



PAASL

Palatine Area Advanced Squad Leaders



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Sessions 123-125

Games 303-315

When a firegroup cowers, only one unit, determined by random selection, is marked with a final fire counter.



Hey, that ain't ASL!

Session 123

GAME 303

Scenario S2 War of the Rats saw Klepaczyk's German soldiers defeat Will Marerro's Russian forces in a real nail biter. German firepower overwhelmed the Soviet defender until late reinforcements showed up. The moved on 2 rear VP buildings and faced 2 German squads. Tom's last Russian squad made a rush but was shot down. Some interesting bits from this game were 1. The Germans managed to roll a 6 on 3 smoke attempts. A conscript Soviet took out a 1st line German squad in CC (remember, morale doesn't matter in CC). This one came down to the last roll.

GAME 304

Session 124

GAME 308

Kleinschmidt got revenge on rookie Woods (shameful to brag about that) in, **J116 Brigade Hill**. Woods led the Brits against the Japanese defense but failed in the last turn to take the 3rd of 5 hills. Dave had several nice rates and Mark was a tenacious defender who refused to give up. Glad to see Mark back for his 3rd game.

GAME 309

Mike Lembke came up victorious versus newcomer Tom Willcockson in scenario S? Released From the East. In this game, Lembke's Soviets took 2 of the VP buildings. The German Leader in one of the VP Buildings killed the last Soviet squad, but he was not able to hold the building in the end.

GAME 305

Bob Holmstrom defeated Chip Dikerson (his first defeat) in a playtest scenario for Journal 9 called Mountain Hunters. That is all I got from Bob on this game.

GAME 306



We welcome rookie Dave Wilson to our group! Sadly Klepaczyk forgot the club rule about letting the new guy win. His Greeks defended the building valiantly in, **RPT19 Mercury Rising**. Wilson's German attack was a bit slow but was stepped up as time was running out. They could not get past the phalanx of Kiwi's and Greek's.

GAME 310

Stubits played Kleinschmidt in a scenario from the new High Ground 2 pack from Bounding Fire. They didn't finish but it looks like a tie as Dave's Partisans are holding a building on a hill from the onslaught of Mike's Slovakian troops who were sent to rescue some Germans there. The scenario is **HG - 2 Perun's**.

GAME 307

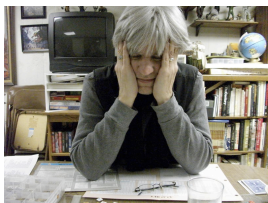
Barkalow managed to pull off a win on Timonen in **SK 3 Monty's Gamble**. The Germans needed to exit points to win and all of the British are set up HIP. The German moved on in mass in one area. The British redeployed and nailed the last tank needed for exit with a 6lb gun (got 3 tanks total) and a piat got another.

Scenario SP??? Playtest., was one designed by Schatz and is a contender for publication in Schwerepunkt. Schatz defeated Marerro as his Germans key defensive fire caused a number of routs on the attacking Americans. An LMG firelane caused significant damage before it was overrun. The Germans pulled back to the rear 2 buildings but one was taken by WP shot. Game called due to time, but the US has 4 turns to take the last building.

Session 124 Continued (hey we had 10 players)

GAME 311

Mike Ryzy returns and defeats Tom Barkalow. They played a quick game of **S32 Monty's Gamble**. Tom's Brit defenses were neutralized by a strong German push on the South flank. German tanks made the dash for the west edge, 2 exited on turn 3. Turn 4 saw the final tank make it's blitz for the exit and a Brit 57 hits it in the side twice and gets 2 duds!!!



Jeff pondering his next move.

GAME 312

Bob Holmstrom and Mike Stubits were in training for the ASL Open and played **OoA12 With Friends Like These**. These guys can't be bothered with after action reports so all we know about this epic battle is that Holmstroms Vichy French defeated the U.S. troops they were up against. BOOO!!! (we are not booing you Bob, just your Vichy French).

Session 125

GAME 313

Kleinschmidt came up with a loss in scenario **J120 Ishun Tank Traps**. Mike Stubits only lost 2 tanks to the traps and the firepower of the 152mm guns was overwhelming for the German defenders. Mike also faced 8 different -2 shots in the 2nd to last turn and only had one unit get pinned, and none break. Wow!

GAME 314

Mark Woods defeated David Wilson, who played the Russians, in scenario **A1 Guard's Counter Attack**. Poor shooting by the Russians causes them to lose momentum. Mark had the misfortune to have 3 squads break in the top of the last turn, and the fortune to have them all rally in the bottom of the last turn.

GAME 315

What are those white units on the ASL mapboard? They are the Swedish Volunteers led by John Pires. They defeated Mike Ryzy's Germans in **SV5 Lions and Tin Men**. Bad dice for the Germans and an active allied sniper helped attain the victory for the Swedes.

"ASL is a dream and a nightmare."

Awards and Standings

Sportsmanship Award– Dave Wilson losing with grace and dignity.

Best Dice Rolls Award– Mike Stubits (tons of 5's)

Cooliest Counters Award– John Pires - Swedes.

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

84%	Bob Holmstrom
77%	Dave Kleinschmidt
75%	Mark Woods
66%	Chip Dickerson
66%	Mike Ryzy
57%	John Pires
56%	Mike Stubits
52%	Dave Timonen
50%	Will Marrero
50%	Jack Murphy

45%	Tim Klepaczyk
42%	Doug Gries
39%	Ron Schatz
38%	Mike Lembke
38%	Tom Barkalow
28%	Jeff Hallett
0%	Tom Willcockson
0%	Dave Wilson

Roll Low and Rally Well
David Kleinschmidt