

PAASL NEWSLETTER #3

Welcome to the third edition. First the rundown of the last two meetings.

One of the meetings was supposed to be for five players so I set up two games. Then Dave T. and Chris W. had to cancel so I was left facing Jim P. and Greg H. with two games set up. Should we? Could we? Yes we could we played two games at once. It was a little bit challenging to play two games at the same time for me and I hope it wasn't too boring for Jim and Greg, waiting for me to jump back and forth. In the game against Jim I lost track of the turns (at least that's my excuse) and ran out of time to exit troops for the win. Jim will tell you that it may have had something to do with the fact that two or three of his Russian squads broke all five or six attacking German squads on one of the flanks. Then he had the audacity to run a squad up against those broken Germans and push them out of exit range. When I asked him where he learned such a dastardly trick, he replied that it may have been from me (or something to that effect). This forced a mad dash on the last turn which his well placed Commies easily repulsed with point blank fire.

This loss left me free to concentrate on the game with Greg. His Americans made an excellent assault with bazookas against a German force that included some Tiger tanks. In spite of playing well, and knocking out several of my AFV (that's armored fighting vehicles for you rookies), he lost by losing too many points. His morale rolls were too high and I kept the pressure on his broken squads to gain those victory points.

The next meeting was set up for four then Jim P. got sick and cancelled so our new player Dan S. and myself took a Chinese assault on Dave T's Japanese (does that rhyme?). Dave fought a stand up defense when he should have fought a fall back defense and very soon was left with *very little* defense in the face of overwhelming firepower. He also did not realize the powerful effect of OBA (radio) and promised next time to shoot at the guy with the radio first. Sometimes we have to learn the hard way. Dave T. also managed to break his HMG, MMG, and Mortar all in the first two turns. This victory for Dan means we have a new percentage winning champion. The new player to watch may be Dan. Both Dave T. and I were very impressed with how quickly he learned the game.

My apologies to Larry. In the last newsletter I referred to a game he and Dave T. played as being sloppy. I was simply referring to the fact that some rules were missed but as we know that happens in a game of this complexity. No offense intended. He has vowed to defeat me next time to get some revenge.

I won't put the dates of the next games in this letter because I'm too lazy to get up and look at the calendar.

And now for the stats!!!!!!

Dave K. 79%

Chris W. 27%

Rick H. 42%

Dave T. 17%

Jim P. 43%

Greg H. 50%

Larry S. 57%

Dan S. 100% (yes that's 100%, an undefeated player. Let's get him boy's!)

The award for this edition is

Quickest Learner Award - Dan Sullivan

As a new part of the letter I will include "tips from the trenches" which were originally run in the ASL Journal.

Tip #1 - Use the opportunity to get a free LOS check on a moving concealed (?) unit by checking to see if the unit loses concealment before you call a shot that may not be there.

And here's a rule I always forget. A unit may not gain acquisition (+1 for a second shot, +2 for a third shot) against a concealed unit.

Roll low and may the dice be with you

David Kleinschmidt