

PAASL Newsletter #10

Greetings humanoids!!!!

Well, it looks like Wednesdays will be a go. Dan requested that we move to Wednesdays (after all, we began playing on Wednesdays) and nobody has a conflict, so Wednesdays it will be.

We have finally played some of those long awaited and much anticipated (at least by me) scenarios from the new ASL Starter Kit. Why were they much anticipated you ask? Because they are all **infantry only** scenarios, remember? Yes that's right, **infantry only**. No more having to worry about how to move that tank. No more wondering how to operate that darned radio. Fantastic! **And** they are six turns or less!!!! At the second session everybody was heading home by 9:30. Dave T. was amused that on of the scenarios, under the "special rules" section, it read "None.". **That's** how simple these puppies are!

Our first session premiered Released From the East, the scenario had 14 Russian squads trying to take three big buildings from the German SS occupiers. Dave K's Russians succeeded in doing so against Dan while losing none of his squads. Dave T. also won in the same scenario although Jim P. forced him to the last close combat of the last turn in order to do so. That was a real nail biter. The new scenarios use simplified rules, and the players discovered that they missed not having the sniper rules, which are not included in the starter kit. There are six of these scenarios and they will readily meet our needs. You'll see a lot of them in the coming year.

The second session, played on June 22nd, used a scenario called Retaking Vierville. The action was set in France in 1944 as the American paratroopers of the 101st Airborne Division scrambled to take and hold 4 buildings in the center of the town. All but four of the 23 squads of both sides (U.S. and German) came on board as reinforcements, during the first half of the game. Dave K. and Chris W. led their Americans to victory against Dave T. and Jim P. respectively. We analyzed the scenario, and after initially thinking it was too tough for the Germans, we discovered some much better opening moves that put the Germans in a greater position to win. We also couldn't agree on who the attacker *was* in this scrambled mess.

Here are the standings. Nobody has changed positions. Only slight movement on peoples percentages. It looks like Chris is consistently sneaking up on Rick H. and that Larry and Dan are in the Grudge Match deadlock for 4th place.

Dave K. 80%
Dave T. 47%
Greg H. 46%
Dan S. 41%
Larry S. 41%
Rick H. 38%
Chris W. 35%
Jim P. 28%

This months article is very important and very basic. **LEARN IT!!!** You will need to know the terms FFMO (First Fire Movement Open Ground) and FFNAM.(First Fire Non-assault Movement). Anytime a unit moves in the open ground you get a -1 when you shoot at it. You know that. What most of you forget is that anytime a unit is moving without declaring "assault movement" (i.e. it is moving more than one hex during its' movement phase) you get an additional -1 when shooting at it. Each defending unit can get many shots at opposing moving units. Always use Subsequent First Fire. That is your second shot at moving units. It can only be used versus closer (than the unit you already shot at) moving units and in your normal range (not long range). Your third possible shot is Final Protective Fire, and it can only be used versus adjacent moving targets but the dice roll counts as a moral check against the firing unit (so it is risky to use). You could break from the shot due to the stress and intensity of the defensive situation. Read this article and look up the rule references. One squad is worth more than one shot when defending. Use residual fire too. You will also need to know that area fire is at half of your firepower. PBF stands for point blank fire and counts as double your firepower.

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