

PAASL Newsletter #9

Hello again fellow ASler's, attendance was up for the first session. We saw Dave K. face off against Dan and Greg, while Dave T. played against Larry S. We almost had a third game set up Rick's evil boss made him stay late. Such is Rick's dedication to this game (or his need to get out of the house) that he still showed up to observe the evenings activities. Both games featured the same scenario **The Guards Counterattack**. It is one we've seen before and is a slugfest set in Stalingrad. Both Dave's were victorious as the Russians but the games were quite different. Both sides had sniper numbers of 6, but the 1st game saw multiple broken and pinned MMC's as well as fallen leaders while the second had no effective sniper attacks. Greg's game featured a last turn charge down the road to take a bldg., while the highlight of Larry's game was when Larry had to convince the timid Dave T. that it was safe and time to surround his many broken units, which Dave did and eliminated them for failure to rout. The first game also saw Dave K. create 3 heroes and two fanatic (battle hardening) 6-2-8's, which lasted 'til the end of the scenario. While in the second game their lone hero met a quick death. The best part of the evening was the Russian chocolate candy (some filled with prunes) that Larry brought. Yum!!! Everyone stayed 'til the end of both games and had a very good time.

The second session had six people scheduled to attend, but Dan got the stomach flu and couldn't make it. Once again we played two games of the same scenario **Commando Schenke**. It featured a German attack on the Russians who had to hold on last building to win. The Germans had some assault troops, two flamethrowers and four DC's (that's demolition charges, to you rookies). In the first game Greg set his Russians all up on the frontline. Dave Ks Germans broke a lot of them on the second turn and burst through the holes in the dike and cut off routing russkies and made for the last building before the commie pinko's could recover. Game over in 4 turns. In the other game, Chris set up a defense in depth and held the Germans (Dave T. and Rick H.) off for many turns as they stopped to prep fire at every squad. In the last several turns the Soviets started to bend, and the Germans realized they better get moving. Chris set up a defense in the last house. This game came down to the last turn as the last shots delivered by the Nazi Pigs failed to break Chris's troops. It was interesting to see two different defenses set up for the same scenario. One game saw many snipers, the other saw very few. It just illustrates the vagaries of the dice. Next time we might want to have the players jot down their die rolls, and average them, to see if the low roller always wins.

This second game went too late. Part of the problem may have been having two players on one side. They (whoever the two are) have a tendency to discuss every situation. *In the future we need to decide if we want to have one person play two games simultaneously, Dave K just referee the games, or have the two players on one side abide by severely hampered communication rules.* Give this some serious thought and please come next time with some honest opinions about how we handle those odd number of players situations. Better yet email me with your thoughts.

Here are the standings. We can see that Dave T. moves into second place and Dan and Larry look poised for the grudge match. Could Chris W. actually climb up another rung from the bottom soon?!?! Does Greg want to regain second place?!? Does everyone just wish Dave K. would quit so someone else could have a shot at first place?!?

Dave K. 79%
Dave T. 47%
Greg H. 46%
Dan S. 41%
Larry S. 41%
Rick H. 38%
Chris W. 33%
Jim P. 30%

The accompanying article is about setting up a defense. It offers some good advice and is a quick read. The ASL producers are releasing a basic version of ASL. The game will feature several boards, some basic game pieces, eight all-infantry scenarios, AND rules written in plain speak instead of legalese. If you think you would be interested in a copy let me know and I'll preorder you one for \$19. It will be a complete game and could be of value to you. I ordered three for myself figuring I'd like three sets of the boards to use for ASL Tuesdays so we can play these all infantry scenarios all at the same time.

Hope to see you soon!
Roll low and may the dice be with you,
Dave