

# PALATINE AREA ADVANCED SQUAD LEADER'S NEWSLETTER #31

Sessions 104 - 105 , Games 238 - 245 , January 2009

## SESSION 104

### HALLETT SEES RARE VICTORY

S16 Legio Patria (game 238), was an adventure that had Hallett on the attack and pulling out a victory. Safford suffered a defeat and is getting used to being like the rest the group who lose about half of all their games.

### MARRERO MAKES 1ST PAASL APPEARANCE

The Scenario Joseph 351 (game 238) welcomed our newest player Will Marrero from Naperville. Unfortunately Kleinschmidt showed no mercy in a game that Schatz believes he lost since he was playing the escaped Russian prisoner's in the rear of Kleinschmidt's Germans and he did not relize the German could exit on turn 5 and he left an escape route open. Kleinschmidt believes he could have blasted through the conscripts even thought they gave him a lot of trouble from the beginning. Marrero had the American's and Free French whose frontal attack was a turn too slow to stop the German withdrawal and escape. Welcome Will!

### BUTCHER'S AND BAKER'S?

Yes, Butcher's and Baker's that is the name of scenario RPT 11(I don't even know where RPT's come from). Stubit's defeated Klepaczyk (who is graduating to full ASL!) in a very tight game that was won in the last CC, leaving barely enough points for Stubit's to exit. This game saw 3 pairs of snakes.

### FAULTY PANZERFAUSTS

Game 241 Patton's Prayers A71 was a victory for Bennett who defeated Pellam whose luck ran out early. Joe rolled a 6 on 5 panzerfaust checks. Then one successfully fired. But another PF exploded resulting in a K/ on it's owner.

## SESSION 105

### NEWCOMER MURPHY HOLDS DEVIL'S HILL

A big welcome to Jack Murphy who came up from Naperville to play the Germans in Devil's Hill T10 (game 242). Klepaczyk's Americans were learning full ASL rules and were unsuccessful at their attempt to take the hill.

### NEWCOMER SPILKEY SPOILS US APPLES

Game 243 Apples to Apples scenario AP37 provided Spilkey's first win as his Germans help off Pellam's Americans. The Americans lost 2 of their best tanks with Gyros and both leaders to the Panther in hex P4. The Gremans had many low rolls.

### NEWCOMER PETERSON HOLDS VIERVILLE

Peterson's Germans held the last buildings to win Retaking Vierville scenario S1 (game 244). Schatz misread the VC and realized too late which buildings met the VC. The dice in this game were wildly hot then cold for both players. That's why we love this game!

### ITALIANS LED BY EDER ACTUALLY WIN (of course they outnumber the Americans like, 3 to 1)

Eder's Italians had a nice attack plan (developed with some help from Dave K) in scenario S31 Going to New York (game 242). They took the woods leading to the railroad embankment and needed to get 14 FP points on the railway or take the station house behind it.

Timonen made a daring counter attack to stuff the Italians in the woods when Eder (Kleinschmidt) noticed the path to the station was wide open. One squad went and took it insuring immediate victory.

Thanks to Timonen for his tutoring a rookie.

And now for the awards.....

**Best Performance by a Newcomer**– Jack Murphy, Rich Spilkey and Larry Peterson who all won their games (I think us old regulars are in trouble boys!)

**Sportsmanship Award**- Jack Murphy and Dave Timonen (for helping new guys learn the ropes).

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

100%	<b>Jack Murphy</b>
100%	<b>Rich Spilkey</b>
100%	<b>Larry Peterson</b>
91%	<b>Bob Holmstrom</b>
79%	<b>Dave Kleinschmidt</b>
75%	<b>Steve Safford</b>
66%	<b>Dan Eder</b>
61%	<b>Doug Bennett</b>
56%	<b>Mike Stubits</b>
53%	<b>Dave Timonen</b>
31%	<b>Joe Pellam</b>
25%	<b>Jim Poffenburger</b>
23%	<b>Jeff Hallett</b>
22%	<b>Tim Klepaczyk</b>
20%	<b>Ron Schatz</b>
0%	<b>Patrick Moore</b>
0%	<b>Don Lazov</b>
0%	<b>Dan Janezick</b>
0%	<b>Will Marrero</b>
??%	<b>Alex Jovanovich</b>

The hope is to play the 1<sup>st</sup> Thurs of every month (don't forget Joe's club on the 3<sup>rd</sup> Thurs). This is an updated list and I will ask to remove you if you do not respond to email invites or not make a game for 4 months or so. We will always add you back in when you ask. The seating is limited to 10 ( I move the X Bike to the furnace room and get an extra table up). 2 more can fit on a very small table (one board only) in the bed room with the counters on the bed.

Roll Low and may the dice be with you.

**David Kleinschmidt**

**Tip of the Day** – Don't forget you can leave a weapon behind in the advance phase, so if the only unit has a FT and you don't really want to risk losing it in the hex with the enemy then leave it behind for your friends when you advance.