

The Palatine Area Advanced Squad Leaders (PAASL) #18 (sessions #72-74)

Welcome to this issue. I have a new computer program and hope that everyone can open *this* version which was typed on my *new* computer (state of the art as of 2 years ago). The biggest change in the style is that we will no longer refer to the players as Joe P. or Chris W.. They will now be known as Pellam and Walters. This change provides more tough sounding and appropriate names for our incredibly hirsute group. After all, this group just oozes machismo.

The group met on 5/8/06 and had a majority of players who have been members for a year or less. We played the next ASL Starter Kit Scenario **Hammer to the Teeth**. This scenario featured the Germans attacking the Americans. Pellam's Germans defeated rookie Keith Berkout. By clearing the required area of enemy troops. Walters and Hallett only got 3 or 4 turns in of a 7 turn game and decided to continue it next time (it was that close). Kleinschmidt played two games at once with the same defensive set up for both games (having the same defense makes it a lot easier to keep track of two boards at once). He defeated both Hollander on the left board and newcomer Randy Nelson on the right. Nelson has a lot of gaming experience with other game systems, and wanted to learn ASL. We really enjoyed both of these rookies and hope they had a good time. The arrival of these rookies make Hallett and Pellam feel like old timer's.

The second session on 6/12/06 was another one of those, "almost got 8 players" nights. We had 7 scheduled to play when Berkout had to cancel. At least he left us with an even number to play **Legio Patria Nostra** S16. I didn't know what the hell it meant either 'til I read the description. Some weird Latin thing used by the "free French" to mean "the Legion is our homeland". And I thought it was a Mafia slogan and a scenario featuring the Italians. It actually pitted the Germans against the "free French". The Germans only victory against the free French in Italy in 1944, was provided by Sullivan who beat Pellam. That game saw a decisive low roll against a French stack that couldn't make a morale check to save its life. Kleinschmidt's Germans lost on a last minute counter attack that came down to a German squad needing to make the last of three MC's against it, in order to enter CC, and possibly win the game. The squad was pinned!!! Pinned, can you believe it?!?. Kleinschmidt played "rookie" Bennett, who really isn't a "rookie" since he knows the IFE table by heart (an 8 on the 8 column is a morale check, etc.). Bennett played one of the best games Kleinschmidt has seen played by a newbie, and Bennett had ROF's of 4 and 5 with his little MTR, showing that they *can* be used against buildings, contrary to popular belief. The third game of the night saw Timonen's free French defeat Hallett. They had a monumental 4 turn melee during their game, and really stressed out the rules lawyers because they *both rolled boxcars during CC*. One of you out there needs to research what the rules say is the result of that bizarre event!!

Here is a synopsis sent in by Pellam about his above mentioned game with Sullivan.

French turn 1 (Joe) Prep fire breaks/eliminates 3 or 4 squads in row S buildings. Things are looking pretty good and looks like I will be home early. German turn 1 Final fire and Dan's 75L AT gun pivots to fire at my 8-1/6-5-8 sitting in a stone building on a hill top and gets a critical hit which kills the 8-1 outright. (Of course!) French turn 2 and 6 French squads start moving into row S buildings recently vacated but then Dan takes a 2 +3 shot with an LMG and rolls a 3 (twice!) to retain ROF and breaking 5 out of 6 squads (with a mere NMC, 3 tens in a row!) stopping my attack COLD. With no leader in the area to rally my men my attack is stalled fatally while I attempt to get a leader over to my right flank which takes 2 turns. End Game sees me with 2 turns to somehow take 2 buildings so I pile men into the buildings for CC hoping to win and take the 2 required buildings and at a 3 to 1 odds fight in the 3rd building and I roll a 10! Game over for me as now I will be unable to take the required 4 or more buildings. Wow look at that, I think we just had our first "contributor"

The 3rd session had Dave coaching Keseley and Burkout in a game of **The Lawless Roads**. It included tanks, mortars, roadblocks, and even the kitchen sink. Not the kind of game for two very green players. We decided to call it a draw as it was a little overwhelming and took a long time to get to turn 3 (sorry Kesely, next time, you just get infantry). Bennett defeated the Russians played by Hallett in **The Dead of Winter**. Poor Hallett had two stacks of squads meet horrible ends, leaving his Tanks to try to get the exit points all by themselves. They didn't get the exit points as one of Hallett's tanks was immobilized.

Hollander and Pellam played (the following is his 2nd contribution, pasted from his email AAR (after action report).

Scenario: **Dreil Team**

British: Rick Hollander

German: Joe Pellam

Victory conditions: British must exit 8 > VP off North edge of Bd #22.

Rick had a gaggle of 14 MMC's loaded down with all kinds of support weapons and excellent leadership to beat up on and get past 6 German squads and a lone Panther. The catch was that a flooded stream runs across the board limiting him to just 2 little stone bridges which I covered with 3 squads each. Long story short is Rick decided to "Bull through a china shop" me on my left side bridge only to loose 3 or so squads killed and many more broken to very low rolls while running through only 2

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residual. I must have had 10 3's out of 20 rolls which stopped his attack cold. My Panther took care of my right side handily killing several squads mostly with just its machine guns while attempting to approach that bridge.

Turn 5 saw Rick with barely 8 victory points left on the board and none of them across the bridge and conceded the fight.

I would like to commend Rick on a solid attack strategy that would have carried the day normally but that I had some of the best dice rolls ever in a single game. We both agreed that we would like to play this one again.

It is with much sadness that we say goodbye to Chris Walters as he moves to the SW suburb to serve the Lord, as his wife and he are appointed to a new church. Chris has a strangely unjustified 15 wins and 26 losses as a PAASL member. Chris and I have played ASL 122 times. I fondly remember gaming at his apartment many years ago. I was honored to be his best man. He has arranged music for my wife's music ministry, and he is one of the smartest people I've ever met! If you had to spend an evening watching people play ASL, Chris would be the one you would have wanted to watch in order to enjoy his loud and emotional narrative. You could always tell he was having a lot of fun.

And now for the awards....

Most Interesting CC (Close Combat) - Jeff Hallett and Dave Timonen for that double boxcars.

Best Game Played by a Rookie – Doug Bennett (Actually he's not a rookie, he has the IFT chart memorized!)

First Contributor to Our Newsletter- Joe Pellam

Most Three's Rolled- Joe Pellam (he claims it was ten!)

Best Use of the English Language- Joe Pellam (used the term “gaggle” in his AAR).

The standings so far....

100% **Doug Bennett** (congrats!!!!)

79% **Dave Kleinschmidt** (what you gonna do when they come for you?)

53% **Joe Pellam** (finally ahead of Timonen)

52% **Dave Timonen** (are you going to let Pellam pass you?)

47% **Dan Sullivan** (sitting pretty for a guy who only makes a few games a year, you must be a natural)

43% **Rick Hollander** (looking good)

41% **Jon Fujiu** (we've missed you)

36% **Chris Walters** (we will miss you **greatly**)

36% **Greg Haas** (when Chris leaves you gain a spot)

25% **Jim Poffenberger** (hope to see you sometime soon)

20% **Jeff Hallett** (woo hoo!!!, out of the basement!!!)

0% **Keith Burkout** (keep paying close attention to the rules, as you have been)

0% **Randy Nelson** (one win puts you at 50%)