

# PALATINE AREA ADVANCED SQUAD LEADER'S NEWSLETTER #30

Sessions 102 - 103 , Games 233 - 237 , August and September 2008

## SESSION 102

### SAFFORD FINALLY TAKEN DOWN

S2 War of the Rats (game 233), saw the undefeated rookie go down as his German's could only take two of the three required buildings. Eder and Kleinschmidt ganged up on him, skulked , and rolled just low enough to win. Safford's troops failed him as they took three turns to break the opposing Soviets and take the 1<sup>st</sup> building. He therefore fell a turn short to get the last building required for victory.

### BENNETT GOES TO CHURCH: SCHATZ JOINS PAASL

The Scenario Going to Church(game 234) welcomed our newest player DAN SCHATZ from Elgin. Unfortunately Doug Bennett showed no mercy in a very well contested game. Dan's SS couldn't hold on to the required victory hex of the church even with the cool steeple position. Bennett just placed mortar smoke on it.

## SESSION 103

### JANEZICK JOINS THE RANKS

A big welcome to Dan Janezick who came down from Madison WI to join his friend Ron at our 103<sup>rd</sup> meeting. Unfortunately Kleinschmidt's Germans showed no mercy as they had broken 7 of the 9 British attackers in A Ridge Too Far S17 (game 235). Dan is a good player and a great sport and we hope he can join us often. The two of them rolled many snakes and boxcars (no HOB in starter kits but weapons sure broke and squads got halved).

### SCHATZ GAINS FIRST VICTORY

Game 236 Prelude to Festung S7 provided Schatz first win as his Americans won in a close battle with Klepaczyk's Germans. The Americans gained just enough building hexes to pull out a win..

### RULES ABOUND IN TIGHT BATTLE

Bennett and Holmstrom faced off as the British and German's in Green Jacket Bridge (sounds like a work of art by Cristo). A rules battle settled the game when Holmstrom was proved correct by rules experts after making a deal that if he was correct he would win the game. Both players played well and disagreed on vehicle bypass number of points expended. See rules

D2.1:

"...A vehicle which ends its MPH with MP remaining is assumed to use all those MP in that hex..."

D2.17:

"...The expenditure of MP without moving is termed Delay and can be used only while the vehicle is stopped or using platoon movement (14.21)..."

D2.4:

"...A vehicle may end its MPH in Motion without expending all of its MP only if it has insufficient MP remaining to enter the next hex it wishes to enter..."

And now for the awards.....

*Most Snakes and Boxcars*– David Kleinschmidt and Dan Janezick

*Farthest Drive*–Dan Janezick

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

|      |                          |
|------|--------------------------|
| 100% | <b>Mike Ryzy</b>         |
| 91%  | <b>Bob Holmstrom</b>     |
| 79%  | <b>Dave Kleinschmidt</b> |
| 75%  | <b>Steve Safford</b>     |
| 61%  | <b>Doug Bennett</b>      |
| 56%  | <b>Mike Stubits</b>      |
| 54%  | <b>Dave Timonen</b>      |
| 50%  | <b>Dan Eder</b>          |
| 50%  | <b>Ron Schatz</b>        |
| 45%  | <b>Rick Hollander</b>    |
| 33%  | <b>Joe Pellam</b>        |
| 33%  | <b>Keith Berkout</b>     |
| 28%  | <b>Tim Klepaczyk</b>     |
| 23%  | <b>Jeff Hallett</b>      |
| 0%   | <b>Patrick Moore</b>     |
| 0%   | <b>Don Lazov</b>         |
| 0%   | <b>Dan Janezick</b>      |

Roll Low and may the dice be with you.  
**David Kleinschmidt**

**Tip of the Day** – Do not shoot at broken guys, during advancing fire, who are in the victory hex that you need to take. They might roll snake eyes and rally leaving you to deal with them in CC.