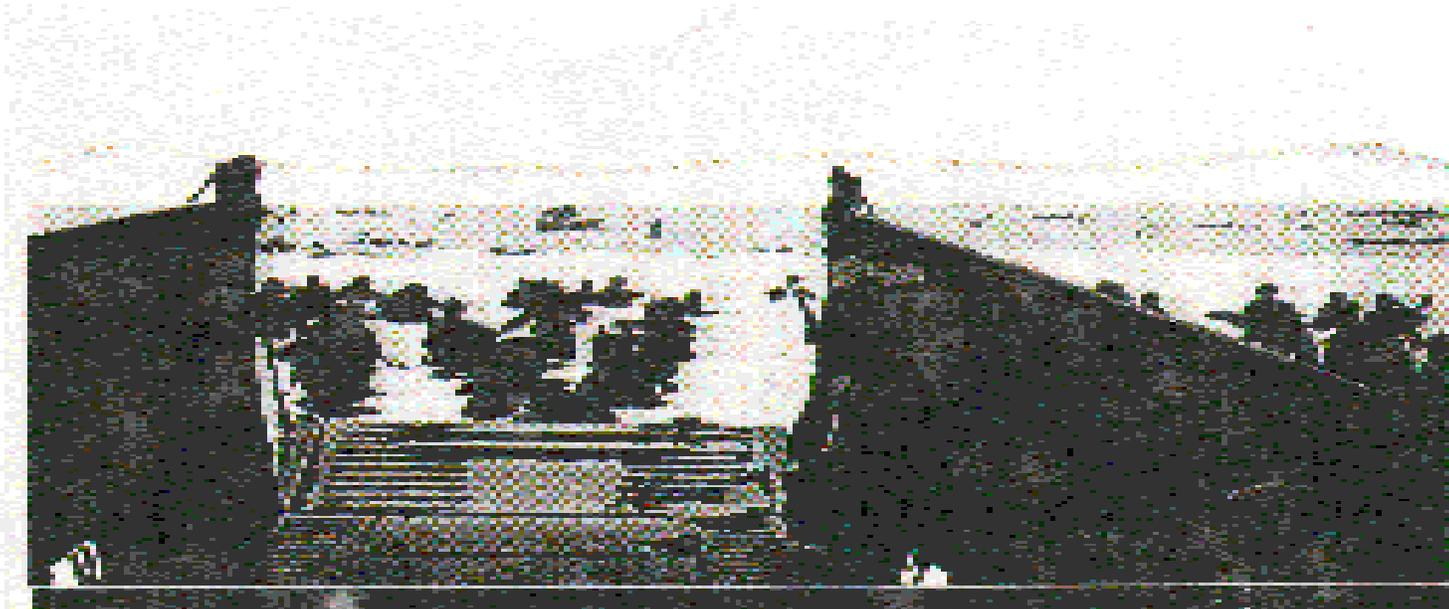


Hit the Beach!

Volume 5, Number 1
April, 2000

The Newsletter for Southern California ASL Players



President's Corner:

by *Brandon Liesemeyer*



Before I begin I want to take a second and thank Mr. Rodney Kinney for his leadership of the club over the past year plus. It has only been two weeks since I took over and I already have a renewed respect for the position. Rodney took the bull by the horns drove our club into WCM II, then kept the pace with regular one day tournaments and open gaming. His final achievement being the successful coordination of WCM III. I know that I speak for the entire club when I say thank you, and fair winds and following seas.

As my first official act as "El Presidente" I hereby strike the club position of Tournament Director and create the position of Vice President. The primary duty of the Vice President will be the organization of the club's annual tournament (West Coast Melee). Therefore Mr. Jim Aikens is now the club VP. I have two reasons for doing this. The first is that there is no way TD describes what Jim does for this club. Besides organizing WCM he is my sounding board for many of the ideas I have for the club's future. The second is that Tournament Director is such a wussy tittle. Every time I say it I think of that girl from the "Love Boat" and Jim just ruins it for me. I realize this seems unnecessary, but understand that my ultimate motive is that the club has some sort of leadership structure that can more effectively manage its resources and commitments. Stay tuned for more on this subject.

Well it doesn't take 10-2 leadership to figure out that one of my primary duties is to round up all the money for annual membership. The primary reason we need to get this money as soon as possible is that securing the room for WCM IV requires a significant deposit. If we don't get the dues someone will have to put the money up themselves. Justifiably some

people questioned what they get for there dues so the following is what a member of the Southern California ASL Club gets for their annual dues:

- Five dollars off three well organized "one day" tournaments with prizes and trophies. The non-member fee is ten dollars.
- Five dollars off the entry fee to West Coast Melee. Either pre-reg or at the door. (See WCM IV below)
- The option to purchase a WCM IV tee shirt for \$15.00 without actually attending WCM IV (although we wish you would).
- A quarterly Newsletter pack full of information and sometimes a fun scenario.
- You're able to compete in the year long challenge cup.
- We stop bugging you to join.

So this is what you get for your membership as you can see if you go to two "one day" tournaments and WCM you've recuperated your money. I hope this answers the questions about membership and encourages those who have not yet paid to do so. Please send your check for fifteen dollars made out to me at:

Brandon Liesemeyer
7285 Rock Canyon Dr.
San Diego Ca. 92126

Continued on page 4

Open Gaming Days:

Saturday April 8th, The Game Zone in Pasadena
Saturday May 13th, Brookhurst Hobbies, Garden Grove
Saturday June 10th, The Game Zone, Pasadena
Saturday July 8th, Brookhurst Hobbies, Garden Grove

SoCAL Challenge Cup

Challenge Cup News:

The West Coast Melee games have been tallied, and are included in the table at right. I assume that all members that are behind on their dues will become current soon, so I have not excluded them from the Cup... yet! Pay your dues guys - support the club!

One minor administration note: we had our first draw since starting the Challenge Cup, which was problematic since we never decided how many points to award for a draw. The members of the electronic mailing list were in agreement that a draw should split the 6 points for a game in half, three points for each. Please note that for a game to be a draw it must still be **completed**. The draw should be outlined as a possible outcome in the Victory Conditions to be eligible. If you don't have time to finish a game and it is too close to call, that is an incomplete game, not a draw.

SoCal ASL Challenge Cup rules:

The time frame for each challenge starts with the West Coast Melee and ends just before the next West Coast Melee. Roughly February through January. To report a Challenge Cup game, email the Cup meister Matt Romey at matt.romey@terumomedical.com, or phone him at (714)-247-8046.

You can also submit a game result on the club web site at <http://www.srpcs.com/socalas/>

Rules: Here are the rules for the Challenge Cup:

- 1) All club tournament games count [EXC: If the TD states otherwise BEFORE the scenario is played].
- 2) All other play between members count unless both agreed against beforehand.
- 3) No limit on the total amount of games per calendar month.
- 4) You can play the same opponent only twice during the same calendar month [EXC: Tournament games.].
- 5) A minimum of 9 different opponents must be played.
- 6) A minimum of 11 games must be played with 1 of the games in a tournament format.*
- 7) Team play is ineligible.
- 8) Any questions or disagreements with standings, contact the Challenge Cup meister, preferably in writing.
- 9) There will be two categories, each with its own winner, to the Challenge Cup: "Gonzo" and "Finesse."***
- 10) The Challenge Cup period lasts from the beginning of WCM2000 (Feb. 4, 2000) up to, but not including, WCM2001.

* Enforced ONLY if two or more club sponsored/organized tournaments are ran during the Challenge Cup period.

** The "Gonzo" winner is determined by scoring the most points - five for each win, one for each loss, three for a draw.

***The "Finesse" winner is determined by how hard a record is to achieve using the following formula:

$$\frac{w! * l!}{[(w/2+1/2)!]^2}$$

Awards: Here is what the awards are for the winners:

- 1) Free membership in the club for one year.
- 2) Free attendance to one of the 1 day tournaments.
- 3) Half-off on their WCM tournament registration.

If the same person wins both awards then free membership for a year, free attendance to one of the 1 day tourneys, and free tourney registration along with a free T-shirt for the WCM tournament.

Current standings, sorted by Gonzo points:

Name	Wins	Losses	Draws	Gonzo	Finesse
HAMMOND, Robert	8	1		41	13.9
KIRKALDY, Bruce	7	1		36	8.3
FRETTLOHR, Herman	6	1		31	5.1
SIMONSEN, Paul	5	3		28	1.2
HAMMOND, Charles	4	5	1	28	< 1
DeMOSS, Doug	5	2		27	1.8
STAI, Robert	4	3		23	1.1
ANGELL, Cloyde	4	2		22	1.3
KINNEY, Rodney	4	2		22	1.3
LIESEMEYER, Brandon	4	2		22	1.3
RYLAND II, Sheldon	4	2		22	1.3
SMITH, Bob	3	7		22	< 1
NIELSEN,	4	1		21	2.1
SENGOTTAIYYAN, Mike	4	1		21	2.1
ROMEY, Matt	3	3	1	21	1.0
ARGENT, Chas	3	4		19	< 1
CREUTZ, Douglas	3	3		18	1.0
MOSHER, Ron	3	3		18	1.0
TIMM, Fred	3	3		18	1.0
EARLL, Bryan	3	3		18	1.0
THOMPSON, Scott	2	7		17	< 1
CASTELLANA, Chris	2	4		14	< 1
NICHOLAS, David	2	4		14	< 1
DETHLEFSEN, Steve	2	3		13	< 1
PLACHTA, Daniel	2	3		13	< 1
VAN HORN, Eric	2	3		13	< 1
MORTON, Eric	2	2		12	1.0
CICERO, Matthew	2	2		12	1.0
AIKENS, James	2	1		11	1.1
NIXON, Stance	1	5		10	< 1
JOHNSON, Karl	1	4		9	< 1
ROSNER, David	0	5		5	< 1
PETRONZIO, Roger	0	2		2	< 1
MARKS, Rick	0	1		1	< 1
ABELA, Brian	0	0		0	1.0
ALLEN, Jeff	0	0		0	1.0
BROOM, Brian	0	0		0	1.0
CONCEPCION, Joe	0	0		0	1.0
FAJARIT, Ronald	0	0		0	1.0
FEINSTEIN, Robert	0	0		0	1.0
HARDIMAN, Francis	0	0		0	1.0
JOHNSON, Eric	0	0		0	1.0
KNOWLES, John	0	0		0	1.0
LAUFLE, David	0	0		0	1.0
McGUKIN, Derek	0	0		0	1.0
REINKING, David	0	0		0	1.0
ROSSI, Randy	0	0		0	1.0
TAYLOR, Chris	0	0		0	1.0
TREATMAN, Steve	0	0		0	1.0
ZEMAN, Eddie	0	0		0	1.0

Note: I have not sorted out yet who is or is not a member. The optimist in me assumes that all past members will have updated their dues by the next newsletter.-Ed.

Return to “Point of No Return”

By Doug Creutz



The most recent LA-SD grudge match featured a golden oldie from West of Alamein – “Point of No Return” (scenario 42.) This is a big, juicy desert battle, featuring over 20 squads per side (mostly elite), tanks, carriers, portees, AT guns, OBA, swirling dust, a nasty game-beginning ambush, and 10-3 Erwin Rommel. This is not a short scenario – most matches started early and went well into the evening. It is, however, an interesting scenario, mostly because of the strategic problems it presents the British player (which happened to be me in the tournament. I lost, which got me thinking about what I could have done differently – hence this article.)

The esteemed Mark Nixon covered this scenario in great detail some ten years back in the General. Rather than rehash his analysis, I’m going to concentrate on what the British can do to stop the Germans in this scenario. Nixon rates the scenario as 50-50, and while I think that is probably close to the mark, I think the learning curve for the British is much steeper than it is for the Germans. A flawed setup can doom the British player, as can a flawed strategy. The German player, meanwhile, has a pretty straightforward job: (1) blast everything in sight; (2) move forward; (3) repeat #1 as necessary. The eventual British/German records in the grudge match were pretty even. However, I think at least one of the British wins was due to really lousy dice for the German player during the initial ambush, and another was a concession made in a winnable game when the outcome of the grudge match was no longer in doubt. Most of the German wins were complete walkovers.

To have a good chance to win this as the British, I think you have to come to a few realizations:

1. Anything in German LOS is going to die. The two 50L AT guns will kill the Valentines if they stay in sight. It can be tempting to go hull down behind the hillock or in, say, the 25K1 wadi, but with ROF 3 he’s going to start piling on the hits anyway and you won’t survive. Besides, once you get there, what are you going to do? Shoot 2-IFT AP attacks at the German infantry horde? Anything unarmored will get pasted by the OBA and then mopped up by the German firepower, led no doubt by Rommel. So hide, and quickly.

2. As a corollary to this, expect to lose your entire forward force on board 27, with the possible exception of a tank or two. If the German pre-regs the center of the setup area and drops a concentration or harassing fire FFE, there just ain’t much you can do. (The good news if he does this is that it may give your tanks some

LOS-hindrance cover to escape – see more on this later.)

3. As another corollary to this, realize that the board 27 hillock is undefendable. You’re not going to win the game by hanging onto this victory hex. Therefore, don’t waste your rearward board 27 forces trying to defend it. Rather, your goal is to hang on to the board 25 crag hexes – primarily 25F5, since this is at level 3 and therefore out of immediate German LOS.

4. Finally, read the victory conditions carefully: victory can occur at the end of any *player* turn. If the German kicks you out of the crags, you don’t get a chance to retake them. This means stacking at least two and probably three squads in 25F5 at all times, just to keep a lucky shot or a sniper from breaking your guys in there, possibly enabling the German player to run someone up and steal a win.

I think the learning curve for the British is much steeper than it is for the Germans. A flawed setup can doom the British player, as can a flawed strategy.

Taking this into account, the crux of strategy is to keep the rear board 27 force behind the hillock and out of German at-start LOS. Their job is to put the level 4 escarpment hexes in front of the crags under fire. This should force the German to deal with them first before assaulting the crags – which should give your infantry reinforcements time to reinforce the crag area. The board 25 force dives down to level 3 immediately. The guys up front stand and die to try and slow the German down at least a little, except for the tanks which try and run for cover. Here are some thoughts on setup and initial actions:

Forward board 27 force: your primary goal is to preserve as many tanks as possible – you’ll want them later to fend off the German armor. I’d deploy two squads (max allowed) to present more targets. Try tanks in S1, S3, S5; squads in U1, U3, U5, T6; HS in V6, V9, U8, T9; 9-1 in U2, 8-0 in S6. LMGs go to squads adjacent to sangars, MTRs in S8 and U8. 37L AT in S6 (not that it matters much.) Any tanks which survive the initial German PFPh spin their VCA towards the hillock in the DFPh; the TCA should

point toward whichever AT gun is the bigger threat. If the German moves anyone in LOS you can try for a sM8, though the odds are low (motion, BU, dust.) The infantry shoots back at any reasonable targets. I wouldn’t bother trying to retreat with the infantry – you’re just giving the Germans another –1 or –2 on his attacks. Rather, advance backward, into the sangars if possible. A smart German will run a tank forward on turn 1 to cut rout paths, so be prepared for it (there’s not much you can do.) The surviving Valentines run around the south side of the hillock to join the rear board 27 force. Between vehicle dust, light dust, motion, small target size, and possible sM8s, you’ve got a decent chance of having at least one tank survive.

Rearward board 27 force: note that the portees and carriers are not subject to the in/adjacent setup restriction (I missed this in the grudge match.) This gives me the idea of putting the 9-2 in a Carrier B behind the hillock. On turn 1, drive for the 25B1 wadi. Your chances of making it are excellent – the 50Ls are going to have a hard time hitting a double-small moving target at long range. The biggest threat would be a German kill-stack in 25K6; if there is one there, you might want to put a 248/51 MTR from board 25 in 25D2, with the intention of smoking the stack in your turn 1 PFPh. If you can get the 9-2 over to the crags, he will be immeasurably helpful in the end game, directing the MMGs and leading the New Zealanders in CC. The carrier can also park in 25G6 to provide some cover for your infantry. Everyone else stays behind the hillock in a hedgehog. I’d suggest a formation such as the following, which assumes 1 Valentine from the forward force survives, and another Valentine from board 25 moves over behind the hillock. The portees go in D3 and D4; Valentines in C3 and A4; Carriers in C5, B3, and B4; 458s in C3, C4 & C5; 76 MTRs in B3 and B4; 8-0/radio in A4. Note that from here, the MTRs and radio have LOS to the level 4 hexes in front of the crags. The German tanks will have to stay away due to the portees and Valentines. This means he will have to dig you out with infantry; you’ll have cover from the vehicles and HE firepower from the MTRs and OBA. This could be a tough nut to crack for the German. When things do start to fall apart here, you might consider trying to run a carrier behind the German lines to cut rout paths. It could also make it hard for the Germans to load up the AT guns on the halftracks if he is so inclined. Finally, I wouldn’t bother trying to unload the portees. Here is why: British turn 1, portee stops. British turn 2, crew unloads. British turn 3, gun unloads (read the chapter H notes!) German turn 4, unlimber the gun. If the German gives you this much time, then he needs to have his head examined.

Continued on page 4

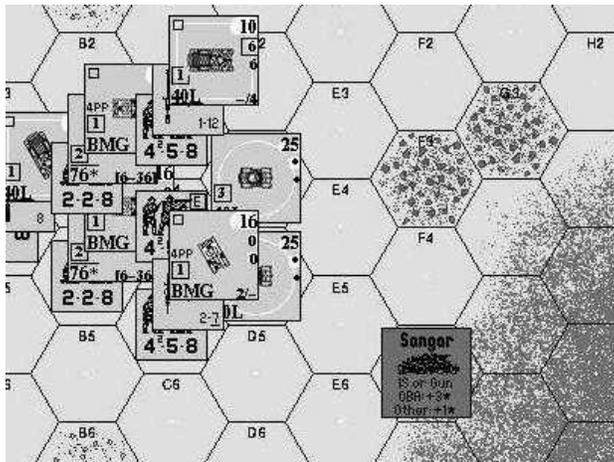
Board 25 force: per previous notes, 248/MTR goes in D2 and a Valentine goes in A1 to make a run for the hillock. The other two Valentines go into A6 and D6, with the goal of moving to G7 and F7 by turn 2. They should make the German think twice about trying to make an end run with his turn 2 reinforcements. 458s go in E5, F3, G5, H6, and the 9-1 in D6. They move to hunker down behind the escarpment line and await reinforcements. You might try digging foxholes around the crag area – they’ll help you rout back to the wadi in the end game. Note also that there are a lot of clean LOSs from the wadi to the level 4 crest line – time to brush up on your depression rules if you haven’t recently.

Expect the last few turns to be a sequence of PBF attacks across the line of the escarpment, probably followed by CC in and around 25F5. Be

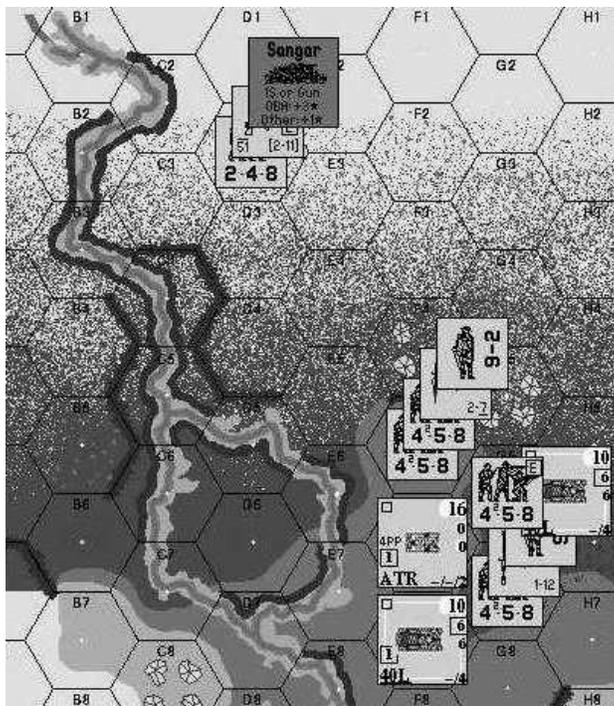
aware that the German may try to drop a smoke FFE there to cover his approach. If he tries to drop it adjacent to one of your squads on level 3, remember to make him make the extra chit draw, as you are out of his LOS.

As a general note, I would say that the tactic of putting heavy weapons in a reverse slope position where they can indirectly defend a key location can often be very effective. It forces the attacker to either split his forces, use up time reducing the covering position first, or risk getting chewed to pieces if he goes right for the victory area.

This is a fun scenario, one that I would play again. I would just like to say that although I lost this one as the British, I did capture Rommel, which was infinitely more important than losing some arbitrary rocks on a hill!



Board 27 Eastern setup: “Keep the rear board 27 force behind the hillock and out of German at-start LOS. Their job is to put the level 4 escarpment hexes in front of the crags under fire. This should force the German to deal with them first before assaulting the crags – which should give your infantry reinforcements time to reinforce the crag area.”



Board 25 setup: “The board 25 force dives down to level 3 immediately. The guys up front stand and die to try and slow the German down at least a little, except for the tanks which try and run for cover.”

Along the lines of membership we are creating the category of member not in good standing. The reason for this is that I feel we are unknowingly excluding people from our tournaments and playing ASL in general. The first people placed into this status are members that are not current with their dues. I don’t want these people to lose contact with ASL or the club. Additionally Jim and Matt C. are beginning to get in contact with all known ASL’ers in the western region, mostly Southern California. The club will add them to the local player database and club roster then direct mail these people informing them about WCM and the club in general. Our intent is to keep as many people as possible in touch with the ASL world and specifically our club. There will be no other benefits to being a member not in good standing i.e. discounts to tournaments etc. If we get two people to come to WCM that ordinarily would not we will recuperate the cost of the mailing and increase the attendance to boot.

Well, WCM III is history. Fifty-three ASL’ers descended upon the posh LAX Embassy Suites and waged cardboard battle. The results are posted on the WEB site and I hope you’ve checked them out. At this time the club is bore sighting for WCM IV. In an effort to maintain consistency, we have booked the same room and hotel as last year. The cost of the game room is high and so are the rooms, but I feel that with a little planing on our part these cost can be mitigated. I’ll post ideas on this during the year. We plan to continue with the mini-tournament and the open format and we are also going to have early bird gaming on Thursday night in the conference rooms. Another thing we are going to try is a one day registration of \$10 for guys that can only make it on Friday or Saturday. The open style of play is very conducive to players just stopping by for a quick game, so hopefully this will draw some more people. My personal goal is to have 75 attendees next year.

Treasury Report:

Well we all know the good things about WCM III, but there is one bad thing. The club lost money. We had to dip into the year 2000 budget to pay all our debts. I’m sure some of you are questioning the wisdom of having WCM IV at the same location if we lost money, but fear not. We are already looking into ways to cover the ground we’ve lost. At this time the club has \$230 in its account, this will keep us in stamps and paper for a quite some time.

See you all in May for the Freeway Challenge Cup,

- Brandon Liesemeyer



BIAZZO RIDGE, ITALY, July 11, 1943: In the early morning hours of July 10th, Colonel James Gavin and the 505th Parachute Regiment were scattered over much of southern Sicily. Gavin landed 20 miles east of the selected drop zone, while most of his regiment came down as far as 60 miles from the planned landing site. Of the 3405 troops that had left Africa under his command, Gavin was initially able to muster only 20. Throughout the night and the next morning, Gavin marched his small command towards the sounds of battle to the west, collecting troops as he went. After clearing Biazzo Ridge of Italians, Gavin's force—now numbering some 250 paratroopers and infantrymen of the 45th Infantry Division—pushed on. Advancing down the road along which the Italians had just withdrawn, they heard the sound of distant tank engines around the bend just ahead. Gavin was about to walk into the eastern pincer of the Hermann Goering Division's two-pronged attack against the invasion beaches.

Board Configuration

BALANCE:

- ☆ German reinforcements enter game turn 4.
- + Germans receive a 9-1 armor leader.



VICTORY CONDITIONS:

The Germans win if at game end they have at least 2 mobile tanks with functioning MA, AND they have amassed ≥ 22 CVPs, AND the German player has 23 VPs (German units) on board 2.

TURN RECORD CHART

Simultaneous Setup	1	2	+3	4	5	6	7	8	END
See SSR 41.6									

☆ Scattered Elements of 505th Parachute Infantry Regiment [ELR:5] and 45th Infantry Division [ELR:3] setup as follows: [SAN: 3]
 Anywhere on road hexes (or adjacent to -- ground level hexes only) between 15S7 and 15T3 inclusive.

7-4-7	6-6-6	10-3	9-1	8-1	8-0	8-0	4-10	8-4
10	7							5

Anywhere on or within four hexes of 2O5:

7-4-7	6-6-6	2-2-7	8-1	8-0	4-10	8-4	75+	37
4	2					2		

+ Advance Elements of Hermann Goering Division Kampfgruppe Links [ELR:3] setup as follows: [SAN: 0]

Elements of the 504 Heavy Panzer Battalion
 Anywhere on road hexes between 15O9 and 15J9, one AFV & squad per hex with cover arcs facing south.

4-6-8	4-4-7	9-1	8-0	3-8	12
2	3	2			5

Elements of the 1st HG Panzer Grenadier Regiment
 Enter on game turn 3 within three hexes of 15I10:

4-6-7	4-4-7	4-3-6	8-1	8-0	5-12	3-8
	3	4				3

SPECIAL RULES

- 41.1 EC are Moderate, with no wind at start.
- 41.2 All 7-4-7, leaders, and crew have an ELR of 5. All 6-6-6 ELR is 3.
- 41.3 The American 10-3 leader is Colonel Gavin. If KIA or captured, every U.S. unit in the LOS of Gavin must take a NMC.
- 41.4 At game start the American player may designate 3 squads, each in a different hex, as fanatic (A10.8).
- 41.5 German AFVs may start in motion and infantry may start mounted.
- 41.6 All units set up simultaneously. Use a spare board to screen setup from opponent. Roll to determine who starts first. All movement allowances are reduced by 1/2 during the first turn for both sides.

AFTERMATH: The American bazooka teams wasted no time, but watched in awe as their rockets exploded on the thick-skinned Tigers with no apparent effect. The Tigers sprayed the American skirmish line with MG fire as the panzergrenadiers disembarked, dashed forward, and neutralized the bazooka teams. Meanwhile, up on the ridge, airborne artillerymen managed to manhandle their howitzer into the best possible position and engaged the Tigers in a direct fire shootout. The GI's, aided by the artillery piece, managed to beat back the enemy when they were less than 100 yards from the crest. The Americans held Biazzo Ridge, but at a high cost. Most of Gavin's force, including Gavin himself, had been wounded. 25 were missing and, later that night, another 50 were buried on the ridge with only three smoking Tigers as mute testimony to their courage.

ASL FREEWAY SERIES IV

WHAT: Our May One Day Tournament and Barbecue

WHEN: 9:00 am, Saturday, May 13th

WHERE: Scott Thomson's house

421 N. Lee Ave

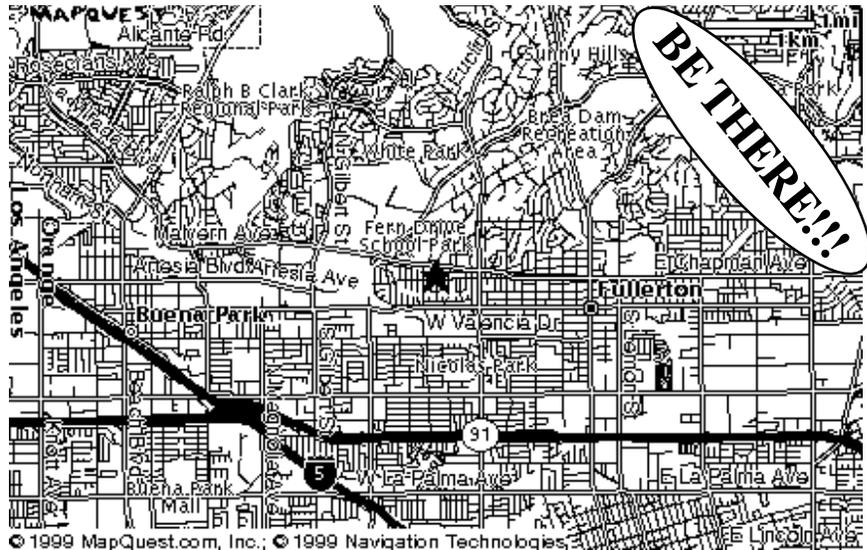
Fullerton CA 92833

Phone: (714)-738-1745

FORMAT: This will be a "North-South Challenge". For those not familiar, we choose one scenario, divide the attendees into a "North" (L.A./Orange County) team and "South" (San Diego past and present) teams, pair the "north" and "south" players randomly, and have at it, with everyone playing the same scenario. Winning team receives the "North/South Challenge" trophy and woofing and bragging rights 'til November.

We're also going to have a "beer and barbecue" thing. The club will provide sodas and condiments. Bring something to grill and perhaps something to share, and beer if you want it.

HOW MUCH: Cost is \$5 for members and \$10 for non-members. Yes, you can pay your yearly membership fee at the door and immediately get your \$5 discount.



DIRECTIONS:

From the North:

5 Fwy South into Orange County.

91 Fwy East.

Exit Euclid St., turn Left.

At Chapman Ave., turn Left

5th street on the Right is Lee Ave., turn Right.

On Left side, grey and white house. 421 N. Lee Ave.

From the South:

5 Fwy North into Orange County.

57 Fwy North.

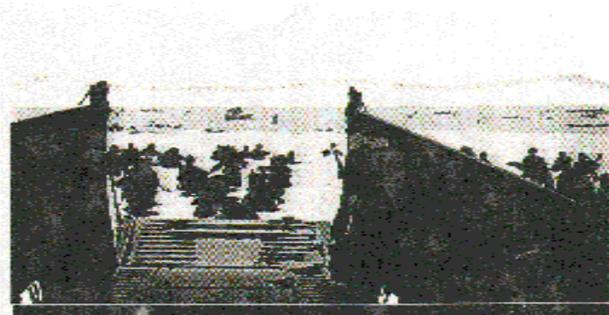
91 Fwy West.

Exit Euclid St., turn Right.

At Chapman Ave., turn Left

5th street on the Right is Lee Ave., turn Right.

On Left side, grey and white house. 421 N. Lee Ave.



Matt Romey

311 E. Bay Ave #2

Newport Beach, CA 92661