

ASL Starter Kit #1 Tip Sheet

unofficial

Inexperienced = Green (w/o Leader) or Conscript

- 3 MF
- Cover = Shift 2 columns left on IFT
- B# / X# = -1
- +1 ambush dr modifier

Special DR/dr Rolls to Watch For

- Doubles during (non-leader directed) attack Covers Attacker (shift one or two columns left on IFT)
- 12 on MC or Rally = Casualty reduction or elimination
- 2 during first MMC Self Rally or any MMC CC DR = Possible leader creation
- Unbroken unit fails MC (morale check) by >ELR = drop in unit quality
- Rolling *exact morale* during MC = *Pin*
- Rolling \geq SW X (*breakdown*) number during fire = Broken SW
- Rolling \leq SW ROF number on red die when firing = Maintain ROF success

Sequence of Play

3.1 Rally Phase [RPh]

BOTH players attempt to rally their broken units, fix broken equipment, or transfer equipment to another unit in the same location.

Start of Phase

- Attacker: Roll for provisional (SSR) reinforcements and set up off board units entering this turn.
- Recover unpossessed SW in same hex: $dr < 6$ (Attacker first)
- Repair broken SW: $dr < R\#$, 6=eliminate SW (Attacker first)
- Transfer SW within same location (Attacker first)

Original DR of 2 = Possible leader creation
Original DR of 12 = Casualty reduction

Rally

- Self Rallies (Attacker also one MMC), +1 DRM for all attempts (Attacker first)
- Unit Rallies (Attacker first). Attempt to rally broken units.

End of Phase

- Remove all DM counters (unless adjacent to Known enemy unit. May opt to keep unless in woods or building).

3.2 Prep Fire Phase (PFPh) and Fire Attacks

ATTACKER fires eligible units and firegroups.

- Mark units (or stacks) that fire with *Prep Fire* markers.

Note: Be aware of special dr/DR rolls during course of all fire attacks (attacker and defender).

3.3 Movement Phase (MPH)

ATTACKER moves all, some, or none of his units provided they did not fire during the PFPh and are neither broken nor held in melee. Remove CX counters as a unit moves (unit cannot CX this turn). DEFENDER may fire on moving units (see 3.3.1).

- Attacker may use CX to increase a unit's movement points.
- Attacker may use Assault Movement for a one hex move (avoids FFNAM -1 DRM).
- Attacker may attempt to make smoke: $dr \leq$ smoke exponent (1 MF in same hex, 2MF in adjacent hex).
- Attacker may attempt to recover SW in same hex as unit: Cost 1MF and $dr < 6$.

Cowering causes immediate placement of *Final Fire* marker.

3.3.1 Defensive First Fire

- Defensive First Fire: DEFENDER may fire on moving attacker units (only). Mark any units that fire with a *First Fire* marker. Leave *Residual FP* counter in hex.

- Subsequent First Fire: DEFENDER may fire on moving attacker units (only) with units already marked with a *First Fire* marker. Enemy units within normal range, no closer target, ½ FP. Flip *First Fire* counter to *Final Fire* side. MGs B# -2. Leave *Residual FP* counter in hex.
- Final Protective Fire (FPF): DEFENDER may fire on moving attacker units (only) in adjacent hex to units with a *Final Fire* marker. ½ FP, double FP for PBF, Defender makes NMC. Leave *Residual FP* counter in hex.

End of Phase

- Remove all *Residual FP* counters.
- Remove all *Smoke* markers.

3.4 Defensive Fire Phase (DFPh)

DEFENDER may fire any units not marked with *First Fire* or *Final Fire* markers. Defender may also fire any units marked with *First Fire* markers at adjacent enemies.

- Fire any units not marked with *First Fire* or *Final Fire* markers. Mark units with *Final Fire* counter.
- Fire any units marked with *First Fire* counters at adjacent units at ½ FP. Mark units with *Final Fire* counter.

End of Phase

- Remove all *First Fire* and *Final Fire* markers.

3.5 Advancing Fire Phase (AFPh)

ATTACKER may fire units not marked with Prep Fire markers at ½ FP

- Eligible units may use Assault Fire (underlined AF).
- HMG/MMGs that moved may not fire.
- MGs cannot make ROF.

End of Phase

- Remove all *Prep Fire* markers.

3.6 Rout Phase (RtPh)

BOTH players rout eligible units.

- Attacker routs first.
- Check for DM. Mark affected units with a *DM* counter.
- Broken units not in melee under *DM* must rout away or be eliminated.
- Check for Interdiction while units rout.

3.7 Advance Phase (APh)

ATTACKER may move uninned and Good Order units one hex, including into enemy-occupied hexes.

- Attacker may transfer SW between Good Order units.
- Attacker may move units.
- Place *CC* counter on units that advance into an enemy-occupied hex.

3.8 Close Combat Phase (CCPh)

BOTH players resolve Close Combat between units in the same hex.

- Attacker specifies the order in which multiple hexes containing CC situations are to be resolved.
- Check for possible Ambush.
- Attacker designates all his attacks for a hex first then the Defender.
- Place *Melee* counter on hexes where CC continues.

Natural 2 DR = Possible leader creation

End of Phase

- Remove all *Pin* markers.

3.9 Turn Record Chart

The previous DEFENDER now becomes the ATTACKER and inverts the counter being used to track the turn and, if he was already the ATTACKER this game turn, advances the turn counter one box on the Turn Record Chart.