

PALATINE AREA ADVANCED SQUAD LEADER'S NEWSLETTER #28

Sessions 99 - 100 , Games 221 - 226 , June 2008

SESSION 99

ANOTHER ROOKIE RISES TO UNDEFEATED STATUS AS COLLEVILLE IS CLEARED

The 99th session. Wow seems like only last month that we were on our 98th session. The newbie who retained his undefeated status was Safford whose Americans defeated the staunch defense put up by the Germans led by another new guy Dan Eder. Let's all make Dan feel welcome. That is probably not the way to do it Safford! S5 Clearing Colleville (game 221), was the June 6, 1944 scenario played. Eder held 'til the last turn.

RUSSIANS LED BY STUBITS HOLD AT SHKLOV

The Scenario T4 Shklov's Labors Lost (game 223) saw Stubits hold off Hallett's assaulting Germans. Not much more can be said about this game due to the fog of war and the fact that this reporter was busy trying to play his own game while helping the 2 rookies listed above.

GERMAN SUPPLIES LOW AS KLEINSCHMIDT HOPES FOR "A FEW ROUNDS MORE!"

Timonen leads the American assault on the Germans near Menden in 1945. The Germans have Conscript and 2nd line troops but are backed by the dreaded (as long as it has ammo) Sturmtiger, 2 of them in fact. Timonen send his infantry over the 2 hills on both flanks (bd 3) and his 4 tanks on the road in the center valley. Kleinschmidt tried to have some troops dug in back on those hills as well as a MG nest in the upper levels of the city behind the hills. J100 For a Few Rounds More (game 222) is a fun one.

SESSION 100

SAFFORD DESTROYS KLEINSCHMIDT AT VIERVILLE

Kleinschmidt planned to take down Safford to gain an easy victory to celebrate the 100th meeting of the club, but an aggressive attack by Safford and a lot of bad rolls on Dave's "killer dice" ended up in a defeat for the Germans in Retaking Vierville S1 (game 224). Steve lived through several neg 2 or 3 shots to take the buildings the Germans needed to win, and watched as the Germans couldn't rally anyone or make a MC in the last turn.

SHERMAN MARCHES WEST (1944, Russia)

Game 226 was scenario S24 from Starter Kit #3 and was way too large to be played in on a week night. It had to be called by the judge in Stubit's attacking Russians favor due to the fact that they would gain the objective leaving a German counter attack, led by Klepaczyk to come across open ground and grain. This one featured some Lend-Lease Shermans in Russian colors that only come with Starter Kit #3. Woo-hoo. Bet'cha didn't know that!

BENNETT LAUGHS ALL THE WAY TO VICTORY

Doug Bennett continued his winning ways by defeating Timonen in Schklov's Labors Lost T4 (game 225). The Soviets suffered the loss of the main HMG due to breakage and couldn't roll low. Bennett played an excellent attack, even risking CE'ing his Stugs to avoid the +1. His Stug's scored repeated CH's and helped reduce Timonen's hapless Russkies to a shell of a fighting force. All ASLer's should learn to enjoy the vagaries of the dice, the way Doug does.

And now for the awards.....

Most Fun Playing ASL – Doug Bennett
Worst Rolls of the Month -Timonen and Kleinschmidt

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

100%	Mike Ryzy
100%	Steve Safford
90%	Bob Holmstrom
78%	Dave Kleinschmidt
63%	Doug Bennett
53%	Dave Timonen
53%	Mike Stubits
45%	Rick Hollander
34%	Joe Pellam
33%	Keith Berkout
26%	Jeff Hallett
20%	Tim Klepaczyk
0%	Dan Eder
0%	Mark Fischer

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

Hey, this is to see who is paying attention and is going to respond. I would like you to let me know if you are willing to play Starter Kit scenarios or would rather stick to Advanced ASL. Let me now ASAP. All of you need to respond. It would help me when I am assigning opponents.

Tip of the Day – Remember to stick to scenarios that are about 5-6 turns long and have no more than 16 counters per side to finish a game on a weeknight.