

Hello Squad Leader Fanatic type persons,

Our **first session** (Sept, hello Fall!) had 6 people in attendance. Woo Hoo! Joe Pellam kindly gave every player present a mini-chart to keep, but I think a lot of them left them here by mistake. Thanks Joe! Joe was also kind enough to let Dave T. win the scenario that they had left unfinished back in June. But when they played their next game, his kindness diminished, as he *beat* Dave T in their 2nd game of the evening, **Winter Wonderland**. Dave needed to exit 20pts but Joe scored a critical on the side of Dave's tank as it tried to exit. Then his squad ran up and threw a DC on Dave's tank, destroying it! Dave only had 19 pts left and had to concede. In the other game played that ; Dave K. defeated Jon F. , who missed a whole series of morale checks with high rolls. But don't worry about Jon's bad rolling as his game improved; he missed the next series of morale checks by rolling eights (when he needed sevens, it *was* an improvement, he *only* missed by one this time). Chris Walters defeated Dan S. in the same scenario that Jon and Dave played. It was called **Welcome Back**. Chris's Americans held off a numerically superior, but morale (moralely?) inferior German army. After all it was late 1944. The 2nd line Germans quickly ELR'd into conscripts, and those 4 and 5 level morale's really *are* hard to rally aren't they?

On the news front, the 2nd starter kit is out and it is called "Guns". Since we have played all of the starter kit #1 scenarios twice, we will start in on these new scenarios next time. Don't fear the gun rules, as they have been simplified. Don't fear the reaper as it's a cool song title. Some members have requested to be paired up based on ability. Lower rankers play the low ranked. I'll try to do that more often. And when I do you'll have to interrupt the game of the more advanced players, to ask your silly questions (just kidding, no question is a silly question). Others have requested that the scenarios be disclosed in advance (so that they can cheat and look them up on the internet in order to find playing hints?). You can look them up on the internet too, if you want. In the future, I'll try to email the match ups *and* the scenario title, a day or two before we meet, in order to help you plan.

The **second session** (Oct., 18th) featured the newest "Guns" starter kit scenario **Ambitious Assault**. Dave and Joe took the Italian defenders. Joe had previewed the situation and gave Dave K. some quick advice on defense. Dave varied his defense a bit from Joes. This scenario featured some Italians trying to hold off an American and British assault. The Italian ELR (of 1) did not prevent the Italians from winning both games. **Ambitious Assault** required some aggressive play from the attackers (Jon F, and Dave T.) They attacked aggressively yet couldn't pull off the win.

When we played the **third session** (Nov. 15th) Dave K was about as stressed out as he could get. His opponent, Joe P., played a very intelligent game and easily beat Dave's rolls. They played a scenario called **Paper Army** in which Dave's Italians had to cross the length of an entire board and exit ten points, while Joe's Greeks tried to prevent it. It came down to the last roll as the Italians barely exited the required squads. Jon F. and Dave T. also played this scenario. In that match up DaveT's Greek army managed to stop Jon's Italian exit attempt in the second to last turn, by eliminating enough points to make an Italian victory an impossibility. **Paper Army** was the 2nd scenario in the new starter kit series.

And now for the awards

Quickest Game Ever Played- Joe Pellam and Jon Fujiu, who played a game in under two hours.

Best Looking ASL Player- Dave K. (of course)

Dave K. 81%
Dave Timonen. 51%
Rick Hollander. 47%
Greg Haas. 42%
Jon Fujiu 40%
Dan Sullivan 40%
Joe Pellam 40%
Chris Walters. 35%
Jim Poffenberger. 26%
Rob Arrieta 0%

Roll low and may the dice be with you.

Dave K.