

The Palatine Area Advanced Squad Leaders (PAASL) Newsletter #25 (sessions #92-93) Games numbered 208 through 210

Session 92 had a measley 4 players in attendance. I don't mean that the players themselves were measley. I mean the number of attendees was measley . 2 players had to cancel. Anyway.....Kleinschmidt beat Timonen in **Water Foul**. It is the first game they played from the operation Veritable series and it featured some amphibious vehicles attacking a German held village in the Reichswald part of Germany. The Germans flooded it to prevent an easy Canadian assault. Timonen's Canadians however saw 4 of their vehicles become flaming wrecks and both players thought the game might be over until they saw the surviving Canadians (Elites) pound their Conscript enemies, who had an ELR of one. It was too much too late, as Timonen fell one turn short of victory. Game 207 was the one where Fujiu struck a very daring flank attack against Stubits' American defense of a roadblocked crossroad in **Appa Duia** one of the G.I. Dozen scenarios that yes, I admit, I made up the spelling of the title, because I am too lazy to go look it up. Fujiu had a lot of rate on one of his halftrack's guns but failed to keep a frontal assault up and allowed Stubits to shift his forces to effectively defend the crossroads (those bazookas can really tear up the German halftracks.)

Session 93 almost had 8 players. Kleinschmidt and Tim's brother (who arrived late, to help the French) had to defeat a 1945 attack by the Japanese, who had to take 45 of 75 building locations without losing 18 or more CVP's. The scenario was called **Ultimate Treachery J76**. An amazing opening French defensive fire helped to turn all of Stubits Japanese to their reduced side, stopping the assault on the right. Hallett (who split the Japanese force with Stubits, pushed three of his 6 attacking Japanese squads into CC. . Kleinschmidt's lucky CC victories in all 3 of Hallett's CC attack hexes stopped the assault on the left. The game was played out well past the victory conditions (the Japanese could not lose 18 CVP) just so the players could learn the Pacific/ Japanese rules. Game # 208 was **Warlords Estate**, a Chinese Japanese slugfest . Pellam's Japanese tried to clear a building and several hills but fell short of the objective. When asked what the objective was Holmstrom replied "to have fun". Thanks for reminding us all why we play ASL. Game Game #210 was very interesting. Fujiu played against Klepaczyk, in the starter kit scenario **88's at Zon**. Fujiu had to exit U.S. Exit victory points by getting past the German 88mm guns of Klepaczyk. Fujiu lost but he had a lot of fun as he captured one of the 88's and turned ot against it's German owners. He also managed to break the house rule of rolling high on any shot over 12 fp. He rolled a snakes on a 20 shot.

And now for the awards....

Most Fun thing to Happen to You in an ASL Game - Jon Fujiu (turning that 88 back on the Germans)

Greatest Start of a Game- the Kleinschmidterino (that French stop of the Japanese was a dream come true).

87% **Bob Holmstrom**
79% **Dave Kleinschmidt**
66% **Doug Bennett**
55% **Dave Timonen**
50% **Mike Stubits**
50% **Tim Klepaczyk**
45% **Dan Sullivan**
45% **Rick Hollander**
36% **Joe Pellam**
36% **Greg Haas**
33% **Keith Berkout**
30% **Jon Fujiu**
28% **Jeff Hallett**
0% **Mark Fischer**

Look at all those ties in the standings!

See you later

Roll Low and May the Dice be With You!

Dave Kleinschmidt