SK1. ASL Starter Kit #1

ASL Starter Kit #1 Counters

Counter	No.	ID	Nationality	Notes
10-2	1		American	Maj K. Tyson
9-2	1		German	Maj Pigott
9-2	1		American	Cpt Dunn
9-2	1		Russian	Col Gorelov
9-1	2		German	Cpt Weiss, Lt Praun
9-1	1		American	Lt Dalton
9-1	2		Russian	Lt Dremov, Lt Karskala
8-1	3		German	Lt Freitag, Sgt Alonzo, Sgt Harpe
8-1	3		American	Sgt Grantham, Sgt O'Brien, Cpl Highsmith
8-1	2		Russian	Sgt Valerien, Sgt Zygin
8-0	2		German	Sgt Krause, Cpl Gruber
8-0	3		American	Sgt Lloyd, Cpl Mei, Cpl Tracy
8-0	2		Russian	Sgt Evich, Sgt Worron
7-0	3		German	Sgt Baumann, Cpl Koch, Cpl Plassmann
7-0	1		American	Col Aaron
7-0	2		Russian	Cpl Bessorov, Cpl Youssevich
6+1	2		German	Col Burdach, Col Lorenz
6+1	1		American	Col Boscurt
6+1	1		Russian	Col Pokovich
$\underline{7}^{3}$-$\underline{4}$-$\underline{7}$	10	A-J	American	
$\underline{6}^{3}$-6-7	1	A	American	
$\underline{6}^{3}$-6-6	14	A-N	American	
4^{2}-$\underline{6}$-8	10	A-J	German	
$\underline{5}^{2}$-4-6	7	A-G	American	
$\underline{5}^{2}$-3-6	2	A-B	American	
4-5-8	14	A-N	Russian	
$\underline{5}^{2}$-$\underline{4}$-8	6	A-F	German	
4^{1}-$\underline{6}$-7	10	A-J	German	
4-4-7	5	A-E	Russian	
4-$\underline{4}$-7	14	A-N	German	
$\underline{5}$-$\underline{2}$-7	3	A-C	Russian	
4-$\underline{3}$-6	14	A-N	German	
4-2-6	6	A-F	Russian	
3-4-7	1	A	American	
3-4-6	13	A-M	American	
3-3-$\underline{7}$	8	A-H	American	
2-4-8	4	A-D	Russian	
2-4-8	4	A-D	German	
2-3-8	3	A-C	German	
2-4-7	5	A-E	German	

Counter	No.	ID	Nationality	Notes
2-3-7	6	A-F	German	
2-3-7	3	A-C	Russian	
2-3-6	5	A-E	German	
2-3-6	5	A-E	American	
2-2-7	2	A-B	Russian	
2-2-6	2	A-B	American	
2-2-6	3	A-C	Russian	
HMG Browning M2 .50 cal	1	A	American	
HMG MG42	1	A	German	
MMG MG34 or MG42	2	A-B	German	
MMG Browning M1919A4	3	A-C	American	
MMG PM obr. 1910	1	A	Russian	
LMG MG34 or MG42	4	A-D	German	
LMG DP 1928	3	A-C	Russian	
DC	2	A-B	German	
DC	1	A	Russian	
FT FlW 41	1	A	German	
FT M2-2	2	A-B	American	

Markers

Counter	No.	ID	Nationality	Notes
CC [Melee]			*Game-Basic*	
CX [DM]			*Game-Basic*	
CX [Prep Fire]			*Game-Basic*	
DM [CX]	8		Game-Basic	
DM [Prep Fire]			*Game-Basic*	
Final Fire [First Fire]			*Game-Basic*	
First Fire [Final Fire]	8		Game-Basic	
Melee [CC]	4		Game-Basic	
PIN	5		Game-Basic	
Prep Fire [CX]	3		Game-Basic	
Prep Fire [DM]	2		Game-Basic	
Prep Fire [Smoke Grenade +2]	2		Game-Basic	
Residual Fire 1 [2]	5		Game-Basic	
Residual Fire 12 [8]			*Game-Basic*	
Residual Fire 2 [1]			*Game-Basic*	
Residual Fire 4 [6]	4		Game-Basic	
Residual Fire 6 [4]			*Game-Basic*	
Residual Fire 8 [12]	1		Game-Basic	
Smoke Grenade +2 [Prep Fire]			*Game-Basic*	***?Errata:*** *Should have Gray Smoke on Counter*
Smoke Grenade +2 [Wound]	3		Game-Basic	**?Errata:** Should have Gray Smoke on Counter
Wound [Smoke Grenade +2]			*Game-Basic*	

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Scenarios

Name	ID.
Retaking Vierville	ASL S01
War of the Rats	ASL S02
Simple Equation	ASL S03
Welcome Back	ASL S04
Clearing Colleville	ASL S05
Released from the East	ASL S06

Maps

ID	Description
x	Village; Level 1 Bldgs, Orchards, Woods, Grainfields
z	City; Stone Multi-Level Buildings, Orchards