Banzai: What's next for the podcast? Where do you see it going from here?

Ramsey: When my internet is eventually upgraded (don't think I haven't tried!) I suspect we'll do more live games and I think we'll introduce more slots for other content creators who might spin off to their own channel or they'll just lend us their talent for as long as we can persuade them. We've enjoyed our Patreon tournament, and next year's one, starting in January, has another great prize, a hand-painted board from Don Petros, which I'm excited about giving away.

Barker: I have no idea. We will continue to do what we enjoy and be responsive to our audience. Recently we have had some great ASL names support the channel. I hope that continues and develops.

Banzai: Dave, you also run the ASL Scenario Archive. What are the future plans for it?

Ramsey: Since I've added the API to allow other programs to integrate with its data, I hope to see more of an ecosystem around the data and its usage. For example, the VASL Template utility can now pull information directly from the archive and in

return soon, users can upload scenario setups and template files back to the archive, which gives a nice amount of reuse for scenarios. I've always imagined the archive to be a deep repository for scenario information - tactics, tutorials, reviews, etc. I don't have the quality of content that Desperation Morale has, due to Mark's candid opinions and knowledge of the game, but I'd love to add that level of content to each publication. Maybe I can make him an offer! :)

Banzai: Any final comments?

Ramsey: Thanks for having us here! The Texas ASL community is a genuine ASL highlight for the quality publications you've delivered for so long and for free! You guys are doing a great job, and we're just two blokes having a bit of fun in front of a camera (what could go wrong, eh? :)

Barker: ASL has been a great ride so far and this has given it a whole new lease of life for me. Getting to know so many of the guys has been the best bit. To quote the greta Trevor Edwards: "My only regret is not discovering ASL earlier in my life."

28TH ANNUAL TEXAS TEAM TOURNAMENT RESULTS

Rick Reinesch



Here are the results and rankings from the 28th Annual Texas Team Tournament. Where players had the same score, ranking was based on the opponents' W/L percentage first, and then their own W/L percentage second. So, players with the same score who competed against stronger opponents would be ranked higher.

Here's where folks ended in the individual standings. Congratulations to Paul Works for winning the individual champion bracket this year, and Jim Ferrell for taking the runner-up prize.

Player	Score	Wins	Losses
Paul Works	5	5	0
Jim Ferrell	3	4	1
Nathan Wegener	3	4	1
Bill Thomson	3	3	0
Stephen McBee	3	4	1
David Stanaway	2	3	1
Wess Vaughn	2	3	1
Dave Mareske	2	4	2
David Hailey	2	3	1
Matt Shostak	1	3	2

Player	Score	Wins	Losses
John Garlic	1	3	2
Sam Tyson	1	2	1
Will Willow	1	3	2
John Hyler	1	5	4
Bill Stoppel	1	3	2
James Martin	1	1	0
Chris Kubick	1	3	2
Mark Carter	1	2	1
Matt Evans	1	3	2
Jay Harms	0	1	1
Jim Cotugno	0	1	1
Philippe Barbaroux	0	1	1
Scott Bell	-1	0	1
Ray Woloszyn	-1	2	3
Tom Meier	-1	2	3
Ross Zarzecki	-1	2	3
Brian Roundhill	-1	1	2
Jason Cameron	-1	0	1
Rick Reinesch	-1	0	1
Ed Beekman	-1	2	3
Matt Schwoebel	-1	1	2
Matt Zajac	-2	1	3
Arlen Vanek	-2	1	3
Jim Svette	-2	1	3
Tracey Love	-2	2	4
Dave Reinking	-3	1	4
Shane Brannan	-3	0	3
Bill Dorre	-3	0	3
Zoltan Eszes	-3	1	4
James Treu	-3	1	4
Doyle Motes	-3	0	3

Here's how the Major Johnson standings finished. John Hyler took home the MJ award this year and overall for the fourth time in the tourney's history. Great job, John!

Player	MJ Total
John Hyler	23133.23
Dave Mareske	20358
John Garlic	18074
Paul Works	17718.16

Player	MJ Total
Jim Ferrell	16835
Matt Shostak	15147
Tracey Love	11079
Stephen McBee	10171
Jim Svette	9217.5
Ed Beekman	9181.5
Nathan Wegener	9156
Bill Stoppel	8833.5
Tom Meier	8072
Wess Vaughn	8007
Zoltan Eszes	7605.5
Chris Kubick	7536
Matt Evans	7465.5
David Stanaway	6978
Ray Woloszyn	6564
James Treu	6552
Will Willow	5868
Arlen Vanek	5802
Ross Zarzecki	5625
David Hailey	5103
Sam Tyson	5040
Brian Roundhill	4788
Matt Zajac	4770
Doyle Motes	3115
Shane Brannan	2930
Dave Reinking	2918.75
Matt Schwoebel	2900
Bill Thomson	2547
Mark Carter	2480
Bill Dorre	1698
Jay Harms	1266
Jason Cameron	1070
Philippe Barbaroux	742
Jim Cotugno	605.5
Rick Reinesch	348.25
Scott Bell	207
James Martin	105

Here are how the teams fared. If teams wound up with the same score, the team with the higher strength of schedule was

ranked higher. The winners of the Team Trophy went on a Sunday hot streak and pulled away from the rest of the field. Congratulations to Nathan Wegener, Chris Kubick and Stephen McBee for besting all.

Team	Score	Wins	Losses
Chris Kubick, Nathan Wegener, Stephen McBee,	7	11	4
Dan Virobik, Matt Schwoebel, Paul Works,	4	6	2
Dave Mareske, David Stanaway, Jason Cameron,	3	7	4
David Finan, John Hylar, Matt Shostak,	2	8	6
Dean Rogers, Jim Ferrell, Ross Zarzecki,	2	6	4
Jim Svette, Tom Barkley, Will Willow,	-1	4	5
John Garlic, Mark Carter, Zoltan Eszes,	-1	6	7
Bill Thomson, Doyle Motes, Ed Beekman,	-1	5	6
Bill Stoppel, James Treu, Matt Evans,	-1	7	8
James Martin, Jay Harms, Tracey Love,	-1	4	5
Matt Zajac, Sam Tyson, Scott Bell,	-2	3	5
Bill Dorre, David Hailey, Tom Meier,	-2	5	7
Arlen Vanek, Brian Roundhill, Philippe Barbaroux,	-3	3	6
Dave Reinking, Ray Woloszyn, Shane Brannan,	-7	3	10

28TH ANNUAL TEXAS TEAM TOURNAMENT WRAP-UP

Rick Reinesch



This year we celebrated the 28th anniversary of the Texas Team Tournament, and given the pause in festivities we had to institute due to the pandemic last summer, it was good to be able to hold it this year. The tournament has come a long way from its humble beginnings back in 1993 and this year we welcomed 54 pre-registrants and walk-ons from all over the US to Austin, Texas. We had a few new faces this year, and several returning locals, which is always great to see. But in reality, given all of the challenges of dealing with the pandemic for everyone, it was just a thrill to see folks in the tournament room again enjoying the weekend playing ASL.

For those new to the game and thinking of coming to the tournament, regardless of the event, tournaments are a great way to get up to speed if you're learning ASL as the immersion of play over the weekend helps to reinforce rules learned and remembered. So, you are encouraged to attend. You'll be glad you did.

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

In the title match for the individual crown of the Texas Team Tournament Paul Works from Kansas City defeated Jim Ferrell from Fort Worth in *Engineering Defeat [BFP114]* to take home the 10-3 top honors as overall individual winner in our championship bracket, along with the engraved dice cup that accompanies that distinction. In the loss, Jim took the 9-2 Runner Up dice cup, as well. The championship is set up as a single-elimination bracket for the individual award, seeding it with the top 8 scorers after Friday's play who wish to challenge for it. This helps me to narrow the winner down and gives the folks who are really interested in vying for the overall individual championship the chance to do so.

The Team Tourney continued the use of a three-man team format. This makes the possible absence of one person on a team less of an issue and allows for all teams to stay in the hunt throughout the weekend. This format has made for some very tight races for the team crown heading into Sunday play and this year was no exception. The winning team of Nathan Wegener, Stephen McBee, and Chris Kubick went into the final matches on Sunday to determine their victory.

Our Thursday mini featured the time-honored Houston institution, **Ferocity Fest**. This is always a fun and brutal mini which has a decidedly mean streak to it as suggested by its name. This year the scenario saw play staying out on the East Front with Bounding Fire's *Cooked Hamman [Ot023]*, but with a few twists to amp up the ferocity a little. When all the points were counted, the Axis winner was Brian Roundhill, with the runner up being Matt Zajac, and the Allied winner was Dave Mareske with the runner-up being Dave Reinking. The winning commanders each took home a

replica medal for cardboard heroism (the German Iron Cross for the Axis winner, and a Soviet Hero of the Soviet Union for the Allied player), with **The Gamer's Armory** gift certificates being awarded to the second-place finishers.

On Saturday we featured a Starter Kit mini-tournament for those folks new to the game or getting back into it and offered them a chance to take home a great prize to boot. This year we had 4 participants that was won by Bill Thomson taking home the first-place plaque, besting Tom Meier in *Hammer to the Teeth [S15]*. It was very encouraging to see folks getting involved with SK over the weekend playing SK either full time or at least for some of their games. We certainly welcome and encourage their participation over the course of the weekend.

We presented several dice awards for play over the weekend. The winner of the Audie Murphy award for the most snakes over the course of the tourney went to Doyle Motes. The winner (if he wants to be called that) of the most boxcars over the course of the weekend and taking the Col. Klink award was Ed Beekman. We presented a nice plaque to the winner of the most Close Combat points collected over the weekend, and that honor went to Dave Mareske.

The Major Johnson award was hard-fought again this year; with John Hyler playing the most ASL over the course of the weekend, making him a four-time winner of the MJ. So, the next time you see John, ask him to show off his Maj. Johnson. The Major Johnson can be won in many ways but win or lose you are always in the hunt for MJ just by playing (a lot).

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

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

Bounding Fire Productions
Broken Ground Design
Dispatches from the Bunker
GMT Games
Kansas City ASL
Ken Smith Art
Le Franc Tireur
Lone Canuck Publishing
March Madness Tournament
MultiMan Publishing

St. Louis ASL

The Gamers Armory

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

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

- Ed Beekman for the use of his vast military video library during the course of the tourney
- Dan Best for entering all of the results into ROAR
- And especially my terrific wife Rhonda who ran a number of errands for me during the tourney. To say she is supportive of me doing this would be an understatement!

The website (<http://www.texas-asl.com>) has already been updated with all of the information for 2022 and we've even got our first pre-registrants already, so it is never too early to get your hat into the ring. Don't be left out of the fun! I hope to see everyone next year from June 23-26, 2022 here in Austin, Texas.

CLUB NOTES

Lunch Gatherings

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

Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth groups have remained active, hosting various gatherings for

club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The Austin group meets on the first Saturday of every month. The DFW group has been meeting on the second, the San Antonio guys on the third Saturday of every month, and the Houston group on the fourth Saturday of every month. To stay informed of upcoming club events, stop by our club website, www.texas-asl.com or better yet join our email group. You can post a message at 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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NEXT ISSUE

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