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# Learning From My Mistakes: Still Learning After All These Years

## Description



Today, I have a short article stemming from my experience playing ASL with the Friday Night Aberdeen ASL group. They are a bunch of great guys and it gives me the opportunity to interact and play ASL with a whole new group of UK-based players. It is a fantastic time. But I digress. In one of the Friday night games, I was taught (or perhaps re-taught, I cannot remember) a new rule. Let me share it with you.

## The Situation

Joe Arthur and I were playing BFP 107 Costly Baptism. In the game, I attempted a Bounding First Fire shot with an AAMG Main Armament with one of the armored “jeeps.” I dutifully counted up my DRM and said the shot was +2 Case B, +3 Case C and announced a +5 DRM shot. Joe quizzically said, “I think you’re wrong, Jim. It’s only +2.” Me being me, I was thinking Joe was wrong, and I was right. I looked at my official MMP charts and shared the image below with Joe.



Joe countered by sharing this image from his LFT Rat Charts.

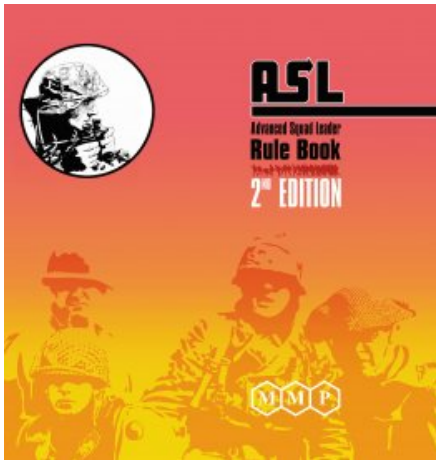


Which one is correct? Actually, they are both correct however, the official chart is correct through omission.

## The Actual Rule

Turns out, even the actual rule is hard to find. It’s buried in the example and not explicitly

called out in the rule text.



**C5.3 CASE C; BOUNDING FIRER:** A vehicle (including its Passengers) which has entered a new hex/hexside during its MPh but does not fire until its AFPh is using Bounding Fire and always uses Case C when firing ordnance.

Vehicular (including Passenger) ordnance which fires during its MPh (D3.3) must use one of the Case C DRM (i.e., it must add the +2 DRM of Case B to the applicable Gun Type DRM of Case C) as Bounding First Fire for any shot it takes. A vehicle with a Multiple ROF may not fire again until it has expended another MP (even if only a Delay MP).

EX: A Stabilized Gun (D11.11) firing in the AFPh after entering a new hex during that Player Turn must apply a +3 DRM (case B + C; 2 + 1) to its To Hit DR; a T or ST Gun Type must add a +4 DRM (2 + 2); a NT Gun Type or any Passenger must add a +5 DRM (2 + 3). **MA AAMG would add +2 DRM (Case B only).**

I have made the relevant text bold to make it easier to see because I had missed it for decades. This makes a B1F shot by a halftrack much more likely to hit than I had previously thought. I thanked Joe for showing me this and I am sharing it here now so others can learn from my mistakes (including the comeuppance associated with hubris). Thanks for being patient with me, Joe.

## Conclusion



I don't care who you are or how long you have played the game, there is still more to learn. I have said many times there are two separate games being played at the same time: you against your opponent and both of you against the game. Here, Joe carried me in the second battle.

Additionally, this also conveys a point I have made several times before: if you can, play widely. The more diverse your base of opponents is, the more likely it is you will find someone who catches one of these edge rules. Until next time. - jim