

PAASL Newsletter #11

Greetings Squad Leader Enthusiasts Worldwide,

This newsletter includes the account of our 50th gaming session!!!. WOO-WOO!!!!

The group met on July 21st and played another of those infantry only scenarios from the starter kit. This one was called War of The Rats and pitted the Germans against the Russians. The Germans had to take three buildings to win. It took place in Stalingrad. Game one saw Chris' Russians hold out on the last turn, in the last building to win against Dave T's assault. There was a whole lot of whooping and hollering that went on in that game. It sounded fun and the biggest whoops came from Chris when he released a 16 firepower spraying fire shot (that's when you use one shot to hit two hexes) that came up snakes and a 1 KIA. That meant Dave Ts' squad in the one hex was gone, and his stack of three squads in the second hex would suffer one KIA also. Of course Dave had to roll random selection to see who was the victim of the three, and he rolled three three's. Yes a tie, that meant all four squads were gone. What looked like an early win for the Germans became a loss. Chris also had many snake eye rolls. Game two featured Rick's Russians looking like they were off to a good start. The only doubt came as he lost 5 squads in a half a turn, to series of Jim P's shot's (on broken conscript Soviet cowards). In spite of this 5 squad loss, and many cowering shots, Rick also held on to win. Jim unfortunately had 4 boxcar MC's which, half squaded his units. You might be wondering what did Dave K. do on this night. He acted as rules lawyer. He doesn't think he'll do it again. It's a little bit boring, so that leaves us with team playing or having one person play two games at once, on odd player numbered nights. The above scenario used the "inexperienced" rules, which state that any conscript squad s have a normal move of three (not four), they cower down two levels instead of one, and they have a plus one on ambush rolls. Let's all try to remember this as it's one of Dave Ks' weak spots.

Well it was an odd player numbered night. On Aug 18th 5 players appeared to enjoy the scenario Clearing Colleville. It pitted an American Army trying to clear nine or so buildings in the town of good order German MMC on June 6th, 1944. (Yes, it was Normandy, Omaha to be specific, and the "Big Red One", the U.S. 1st Division of Cantigny fame). This game was very similar to the June scenario, but this time the Germans won all three, although two of those came down to the last rolls in the last turn. Dave K. played two games at once and miraculously won them both. He handily defeated Greg's Americans who seemed to take all of Dave's low dice rolls. His game vs. Chris's Americans was much closer. All of these games saw a lot of snake eyes as proven by Rick H's three heroes who helped lead his Germans to victory against Dave T. Their game was described as see-sawee and Rick had two squads that held off a legion of U.S. troops early in the game at the front line and helped create the last turn victory. Yes, two of these three games came down to the last good order squads in the last buildings. This has been the account of our 50th session. The records indicate that most of us have been involved since the 8th session or so.

Here are the standings. Look at the movement of Rick Hollander!!! And that Chris Walters has been winning a lot lately. It's interesting , it seems like nobody in this group wants to win 50% of their games. Look at these ties.

Dave K. 81%
Rick H. 46%
Dave T. 43%
Greg H. 43%
Dan S. 38%
Larry S. 38%
Chris W. 36%
Jim P. 26%

Most Hero's Created in a Single Game Award - Rick H. (3)

Biggest Whoops and Holler's - Dave T. and Rick H.

This end of the summer issue includes an excellent article on some basic tips to use. I agree with almost all of it except the part about concealment and hiding your stuff from your enemy , since my general attitude is " I don't care what's in the hex, I'm going that way anyway!!!!!!!" I'll admit that may be a bad strategy but it is easier on the brain.

Hope to see you soon!

Roll low and may the dice be with you,

Dave