

PAASL (Palatine Area Advanced Squad Leader 's) Newsletter #12

Hello again,

Our **first session** on Oct 19th saw 3 players. The first game pitted Dave K. 's Dutch army holding off Greg's Germans from taking 4 buildings of a small village. This one was played to the last close combat in the last building Greg had to take. Dave kept the building and the victory. Dave had a 6-8 consecutive R.O.F.'s with a MG that was attempting to knock out an armored car. The car survived though. Greg answered with 6-8 consecutive R.O.F.'s with a MTR, but since it was firing at a stone building it had no effect. The second game was played between Dave and Dave . Yes, Dave K. again played two games in one night. He managed to win both of them . This game was an early war (1940) action between the Brit's and German's in France. It was fought for control of a village. Both these games saw lots of low rolls by all players involved. Hence lot's of Hero's and Fanatics and very few ELR's and broken weapons.

The **second session** on Nov. 9th was a whole lot of fun. Four players showed up and we played the same scenario from the ASL starter kit.. It was called *SIMPLE EQUATION* and featured an American attack on Aachen, Germany in 1944. Greg attacked Dave K. up the middle and after several turns broke through and got his 25 building hexes (required for a win). Larry was not as aggressive unfortunately and suffered a loss as Dave T.'s German's easily held on for the victory.

One of the highlights of the games was Dave T's 10 R.O.F.s in a row on his HMG. When Dave K. tried to match it in the other game with his HMG he got R.O.F. 5 times in a row then rolled boxcars.....oops.... Larry produced an amazing 3 fanatic units, 1 berserk, and 3 hero's.... that was interesting!

The **third session** on Dec. 7th (a day that will live in infamy) was played at Jim Poffenbergers house. It was the sixth and last of the new ASL Starter Kit scenarios. This one featured 14 German squads trying to exit the short way across a board against 7 Americans who were stretched mighty thin to cover the length of the board against the German onslaught, it was called *Welcome Back*. Dave K's Americans stopped Chris's troops as 9 of them were pinned or broken on the last turn while trying to exit against a vicious .50 cal HMG (that's an 8 shot with a R.O.F. of 3) led by a 10-2 leader. Jim's HMG broke which helped Dave T. to cruise to victory on the last turn. Jim had to try a charge move to CC Dave's last squad that ended up on the exit hex during the American move. He would not be broken by Prep and Jim's desperate charge was stopped. You'll probably be seeing a lot of these scenarios again and can try some different strategies. We played till past 11:00 so we need to be conscious of playing quicker because even though these are short scenarios some of them involve a lot of units.

And now heeeeeerreeee's the awards!!!!

AWARDS

Most Rate of Fire's Between Two Players Award - Dave K. and Greg H.

Most Rate of Fire's - Dave T.

Most Hero's and Fanatics - Larry S.

Biggest winning streak - Chris W, with a string of 6.

Worst "we forgot the rules" blunder - Dave T. and Jim P. who forgot to limit their squads to double the hexes on long range shots. They were firing squads with a range of four, all the way out to 11 hexes.

The articles include one called infantry drills and has some great pointers although you may have to break out your definitions to understand some of them. The first seven are very interesting and include two that I never use (those FFNAM and FFMO ones). The other is an excellent article on light mortars. Read it as you may be seeing some in the future. I'm including two articles because I plan to start emailing the newsletter in about 6 months (as I have a few more articles to mail).

Dave K. 79%

Dave T. 48%

Rick H. 46%

Greg H. 44%

Dan S. 38%

Larry S. 35%

Chris W. 35%

Jim P. 25%

Roll low and may the dice be with you.

Dave K.