

PAASL NEWSLETTER # 5

Hello again squid leaders. It's been a little while since you've seen one of these newsletters. The holidays got in the way a bit and I decided to wait until the completion of three sessions to give a report rather than the usual two sessions. Here's the update on the first session.

This ended up being one of the most fun evenings we can remember. It seemed that everyone had a good time. Well it looked like we'd have a nice even number and nobody would have to take "advice" from some inferior co-player, or play the disorienting two games at once. Then came the dreaded phone call. It was Jim P. (who actually picked the day for this meeting, by the way) calling to cancel. That's OK, after all it is only a game. Then the phone rang again. Good another cancellation and we'll have even numbers again. But wait, this call was even better than that. It was Larry who had forgotten to reserve a place, calling to see if the session was still on for the night. Wow! Even numbers again! The death match would finally be played between Greg and Larry. They fought a battle called **Gambit**. It was a game played for exit points and Greg managed to exit enough points to take the win, moving himself to a 54% winning percentage and dropping Larry to a respectable 50%. The second game was played between Rick and Dave T. It was called **Gavin's Take** and required Dave's American to exit points against the Germans. It looked like an early win for Rick as he rolled several pairs of snake eyes but Dave started to make a comeback and provided an exciting finish as the game came down to the last roll in the last turn. You can't ask for more than that! Rick moved to 50% and Dave dropped to a dismal 12% win record. Will Dave's next opponent please show some mercy? In **Point D'Appui** Dave K.'s Americans had to defend a roadblock hex against the undefeated (100%) Dan's Germans, which they managed to do thanks to some Bazookas that found their targets and a 9-2 leader directing a 30 fp shot. Dan had some bad rolls but played a game of solid strategy. Yes Dan finally lost that 100% win record. Do you think Dave K. arranged that as a grudge match?

The second session saw only two players, sp Dave K. and Dave T. faced off in a game that included night rules, 20 armored vehicles, 4 trucks, 4 guns and even a horse drawn wagon. It was an assault on the trenches that Dave T. won on the Friday night after the original Wednesday game time (a two night game). At the end of the game Dave K. dropped below Jim McD in the standings and Dave T. closed within 3% of Chris W.

Session three was an all American night since the three games played all were U.S. vs. Germans (I guess it could have just as well been called an all German night). Dave T. neglected to show until he received the reminder phone call. Jim P. had to cancel again! The first game was called **Zon With the Wind** and I remember this one played between Chris and Jim P. once before. This time it was a seesaw game played between Dan's U.S. Paratroopers and Rick's Germans as Dan tried to exit 7 points off the edge. He only got three. They both toughed it out to the last turn and last roll at 11:30p.m. Rick laid down some well thought out residual fire to cover the exits and Dan had calculated which of his squads couldn't reach the exit and remembered to prep fire them. Smart play guys! The second game was called **Thrust and Parry** and saw Greg's Germans (SS troops by the way) fail to prevent Dave K's Americans from keeping line of sight to a road junction. The third game of the evening was **Le Manoir** and set Dave T's U.S. Paras against several German MG nests. It looked like Dave's opponent Larry showed some mercy (or perhaps unlucky die rolls?) because Dave T. won and is, guess what?, yes..... *he's no longer on the bottom of the rankings!!!!* Hey Chris, don't worry! Three wins will move you from 25% to 50% in the standings.

The awards are *Most Exciting Game* - Rick, Dave T., and Dan for their last turn / last roll games.

Most KIA on a Roll - Dave K. for a 30shot at -2 = 5KIA (to bad there was only one squad in the hex at the time)

Biggest Mistake Made - Rick H. forgot his 88LL AA Guns were in trenches.

- Rick H. and Dave T. forgot to include leader modifiers on shots (-3 and a -2 leader respectfully)

Best Rally - Rick H.- Could he rally a stack of 2 sqds, 1 leader and a crew that all needed 5's or less? Yes he could!!!

Dumbest Shot - Greg H. for firing at a stack that was comprised of a MMG, a

Panzerschreck, and two Bazooka's (see the problem here is that there were no squads in the hex).

Now for the rankings.

Chris W. 25%

Dave T. 30%

Jim P. 40%

Larry S. 44%

Dan S. 50%

Greg H. 50%

Rick H. 55%

Dave K. 79%

Jim McD 80%

There are two articles included. The **Tips** are excellent and for everyone, but the second one is called **Breaking Down the Numbers** and illustrates how far some number crunchers will go to entertain themselves. It may make interesting reading, and you might want to break out that copy of the index that's been gathering dust around your house to help you with the definitions. Or see if you know them from experience.

Roll Low and May the Dice be With You!

David Kleinschmidt