

PALATINE AREA ADVANCED SQUAD LEADER'S NEWSLETTER #34

Sessions 111 -113, Games 260 - 267, Nov, 2009

SESSION 111

ROCKETS RED GLARE

Scenario G6 Rockets Red Glare (game 260), saw Schatz Americans defeat Stubits' Germans by taking out the Wirblewind on a long shot from a bazooka and he got a snakes on the shot on the AT Gun. The German defense was compromised and Stubits had to concede.

ROOKIES RULE PT. 1

The club welcomed rookie Doug Gries who won his first game against a live opponent. That opponent happened to be Kleinschmidt who couldn't exit the required points in spite of eliminating all of the German units except for one squad with a MMG and one AT Gun. Gries played a very smart game and showed a great knowledge of the rules. He has even started in on the "full" ASL rulebook before playing his 1st SK game. The Scenario was Ripples on the Pond S30 (game 261)

ROOKIES RULE PT. 2

The other rookie to gain a victory was Lembke who defeated our local Starter Kit expert Klepaczyk in scenario S? Legio Pastra Nostra. Lembke had a line of troops supported by a n AA Gun and an AT Gun that held up Tim's Free French assault. Congrats to our Rookies!

SESSION 112

GRIES GRINDS ON

Blazing Chariots ASL 35 (game 264) is a desert scenario and a rare event for a PAASL meeting. Ron Schatz has longed to play this one. Just tanks and open terrain. The game between Doug Gries' Brits and Schatz' Germans came down to the wire. The last tank that Doug had that could fire, needed a hit and kill to win. The tank fired, missed and broke it's gun. However it repaired the gun and survived return fire. This tank had one more chance for

victory. The prep fire phase. It fired and missed and took intensive fire, rolled a 3. Got a turret hit (the weaker enemy armor) and rolled a 4 for the kill. WOW!!! That is why we love ASL.

RUSSIAN DEFENSE HOLDS

Game 263 was played by Dave K and Mike L. They duked it out in Early Battles scenario S25. This game featured a KV-2 (a big, powerful, slow tank, for the Soviets). Lembke played a solid attack (he has some SL experience) but Kleinschmidt's Russian infantry rallied just in time to block the German move to take the last few buildings required for victory.

SESSION 113

RPT HOWDY PLAYED

A Handful of Howdy RPT 13 (game 265). Doug Gries saw his first defeat in another thriller that came down to the last die roll. Mike Stubits managed to make it into CC to tie up the last American unit to win the game. It was a turn 5 loss after a nail biting finish. All Gries' games seem to go that way.

ARMIES OF OBLIVIAN

Kleinschmidt and Holmstrom got in an "Oblivian" scenario called Liberating Barbarossa ASL 113 (game 266). Dave blew several possible tank kills and that allowed Bob to push on in using VBP Freeze moves and magnificently surrounding Dave's Russian defenders with his attacking Romanians! Not much of a contest here.

ASLSK BONUS PACK !

The club saw it's first ASLSK Bonus pack scenario played. It was Sink's Encouragement S41. Lembke's Americans won at the top of turn 4 against Schatz's Germans. On turn 1 the Germans cowered on all DF shots. The new to SK hedgeroe rules were easy to understand. The Americans moved up the right flank then South into all the buildings needed to win. New pack looks fun. And now for the awards.....

Greatest Cowering– Ron Schatz

Best Use of Tanks to Mercilessly Wipe Out an Opponent– Bob Holmstrom

And here are the standings for what they are worth....

85%	Bob Holmstrom
77%	Dave Kleinschmidt
66%	Doug Gries
55%	Mike Stubits
50%	Dave Timonen
50%	Mike Lembke
50%	Steve Safford
50%	Dan Eder
38%	Ron Schatz
38%	Tim Klepaczyk
26%	Jeff Hallett
0%	Will Marrero
??%	Josh Stein

Remember that my soda is your soda and if you would like a specific flavor, let me know!The last person to respond to any email invitation to a club meeting should plan on being the odd man out and not having an opponent, in case of odd numbers. It is hoped that we all will help the newbies to learn the rules, and I need your help in this regard,..thanks my friends.

Roll Low and may the dice be with you.
David Kleinschmidt

Tip of the Day – A unit that is pinned is not subject to FFMO when shot at by the next guy, but can be again if it breaks in it's hex. Because now it is running around broken and not hugging the ground pinned.