## The Palatine Area Advanced Squad Leaders (PAASL) #19 (sessions #75-77)

We have a numbering system that will now be used in place of "session #1" etc. I have kept the games played numbered, and will now use *those* numbers when listing "sessions". A session now refers to a night of game playing, and an individual game played has a number. For example the next game night discussed was the 75<sup>th</sup> session (night of gaming), and the 166<sup>th</sup> game played (because there were only three players). Read on.

Our 75<sup>th</sup> session saw three players show up, so they took the opportunity to play a 3 player scenario called <u>The Dogs of War</u> (our 166<sup>th</sup> game played). Pellam played the local partisans, who fought against both Kleinschmidt's Russian Liberation Army (Soviet prisoners of the Germans who fought against Stalin, and now were looking for away to redeem themselves by fighting against Timonen's German SS troops, and against the local partisan forces to gain control of Prague. This excellent scenario took place on the day the German's surrendered, May 8, 1945. Timonen won even though Pellam joined Keinschmidt when he realized he could not win the scenario. This game was started sometime several months back and was finiished on 6/28/06.

We tried our first DYO (Do Your Own) scenario for session #76, game #167. We gave it a name **Fires of Chaos**. Fujiu suggested this name. Joe had some wonderfully provincial ideas. I had to reject Timonen's suggestion of **The Broken Jar.** What does that mean, you wonder? You'll find out at the end of this paragraph. This game featured a German force designed by Pellam and a Soviet army designed by Kleinschmidt. The board had three city sections and the winner had to control the majority of the buildings in 2 of the three sections to win. The interesting thing about the game was that Dave always wanted to have 8 players (to set up 4 one on one games) and the most he could get was 7, and a record 9 players showed up for this one. Hollander and Hallett could not take the buildings defended by Bennett on the left side, due to good play by Bennett and killer supporting fire from Fujiu in the center (tons of low rolls). Kleinschmidt's assault squads finally took the center on the last turn against Fujiu. The right side saw an overwhelming sweep by Sullivan (killer rolls) and Timonen against Pellam and Haas. The Soviets won, even though the Germans rolled to move first and took a lot of the objectives right off the bat. This was a fun and crazy evening! Sullivan even broke a dice jar while rolling! He was a maniac!

The 2<sup>nd</sup> DYO (session #77) on 7/19/06, pitted an American and French Partisan force against a German garrison forse of conscripts and 2<sup>nd</sup> line troops. This game had to end before it could even play the 3<sup>rd</sup> turn because Kleinschmidt realized that a 500pt army would be too big, he told Pellam to reduce it to a 300 pt army, and then got confused and designed his own army at 500 pts anyway. I'll take name suggestions for this one also. Thanks to Timonen and Fujiu for taking the Americans and Partisans, and to Berkout for playing the German's with Pellam.

We need to re think how we track win/loss records. The question becomes "should we count the DYO games?" They are not play tested. Also Should we count multi-player games in a separate category or not at all? Send me your feedback ASAP

And now for the awards....

Lowest Roll's - Jon Fujiu and Dan Sullivan for that first DYO game.

Most Awards in a Single Issue of the PAASL Newsletter- Joe Pellam (last issue he won 3)

Best Performance as an Underdog of War- Dave Timonen

Best Attendance Award - Joe Pellam (when he makes it here next month, he will have attended every game for 12 months)

## The standings so far....

- 78% Dave Kleinschmidt
- 55% Dave Timonen
- 50% Dan Sullivan
- 50% Doug Bennett
- 47% Joe Pellam
- 45% Rick Hollander
- 38% Jon Fuiiu
- 36% Chris Walters
- 34% Greg Haas
- 33% Jeff Hallett
- 25% Jim Poffenberger
- 0% Keith Burkout
- 0% Randy Nelson