

PAASL NEWSLETTER #6

Hello again everyone. We finally got around to playing a miniature version of ASL. It was decided by the players present to count the group miniature games toward our win/loss ratio's. So it will be. The game went over very well and people were impressed with the miniature set up of a city in Austria and a canal with two bridge crossings (Jim had actually spent some time in Austria and checked the scenario location to see if he had spent any time at this particular part of the city). The players felt that having the 3D effect helped with visualizing the situation. The scenario included a nifty twist that allowed the attacking Soviets to have local partisans pop up in random locations to harass the defending Germans.

Dan S. and Dave T. played the attacking Russians. Jim P. and Dave K. played the German SS troops who had to defend several buildings to win. By turn four they had lost all three of their leaders which pretty well demoralized Dave K. who persuaded Jim P. to give up. Dave also ill advised Jim to move a stack into the street adjacent to an opposing stack of Russians. His thought was that they would break but then rout back to the last buildings across the bridge. Dave didn't realize that the Soviet stack included a 9-2 leader and a flamethrower. Needless to say the whole German stack was KIA'd. Dave apologizes to Jim for giving such *great* advice.

Due to popular demand we will play the miniature version again but we'll have to find a way to limit the discussion of moves, especially if there are three on a side. This game took too long. Should we consider timed moves???

Session #2 was supposed to have 6 players but Dave T. called in sick.

One game saw Greg and his Germans play both Jim P. and Dan S. in **Gavin's Take**. Greg won and never even had a squad break. That was a 5 turn game even. This game ended kind of early so.....

Gavin's Take was also played again in the very same night by Dan S. and Jim P. against each other. This time Jim and the Americans used their potent -2 and -3 leaders to direct fire (and not just rally). Dan was ready to hang it up at 10:00 p.m. in turn 3 but Dave pushed them on into rapid play mode and they finished turn 5 by 10:30. Pretty quick huh? Jim needed to rally the 10-3 leader and exit the points to win but Dan cleverly surrounded the poor dude and guaranteed that there would be no last turn rally and exit, for Jim's Americans. They both enjoyed playing the same scenario twice in one night and claim to have learned a lot by doing so.

The other scenario was called **Han Sur Neid**. Dave's Americans needed to hold a hex before a bridge in France. "Hold that tenuous bridgehead!" was the order of the day. At one point Rick H's Germans considered giving up but Dave asked to play one more turn. In that turn he proceeded to kill 2 tanks, immobilize another one, break a squad, KIA a leader and break a broken squad (reducing it to a half squad). Yes all this was accomplished in one Prep fire phase. The American OBA (off board artillery) helped in this game by holding off the left flank.

Session #3 saw 6 players show up. Wow!!! The first scenario was called **Going to Church** and pitted Dave T's Canadians against Rick H's Germans in an assault on one multi level church in France. Dave T won.

The second scenario was **Bone of Contention**. This was a clever idea for a game. Larry S's Germans were assigned a commando style mission to knock out two PzVG (Panthers, to you uninitiated) that the local Partisans had captured. Jim P. rolled high as he defended and Larry was able to draw some of his defenders *away* from their assigned tanks using a feint to the right while his main attack struck from the left. As Jim explained it "My partisans were a little overzealous due to the quantity of French wine they had consumed". Yes, his defense pursued in the wrong direction.

The third scenario, **Riposte**, placed two U.S. squads in a farmhouse who faced a massive German assault, which would then face a massive U.S. counter-attack from many U.S. units and their O.B.A. The O.B.A. never came into effect (an ASLers worst nightmare) and Dave's Germans easily held the farmhouse (they even counter-attacked the counter-attack and captured four U.S. squads).

And now for the bad news. It is time for you guys to have a little homework that goes beyond just reading an accompanying article (which by the way is a great one about ambushing that may require you to again use the index in your rules to figure out the abbreviations, but that should be good for you). Your homework this time is, get this, *to actually read the rules*. Yes, I know that's a horrifying thought, but look at it as a growing experience. Heck, it may even improve your game. There may be a quiz on the material next month. You should read and memorize the info assigned. Read section A1. That's all, A1. It's a measly column and a half of info and includes SMC, MMC, assault fire, spraying fire and so on.

Here are the long awaited Stats and awards.

Most Fearless German Award - **Greg Haas** for going 5 turns without **any** of his squads breaking.

Most Amazing Prep Fire Phase - **Dave K.** (see above)

Biggest Gain in % - **Dave T.** (moved from 0% to 41%)

Biggest Loss in % - **Dan S.** (moved from 100% to 50%, don't worry that still leaves Dan ahead of many of us)

Cont. on next page.

Chris W. 25%
Jim P. 31%
Rick H. 41%
Dave T. 41%
Larry S. 50%
Dan S. 50%
Greg H. 53%
Dave K. 78%
Jim McD 80%

Lot's of movement on this list. Look at that, several ties this time. Hmmm...grudge matches???

See you next time and may the dice be with you!
Dave