

# ASLSK Index for ASLSK Players

[Version 81]

## A

|   |  |
|---|--|
| A# (APCR #)   | 6.2  |
| AAMG  | 7.7, 7.8   |
| Abandonment, SW   | 4.0  |
| AC (Armored Car)  | 1.2.7, 7.0   |
| Acquired Target   | 6.10, 6.11   |
| ADJACENT  | n/a  |
| Causes DM   | 3.2.3  |
| Advance   | 3.7  |
| Advance Fire Phase  | 3.5  |
| Advance Phase   | 3.7  |
| Advance vs. Difficult Terrain   | 3.7  |
| Advanced Sequence of Play   | 3.0 ff   |
| AF (Armor Factors)  | 7.1  |
| Facing/Aspect hit   | 3.2.4  |
| AFPh  | 3.5  |
| AFPh Fire   | 3.5  |
| AFPh SW/Gun Fire Limits   | 3.5  |
| AFV (armored fighting vehicle)  | 7.0  |
| AFV Destruction Table   | On TH/TK chart   |
| AFV/Wreck LOS Hindrance   | 7.4, 7.4.1   |
| AFV/Wreck TEM   | 7.4, 7.4.1   |
| AG: Assault Gun   |  |
| Non-turreted vehicle  | 7.2  |
| Air Burst   | 1.1.1  |
| Increased Residual  | 3.3.5  |
| WP  | 6.2  |
| All MP/MF Expenditure   |  |
| MF  | n/a  |
| MP  | 1.1.1 woods, 3.3.2, QRDC Terrain Effects Chart (woods) |
| Ambush  | 3.8  |
| Ammunition, Types of  | 2.0, 6.2   |
| See also A#/APCR, AP, D#/APDS, HE, H#/HEAT,<br>s#/Smoke, WP#/White Phosphorus |  |
| Ammunition Depletion  | 6.2  |
| Anti-Tank Gun   | 1.2.6  |
| Non-large allowed to set up in building                                       | 1.2.6  |
| Anti-Tank Rifle   | 4.4, 4.4.4   |
| AP# (Armor Piercing Depletion)  | 2.0, 6.2   |
| AP (Armor Piercing)   | 2.0, 6.2   |
| AP only weapon (underscored caliber)  | 6.0  |
| APCR/APDS   | 2.0, 6.2   |
| APh (Advance Phase)   | 3.7  |

|                          |  |                   |
|--------------------------|--|-------------------|
| Area Fire                |  |                   |
| Long Range               |  | 3.2.2             |
| Area Target Acquisition  |  | 6.11              |
| Area Target Type (ATT)   |  | 3.2.4             |
| Mortars must use         |  | 6.9               |
| Effect vs. vehicle       |  | 7.11              |
| Armed:                   | all units in ASLSK are armed, and the term is not used |                   |
| Armor Factor             |  | 7.1               |
| ART                      |  | 1.2.6             |
| ASAP                     |  | 7.10              |
| Aspect                   | 7.1  |                   |
| Assault Fire             |  | 3.5               |
| Assault Movement         |  | 3.3(1,2) 3.3.1(3) |
| FFNAM cancelled by break |  | 3.3.3             |
| AT Gun                   |  | 1.2.6             |
| Not large in building ok |  | 1.2.6             |
| ATT                      | see Area Target Type                                   |                   |
| ATR (Anti-Tank Rifle)    |  | 4.4, 4.4.4        |
| ATTACKER                 |  | 2.0, 3.9          |

## **B**

|                                |                                     |                               |
|--------------------------------|-------------------------------------|-------------------------------|
| B# (breakdown)                 |                                     | 2.0                           |
| SW                             |                                     | 4.0, 4.1, 4.2                 |
| Ordnance                       |                                     | 6.12                          |
| Vehicle                        |                                     | 7.2                           |
| See also Disabled              |                                     |                               |
| Backblast                      |                                     | 4.4.3                         |
| Barrel Length                  | (implicitly used on TH & TK charts) |                               |
| BAZ (Bazooka)                  |                                     | 4.4, 4.4.1                    |
| Blind Hex                      |                                     | 2.0                           |
| BMG (Bow Machine Gun)          |                                     | 7.8                           |
| Bnd (F) F (Bound (First) Fire) |                                     | 3.3.2.2                       |
| Bog                            |                                     | 7.6                           |
| Bounding Fire                  |                                     | 3.3.2.2, 3.5                  |
| Bounding First Fire            |                                     | 3.3.2.2                       |
| Bow MG                         |                                     | see BMG                       |
| BPV                            | Vehicle and Ordnance Notes          |                               |
| Bracketing                     |                                     | 6.10, 6.11                    |
| Breakdown                      |                                     | 2.0 (B#), 4.0, 4.1, 6.12, 7.2 |
| Broken Units                   |                                     | 1.2.3, 3.2.3                  |
| Brush                          |                                     | 1.1.1(3)                      |
| BU (buttoned up)               |                                     | 7.7                           |
| Change during APh              |                                     | 3.7                           |
| Buildings                      |                                     | 1.1.1                         |
| MTR fire from n/a              |                                     | 1.1.1                         |
| Buttoned Up                    |                                     | see BU                        |

## C

|  |                                |
|--|--------------------------------|
| CA   | 3.2.4                          |
| Includes own hex (EXC: DFF)                            | 3.2.4                          |
| Includes own hex DFF if CA includes hexside crossed    | 3.2.4                          |
| Does not include own hex for Immob, bow-mounted weapon | 3.2.4                          |
| Caliber Size   | 6.0                            |
| Captured Equipment                                     | 3.2.4, 4.0, 5.5, 6.12          |
| Casualty MC  | 3.2.3                          |
| Casualty Reduction                                     | 2.0, 3.2.3                     |
| CC (Close Combat)                                      | 3.8                            |
| CX effect  | 3.3.1                          |
| CC Reaction Fire                                       | 3.3.4                          |
| CCPh (Close Combat Phase)                              | 3.8                            |
| CCT (Close Combat Table)                               | QRDC                           |
| CCV (Close Combat Value)                               | 3.8                            |
| cdr (colored die roll)                                 | 1.4                            |
| ROF  | 1.2.4.1                        |
| Backblast  | 4.4.3                          |
| Vehicular Hit Location                                 | 3.2.4                          |
| Bog Removal  | 7.6                            |
| CE (Crew Exposed)                                      | 1.2, 7.7                       |
| Change during APh                                      | 3.7                            |
| CE DRM   | 7.7                            |
| Vs. TPBF   | 3.2.2.1                        |
| [Center Hex Dot]                                       | 1.1, 2.0                       |
| CH (critical hit)                                      | 6.1                            |
| Class, Personnel Types                                 | 1.2.2                          |
| Close Combat   | 3.8                            |
| CX effect  | 3.3.1                          |
| Reaction Fire  | 3.3.4                          |
| Close Combat Phase                                     | 3.8                            |
| Close Defense Weapon System (Nahverteidigungswaffe)    | 3.8, 7.5                       |
| CMG  | 7.8                            |
| Collateral Attack                                      | 7.12                           |
| Conditional ROF  | 3.2.4                          |
| N/a for turreted Guns                                  | To Hit Chart, Rate of Fire box |
| Conscripts   | 5.4                            |
| Control  | 2.0                            |
| COT  | 2.0                            |
| Counter  | 1.2                            |
| Covered Arc  | 3.2.4                          |
| Cowering   | 2.0, 3.2.2                     |
| Crest Line   | 1.1.1                          |
| Crew   | 1.1.2, 1.2.6, 6.4, 6.6         |
| Crew Exposed (CE)                                      | 1.2, 7.7                       |
| Crew Small Arms  | 3.8                            |

|                          |                |
|--------------------------|----------------|
| Critical Hit             | 6.1            |
| Csize (Gun Caliber Size) | 6.0            |
| CT (closed-top AFV)      | All AFV are CT |
| CX                       | 2.0            |
| Double Time              | 3.3.1          |
| APh                      | 3.7            |
| Affect in CC             | 3.3.1          |

## **D**

|   |                          |
|---|--------------------------|
| DC (Demolition Charge)                                    | 4.3                      |
| DEFENDER  | 2.0, 3.9                 |
| Defensive Fire (DF)                                       | 3.3.3, 3.3.4, 3.4        |
| Defensive Fire Phase                                      | 3.4                      |
| Defensive First Fire                                      | 3.3.3                    |
| Delay   | 3.3.2                    |
| Demolition Charge   | 4.3                      |
| Depletion Numbers   | 2.0, 6.2                 |
| Desperation (Backblast)                                   | 4.4.3                    |
| Desperation Morale  | 2.0, 3.1 (f), 3.2.3, 3.6 |
| Removal   | 3.1 (h)                  |
| Destruction, Self   | 4.0                      |
| Destruction, SW   | 4.0                      |
| Detection   | 6.4                      |
| DF (Defensive Fire)                                       | 3.3.3, 3.3.4, 3.4        |
| DFPh  | 3.4                      |
| Difficult Terrain   | 3.7                      |
| Direct Hit  | 2.0, 6.7                 |
| Directing Fire (see Fire Direction)                       | 1.2.1, 3.2.2             |
| Disabled (vehicular armament which is permanently broken) |                          |
| MA  | 7.2                      |
| MG  | 7.8                      |
| Recall  | 7.10                     |
| Dispersed Smoke   | 1.2.5                    |
| DM  | 2.0, 3.1 (f), 3.2.3, 3.6 |
| Removal   | 3.1 (h)                  |
| Placed on already broken unit by fire                     | 3.2.3                    |
| Placed on already broken unit by enemy unit adjacent      | 3.2.3                    |
| Doubles   |                          |
| Cowering  | 2.0, 3.3.2               |
| Double Break  | 3.2.3                    |
| Double Time   | 3.3.1                    |
| DR  | 1.4                      |
| dr  | 1.4                      |
| DRM   | 2.0                      |
| drm   | 2.0                      |
| Dropping SW   | 4.0                      |

## **E**

|                               |            |
|-------------------------------|------------|
| Elevation Change              | 1.1.1      |
| Elite                         | 1.2.2      |
| SMC are ...                   | 1.2.1      |
| ELR (Experience Level Rating) | 3.2.3, 5.1 |
| Emplaced Gun                  | 2.0, 6.3   |
| Entry (Offboard)              | 3.3        |
| Exit of mapboard              | 3.3.1      |

## **F**

|  |                                 |
|--|---------------------------------|
| Failure to Rout                        | 3.6                             |
| Fast Turret Traverse (T)               | 7.2                             |
| Fate                                   | 3.1(f)                          |
| FFMO                                   | 1.1.1, 2.0, 3.3.1               |
| FFNAM                                  | 2.0, 3.3.1, 3.3.3               |
| FG (Fire Group)                        | 2.0, 3.2.2                      |
| n/a for Ordnance                       | 2.0                             |
| n/a for Vehicle's MG/IFE & other units | 2.0                             |
| Field Promotions                       | 5.3                             |
| Final Fire                             | 3.4                             |
| Final Protective Fire (see FPF)        | 3.3.3                           |
| Firepower (see FP)                     | 2.0, 3.2.2                      |
| MMC                                    | 1.2.2                           |
| Fire Attacks                           | 3.2.2                           |
| Fire Attacks NA                        |                                 |
| AFV MG TK unless MA                    | 4.1                             |
| vs Friendly units unless in Melee      | 3.8                             |
| MMG, HMG, mortar, Gun if moved         | 3.5                             |
| Out of hex with enemy unit             | 3.2.2.1                         |
| Fire Direction (see Directing Fire)    | 1.2.1, 3.2.2                    |
| Fire for Effect                        | n/a                             |
| Fire Group (See FG)                    | 2.0, 3.2.2                      |
| n/a for Ordnance                       | 2.0                             |
| n/a for Vehicle's MG/IFE & other units | 2.0                             |
| Fire Phase                             | 3.2                             |
| Firer-Based Hit Determination DRM      | QRDC To Hit Dice Roll Modifiers |
| Firing Within Hex                      | 3.2.2.1, QRDC To Hit Case 10    |
| First Fire (FF, DFF)                   | 3.3.3                           |
| Flamethrower                           | 4.2                             |
| Bounding First Fire                    | 3.3.2.2                         |
| FP (Fire Power)                        | 2.0, 3.2.2                      |
| MMC                                    | 1.2.2                           |
| FPF (Final Protective Fire)            | 3.3.3                           |
| FT (see Flamethrower)                  | 4.2                             |
| Bounding First Fire                    | 3.3.2.2                         |

Fully Tracked 1.2.7, 2.0, 7.0

## **G**

Game Turn 3.0  
German  
    Have PFs 4.4.2  
Good Order 2.0  
Grain 1.1.1  
Green Units 5.4  
Grid Coordinates 1.1  
Ground Pressure 2.0, 7.6  
GT (Gun Type) 3.2.4, 7.2  
Gun 1.2.6, 2.0, 6.0  
Gun & Ammo Type Basic TH# Modifications QRDC To Hit DRM  
Gun as Target 6.7  
Gun Caliber Size (Csize) 6.0  
Gun Destruction (as if SW) 1.2.6  
Gun Emplacements 6.3  
Gun Type 1.2.6  
Gunshields 2.0, 6.6

## **H**

H see H#  
H# (HEAT) 2.0, 6.2  
HA (Height Advantage) 1.1.1, 2.0  
Half Hexes 1.1  
Half Squad 1.2.2  
Hazardous Movement 2.0, 6.5  
HE (High Explosive) 6.2  
HE# 6.2  
HE Equivalency 6.2  
HE only weapon (overscored caliber) 6.0  
HEAT (High Explosive Anti-Tank) 6.2  
Height Advantage (see HA) 1.1.1, 2.0  
Hex 1.1  
Hidden Guns see HIP  
Hidden Initial Placement see HIP  
Hill 1.1.1  
Hindrance, LOS 2.0  
Hindrance Level implicit in 1.1.1  
HIP (Hidden Initial Placement) 6.4  
Hit Location 3.2.4  
Hits 2.0, 3.2.4  
    CH 6.1  
HMG 4.1  
    TH/TK 4.1, 3.2.4

|                           |       |
|---------------------------|-------|
| Fire n/a in AFPh if moved | 3.5   |
| HS (half squad)           | 2.0   |
| Hull Hit                  | 3.2.4 |

## **I**

|   |                                     |
|---|-------------------------------------|
| i.e.                                      | <i>id est</i> , latin for “that is” |
| IF (see Intensive Fire)                   | 2.0, 3.2.4, 6.12                    |
| IFE (Infantry Firepower Equivalent)       | 6.8, 7.8                            |
| IFT (Infantry Firepower Table)            | 3.2.3, IFT table                    |
| Immob (counter abbreviation for Immobile) | 2.0                                 |
| Immobile                                  | 2.0, 7.6                            |
| Immobilization                            |                                     |
| Bog                                       | 7.6                                 |
| TK result                                 | 7.10                                |
| Inexperienced Personnel                   | 2.0, 5.4                            |
| INF Gun                                   | 1.2.6, 2.0, 6.6                     |
| Infantry                                  | 2.0                                 |
| Infantry crew counter                     | 1.2.2                               |
| Infantry Movement                         | 3.3.1                               |
| Infantry Target Type                      | 2.0, 3.2.4                          |
| Inferior Turret                           | 7.1                                 |
| Inherent (PF)                             | 4.4.2                               |
| Inherent SW                               | 4.4.2                               |
| Inherent Terrain                          | 2.0, 3.2.1                          |
| Intensive Fire (IF)                       | 2.0, 3.2.4, 3.3.3, 6.12             |
| Interdiction                              | 2.0, 3.6                            |
| Acquisition lost                          | 6.10                                |
| Interdictor                               | 3.6                                 |
| IPC (Inherent Portage Capacity)           | 2.0, 4.0                            |
| ITT (Infantry Target Type)                | 2.0, 3.2.4                          |

## **J**

## **K**

|                  |       |
|------------------|-------|
| K (Kill)         | 3.2.3 |
| KIA              | 3.2.3 |
| Known Enemy Unit | 2.0   |

## **L**

|                                |                          |
|--------------------------------|--------------------------|
| L (Long-barreled Gun)          | implicit in TH/TK tables |
| LATW (Light Anti-Tank Weapons) | 2.0, 4.4                 |
| Lax (ambush modifier for CC)   | 3.8                      |
| Leader Creation                | 5.3                      |
| Leadership                     |                          |
| DRM                            | 1.2.1, 3.2.2, 3.2.3      |

|                                    |                          |
|------------------------------------|--------------------------|
| Movement bonus                     | 3.3.1                    |
| Light Anti-Tank Weapons (LATW)     | 2.0, 4.4                 |
| Light Mortar                       | 2.0, 4.5, 6.9            |
| Fire from Buildings n/a            | 1.1.1                    |
| Non-QSU Guns may not move          | 6.5                      |
| Limited Stowage                    | 6.2                      |
| LL (barrel length)                 | implicit in To Hit Chart |
| LLMC (Leader-Loss Morale Check)    | 2.0, 3.2.3               |
| LLTC (Leader-Loss Task Check)      | 2.0, 3.2.3               |
| LMG (Light Machine Gun)            | see MG                   |
| Location of Vehicular Hits         | 3.2.4                    |
| Long Range Fire                    | 3.2.2, 4.2               |
| LOS (Line of Sight)                | 2.0, 3.2.1               |
| Road Hexside LOS (ASLRB 4.132)     | n/a                      |
| LOS Checks 3.2.1                   |                          |
| LOS Hindrance (see Hindrance, LOS) | 2.0                      |
| LOS Hindrance Blockage             | 2.0                      |
| Low Ammo B#                        | 7.2.1                    |
| Low Crawl                          | 2.0, 3.6                 |

## **M**

|   |  |
|---|--|
| M# (Manhandling Number)                   | 2.0, 6.5   |
| Gunshield n/a                             | 6.6  |
| MA (Main Armament)                        | 2.0, 7.2   |
| Machine Gun (see MG)                      | 2.0, 4.1   |
| Vehicular                                 | 7.8  |
| Malfunction (aka breakdown)               | 2.0 (B#), 4.0, 4.1, 6.12, 7.2                        |
| See also Disabled                         |  |
| Mandatory FG (Fire Group)                 | 2.0, 3.2.2, 4.1                                      |
| Mandatory Fire Direction                  | 4.1  |
| Mandatory Leadership                      | 3.1(f), 3.2.3, 3.8                                   |
| Manhandling Number                        | 2.0, 6.5   |
| Gunshield n/a                             | 6.6  |
| Mapboard                                  | 1.1  |
| Marker                                    | 1.2  |
| Maximum Range                             | 3.2.4, back of Vehicle and Ordnance Historical Notes |
| MC (Morale Check)                         | 3.2.3  |
| Mechanical Reliability                    | 3.3.2  |
| During Motion Status Attempt              | 3.2.2.1  |
| Melee                                     | 2.0, 3.8   |
| MF (Movement Factor)                      | 2.0, 3.3.1   |
| MG (Machine Gun)                          | 2.0, 4.1   |
| TH/TK                                     | 4.1, 3.2.4   |
| Vehicular                                 | 7.8  |
| Minimum Move, Vehicular (not called this) | 3.3.2  |
| Minimum Range                             | 3.2.4, back of Vehicle and Ordnance Historical Notes |



|                                      |                     |
|--------------------------------------|---------------------|
| Mired                                | 2.0, 7.6            |
| MMC (Multi-Man Counter)              | 1.2.2, 2.0          |
| MMG (Medium Machine Gun)             | see also MG         |
| Fire n/a in AFPh if moved            | 3.5                 |
| Mobile                               | 2.0                 |
| Morale                               |                     |
| SMC                                  | 1.2.1               |
| MMC                                  | 1.2.2               |
| Broken                               | 1.2.3               |
| Morale Check (see MC)                | 3.2.3               |
| Mortars                              | 2.0, 4.5, 6.9       |
| Fire from Buildings n/a              | 1.1.1               |
| Motion Fire                          | 2.0, 3.3.2.2        |
| Motion Status                        | 2.0, 3.3.2          |
| Prep Fire n/a                        | 3.2.5               |
| Motion Status Attempt                | 2.0, 3.3.2.1        |
| Movement Factor (see MF)             | 2.0, 3.3.1          |
| Movement, Infantry                   | 3.3.1               |
| Movement Phase (see MPh)             | 3.3                 |
| Movement Point (MP)                  | 2.0, 3.3.2          |
| Movement, Vehicle                    | 3.3.2               |
| Moving Vehicular Target              | 2.0                 |
| MP (Movement Point)                  | 2.0, 3.3.2          |
| MPh (Movement Phase)                 | 3.3                 |
| MTR (see Mortars)                    | 2.0, 4.5, 6.9       |
| Fire from Buildings n/a              | 1.1.1               |
| Multiple ROF (Multiple Rate of Fire) | see ROF             |
| Multiple Targets                     | implicitly in 3.2.4 |

## **N**

|                                |                   |
|--------------------------------|-------------------|
| Nahverteidigungswaffe (see sN) | 3.8               |
| Nationality Distinctions       | 5.2               |
| Near Miss                      | 2.0, 6.7          |
| NMC (Normal Morale Check)      | 2.0, 3.2.3        |
| Boxcars = Casualty MC          | 3.1 (f), 3.2.3    |
| No IF (No Intensive Fire)      | 3.2.4             |
| Non-Qualified Use              | 2.0, 5.4, 6.12    |
| Ordnance                       | 3.2.4             |
| Non-Stopped                    | 2.0, 3.3.2        |
| Non-Turreted (see NT)          | 2.0, 3.2.4, 7.2   |
| Normal Range                   | 1.2.2, 3.2.3, 3.6 |
| NT (Non-Turreted)              | 2.0, 3.2.4, 7.2   |

## **O**

|          |          |
|----------|----------|
| Obstacle | 1.1.1    |
| Offboard | 3.0, 3.3 |

|                              |            |
|------------------------------|------------|
| Offboard Actions             | 3.3        |
| Offboard movement            | 3.3        |
| Offboard Setup               | 3.0, 3.3   |
| Vehicles in Motion           | 3.3.2      |
| Open Ground                  | 1.1.1, 3.6 |
| Orchard                      | 1.1.1      |
| Orchard Road                 | 1.1.1      |
| Ordnance                     | 2.0, 6.0   |
| Out of Season                | 1.1.1      |
| Overstacking                 |            |
| Forbidden                    | 3.3        |
| Infantry Limit               | 3.3.1      |
| Vehicle Limit n/a during MPh | 3.3.2      |

## **P**

|  |                              |
|--|------------------------------|
| P. Sh (Possible Shock)                 | 7.10                         |
| PAATC                                  | 2.0, 3.7                     |
| Panzerfaust                            | see PF/PFk                   |
| Panzerschreck                          | 4.4.1                        |
| Partial Kill (CC)                      | 3.8                          |
| Paved Road                             | 1.1.1                        |
| PBF (Point Blank Fire)                 | 2.0, 3.2.2                   |
| Personnel Types                        | see Class, Personnel Types   |
| PF/PFk (Panzerfaust/Panzerfaust klein) | 2.0, 4.4.2                   |
| PFPh (Prep Fire Phase)                 | 2.0, 3.2.5                   |
| PIAT                                   | 2.0, 4.4.5                   |
| Pin                                    | 3.2.3                        |
| FT use n/a                             | 4.2                          |
| Roll highest passing MC                | 3.2.3                        |
| FFMO, FFNAM n/a                        | 3.3.3                        |
| Removed                                | 3.8                          |
| Pin NA vs. vehicle (EXC: forces BU)    | 3.2.3                        |
| Pivot                                  | 3.2.4                        |
| Placed DC                              | 4.3                          |
| Placement Hex                          | 4.3                          |
| Player Turn                            | 2.0                          |
| Plowed Fields                          | 1.1.1                        |
| Point Blank Fire                       | see PBF                      |
| Point Blank Range                      | To Hit Dice Roll Modifier 25 |
| Portage                                | 4.0                          |
| Position DR                            | 4.3                          |
| Possession                             |                              |
| SW                                     | 1.2.4                        |
| Ordnance                               | (as if SW) 1.2.6             |
| PP (Portage Points)                    | 1.2.4, 2.0, 4.0              |
| Reduced by CX                          | 3.3.1                        |

|                            |            |
|----------------------------|------------|
| Prep Fire Phase (see PFPh) | 2.0, 3.2.5 |
| PSK (Panzerschreck)        | 2.0, 4.4.1 |
| PTC (Pin Task Check)       | 2.0, 3.2.3 |
| Pushing (Guns)             | 6.5        |
| Non-QSU Guns may not move  | 6.5        |

## Q

|                                  |                          |
|----------------------------------|--------------------------|
| QRDC (Quick Reference Data Card) | [card included in ASLSK] |
| QSU                              | 1.2.6, 2.0, 6.5          |
| Non-QSU Guns may not move        | 6.5                      |

## R

|                                       |                              |
|---------------------------------------|------------------------------|
| R# (Repair Number or RMG)             |                              |
| Repair Number                         | 4.0                          |
| See also Repair, Disabled             |                              |
| RMG (in ASLSK, rear CMG)              | Vehicle notes, 3.2.4, 7.8    |
| Rally                                 | 3.1 (f)                      |
| Rally Phase                           | 3.1                          |
| Random SW Destruction                 | 4.0                          |
| Range                                 | 1.2, 4.0                     |
| Long range                            | 3.2.2                        |
| Rate of Fire (see ROF)                | 1.2.4.1                      |
| Lowered by IFE                        | 3.2.4, 6.8                   |
| Lowered by NT Gun change CA           | To Hit Chart, ROF box, 3.2.4 |
| Lowered by Captured/Non-Qualified use | 3.2.4                        |
| Reaction Fire                         | 3.3.4                        |
| Rear CMG                              | Vehicle notes, 3.2.4, 7.8    |
| Recall                                | 2.0, 7.10                    |
| Recovery                              | 4.0                          |
| RPh SW                                | 3.1 (b)                      |
| Ordnance                              | (as if SW) 1.2.6             |
| CX effect                             | 3.3.1                        |
| During MPh                            | 3.3.1                        |
| Red MPs                               | see Mechanical Reliability   |
| Reduction                             | see Casualty Reduction       |
| Reinforcements                        |                              |
| Setup                                 | 3.1 (a)                      |
| Actions, movement                     | 3.3                          |
| Turn of entry                         | 3.9                          |
| Repair                                | 3.1 (c), 4.0, 6.12           |
| Vehicular MA                          | 7.2                          |
| Vehicular MG                          | 7.8                          |
| n/a when shock, UK                    | 7.2                          |
| Replacement                           |                              |
| ELR                                   | 5.1                          |
| Residual FP                           | 2.0, 3.3.5                   |

|   |                           |
|---|---------------------------|
| Residual FP NA                            |                           |
| AP, APCR, APDS                            | 3.3.5, 6.2                |
| if kept ROF                               | 3.3.5                     |
| if malfunctioned                          | 3.3.5                     |
| Restricted Slow Traverse (RST)            | 7.2                       |
| RMG (Rear CMG)                            | Vehicle notes, 3.2.4, 7.8 |
| Road                                      | 1.1.1                     |
| Vehicular movement rate                   | 1.1.1, 3.3.2              |
| ROF (Rate of Fire)                        | 1.2.4.1, 2.0, 3.2         |
| N/A for Area Target Type (EXC: MTR)       | 3.2.4, 6.9                |
| Lowered by IFE                            | 3.2.4, 6.8                |
| Lowered by change CA                      | 3.2.4                     |
| Lowered by change CA n/a for 76-82 mm MTR | QRDC                      |
| Lowered by Captured/Non-Qualified use     | 3.2.4                     |
| N/a for light MTR fired by Leader         | 4.5                       |
| Routing                                   | 3.6                       |
| Rout Phase (see RtPh)                     | 2.0, 3.6                  |
| RPh (Rally Phase)                         | 3.1                       |
| RST (Restricted Slow Traverse)            | 7.2                       |
| RtPh (Rout Phase)                         | 2.0, 3.6                  |

## S

|                                   |                       |
|-----------------------------------|-----------------------|
| s (see SMOKE)                     | 1.2.5, 6.2            |
| S# (Smoke Depletion Number)       | 1.2..5, 2.0, 6.2      |
| Same-Hex Fire                     | see Firing Within Hex |
| SCW (Shaped Charge Weapons)       | 4.4                   |
| sD (smoke discharger)             | 7.5                   |
| Season                            | 1.1.1                 |
| Self-Destruction                  |                       |
| SW                                | 4.0                   |
| Self-Rally                        | 1.2.3, 2.0, 3.1 (e)   |
| Sequence of Play, Basic           | 3.0                   |
| Sequence of Play, Advanced (ASOP) | 3.0                   |
| Shaped Charge Weapons (see SCW)   | 4.4                   |
| Shock                             | 2.0, 7.10             |
| Recovery                          | 3.1 (g)               |
| Size                              | see Target Size       |
| Slow Turret Traverse (see ST)     | 7.2                   |
| sM (Smoke Mortar)                 | 7.5                   |
| SMC (Single Man Counter)          | 1.2.1                 |
| Smoke                             | 1.2.5, 2.0, 3.3, 6.2  |
| Acquisition                       | 6.11                  |
| Smoke Dischargers (see sD)        | 7.5                   |
| Smoke Dispensers (sD, sM, sP, sN) | 7.5                   |
| Smoke Grenades                    | 1.2.5, 3.3.1          |
| Exponent                          | 1.2.2                 |

|  |  |
|--|--|
| Smoke Mortar   | see sM                                     |
| Smoke Placement Exponent                                   | 1.2.2, 3.3.1                               |
| Smoke Pots (see sP)  | 7.5  |
| sN (Nahverteidigungswaffe)                                 | 3.8, 7.5                                   |
| sP (smoke pot)   | 7.5  |
| Special Ammunition   | 6.2  |
| Squad  | 1.2.2                                      |
| Squad Equivalent   | 1.2.2, 2.0                                 |
| SSR (Scenario Special Rule)                                | 1.3, 2.0                                   |
| ST (Slow Traverse Turret)                                  | 7.2  |
| Stacking Limits  | 2.0, 3.3, 3.3.1, 3.3.2                     |
| Crew/hs with Gun equivalent to squad                       | 3.3.1                                      |
| Friendly vehicles may move through other friendly vehicles | 3.3.2                                      |
| See also Squad Equivalent                                  |  |
| Stall  | 7.0, Vehicle and Ordnance Historical Notes |
| Starting   | 3.3.2                                      |
| Stopping   | 3.3.2                                      |
| Strength Factor  | 1.2, 4.0                                   |
| Stun   | 2.0, 7.10                                  |
| STUN (Stun/Recall)   | 2.0, 7.10                                  |
| Subsequent First Fire                                      | 2.0, 3.3.3                                 |
| Superior Turret  | 7.1  |
| Sustained Fire   | 3.3.3                                      |
| SW   | 1.2.4, 4.0                                 |
| SW Abandonment   | see Abandonment, SW                        |
| SW, Dropping   | 4.0  |
| SW, Exchange   | 3.1, 3.7                                   |
| SW/Gun Destruction   | 4.0, 6.7                                   |
| SW Malfunction   | see Malfunction                            |
| SW Possession  | 1.2.4, 4.0                                 |
| SW Recovery  | 3.1 (b)                                    |
| SW Usage   | 4.0  |

## **T**

|   |                                  |
|---|----------------------------------|
| T (fast traverse turret)                  | 7.2                              |
| Target Acquisition                        | 6.10, 6.11                       |
| Target Aspect                             | 3.2.4                            |
| Target-Based Hit Determination DRM        | To Hit Dice Roll Modifiers Table |
| Target Facing                             | 3.2.4                            |
| Target Selection Limits                   | 3.2.2.1                          |
| Target Size                               | 2.0, 6.7, 7.3                    |
| Target Types                              | 3.2.4                            |
| TCA (Turret Covered Arc)                  | 2.0, 3.2.4                       |
| TEM (Terrain Effect Modifier)             | 2.0, 3.2                         |
| Terrain Modification to Anti-Vehicle Fire | To Hit Dice Roll Modifiers       |
| TH# (To Hit)                              | 2.0, 3.2.4                       |

|                                |                  |
|--------------------------------|------------------|
| TH/TK procedure                | sidebar near 3.3 |
| 360° Mount                     | 3.2.4            |
| TK# (To Kill Number)           | 2.0, 3.2.4, 7.9  |
| Facing/Aspect                  | 3.2.4            |
| Area Target Type               | 7.11             |
| To Hit Number (see TH#)        | 2.0, 3.2.4       |
| To Hit Process                 | 2.0, 3.2.4       |
| To Kill Number (see TK#)       | 2.0, 3.2.4, 7.9  |
| Facing/Aspect                  | 3.2.4            |
| Area Target Type               | 7.11             |
| TPBF (Triple Point Blank Fire) | 2.0, 3.2.2.1     |
| Tracking (target acquisition)  | 6.10, 6.11       |
| Transfer, SW                   | 3.1 (d)          |
| Turn Record Chart              | 3.9              |
| Turret Armor                   | 7.1              |
| Turret Covered Arc             | 2.0, 3.2.4       |
| Turret Hit                     | 3.2.4            |

## U

|                                  |                      |
|----------------------------------|----------------------|
| UK (Unconfirmed Kill)            | 7.9                  |
| Recovery                         | 3.1 (g)              |
| Unconfirmed Kill                 | 7.9                  |
| Recovery                         | 3.1 (g)              |
| Unit Size Number                 | see Squad Equivalent |
| Unit Substitution (see also ELR) | 3.2.3, 5.1           |
| US# (Unit Size Number)           | see Squad Equivalent |
| Usage Number (Smoke Dispensers)  | 7.5                  |

## V

|   |                        |
|---|------------------------|
| VCA   | 2.0, 3.2.4             |
| Bow-mounted weapon does not include own hex of immobile vehicle | 3.2.4                  |
| Vehicle   | 2.0, 7.0               |
| Vehicle Counters  | 7.0                    |
| Vehicle Hindrance/TEM   | 7.4, 7.4.1             |
| n/a if in Motion  | 3.3.2                  |
| Vehicular MG Fire   | 7.8                    |
| Vehicular Movement  | 3.3.2                  |
| Vehicular Target Hits vs PRC                                    | see Collateral Attacks |
| Vehicle Target Type   | 2.0, 3.2.4             |
| Victory Conditions  | see Control            |
| Voluntary Rout  | 3.6                    |
| VP (Victory Points)   | n/a                    |
| Not awarded for Recall  | 7.10                   |
| Vulnerable PRC  | see Collateral Attacks |

## **W**

|                           |                 |
|---------------------------|-----------------|
| Weapon                    | 2.0, 4.0        |
| White Counters            | 1.2             |
| White Phosphorus (see WP) | 1.2.5, 2.0, 6.2 |
| Woods                     | 1.1.1           |
| Woods-Road                | 1.1.1           |
| Wound                     | 3.2.3           |
| Wound Severity            | 3.2.3           |
| WP (White Phosphorus)     | 1.2.5, 2.0, 6.2 |
| WP# (White Phosphorus)    | 1.2.5, 2.0, 6.2 |
| Wreck                     | 2.0, 7.4, 7.4.1 |

## **X**

|                |                    |
|----------------|--------------------|
| X# (Breakdown) | 2.0, 4.1, 4.2, 4.4 |
|----------------|--------------------|

## ***Afterword***

All rule reference numbers are to ASLSK #3. ASLSK #1 and #2 rule numbers are similar, but not exactly the same.

I had the opportunity to play some new ASLSK players, and I found myself stumbling over the rules almost as much as they were. Their problem was a lack of experience, but mine was too much experience with ASL. Could I use Firelanes? No. Armored Assault? No. How about Nahverteidigungswaffe (sN)? Yes? And when my opponent made a move I knew was not allowed, I needed to be able to find the relevant rule quickly. The ASLSK rule set is much shorter than ASL's, but there are still rules that are spread out over several sections. What I needed was an index of the ASLSK rules that used ASL terms.

So began this index. The journey started out as a “three hour tour,” and somehow became a long stay on the island. I thought it would be easy to whip up an index, but it started out with my having to read the ASLSK rules from front to back, then spending long hours scanning through pages trying to find specific rules for items that were indexed in ASL. Finally I wanted to filter out everything that was unlikely to come up in a ASLSK game. For instance, it seemed unlikely that “Hillocks”, which is in the ASL index, would be encountered in an ASLSK game, so it's not included. I've added a few terms here and there too.

Many of the terms used in ASL are not used in ASLSK, although the rule is still present. For instance, “Crew Small Arms” still causes CR on a 12 attack vs. a AFV (3.8), but the term does not appear in the rules. [What a loss. There is nothing better than singing out “Crew Small Arms” when your opponent rolls a boxcars, and he doesn't know the rule ;-)] When searching for rules, also remember to look at the charts. Some things are easier to find on the charts, and at least one item seems to be on the charts only, for example that Conditional ROF loss is n/a for turreted guns. Because some of the rules in the ASLSK are very long, knowing the rule number from this Index may not be as much help as I wish it could be.

I know that there are errors in this index. Too many errors. Still I hope it is sufficiently useful that you can overlook them. Or better yet, let me know about them, and I will update the index.

JR VanMechelen

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## ***Summary of differences between ASL & ASLSK***

The list below covers everything I've found, great and small, where the ASL rules and the ASLSK rules are different. I hope that by looking it over the ASL player can learn most of what he needs to play ASLSK. Most of the differences are omissions of entire rules sections. Only a few are changes. Again, although the list is meant to be exhaustive, I have no doubt I have missed some items, and that others are wrong.

One notable change is that Random Selection is replaced throughout the rules with “selected randomly.” Thus on a 1KIA, only one unit is eliminated. There are no ties like with Random Selection.

### **Units & Weapons:**

- Stacking limits are firm (no overstacking except by friendly vehicles moving through another 3.0, 3.3.2)
- No stacking equivalence for SMC: only 4 SMC in a hex, with no exceptions.
- No vehicle crews, crew survival, abandonment
- No Scrounging
- No Interrogation
- No Deploying, recombining
- SW/Guns may not set up unpossessed
- SW may not be recovered by Leaders after elimination/abandonment of crew, nor during the Rally Phase from broken units
- No Dismantle/mantle SW
- No Limber/unlimber Guns
- May not move Guns which require limbering (unless already limbered)
- HIP Guns in Open Ground lose concealment at range of 16 hexes or less, not at any range.
- No Assault Engineers, Commandos, Sappers
- Minimal Nationality differences—the Germans use PFs, and the counters themselves
- No Open-Topped, partially armored, unarmored vehicles
- No Secondary Armament
- No Vehicular FT
- No Armor Leaders
- No Commissars
- No TC except PTC, PAATC
- CVP not defined

### **Combat:**

- No CA change restrictions for MGs, Ordnance in buildings, woods
- No Sniper
- No Snap Shot
- No Fire Lane
- No Opportunity Fire

- No Spraying Fire
- No Spotted Fire
- No Bore Sighting
- British cower (minimal nationality differences)
- No throwing, setting DC; reduced DC Position DR results (no vs. aerial AF)
- No encirclement
- No Surrender/Prisoners
- No “No Quarter” (not really important since no prisoners)
- No Heat of Battle (HOB), Heros, Berserk, Disrupt
- No Melee Withdrawal; Melee (between Infantry) ends when no Good Order participants
- No Infiltration
- No Street fighting
- No ATMM
- No Personnel Escort for vehicles in CC
- Not clear who rolls first if both sides have vehicles in CC
- No ambush modifier for HIP because Advance into Gun causes HIP loss
- No Deliberate Immobilization, Underbelly Hits
- No Multiple Hits
- No ITT CH possibility on Original 2 followed by dr 1-4
- No Improbable Hits, Unlikely Hits
- No TH modifications for Ammo Type (e.g. APCR, APDS)
- CH doubles point blank TK#, instead of doubling base & adding one
- No Duds
- No Gun Duel
- Acquisition gained/retained for Moving/Motion units (but lost if changes hex 6.10)
- ATT for Moving/Motion units n/a by PerrySez
- No C#/Canister Ammo
- No Immobilization Task Check
- No LOS to, fire at hexside, hex vertex
- No OVR, Infantry OVR, OVR Prevention
- No OBA
- Range of RMG (Rear CMG) is 12
- Bow-mounted weapon CA does not include own hex of immobile vehicle 3.2.4
- No further penalty (disruption, split into half-squads, etc) if fail by > ELR but unable to replace due to being lowest level already or having underlined morale
- No doubled penalties for captured, non-qualified use
- It's not clear that friendly units can't be attacked (?)
- It's not clear that fire into a Location with both friendly and enemy units affects only enemy units if they are not in Melee (e.g. a CE vehicle in Location)
- PFs inherent only if scenario has enemy AFV (4.4.2)
- PF will hit exactly one “randomly selected” target unless firer chooses SW/Gun crew

#### **Movement/Advance/Rout:**

- Can spend  $\geq 4$  MF during APh w/o CX (3.7)
- No Infantry Minimum Move
- Yes Vehicular Minimum Move, but not called that

- No Bog for CA change in Bog terrain
- No ESB
- No Dash
- Double Time must be declared before spending any MF (no late CX)
- No Bypass
- No reverse movement
- No Voluntary Break
- Friendly vehicles eliminated if end Mph overstacked (3.3.2)
- No Armored Assault
- No Passengers/Riders/Towing
- Routing unit must ignore woods building that it can't enter due to stacking limit
- No Mopping Up
- No Searching
- No Trail Breaks
- No Human Wave
- No Climbing
- Move (MF, APh) into HIP unit reveals HIPster, but bounces enemy unit back
- No abrupt elevation changes
- Can't enter across road hexside at non-road rate (7.4)(?)
- No Platoon Movement
- HIP lost when Infantry attempts to enter hex or AFV enters hex

**Terrain:**

- No Concealment other than HIP Guns
- HIP Gun fully revealed in set up in Open Ground or unpaved road as soon as enemy unit within 16 hexes with LOS
- No Hull Down
- No multilevel buildings
- Can't destroy terrain (e.g. buildings)
- No Flame, Blaze, rubble, shellholes, sewer, tunnel
- No multilevel hills, cliffs
- No bridge, water obstacle, gully, stream, no crest status
- No walls, hedges, plowed fields
- No Fortifications
- No Chapter G: PTO, Japanese, Beach Landing
- No Single-lane roads
- No clearance
- No Labor status
- No Aerial, Night, weather, wind

**General:**

- No A.2
- No "Higher number rule has precedence."
- Random Selection becomes "select randomly"