



From Starter Kits to full ASL:

A Comprehensive list of rules you need to learn
(Covering Starter Kits #1 and #2)

*Created by
Miikka Sohlman
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Introduction

This article is meant for people moving from ASL Starter Kits to full ASL, to help them in their quest to learn the full ASL rules. It lists all the new rules, and rules that have changed from Starter Kits, that apply to every scenario. In addition to all mandatory new rules (like *Concealment*) it also lists all the new optional maneuvers available (like the *Bypass* move).

If you are here just to get a general sense of what the full system might be offering over SKs, I recommend turning to these great articles instead, by Jay Richardson. He does a better job selling the system and lists game features I won't mention in my article:

[The Next Step](#)

[The Next Step \(Part 2\)](#)

Obviously this is not a list of all things ASL. I'm not going to talk anything about *Deep Snow* or *Air Support* because those are *Scenario Special Rules* (SSRs) and wouldn't apply to every scenario. The same goes for all the new terrain features you'll come across.

This list aims to be a comprehensive list of all the new concepts but not a very detailed one. You cannot use this as a replacement for the rulebook nor does this offer any answers to specific rule disputes, such as whether a unit must be *Good Ordered* or just *Unbroken*, to be able to do something.

I started this list by listing every single requirement and exception until I realized I was basically rewriting the rulebook, just with bullet points instead of paragraphs.

What I've done instead is, I give a general summary about all the new rules, maybe with some commonly forgotten rules tips thrown in there, and a more detailed treatment for rules that have changed from SKs. To learn all the specifics you'll have to dig deeper yourself.

How you use this is up to you. I can imagine this will be helpful after you've read Chapter A and your head is spinning and you just want a nice summary of everything new.

Or you can use this to teach a friend who is moving from Starter Kits, to help him learn what's new.

Or this can be helpful during a game when you're pondering about all the new movement options you have available. If this article gives you the "Ah, now I remember" feeling, then I consider it a success.

I've structured this in a similar manner (not identical though) to Starter Kits' Order of (Rules) Presentation. This way it's easier for Starter Kit people to quickly remind themselves of what's new in different phases, for example.

Since there are three Starter Kits, each adding new concepts, so will this article be divided into three parts, each adding to the previous one:

Part 1 is aimed for people moving from Starter Kit 1, but is also a required read for SK2 and SK3 people. It lists all that's new to basic Infantry battles but does not say a word about Ordnance or Vehicle rules since, for Starter Kit 1 people, everything about those are obviously new.

Part 2 is aimed for people moving from Starter Kit 2. It lists what's new to Guns and Ordnance rules.

Part 3 is aimed for people moving from Starter Kit 3. It lists what's new to Vehicle rules.

Parts 2 and 3 do not exist yet.

About formatting

★ = The rule is new.

☆ = The rule is different from Starter Kit rules or something important is added so it plays different.

Colored rule = This rule is optional, usually something you can do in a game if you want. You can forget all the **colored rules** during a game and still not play anything wrong.

[Below a rule there might be a link to a relevant Play Aid](#)

Any and all suggestions and contributions are highly welcome. Not only error corrections and rules I've missed, but I'm also interested in hearing about commonly forgotten rules from people who have made the jump.

Grammatic or "bad english" corrections are also welcome but I'd rather take them via geekmail.

You can contact me directly via geekmail or email: msohlman at msn dot com

Part 1

What's changed from Starter Kit 1

A Couple new terms first

TC (Task Check) (A10.1)

Sometimes, to be able to do some action, you need to pass a *TC*. You're already familiar with the PTC (Pin Task Check) and possibly the LLTC (Leader Loss Task Check) although not by that name in SK1. But there are others. A NTC (Normal Task Check), for example, is needed when *Deploying*. Failure to pass a NTC just means that the unit is done for the rest of that phase.

Sustained Fire (A9.3)

A MG firing in Subsequent First Fire, or FPF, is called *Sustained Fire*. The effect (B# decreases by two) remains the same.

Major new Concepts

★ Concealment (A12)

Concealment basically represents "unknown" or, if you like, "fog of war". It's an integral concept to full ASL and scenarios are often won or lost based on how well you manage concealment.

Here's a brief overview:

- Units with "?" on top of them are concealed.
- There may be *Dummy* stacks that only contain further "?" counters under the top one. There can also be dummies in a stack with real units.
- Concealed units are not *Known* units so pay attention. It affects, for example, routing paths.
- Infantry FP is halved for Area Fire against concealed units.
- Concealment has a big effect on ambush an CC, and it grants other benefits as well.
- Concealment can be lost and later gained again.

Hidden Initial Placement (HIP) (A12.3)

- *HIP* is a form of concealment but instead of being under "?" the units are totally hidden and are not placed on board until revealed.

- HIP only applies to *Guns* unless invoked by SSR. It's mentioned here because other new rules in this article may refer to HIP units.

★ Snipers (A14)

Snipers are another totally new thing to full ASL. They are kind of an uncontrollable random nuisance that always seem to nail your best leaders at the worst possible times and they are present in practically every scenario. Be sure to read the Sniper footnote (20) to appreciate why they work like they work.

Overview:

- Most of the scenarios mention something like "SAN: 4" That's your *Sniper Activation Number*. **Your** Sniper activates when your **opponent** rolls that number.
- Important: Snipers can only activate in **PFPh**, **MPh**, **DFPh** and **AFPh**, but not all DRs count; Only **TH**, **MC**, **TC**, **IFT** (non-OBA) or **entrenching** DRs do. (A14.1)
- You can forfeit an effective Sniper attack and instead just move it to a better position. (A14.2)
- If a Sniper attacks you, remember you can try to "eliminate" that Sniper by making a *Sniper Check*. It doesn't actually remove the Sniper from the game, only reduces its SAN by one. (A14.4)

★ Heat of Battle (A15)

One of the most fun features of full ASL is the possibility of *Heat of Battle*. It happens when you roll 2 on any **Morale Check** or **Rally** attempt (not on *self-rally* though, you can get leaders in those if you remember.)

A subsequent DR determines what happens next. Here's an overview again:



0-6 = **Hero Creation**

- *Heroes* are SMCs similar to Leaders, except they can shoot!
- A MMC can generate a Hero or a leader can become *Heroic*.
- A Hero doesn't Pin or Cower. It grants -1 Heroic DRM (even to a multi-hex FG!) and is just an all-around bad-ass.



5-8 = **Battle Hardening**

- A *Battle Hardening* improves that unit's Class. So a 2nd line MMC becomes 1st line MMC and so on.
- If a unit cannot be promoted anymore it becomes *Fanatic* (+1 to Morale and other good jazz (A10.8)).



9-11 = **Berserk**

- Berserk units are out of control. They get some benefits like a godly 10 morale but will recklessly rush straight at the closest enemy.
- If a Berserk unit gets his hands on *prisoners*, the prisoners will die causing *No Quarter* and *Massacre*!



12 = **Surrender**

- The unit breaks if not broken already and becomes *Disrupted*. Then it immediately surrenders to an ADJACENT enemy unit if present.
- As you see, Heat of Battle can be detrimental as well.

★ **Prisoners (A20)**

Yes, you can take prisoners in ASL. Prisoners grant you *Victory Points* and you can even make them do some forced labor for you. You can also easily forfeit all this prisoner stuff by invoking *No Quarter*.

There are three ways to capture prisoners:

- During **RtPh** when the broken unit cannot safely rout away. (A20.21)
- In **CC/Melee** by announcing a capture attempt before dice are rolled. +1 DRM to CC DR. (A20.22)
- When **Mopping Up** a building, broken units are prone to surrender. (A12.153)

Massacre (A20.4)

- Some factions can, and **Berserk units will**, commit a *Massacre* by shooting prisoners.
- In addition to causing *No Quarter* it also raises the ELR of your opponent units by one!

Guards (A20.5)

[Spilky's ASL Play Aids. Table 14](#)

- The unit receiving prisoners becomes a guard.
- Not to be confused with Russian *Guards* (Russian elite units).
- A squad can immediately split into 2 HS leaving the other HS to guard the prisoners. Hint: This is the only way for Russians to *Deploy* voluntarily.
- A guard can force its prisoners to dig foxholes or *Clear* rubble/flame/etc.
- A guard can have more prisoners than its own *US#* (Unit Strength) (max 5 times more), but then it cannot shoot outside its own hex.

Escape (A20.55)

- Prisoners can try to escape during **Melee**, although they cannot start a CC with the guard unless it's broken.

No Quarter (A20.3)

You can ignore all these prisoner rules by simply refusing to take prisoners. If it's your first game and your head is already hurting from all these new rules, just declare No Quarter and it is Starter Kit rules all over again.

- When an enemy unit is about to surrender, you can immediately declare No Quarter and eliminate the about-to-surrender unit instead.
- Subsequent enemy units will never surrender for the rest of the game.
- Does not cause *Massacre*.

While it may sound tempting to ignore all the prisoner rules, know that there are two advantages to taking prisoners:

- Victory Point advantage. Every prisoner counts as **double VCs**.
- Limiting your opponent's routing possibilities. Prisoner rules make it easier for you to deal with opponents units because they **must** surrender to you if they cannot rout without either taking Interdiction or using Low Crawl. However No Quarter risks that, instead of surrendering, the enemy will successfully rout away, rally, and come back later to haunt you.

★ **Fire, Smoke and Weather (A24) (B25)**

[Flame/Blaze](#)
[Weather](#)

Fires can be set deliberately (*Kindling*), or by accident as a result of combat (High Explosives and Flame throwers mainly). They start as small *Flames* that can be extinguished but can quickly grow into *Blazes* which in turn can spread new *Flames*.

- Fires can be kindled in PFPh and they grow/spread in AFPh.
- Blazing location makes that location inaccessible.

Where there's fire, there's **SMOKE**. Those big Smoke counters are used for smoke emitting from *Blazing* locations (also SMOKE fired by Ordnance). The gray Smoke counters marks *drifting* SMOKE.

- The level of the smoke means it rises **up to** that level but **not into** that level. So level 2 smoke doesn't affect units in a level 2 building location.

Weather usually doesn't play a major role in a scenario. It's considered clear (which affects nothing) unless otherwise specified in which case consult Chapter **E3**.

Environmental Conditions (EC) and **Wind** on the other hand can affect fire and smoke.

The main thing is to remember to roll for *Wind Change* at the start of every RPh.

- Wind affects SMOKE placement attempts and causes drifting SMOKE. It also helps spread fires.
- EC such as Dry or Wet affects how easily fires can be started and how easily they spread.

When the EC is dry and/or there's some mild breeze, consider using fire and smoke to your advantage!

What's changed on the Mapboards

★ Look out for Rowhouses (B23.71)

A thick black bar between multihex building hexes means it's a *Rowhouse* with its own rules.

- Basically you can't move directly through the wall from one house to another but instead must pay 3 MF and go around the outside of the building, possibly having to take FFMO etc.

★ Those little black circles (B8.1)

[Sewers](#)

Those are *manholes*, used for *sewer movement*. Sewer movement is only allowed by SSR so don't worry about them.

★ Buildings have multiple stories (B23)

Single hex buildings have only a single story, just like in Starter Kits.

Multihex buildings **without** a *Stairwell* symbol (white square) are automatically **2 story** houses. They have both ground level and level 1. (B23.22)

- You can switch stories for 1 MF at **any** building hex.

Any building **with** a *Stairwell* symbol (white square) has **3 stories** (ground, level 1 and level 2). (B23.23)

- You can switch stories for 1 MF **only** at **Stairwell** hexes.

★ Orchards in Season (B14.2)

- Orchards are in season through April-October.
- They block LOS to/from higher elevation.
- See also Orchard Road. (B14.6)

★ Plowed fields (B15.6)

- During April-May Grain does not grow but the Grain hexes are plowed. This means the movement penalty is 1.5 MF, but otherwise it's considered Open Ground.

★ A hex and a Location (A2.8)

[Location Primer](#)

A single *hex* may have many *locations*. Building stories are a good example. This is important.

- For example there may be Germans and Russians in the same hex but on different levels, therefore there's no Close Combat in that hex.

When you encounter other new features not seen in Starter Kit maps, look them up in Chapter **B**.

What's new with Line of Sight

★ Different Levels (A6.2)

[LOS Aid Sheet](#)

[Spilky's ASL Play Aids. Table 13](#)

Obstacles have different heights, thus you need to be higher than them to see over them.

- *Walls* and *Hedges* are 1/2 level obstacles. They block your LOS at ground level but you can ignore them if you're on level 1 or higher (Meaning in a 2-story house or on a level 1 hill. (A6.21)

- Single story houses and woods are level 1 obstacles. If you're on Level 1 you can just see over them but not what's behind them at ground level.

- Multihex buildings are usually 1 1/2 or 2 1/2 level obstacles. You need to be at least Level 2 to see the ground level behind a 1 or 1 1/2 level obstacle, **but** even then they have at least 1 or more *Blind Hexes* right behind them which you cannot see. (A6.4)

LOS between levels and blind hexes can be a bit difficult at the start so I recommend watching [Russ Gifford's ASL Session 4: LOS](#) or doing the LOS Course at Chapter **K**.

★ **LOS to some other point than the hex center dot** (A6.12)

Sometimes you can shoot at a different point of a hex rather than the center dot. Here's the list:

- Infantry crossing a Road Hexside. (A4.132)
- Bypass. (A4.32)
- Snap Shot. (A8.15)
- Movement between Rowhouses. (B23.71)
- Climbing (if the map has *Cliffs*). (B11.42)
- Underbelly Hits (against tanks). (D4.3)

★ **Free LOS Checks**

LOS checks are no longer strictly restricted to attack declarations only:

- The *Scenario Defender* (see Index, it's not as simple as the term suggests) can make free LOS checks before setup. (A6.11)
- If a concealed unit moves into LOS of your units it can lose its concealment. This means you can make free LOS checks anytime a concealed unit moves and you think there might be LOS to it. Thus, some players forfeit concealment voluntarily just to deny their opponent any free LOS checks. (A12.14)

★ **Two LOS hindrance hexes at the same range to the firer** (A6.7)

Clarification:

- If LOS goes through two hexes that are at the same range to the firer, only one of those hexes counts (the one with the highest hindrance if applicable).

New stuff you can do in Setup

★ **Deploy half-squads** (A2.9)

You can split 10% of your starting squads (FRU) into 2 HS if you want to. But not if you're Russian.

★ **Bore Sighting** (C6.4)

If you're the *Scenario Defender* (again, see Index) and you have **MMGs** or **HMGs** (or light mortars, guns or tanks), you may choose a Bore Sighted Location for each MG. Secretly record which weapon sighted which hex.

- If the enemy moves into that hex and you respond by shooting with a Bore Sighted weapon, you get -2 DRM at that hex which **is** cumulative with FFMO/FFNAM.
- However this bonus is available **only** for **Defensive First Fire** meaning you won't get this for Prep Fire or even Defensive Fire. This restriction only applies to MGs (and IFE capable guns) so be sure to revise C6.4 when using *Guns* and other Bore Sighted weapons.

New stuff related to Fire Attacks

★ Encirclement (A7.7)

If you fire two or more consecutive shots at the target from normal range from different directions (even above/below) the target might be *encircled*. Consult the helpful diagram in chapter A7.7.

- Encirclement also occurs immediately when guys are at the upper levels of the building and all the staircases are blocked by enemy units. (A7.72)
- The effects are: -1 to morale, +1 DRM to shooting, MF cost is doubled for first location moved, and easier capture. (A20.21)

★ Triple Point Blank Fire (TPBF) (A7.21)

In case you ever find yourself in the **same location** with an enemy unit, and it's your fire phase and you are **not in Melee**, you can shoot at it with tripled FP.

★ Spraying Fire (A7.34) (A9.5)

A MG or a squad with an underlined range can use *Spraying Fire*.

- Targets two locations that are next to each other instead of one. Can shoot vertically as well.
- The firepower is halved for both locations.
- For a squad the maximum range of Spraying Fire is **3 hexes**. An MG has no such limit.

New stuff you can do in different Phases

[ASL Phases Quick Reference](#)

Different phases are color coded in ASL. The text colors on the counters match phases where they are flipped or removed. If you ever wondered why a **Pin** counter is red, that's because it's removed at the end of **CCPh**. (A.12)

Rally Phase (RPh)

★ Wind Change DR (B25.65)

Remember to do this at the start of every RPh.

- DR 2 may affect the wind and DR 12 causes *Gusts* and collapses Blazing buildings.

★ Deployment (A1.31)

- A leader can try to make a squad in the same location split into two HS.

- Only ATTACKER has this option in a RPh.

- The squad needs to pass a NTC.

- Russians cannot do this!

★ Recombine (A1.32)

- A leader can combine two HS in the same location into 1 full squad.

- Both players can do this in a RPh.

- No TC needed.

Prep Fire Phase (PFPh)

★ Kindling (B25.11)

[Flame/Blaze](#)

Any infantry unit with a leader can try to start fires in a location.

★ Entrenching (B27.11)

Your squads can try digging themselves some foxholes. This is called *entrenching*.

- It can take several turns to work. Russians are better with shovels.

★ Opportunity Fire (A7.25)

Instead of shooting with full FP now, you can actually prepare to shoot your full FP in AFPh by declaring *Opportunity Fire*.

- Mark the unit with a *Bounding Fire* counter.

- Naturally no shooting or movement is allowed until AFPh.

- This is SK2+ stuff, but with Opportunity Fire you can avoid *Backblast*.

(C13.8)

★ Mopping Up (A12.153)

Mopping Up is a procedure usually used to deal with the last remaining broken enemy units in a building so that you can secure the whole building for yourself. It can also be used as an alternative to *Searching* if you suspect there are *hidden* units or *dummies* in a building.

- Mopping up cannot be used if there are unconcealed unbroken enemy units in a building or if No Quarter is in play.
- Hidden units are placed on the board with "?". Dummies are removed. Concealed units can keep their concealment.
- If no Concealed units remain, any broken enemy units there will surrender immediately to an unit of your choice regardless of their proximity. You now *control* the whole building and all its hexes and locations.
- Be wary of *Search Casualties* (below).

★ Search Casualties (A12.154)

If a Location is **Search**ed (in MPh, below) or **Mopped Up**, and it contains enemy units or some other nasty surprises, some casualties may occur to the searching units.

Movement Phase (MPh)

★ Bypass (A4.3)

Bypass allows you to move through Woods and Buildings without actually entering them. The rule portrays going around them. This is important as it allows you to move much faster than in the SKs.

- You can bypass **Woods** or **Buildings** only.
- You pay only the costs for the other terrain on that hex, usually 1 MF for Open Ground. Unless you bypass more than 2 hexsides in which case the cost is doubled.
- Be careful though, the enemy can shoot at you while you're in the open with FFMO and FFNAM.
- If the scenario allows you to exit the board, you can use bypass. In that case pay 1 extra MF in addition to the bypass cost. (A2.6)
- Learn it and love it.

★ Dash (A4.63)

Because of the hex system, roads in ASL are way wider than they realistically should be. To simulate the actual narrowness of a road, the Dash rule allows your guys to quickly run across a street from "cover to cover" giving the enemy only a small chance to react.

- Only across a road and only from non-OG to non-OG.
- Costs all MFs.
- The enemy gets to shoot at you only with 1/2 FP.

★ **Minimum Move** (A4.134)

If your guys start with at least 1 MF (after reducing all the Portage Points) you can always move 1 hex even if it would cost you more MFs than you actually have.

- Place under **Pin** and **CX**.

★ **Late Double Time** (A4.5)

You can CX your guys in the middle of their movement, but then they only get 1 extra MF instead of 2.

★ **Road movement** (A4.132)

If you use the road the enemy can trace LOS to the road hexside instead of hex center dot if he so wishes.

- Even if you're moving from a road hex to a road hex you don't necessarily have to use the road itself. You should specify if you **don't** want to use it. For example if you're moving "along" the road into a hex where the road is on open ground you might as well not use the road in which case the enemy cannot trace LOS to the road hexside.

Or if you're moving on an *Orchard Road* hex, you can avoid FFMO by specifying you're actually using the orchard portion of the hex.

In both examples you'll be forfeiting the road movement bonus though.

- Interestingly if there's a road and a building in the same hex and you move using the road it only costs 1 MF to enter that building instead of 2 MF.

★ **Moving into the same Location with enemy infantry** (A4.14)

You still cannot move into the same Location with an enemy MMC unless:

- You're *Berserk* or in *Human Wave*.
- Enemy is *Disrupted* or *Unarmed*.

If a single SMC is blocking your way, you can try *Infantry Overrun* (A4.15)

- Make a NTC and move into his hex.

★ Smoke and WP (White Phosphorus) (A24)

[White Phosphorus](#)

Placing SMOKE: (A24.1)

- If you place SMOKE uphill or up the stairs, it can roll down back to your location on a subsequent dr of 4-6. You can't throw it higher than one level and not up a Cliff.
- In mild breeze, SMOKE can only be placed on the three downwind hexes.
- Cannot be placed at all in Heavy-Winds/Rain/Mud/Deep Snow. (A24.11)
- There's no limit to how many SMOKE counters can be in a hex, but the total maximum DRM they grant is **+3**. (A24.2)

If you are the U.S. you can place *WP* instead of Smoke. It follows all the rules of the regular SMOKE except: (A24.3)

- The smoke exponential is lowered by 1 so it's harder to place.
- It causes NMC in the location it was placed. (A24.31)
- Can cause fires when EC is Dry. (A24.32)

★ Searching (A12.152)

After a MMC has moved, and if it has 1MF to spare, it can *Search* the adjacent hexes to see if it can reveal some concealed enemy units (or locate *minefields*)

- Everything is revealed in those hexes, HIP units are placed on board with "?"
- Be wary of *Search Casualties* (A12.154)

★ Clearance (B24.7)

You can try clearing away *Flame*, *Rubble*, *Wire*, a *Minefield*, *Set DC* or a *Roadblock*. A final DR of 2 is needed, so be sure to have good DRMs.

- A Flame is extinguished immediately in the same phase, or just *hampered* for time being.
- The other obstacles are actually resolved at the end of **CCPh**.
- It's *Hazardous Movement* and leaves your guys *TI* (Task Involved, worse than Pin) so be careful.
- You can clear Rubble and Minefield only in your MPh, but can try clearing other obstacles in your DFPh too.
- You can put prisoners to work. (A20.5)

★ Human Wave (HW) (A25.23)

Now this is an interesting move reserved only for Russians (and Chinese and Cavalry). In a *HW* three or more hexes full of Russian units move side by side towards an enemy unit, everyone at once, in a manner called *Impulse* movement.

Heads up: The HW rules in the vanilla rule book are somewhat obsolete. The rules were updated in the Armies of Oblivion module (which is out of print as of this writing).

Read all about it. Here are some tidbits:

- Units in HW have, among other things, increased Morale, are *Lax* and cannot be Pinned.
- HW is one of the few ways infantry can enter a location containing enemy infantry in MPh.
- Human Wave cannot be ended voluntarily. It ends when the participating units are either dead, broken or have reached an enemy location. Otherwise they continue on until they've spent **8 MF**.
- The status of +1 Morale and *Lax* lasts for the whole player turn. Not just till the end of MPh.

★ **Delaying the board entry (A2.5)**

If you are the *Scenario Attacker* or have reinforcements, your arriving units can skip entering the board in MPh and can enter in the APh instead. You cannot delay the entry any further than that, so if they forget to enter in the applicable turn, they are out. There are also rules for solving situations where your entry point is blocked.

Defensive First Fire

★ **Shooting at a Road hexside (A4.132)**

- If enemy infantry is crossing a Road hexside and using Road movement, you can try shooting at that hexside instead of the hex center dot with full FP and FFMO/FFNAM.

★ **Snap Shot (A8.15)**

- You can shoot at an enemy crossing a hexside if you have LOS to that whole hexside. Don't get this mixed up with the Road hexside rule above.
- 1/2 FP and **no** FFMO/FFNAM. Cumulative with *Dashing* (It's 1/4 FP then).
- Does not leave Residual FP.

★ Fire Lane (A9.22)

[Spilky's ASL Play Aids, Table 11](#)

If you got a MG guarding a long open line, like a road, try laying a Fire Lane across that whole line. A Fire Lane leaves a form of Residual FP on every hex in that line.

It differs from a normal Residual in the following ways:

- The FP of Fire Lane Residual is one column to the left of the MG's original FP, not half FP.
- The FP of Fire Lane Residual does not shift left because of hindrances or other DRMs. That's because with Fire Lane, the bullets can always be traced to a source so hindrances give DRMs to attack DRs instead, based on where the shooting is coming from.
- However not all hindrances count. See [Spilky ASL Table 11](#).
- If the MG operator breaks, the Fire Lane is canceled, and so are the Fire Lane Residuals.
- Every time a Residual FP attack DR is made it has a change to break that MG which would also cancel the Fire Lane.

★ Enemy unit in your location

If an enemy unit manages to enter your location during MPh:

- If **MMC**, you **must** shoot at it, be it First Fire, Subsequent First Fire or even FPF. (A8.3212)
- Remember Triple Point Blank Fire (TPBF). (A7.21)
- While the enemy unit is in your location, you cannot shoot out of that location. (A8.311)
- Put a CC counter on the location but don't resolve the CC until in CCPh. (A8.31)

★ Residual FP clarification (A8.26)

- The strength of Residual FP shifts one column to the left on the IFT for each positive DRM caused by conditions **outside** the target hex (hindrance, CX, etc).
- This was clarified from SK2 onward.

Defensive Fire Phase (DFPh)

★ Clearance (B24.7)

This is another phase where you can make a Clearance attempt.

- Except you can't clear Rubble or a Minefield. Those you can only do in your MPh.

Advancing Fire Phase (AFPh)

★ Fire spreads

[Flame/Blaze](#)

- Flames can turn into Blazes. (B25.15)
- Blazes can spread new Flames. (B25.6)

★ In the same location with the enemy (and not in Melee)

You can shoot them, with TPBF, even if a CC marker was placed earlier in the MPh. Remember to also halve the FP because of AFPh.

★ Opportunity Fire (A7.25)

Units that used *Opportunity Fire* at PFPh can now shoot with full FP.

Rout Phase (RtPh)

★ Voluntary Break (A10.41)

You can voluntarily break your unit at the start of the RtPh so it can rout away if need be.

- Must be ADJACENT or in normal range and LOS of an unbroken enemy ground unit.

★ Concealment (A10.533)

- "?" stacks **must** be ignored as if they weren't there when choosing a rout destination. This can be either helpful or catastrophic to your routing units.
- If you rout into a "?", one enemy unit is revealed using *Random Selection* and if the stack is not a dummy, your unit is eliminated.
- A concealed unit may reveal itself anytime during RtPh. It can be a good tactic to force the routing unit to immediately choose a different destination to rout to.

★ Surrendering and No Quarter

- If your broken unit is ADJACENT to a Known, Good Order, armed enemy *Infantry* unit and unable to rout without taking interdiction or resorting to Low Crawl it **must** surrender to that unit. See the prisoner rules. (A20.21)
- The captor can refuse to take prisoners and eliminate it instead. However this invokes No Quarter for the rest of the game and any subsequent Router must take Interdiction or use Low Crawl just like in Starter Kits. (A20.3)

★ Direction (A10.51)

- You can of course rout up/down building levels.
- You can use *shellholes/entrenchements/pillboxes* to your advantage to avoid Interdiction if they are along the shortest route to your destination **even if you can no longer reach that destination** (it takes 1 extra MF to enter or exit a foxhole for example).
- You don't have to rout through a *minefield* or a hex being bombarded by *off-board artillery*.

★ Voluntary Rout clarifications (A10.71)

As you might remember, an unbroken leader can rout with the broken units. It's called *Voluntary Rout* in the full ASL. Anyway, there are some restrictions that the SK rules don't mention:

- A leader cannot rout with a broken unit if he's Pinned (or Berserk).
- A leader does not improve the broken unit's portage capacity.

Advance Phase (APh)

★ Eligible advancing destinations (A4.7)

[Location Primer](#)

You can advance **either**:

- From one **location** to another.

Or

- One **hex** horizontally, as counterintuitive as it may sometimes sound.

You cannot combine the two. No moving from downstairs to an adjacent hex upstairs.

For example you **can** advance directly from beneath a foxhole into another foxhole in an adjacent hex. It may sound strange because if it were the MPh, you'd first have to spend 1 MF to get out, then 1 MF to move into an

adjacent hex, then 1 MF to move into a foxhole. But that move is allowed in APh because foxholes are not considered separate locations. (B27.13)
A *pillbox* on the other hand is a separate location. So you cannot advance out of a pillbox and into an adjacent hex at the same time.

★ **Difficult terrain** (A4.72)

SK rules makes it clear that if a move would cost all of the unit's MFs then that unit becomes CX, or if already CX, that move cannot be made. Full rules adds another twist:

- If the cost to enter that hex is (excluding SMOKE) **four MF** or more, it's the same deal (makes the unit CX, or if already CX, that move cannot be made). Example: Woods on an upper level hill.
- This cannot be avoided with the help of a leader.

★ **Entering the Board** (A2.5)

As mentioned in the MPh, your units can enter the board in APh, instead of MPh.

Close Combat Phase (CCPh)

No longer are you doomed to stay in Melee for possibly the rest of the game since the full ASL rules introduce mechanics for *Withdrawal*. Ambush or *Infiltration* may let you withdraw from the first CC, otherwise you can **only** try to withdraw from a **Melee**.

★ **Ambush** (A11.4)

- Ambush can occur not only in woods or buildings but also anywhere where either side has concealed units.
- No Ambush if the CC counter was placed **before** CCPh.
- Successful Ambush lets you withdraw from CC either before or after the CC resolution, your choice. (A11.41)

★ **Infiltration** (A11.22)

If your CC DR is 2 **or** your opponent's CC DR is 12, you may immediately withdraw from the CC/Melee.

Infiltration momentarily suspends the simultaneous nature of the CC, so what happens next depends on if you're the ATTACKER or the DEFENDER (remember, the ATTACKER rolls first even in a simultaneous CC).

- First, remember to resolve the possible *Field Promotion*. (A18.12)
- If the ATTACKER rolls 2 he must first choose if he wants to withdraw before the DEFENDER resolves his attack. If he does, the DEFENDER does not get a change to strike back. That DR of 2 is still resolved against the DEFENDER but even if the DEFENDER was eliminated the ATTACKER does not gain control of that CC location.
- If the DEFENDER rolls 2, he must suffer the ATTACKER's roll first regardless.
- If the ATTACKER rolls 12, the DEFENDER does not roll for his attack if he chooses to withdraw.
- If the DEFENDER rolls 12, the ATTACKER's roll is still resolved even if he chooses to withdraw.

★ **Withdrawal from Melee** (A11.2)

You can try to withdraw from Melee (not from CC) by announcing so at the start of the CCPh.

- Broken units **must** attempt to withdraw from Melee. A11.16
- Every Withdrawing unit gets -2 DRM to all CC attacks against them but also +1 DRM for every friendly unit that "stays and covers" i.e. is not withdrawing.

★ **Withdrawal Mechanics** (A11.21)

- You withdraw to an adjacent location in the same manner as you'd advance in APh.
- The location cannot be occupied by a Known enemy unit.
- If you withdrew into a location containing enemy "?" or HIP units and it turns out it wasn't a dummy, your units are immediately eliminated.

★ **Concealment in CC/Melee** (A11.19)

- HIP units in a CC location come to board under "?".
- All concealed units in CC must temporarily reveal their Strength factor which means dummy units gets removed. This doesn't remove the "?" altogether though.
- CC FP against "?" is halved.
- You only lose your "?" if you attack in that CC or suffer a Casualty Reduction. Thus it might be wise to forfeit your attack in order to retain your "?". Remember, concealed units are not held in Melee and can move or attack (with TPBF even) in the next turn.

★ **SW/Gun elimination in CC (A11.13)**

SW/Gun can be destroyed if its owner dies in CC and the colored dr of that CC DR is 1. Roll a subsequent dr and if it is < black Kill Number of that CC attack, then it's eliminated.

★ **Taking Prisoner in CC (A20.22)**

- You can try to capture enemy units in CC if you announce a capture attempt before rolling the dice.
- +1 DRM to CC DR unless enemy is *inexperienced* in which case it's -1 DRM. If the final CC DR = Kill number you get one HS of the **defender's choice**.

★ **Resolve non-Flame Clearance (B24.7)**

If you decided to clear some obstacles, other than Flame, in your MPh or DFPh, then **now** is the time to resolve those and see if you succeeded.

★ **Gain Concealment (A12.12)**

Just a reminder, your units can gain concealment at the end of **your** turn if they are out of enemy LOS. Consult the Concealment Loss/Gain Table.

What's new with Support Weapons

★ **Assembling/Disassembling SWs (A9.8)**

- Some SWs (and Guns) may be dismantled to make them easier to carry.
- Such a weapon may start the scenario dismantled if wanted.
 - The converting happens in PFPh or DFPh provided that the weapon has not yet been fired in that phase. It counts as using the weapon, meaning that if you convert it during PFPh, that weapon cannot move in MPh or fire in AFPh.
 - A German HMG/MMG can be fired as LMG in its dm state. That's because the German HMG/MMG is basically the same weapon as LMG, just with more bells and whistles attached on.

★ **Recovery of SWs (or Guns) (A4.44)**

[Spilky's ASL Play Aids. Table 7](#)

- If an MMC breaks and drops its SW/Gun, a SMC in that location can immediately try to pick it up.
- SMC can try to grab the SW/Gun from a broken unit in RPh or MPh. Don't even have to pay 1 MF for that.

★ **SWs/Guns may set up unpossessed**

Starter Kit 2 and onwards clarifies that a Weapons may not be set up unpossessed. However, there is no such rule in full ASL.

Machine Guns

★ **Permanent Breakdowns (A.11)**

Whenever the #B decreases, the original #B changes to #X (for example *Sustained Fire* or *Captured Use*).

★ **Field of Fire (A9.21)**

If a MMG or HMG is in **woods/building/rubble**, shoots, and has the ability to shoot again (ROF, Subsequent First Fire) it must shoot inside the same CA (*Covered Arc*, see Gun rules C3.2) as its previous shot for the rest of that phase. Use the *Field of Fire* counter.

- Unlike Gun however, the CA includes the MG's own hex.
- Pinned MG retains its CA until the end of DFPh.

★ **Mandatory Fire Direction (A9.4)**

Enemy infantry over 16 hexes away are treated as concealed.

Remember Bore Sighting (C6.4), Spraying Fire (A9.5) and Fire Lanes. (A9.22)

Flame Throwers (FT)

★ **FT's effect on terrain (B25.12)**

- A FT may create a Flame if an Original **K or KIA** is rolled on the IFT. A subsequent DR is made like it was a regular Kindling attempt.

Demolition Charges (DC)

[Demolition Charges](#)

★ **DC's effect on terrain**

- A DC with an Original **KIA** on the IFT, like any sufficient HE strike, can cause Rubble (**B24.11**) **or** Flames (**B25.13**).
- The Rubble creation is checked first with a subsequent dr; If that also hits the KIA then that building location, and all the levels above it, are Rubbled. If not, then a Kindling DR is made to see if a Flame is created.

★ **Thrown or Set DC**

In addition to placing DC, it can also be *Thrown* or *Set*.

- DC is Thrown during *friendly fire phase* (That means your PFPh, DFPh or AFPh) or Defensive First Fire. It's less reliable and affects both the target's and the thrower's location. (A23.6 - 23.63)
- Setting a DC in a location costs the unit all of its MFs and is *Hazardous Movement*. That unit can detonate it during any subsequent *friendly fire phase* **only**. That does **not** include Defensive First Fire! (A23.7 - 23.72)

★ **Making a Breach with a DC**

DC can be used to Breach a Rowhouse Building (B23.711), or a Fortified Building. (B23.9221)

Panzerfausts (PF)

★ **In 10/43+ Germans can use Panzerfausts (C13.3)**

[Germans](#)

It's an *inherent SW*, meaning it's available for the Germans in every scenario from 10/43 onwards (or *PFks* prior that by SSR but those are very rare).

- To use them, you'd first have to learn about *Ordnance* (SK2 stuff. They are similar to PSKs, see **Part 2** for more). However, PFs are primarily used against tanks and have only limited application vs Infantry. It's perfectly OK not to use PFs in an infantry only scenario if you're not ready to learn about Ordnance just yet.

What's new with ELR

★ **Disruption (A19.12)**

A unit is *Disrupted* if it breaks and exceeds its ELR but cannot downgrade to anything worse anymore (Conscripts are prone to disruption for example)

- Disrupted units surrender more easily, cannot self-rally, do not like to rout, won't withdraw from Melee etc. All in all they're a bunch of miserable folk.

★ **Replacement (A19.13)**

There is no neat single unit replacement chart like in the backs of Starter Kit manuals. Instead look at the pictures in chapter A25. If that doesn't help you can always work it out yourself using the following rules:

- The unit's class must be lower than its current class. So a 1st line unit cannot downgrade to another 1st line unit.
- At least one of the Strength factors (FP, range, morale) must decrease.
- None of the Strength factors can increase.

★ **Underlined morale (A19.13)**

Underlined morale no longer grants total immunity to ELR. Instead, if a unit with underlined morale breaks and exceeds its ELR:

- If a squad, it splits into two broken HS.
- If a HS, it *Disrupts*.

In the event that a squad with underlined morale tries to rally and an original 12 is rolled AND it exceeds ELR: (A10.31)

- First split the squad into two HS.
- Then eliminate one HS.

Other Miscellaneous new rules, changes and clarifications

★ **Nationality distinctions (A25)**

[Germans](#)

Be sure to read Chapter A25 before you start a game. Russians, for example, might get a *Commissar* which is always fun.

- For some reason, the German's ability to get Panzerfausts in 10/43+ is not mentioned here but in C13.3 instead.

★ **Victory Conditions (A26)**

- All the Control rules are much more detailed here than in the SKs.
- Unlike in the SKs, the Victory Point values are defined in the rules, not in the scenarios. (A26.2)

★ **Random Selection (A.9)**

In Starter Kits you might roll some dice to choose randomly which target is affected in some situation but in full ASL there's an official way called *Random Selection*. The basic difference to Starter Kits is that more than one target may be affected. Read all about it.

Some examples where Random Selection is used

- #KIA and K/#. (A7.3)

- FG covers. Check which ones get Prep Fire/Final Fire marker (A7.9)
- Multiple SW Malfunction. (A9.71)

★ **Morale Level Ceiling (A.18)**

Some game effects (*Fanatic, Human Wave*, etc) may cause the morale level to rise but it can never rise above 10.

- This has nothing to do with DRMs to Morale Checks however.

★ **Stacking Limits (A5)**

The limit is still 3 full squads; however it's no longer absolute:

- You cannot exceed it in setup but can during play. There will be penalties however.
- It also no longer makes a location invalid to Rout to.
- 5 SMCs equals 1 HS. (A5.5)

★ **Mandatory Leadership clarification (A10.72)**

Leadership DRMs, whether positive or negative **cannot** be ignored except when attacking.

★ **Right of Inspection (A12.16)**

You actually cannot check what's in a big stack of enemy units unless they are in LOS to some of your units. And of course you can never check what's under opponent's "?" counters.

★ **Wounded SMC (A17)**

- If SMC is wounded during movement and it has already spent over 3 MFs, it's Pinned right there.
- A MMC can carry a wounded leader at the cost of 5 PP. The leaders +2 MF bonus still works.

★ **Self-rally clarification (A18.11)**

DR 2 on Self-rally, in addition to Field Promotion, always rallies the MMC.

★ **CX does not affect MC or PTC (A4.51)**

- This was clarified from SK2 onward.

★ **Half-Hex clarification (A2.3)**

- If the scenario instructs you to setup only on board 1 you cannot setup on a half-hex that's butted against a half-hex on board 2.

- Same thing for Victory Conditions. If you have to control all the hexes on Board 1 this does not include the half-hexes that are butted against Board 2.

★ **Official word on how to handle errors (A.2)**

If you've made a rules mistake earlier, it cannot be unmade later. A good rule to remember in tournaments.

My personal opinion: I will, for the most part, ignore this rule and use my own judgement on a case-by-case basis. If it's a friendly game and my opponent forgot to make his one self-rally attempt in RPh, and he remembers it in PFPh, I'll let him do that self-rally.

Part 2

What's changed from Starter Kit 2

Foreword

I was going to say that after reading Part 2 you'll be ready to play any scenario with just Infantry and Guns. While it's true, it also turned out that those kinds of scenarios are pretty rare in full ASL. In fact amongst the scenarios in Beyond Valor and [ASL Classic](#) (the two products you're likely to start with), I only found one: "5 - In sight of the Volga". This basically means that when you get to Guns you will most likely have to learn about tanks as well. Oh well, so much for the smooth transition.

Still, this article serves its purpose in pointing out what's new with Guns vs. Infantry, regardless of any tanks that may be roaming around the scenario.

Actually, this is a great opportunity to learn one great secret about tanks. They are in many ways just moving Guns!
Let's see the definitions for Gun and Ordnance from the index:

Gun: for firing purposes, any weapon on a 5/8" counter currently firing as ordnance; for non-firing purposes, any non-vehicular weapon on a 5/8" counter.

Ordnance: Any weapon which must score a hit on a To Hit Table before rolling again on the IFT or To Kill Table to resolve that hit.

See? Whenever a tank uses the To Hit process with its Main Armament (MA) then it's considered to be a Gun for that moment. So when you read these rules, just remember they can also apply to tanks.

Setting up Guns

★ Guns in upper level building locations (B23.423, B23.93, C2.7)

A Gun cannot occupy an upper level of a building, unless the location, and all the levels below it, are *fortified*.

- A Mortar of 82mm or less can fire from the roof if rooftops are in play by SSR. (B23.85)

HIP and Concealment of the Gun

★ A Gun that fires is not necessarily revealed! (A12.34)

A HIP/Concealed & Emplaced Gun that fires (not including IFE) does not necessarily lose its concealment:

- Reveals only if in LOS of a Good Order enemy unit **and** the colored die of TH DR is 5 or 6 (or just 6 if in LOS at range of 17+ hexes)
- If HIP and does not reveal, it's still placed on board but under "?".
- If there's no Good Order enemy unit in LOS, it doesn't even lose its HIP when firing!

★ HIP & Emplaced Gun in Open Ground (A12.2, A12.34)

- Unlike in the SKs, a HIP Gun in Open Ground can be seen at **any** range, **but** it does not reveal completely. It's placed on the board under a "?".

(In SK2, because there was no concealment, a Gun was completely revealed but only in LOS at ranges of 16 and less.)

★ You can advance into a HIP location (A12.31)

Because HIP is a form of concealment, it behaves the same way as concealment.

- In SK2, any move (MPh, APh) into a HIP location reveals the HIP and bounces the moving unit back. In full ASL this only happens in the MPh. (A12.15)

- In APh you can move into a HIP location no problem. At the start of the CCPH the HIP unit is placed on the board under "?" and thereafter follows all the normal rules of concealment (-2 for ambush etc.). (A11.19)

What's new with firing the Gun

★ To Hit numbers are calculated manually (C3)

The biggest single "change" from SK2+ to full ASL is that you have to determine the To Hit number (TH#) for the applicable Target Type (ITT, ATT, VTT) and the FP of the Gun yourself. There's no ready-made To Hit Chart because there are way too many different Guns in the system and such charts would be too big and unwieldy. Don't worry, it's pretty easy. To calculate the Final TH# we need to know the caliber and the barrel length of the Gun, the range to the target, and possibly the special ammo type if used.

A mini tutorial about TH#s:

Grab the blue chapter divider (or [IFTMQRDC](#)) and look at the To Hit Table. For comparison's sake find the SK2 To Hit Chart as well.

First look at the Range and Target Type. By cross-indexing these we can determine the Basic TH# (C3.3). For example a Gun shooting ITT at range 15 has a Basic TH# 6 (or 5 if using red numbers). However the Basic TH# does not take into account the Gun or Ammo type so it can't be used by itself. Note that the ranges go much farther than just 24 hexes (C2.25).

Next are "Gun & Ammo Basic To Hit Number Modifications" (C4)

These are modifiers that take into account the Gun we are shooting with and transforms the Basic TH# into a Modified TH#. The first three lines are the barrel length of the Gun (* = short, L = long, LL = extra-long). Notice how short barrels give minuses and long barrels give pluses. **Pluses are good. These are not DRMs**, these are modifiers to the TH#. We want as high a number as possible so we can roll under it.

The next two lines are special Ammo. APDS/APCR are used against tanks. It's harder to hit with them at longer ranges than with regular AP ammo. SMOKE gives +2 (up to 12 range). You might remember that in SK2 SMOKE used to be a -2 DRM (case 7) instead. A -2 DRM or a +2 modifier to the TH# leads to the same end result.

The final two lines are about the caliber of the weapon. Smaller shells lose velocity faster so small calibers give minuses at longer ranges. Note that a 40 mm or smaller caliber gets both of the negative modifiers.

Now that the Modified TH# has been determined we can start minding the DRMs to the shot. Now the pluses are bad again. Like in SKs, they are divided into Firer- and Target-based DRMs. Pay attention to the different symbols on the left and the explanations at the bottom.

Note the case L. Then look at the SK2 To Hit Chart, ranges 1 and 2. While SMOKE defected onto the side of minuses, Case L defected away. In SK2, case L gives plus modifiers to the TH# instead of being a minus DRM.

Now. Let's pick a Gun on the SK2 chart and see if we can calculate the Modified TH# ourselves. Let's choose the German **2cm FlaK 38 AA gun**.
Ranges 1 and 2: The Basic TH# is 8. None of the Gun type modifiers apply at this range so the modified TH# should be 8 too. But remember case L, the turncoat that wanted to be a TH modifier instead. +2 at range 1 and +1 at range 2 makes TH#s 10 and 9 respectively.

Range 3-6: The Basic TH# is 8. No modifiers.

Range 7-12: The Basic TH# is 7. Still no modifiers at this range.

Range 13-18: The Basic TH# is 6. Now the modifiers kick in giving +1 for long barrel and -1 for being less than 57 mm and also -1 for being less than 40 mm. $6 + 1 - 1 - 1 = 5$.

Range 19-24: The Modified TH# should be 4.

If you're wondering why the 37mm Gun below has different values than the 20mm Gun when they should be the same, then bonus points for you for finding **an error in the SK chart**. See [this file](#) for corrected numbers.

Mini tutorial concluded.

★ **How to determine the FP of the Gun (C.6)**

Assuming you're firing HE against Infantry, the FP can be easily determined straight from the **IFT**. You may have noticed that there are millimeter numbers ranging from 20 to 200+. Yes, those are Gun caliber sizes. Just use the appropriate column.

- If using ATT, halve the FP.
- If gaining a critical hit, double the FP. See below if it exceeds 36 FP.
- In either case, it's the FP that gets halved/doubled, not the Gun's caliber!

★ Heavy Payload (C.7)

A 200mm shell is not the biggest in the world so this rule covers the really big guns. Basically the attack gets -1 DRM for every excess 50 mm. This only applies to OBA (Off Board Artillery) and Bombs. Those are only in play through SSRs so you won't see that for a while. But this rule also covers critical hits for lesser weapons:

- For a CH, every whole multiple of 8 FP over 36 gets a -1 DRM.

HE equivalence for AP and HEAT (C8.31)

- If, for some reason, you're firing AP, APCR/APDC or HEAT against infantry, you can determine the applicable FP from table C8.31, also found in the blue chapter divider.

★ Target's concealment (C3.53)

- Concealment gives -2 DRM to TH, but does **not** halve the FP of a hit.

★ Improbable Hits (C3.6)

When it's impossible to make the TH# (too much +DRMs for example), it's still possible to hit with an original TH DR of 2.

- It's not automatically a critical hit.
- Make a subsequent dr: 1-3 is a hit and 1 is a critical hit.

★ Another chance to score a Critical Hit using ITT (C3.7)

[Spilky's ASL Play Aids. Table 9](#)

In full ASL a CH using ITT is also possible when you hit with an original 2 on the TH DR, even if the +DRMs would raise the Final TH# to, or higher than, half of the Modified TH#.

- Make a subsequent dr: 1 is always a CH and so is less than or equal to half of the Modified TH#.

★ Multiple Hits (C3.8)

A Gun of 15-40mm that scores a hit while rolling **doubles** using VTT or ITT achieves two hits instead of one.

- Make two IFT rolls (or TK rolls if shooting tanks) and choose one.
- IFE/LATW/MG = NA.

★ Elevation differences (C2.6)

- Any Gun may fire at a target at a different level if the range is equal to, or greater than, the elevation difference.

- Only Mortars or AA Guns can fire at a higher-level target if the range is less than the elevation difference.
- A Gun in a building cannot shoot below it in the same hex. Only an AA capable Gun can shoot above it in the same hex.

★ Rubble, Flame & Shellholes

The common theme with these is that they can happen with an **Original KIA** on the IFT. The IFT on the Chapter A divider is a helpful reference.

- Any HE attack of 70mm or more (including DC) has a chance of creating Rubble. If a subsequent dr is also KIA then that building location, and all the levels above it, are Rubbled. (B24.11)
- Any HE attack regardless of caliber can cause a Flame in a location. If a Rubble was **not** created then a subsequent Kindling DR is made to see if a Flame is created. (B25.13)
- Shellholes can only happen by OBA strike of 150 mm or more. (B2.1)

What's new to Mortars

[Mortars](#)

★ The consequences of Indirect Fire (C.1, C9.1)

Both the OBA (Off Board Artillery) and Mortars fire Indirect Fire, even though Mortars on the board use the same Direct Fire To Hit procedures as other Guns. I'm just pointing it out because the -1 DRM of Air Bursts you learned in SK2 is actually a consequence of Indirect Fire and thus applies to OBA as well. Other consequences:

- TEM of Walls and Hedges is lowered by one against Indirect Fire. (B9.34)
- Building levels give protection to lower levels. So units in a stone building at ground level get a +3 TEM for the stone building **and** +1 TEM for every level above them. (B23.32)

★ Spotters (C9.3)

A Spotter may be designated for a Mortar. This allows the Mortar to stay out of LOS while a spotter in an adjacent hex shouts the directions for it.

- +2 DRM is added to the TH DR so its more difficult to hit.
- ROF is lowered by 1.
- See C9.3 for full details.

★ Mortars can be dismantled also (C9.2)

- Even 76-82mm mortars (those bigger counters) can be dismantled like a SW, so no need to manhandle them around.

Miscellaneous

★ Elite OB and Special Ammo (C8.2)

If your OB is designated as either German SS or Russian Guards or if the SSR specifies that your OB is "Elite":

- Your special ammo Depletion Numbers are increased by one!
- Example, underlined by me: "Elements of Fifth Guards Army [ELR: 4] set up as follows: {SAN: 3}"
- An important note for all the tank drivers: This does **not** include Smoke dispensers. (C8.9)

★ How do Panzerfausts differ from PSKs? (C13.3)

[LATW](#)

The PFs were mentioned in Part 1, but here I go into more detail. They behave almost like Bazookas/PSKs, but with a few exceptions (grab the dark gray chapter divider):

- Because it's an inherent weapon, a dr determines if PF is available or not. 1-3 = yes, 6 = pin (or worse).
- A hit against infantry only affects one target. Before making the Random Selection, you can choose the target straight away if it carries a SW/Gun. RS is still made to see if there are ties.
- TH roll of 12 is not only a miss but also causes Casualty Reduction to the shooter. 11 if Inexperienced.
- IFT (or TK) roll of 12 is a dud (even against infantry which is exceptional. Usually duds are applicable only to TK DRs against vehicles).

★ Changes to Backblast (C13.8)

- In addition to **buildings**, backblast also happens in these terrain locations: **vehicle, rubble, pillbox, cave, sewer**.

- Out of those locations, backblast can **only be avoided** (+2 DRM) at the **ground level of a building** location (or at the rooftop, or inside a factory).

In all those other locations the Desperation Penalty **will** happen. (C13.81)

- The +2 Backblast avoidance DRM can be avoided by using *Opportunity Fire*. (A7.25)

- Backblast weapons cannot be fired at a target two or more levels higher in an adjacent hex, or directly above them in the same hex.

★ **An official way to solve an undeclared Target Type (C.9)**

- It's the first applicable Target Type listed on the To Hit Table (i.e., Vehicle, Infantry or Area in that order).

★ **Stacking Limit of Guns (A5.4, A5.5)**

There's no stacking limit for Guns (or SWs for that matter). However a Gun and it's crew are considered equal to a squad for stacking purposes. This limits the amount of Guns in one location to three.

What's new to Manhandling the Guns

Usually, if a Gun needs to be moved, a Vehicle of some sort is also present which can tow the Gun. I'll talk about towing in Part 3. For now, let's just focus on what's new to Manhandling.

★ **Limbering and Unlimbering (C10.2)**

In SKs you only moved QSU (Quick Setup) Guns. In order to move a Gun that's not a QSU it must first be Limbered.

- Both Limbering and Unlimbering are done in a phase where the Gun could normally shoot (PFPh, AFPh, DFPh). That Gun cannot shoot in that turn, not before, nor after (Un)limbering.

- Unlimbering **is** TI activity, meaning you can't do anything else in that turn.

- Limbering **is not** TI activity, meaning if you Limber in PFPh, you can start pushing it in MPh right away. It makes more sense when you learn that pushing the Gun **is** TI activity (and so is hooking the Gun to a Vehicle during MPh).

- Some Guns can shoot in a Limbered state, but most Guns cannot.

(C10.24)

- CA can be changed while (Un)limbering the Gun.

- A Gun can be set up either Limbered or Unlimbered (just like SWs can setup dismantled) (A2.52)

★ **Pushing the Gun is a Labor task and causes TI (C10.3)**

- When the Manhandling DR fails the pushing units get a Labor counter. This helps them move the Gun in the next turn.

- Regardless of your success, when the pushers are done they are put under a TI counter.

Notes/Changes/New cases for TH DRMs, case by case

SMOKE you won't find here. It's moved to the To Hit Number Modifications.

★ **Case A; Fire outside CA (C5.1)**

Once a Gun (other than a mortar) fires from **woods/building/rubble** and it has the ability to shoot again (ROF, Intensive Fire), it must shoot inside the same CA for the rest of that phase.

- This is consistent with the same restriction to MGs (Field of Fire, A9.21), so it's easy to remember.

T, ST, NT? What does a Gun use?:

- A Gun with a white circle around it (360 mount) uses T (Fast Traverse) modifiers (1/1/1).
- A Gun without the white circle uses NT (Non-Turreted) modifiers (3/1/1).
- The ST (Slow Traverse) modifiers are only applicable to tanks.

★ **Case B; Fire in AFPh (C5.2)**

- A Gun firing in AFPh gets +3 instead of +2 if firing from woods/building/rubble.

★ **Case C3; LATW (C5.34)**

- A LATW still only gets +2 in AFPh no matter where it shoots from.
- Backblast can only be avoided in rubble or the ground level of a building.

★ **Case E; Firing within hex (C5.5)**

- A Gun firing at its own hex gets +2 DRM because the target is too close to track effectively.

★ **Case J; Moving/Motion vehicular target (C6.1)**

- Note that this also applies to **Dashing Infantry**, not just to moving vehicles.

★ **Case K; Concealed target (C6.2)**

- In SKs you got this when firing at empty hexes (case 18) but this also applies against Concealed Targets.
- Remember to **not** halve the FP if a hit occurs!

★ **Case L; Point blank range (C6.3)**

- This used to be factored into the TH# in SKs, but here it is a DRM instead.

★ **Case M; Bore Sighted location (C6.4)**

Part 1 only mentioned what's applicable to MGs. Guns can Bore sight as well:

- Unlike MGs, Guns get the Bore sight benefit in any phase, not just for the Defensive First Fire.
- Is **not** cumulative with case N (Acquired Target).

★ **Case N; Acquired target (C6.5)**

[Acquisition Player Aid Sheet](#)

- Note that if using ITT (or VTT) against a concealed target, that target becomes acquired **only** if the acquiring shot causes the loss of that concealment. ATT has no such requirement. (C6.57)

★ **Case P; Target size (C6.7)**

- Those -2 to +2 DRMs apply to tanks only. Guns are still sized only between -1 to +1. (C2.271)

Unless you are firing from/at a vehicle, you can safely ignore:

- Cases C, C1, C2, C4, G, I, J1, J2.
- Bypass TCA Change to/through side Target Facing.
- Bypass TCA equals side Target Facing unless.
- Stun.
- Firer in Ocean during Heavy Surf if the attack is resolved on the IFT.
- vs Motorcyclist.
- Aerial attack vs Upper-Cliff cave/its contents.
- vs Wading vehicle.
- Target in Ocean during Heavy Surf if the attack is resolved on the IFT.

Appendix

Useful Resources

Scenarios

Get the [Scenarios from ASL Classic](#) from MMP homepage.

- Scenario **T1 - Gavin Take** is a perfect infantry only scenario and a natural next step from Starter Kit 1. If you only have Beyond Valor, you can use the U.S. infantry and SW counters from SK1 and Russian Concealment markers from BV (the different color doesn't matter because there are no dummy stacks in that scenario). SK1 doesn't have a 10-3 U.S. leader so I recommend either using a 6+1 leader and treating it as 10-3, or replacing every U.S. leader with a Russian counterpart from BV.
- Another good infantry only scenario is **A - Guards Counterattack**. You can practice Russian *Human Waves* in this one (try starting the game with one.)
- Scenario **T2 - Puma Prowls** has nothing but Armor so it's a good scenario to practice some tank battles.
- Keep also in mind scenario **D - The Hedgehog of Piepsk** when you feel ready to practice some *Offboard Artillery*.

Examples of Play

[Tuomoland](#)

Tom Repetti has written some very nice EOPs to help newbies get started. Get them from his website.

For "Eye of the Tiger" you'll need [this scenario pack](#) from [Desperation Morale](#) and for board you can use [this image](#) from [the ASL Scenario Archive](#)

If you like learning rules through examples, you definitely should check out chapter **K** of the rulebook, even if you think you already know the basics from Starter Kits. You need the map 24, though, which you can get from Action Pack 3. Buy it while it's still available. The map originally came with Paratrooper. In the meantime, you can use [this VASLized version](#) of the map.

Play aids

[BoardGameGeek](#)

- [ASL Phases Quick Reference](#)
- [The Readable Advanced Sequence of Play](#)

[Desperation Morale](#)

- [Location Primer](#)
- ["Did You Remember...?"](#)
- [Flame/Blaze](#)
- [White Phosphorus](#)
- [Sewers](#)
- [CC vs. Vehicles](#)
- [Germans](#)
- [LATW](#)
- [Mortars](#)
- [Demolition Charges](#)

[Texas ASL](#)

- [Spilky's ASL Play Aids \(12/24/09\)](#)
- [IFT \(Mini\) Quick Reference Data Card](#) (or [IIFT\(M\)QRDC](#) if that's your fancy)

[Tuomoland](#)

- [First Fire Flowchart](#)
- [CC Flowchart](#)
- [LOS Aid Sheet](#)
- [Acquisition Player Aid Sheet](#)

Other sites

- [Alphabetical Terrain Chart](#)
- [Weather](#) ([direct PDF](#))

Errata

Action Pack 4 has replacement pages for *Wall Advantage* and *Bocage*. It should still be available for purchase.

Armies of Oblivion updates the rules for *Impulse Movement* (*Human Waves*, *Platoon Movement*, etc.).

Unfortunately it's out of print as of writing.

[Texas ASL](#)

Get all the "Sticky Errata" files

Q&A & Perry Sez

[GameSquad Q&A Compilation](#)

Other useful links

[ASL Mapboard Publication List](#)

[List of ASL Overlays](#)

Russ Gifford's [ASL Training Sessions](#)

[VASL](#) - Play Advanced Squad Leader over the Internet!

[The ASL Scenario Archive](#)

[ROAR](#) (Scenario statistics based on results of plays)

[The 2 Half-Squads: ASL Podcast](#)