

The Palatine Area Advanced Squad Leaders (PAASL) Newsletter #27 (sessions #97-98)
Games numbered 218-221

The 97th session of our esteemed club had only Kleinschmidt playing Klepaczyk (German). The scenario was a very good representation of an American parachute drop into Sicily. It was a starter kit scenario S22 **Another Summer's Day** (game 218), and since the starter kits do not have para rules it was interesting how there was a scatter rule for the U.S. 7-4-7's to use when they set up. This simulated the scatter of an airdrop without all the ASL parachute rules. Klepaczyk's Germans could enter on any board edge and gained more squads if they entered later. Lot's of variety!!! Kleinschmidt skulked very well and Tim ran out of turns to drive the Para's from the road hexes. Klepaczyk did get 6 or 7 ROF on a MTR that failed to get a result on the IFT table. Oh well! So goes ASL. On it's last ROF it rolled boxcars and malfunctioned.

During the 98th Session Holmstrom and Pellam played the Critical Hit! Scenario **LUZON LUNATICS HP #22** (game 219) with Holmstrom taking the Japanese. This was a short 4 and a half turn scenario set in the Philippines in 1945 in which the Japanese are surprisingly on the offense with 10 squads and several powerful 150mm SP guns in their OB. To defend against this the American GI's had seven squads, a MMG, a Mortar, and a Bazooka. The Americans also get one crappy armored car with a HMG Main armament. The Japanese win immediately when there are no good order American squads inside a small defensive area surrounded by hedges. Pellam went with a forward deployed defense in the hopes of keeping the Japanese out of the victory condition area, behind the hedges, for as long as possible. Holmstrom entered the board from the both the West & North edges and made quick work of Pellam's forward defense causing the infantry to rout to the safety of the huts in the center of the defensive area. The Japanese conducted two costly but ultimately successful banzai charges that got them into the defensive area behind the perimeter hedges for the final assault on the remaining three American squads. The issue was in doubt briefly for Holmstrom when he entered the last hut for CC with the last two American squads but failed to kill them with one to one odds. Pellam then decided to go for broke and attacked at one to two odds rolling a four killing both squads and the leader. The Japanese then fired into the huts with their remaining men and the last American squads broke ending the scenario at turn four. Holmstrom and Pellam receive the award for fastest players completing their game in less than 90 minutes, which included set-up time. Holmstrom and Pellam agreed in post game analysis that the Americans need to hide out of LOS two hexes behind the hedges which forces the Japanese to be even more aggressive costing them more casualties and delaying them one more turn. The American armored car is also best abandoned at the first opportunity, with the crew hightailing it into the huts with the scavenged HMG to help defend the American's Alamo stand in the huts.

Game #220 was played by our newest member Mike Ryzy who heralds from Michigan and has moved to Illinois. Welcome Mike and glad to see that you defeated Hallett (sorry Jeff) in scenario **S16 Legio Patria Nostra** which translates into Legion of the Family, or something, as nostra sounds like some gang term and patria may mean father. This sounds Italian but actually has the Free French battling for some houses. Hallett actually fired on his own troops in melee to try to survive. A berserker did retake a house but Ryzy still had enough houses to win. *Game #221* saw Kleinschmidt and our other new player Steve Safford, defeat Timonen as his Germans went down to a Soviet assault in **Marders Not Martyrs**. Safford showed great aggressiveness in his first game as he said "let's go for it" when Kleinschmidt asked if they should move up on the hill in view of the deadly guns of the German Marder tanks, or wait til the infantry might cause the crews of the enemy tanks to button up. The bold Soviets did lose 50% of their tanks (in a scenario where they have to exit points to win), but their power stack of 2 squads and a machine gun or two did break the crew of a Marder.... twice, which means it has to be recalled, and move off the board and out of action. The second Marder was sent to a fiery death by a shell from one of the remaining Soviet tanks.

And now for the awards.....

Most ROF - Tim Klepaczyk

Quote of the Night - Mike Ryzy for replying "some French thing" when asked what scenario he was playing.

Fastest Completion of a Scenario - Bob Holmstrom and Joe Pellam

Most Aggressive Rookie – Steve Safford

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

100% **Mike Ryzy**
100% **Steve Safford**
90% **Bob Holmstrom**
79% **Dave Kleinschmidt**
60% **Doug Bennett**
55% **Dave Timonen**
46% **Mike Stubits**
45% **Rick Hollander**
36% **Greg Haas**
34% **Joe Pellam**
33% **Keith Berkout**
26% **Jeff Hallett**
25% **Tim Klepaczyk**
0% **Mark Fischer**

Roll Low and may the dice be with you.

David Kleinschmidt