

ASL SCENARIO AID CARD

MONTH:	JAN.	FEB.	MAR.	APR.	MAY.	JUN.	JUL.	AUG.	SEP.	OCT.	NOV.	DEC.
EC Determination dr:	-3	-3	-2	-1	0	+1	+2	+2	+1	0	-1	-2
Seasonal Terrain:	&	&	&	PO	PO	GO	GO	GO	GO	O	&	&

KEY: &: Orchard is 1 level Hidrance; P: Plowed Fields; G: Grain; O: Orchard is Level 1 Obstacle

Wind Force:	NONE*	MILD	HEAVY*
	No Spreading Fire DRM due to wind	Fog decreases 1 level per Game Turn Spreading Fire DRM Drifting SMOKE Level 2 Hidrance (A24.4)	Drift Formation per RPh (E3.75) Fog decreases 1 level per Player Turn Fire Spreads as Blaze downwind automatically; no Spread upwind No SMOKE
	1-3	4-5	6

*Change < NONE, or > HEAVY, = MILD

EC:	SNOW	MUD	WET
Weather:	Extreme Winter	Mud	Ground Snow
Final dr:	Deep Snow ≤ 0	1	Rain 2
EC/ Kindling DRM	-3	-3	-2
MOIST	MODERATE	DRY	VERY DRY
Fog/Mist			
Falling Snow	3	4	5
-1	0	+1	+2 ≥ 6

Wind Change DR Summary 6 cdr NVR Change

2	Wind Change (B25.65)
3	Hostile-Country Attack Information (E2.4)
≤ 3	Rain/Falling Snow Stops (E3.51, .71)
4	Friendly-Country Attacker Information (E2.4)
≥ 10	Guts occur if Gusty (E3.4) Rain/Falling Snow starts or increases (E3.51, .71)
12	Guts; Burning Building(s) Collapse (B25.66)

ELR:	0	1	2	3	4	5
------	---	---	---	---	---	---

SAN:	0	2	3	4	5	6	7
------	---	---	---	---	---	---	---

Previous Integrity Base Loss:	0	1	2	3	4	5	6	7	8
-------------------------------	---	---	---	---	---	---	---	---	---

Base NVR	0	1	2	3	4	5	6	7	8	9
----------	---	---	---	---	---	---	---	---	---	---

NVR Change: Wind Change DR cdr 6: wdr ≤ 3 lowers; ≥ 5 (≥ 4 if no starshell/IR yet) raises

Battery A	Battery B	Battery C	Battery D
Contact	Contact	Contact	Contact
Battery Access	Battery Access	Battery Access	Battery Access

River Current dr*	Heavy ≤ 1	Moderate 2-5	Slow ≥ 6
River Depth dr*	Flooded ≤ 1	Deep 2-5	Fordable ≥ 6
Stream Depth dr*	Flooded ≤ 1	Deep 2-3	Shallow 4-5
			Dry ≥ 6

*EC DRM = dr

Casualty Tally / Victory Point /PF Usage Track

0	1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36	37	38	39	40	41
42	43	44	45	46	47	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79	80	81	82	83
84	85	86	87	88	89	90	91	92	93	94	95	96	97

Rally Phase

(RPh)

Prep F. Phase *

(PFPh)

Mov. Phase *

(MPh)

Def. Fire Ph. *

(DFPh)

Adv. Fire Ph. *

(AFPh)

Rout Phase

(RtPh)

Advance Ph.

(APh)

C. C. Phase

(CCPh)

* = Poss. Sniper Attacks/Checks



F O G	E3.3 Level 4
D I S P L A Y	& lower Level 3
C H A R T	& lower Level 2
	& lower Level 1
	& lower Level 0
	& lower Level -1
Fog dr: 6	& lower Level -2
Mist dr: 1-5	