

PAASL NEWSLETTER #4

Hello again! Here's the rundown of the first gaming session (of the last two). We had six players show up which is quite an increase over the usual number. Jim McDermott returned to the fold, meeting many of you for the first time. Welcome back Jim! He proceeded to defeat Dave T. and his Russians in a hard fought battle titled **Guards Counterattack**. I can't say much more about it since I did not observe much of it. Chris Walters played the undefeated Dan S. in a game of **Shklov's Labors Lost**. I must admit I was hoping for a win for Chris (possibly to regain the best winning percentage title for myself), but it was not to be as Dans' Soviets defeated the Germans. Chris used his tanks well moving them into the hex with the Russian infantry, which prevents them from firing outside of the hex. Dan pulled it out by winning the ensuing close combats. It didn't help matters when Chris lost his 10-3 leader to a Sniper. This was interesting because he had just turned to the rest of us and said "I always lose my best leader" then proceeded to have his leader randomly selected as the victim of the Sniper and then rolled a six on the wound check. (A 5 or 6 means the leader is killed instead of wounded). I played Greg H. in a game of **Jungle Fighting** and held off a huge Japanese attack with my British. Greg commented that during this game he learned not to send a lot of troops into residual fire in the open ground. **Jungle Fighting** is a fighting withdrawal scenario which went so well for the British (who were supposed to be withdrawing) that they actually counterattacked instead of withdrawing. Greg fought to the end though, sending the last of the Japanese in close to try to win it using Hand to Hand close combat. Hand to Hand uses the Red numbers on the CC table instead of the less deadly black numbers. The Japs also receive a -1 to the attack roll. Unfortunately it was too little too late.

The second meeting saw only three people show up. Dave K. and Greg sent a Japanese force against Jim P.'s British. Jim could not roll well enough to stop Dave and Greg's onslaught.

The awards are as follows

Dan Sullivan - *Best Rate of Fire Award* He managed to roll ROF nine times!!! That HMG would not give up.

Dave Kleinschmidt - *Most KIA Award* A 24 shot at -2 yielded a 5 KIA. That means 5 squads removed from the board. Too bad there was only one squad in the hex. Greg learned not to stack a lot of squads in a hex for just such an occasion.

Chris Walters - *Best Leader Lost Award* That 10-3 we talked about earlier.

There seems to be a desire to play more "infantry only" scenarios, so I've compiled a list of such scenarios and will try to use more of them for our meetings. The first of many articles copied from various ASL sources appears with this newsletter. Hopefully it will help improve your play. Here are the current standings.

Dan S. 100%
Dave K. 80%
Jim McD. 80%
Larry S. 57%
Greg H. 50%
Rick H. 42%
Jim P. 40%
Chris W. 25%
Dave T. 14%

Here is the quiz of the week. What do each of these results on the chart mean? PTC, IMC, K/2, and a 2KIA. For the answers check the appropriate section of your rulebook.

May the Dice be With You.

Dave Kleinschmidt