



PAASL

Palatine Area Advanced Squad Leaders



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Sessions 126-129

Games 316-326

Only a CE vehicle can Vehicle bypass freeze units that are in upper levels of buildings and the vehicle is more vulnerable to attack when CE.

Session 126

GAME 316

Scenario S44 Across the Border from the new Expansion Pack saw Lembke's Slovak's defeat Schatz's Polish forces. Slovaks needed to gain 6VP on the new board Y (it has a small town on it). 3 multi-hex buildings were worth 2 vp each and armored cars exited were worth 1 VP each. Half of the Poles set up HIP. The Slovaks moved in along the Southern edge of the board, winning a CC then moving to the center of the board. The MMG and ATR were revealed in turn 3 and the ATR took out 2 armored cars. However the Slovaks engaged the MMG in CC and lost the ATR in a mad dash across open ground, so the Polish conceded, because they weren't too conceited.

GAME 317

Thanks to John Pires, Dave Kleinschmidt now owns white counters. Yes, the Swiss Volunteers scenario pack. Dave and John battled in scenario SV1 Ten Ton Tank. Pire's pushed forward aggressively and it looked like a close one as Dave's Swede's had to have the OBA and all other things work well in the last turns to win. But it was not to be, and the Evil Russians won this one in the end.



Session 127

GAME 318

Bob Holmstrom and Dave Kleinschmidt faced off in, J121 Schloss Hemingstein. Holmstrom took the Americans on the assault against Dave's Germans with a very interesting defence. The Germans get lot's of wire, mines, trenches and pillboxes. The German's well set up defense, and low rolls, combined to break too many of Bob's Americans, and Bob had to throw in the towel.

We welcome "new guy" Richard Lake to our group! Sadly, Mr. Wilson forgot the club rule about letting the new guy win. Dave Wilson's Germans defeated Richard Lake's Brits in scenario AP 31 1st Cristot. Wilson's German defense managed to slow down the Brits just enough to keep them off of the hill that was required for victory.

In scenario SK??? The Story of Easy Company, Timonen's Americans had to take four buildings against Lembke's troops. It came down to the last turn. Three American squads ran in to smoke and residual fire while attempting to take the last building but they broke. The 9-1 leader could not win a CC to take a building. The German reinforcements helped to hold the last building.

GAME 319

GAME 320

Session 128

GAME 321

Mike Lembke moves to FULL ASL! That is great news everybody! An intense game of **OA19 The Queen's Prequel**, proved that even a beginner can take it to a Grogard. Mike ran his Brits forward to control a building by an airfield in Italy. Kleinschmidt's Germans barely held on in the last turn to win in CC. Very well played Mike!

GAME 322

Jon Fujiu returned to the group and took on Tim K. in **SK45 Contested Settlement**. This exciting game also came down to the last turn as Jon had 3 separate stacks of infantry, each with a leader, move at least 6 hexes or more to 3 separate buildings to control at least one of them for the win. All three groups broke just at the last moment and he failed to take any of the required buildings

Session 129

GAME 323

In scenario **S44 Across the Border**, Mike Stubits Poles engaged in mortal combat with Tom Barkalow's Slovaks and Tom's troops got all of the Armored cars exited but couldn't take the building that was also required for victory.

GAME 324

Mark Wood's Russians fought David Timonen's Germans **J103 Lenin's Sons** and the German SS managed

to take all of the required buildings in the 2nd to last game turn. Mark fought a good delaying defense but it wasn't enough in the end.

GAME 325

Mike Ryzy's British fought Mike Lembke's French in **A95 The Long Road**. Bad dice for the French ended up malfunctioning both of his MG's. and from there... the Brits walked all over them.

GAME 326

Mike Ryzy's French fought Mike Lembke's British in **A95 The Long Road**. Sound familiar? Like you just read this write up/report? Well this was the 2nd game of the night since the 1st went so quickly the lads played it again. This time Lembke rolled a ton of snakes. That helped him to end up with no French on the board at eh end. He still had to roll for each unit to exit for the victory because Ryzy's wire was still covering the exit hexes. BIZARRE!

"ASL is a heck of a fun game, eh?."

Awards and Standings

Sportsmanship Award— Dave Wilson losing with grace and dignity.

Best Dice Rolls Award— Mike Stubits (tons of 5's)
Mike Lembke (6 Snake Eyes)

Cooldest Counters Award— John Pires - Swedes.

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

80%	Bob Holmstrom
77%	Dave Kleinschmidt
66%	Chip Dickerson
60%	Mark Woods
60%	Mike Ryzy
57%	John Pires
57%	Mike Stubits
53%	Dave Timonen
50%	Jack Murphy
47%	Tim Klepaczyk
42%	Doug Gries
41%	Mike Lembke
39%	Ron Schatz

33%	Tom Barkalow
33%	Dave Wilson
31%	Jon Fujiu
28%	Jeff Hallett
25%	Will Marrero
0%	Tom Willcockson
0%	Richard Lake
0%	Marc Witham
0%	Adam Betzelberger

Roll Low and Rally Well
David Kleinschmidt