ASL STARTER KIT SEQUENCE OF PLAY

Execute the steps within each phase in order by letter. The actual rules take precedence over this player aid chart.

RALLY PHASE (RPh) (3.1)

(One action per unit, other than leaders rallying themselves and others.)
ATTACKER first in each segment:

a. ATTACKER rolls for any provisional (SSR) reinforcements and sets up off board all forces due to enter this Player Turn.

b. Good Order units attempt to recover SW/Gun in the same hex:
dr < 6; +1 if **CX**.

c. Good Order units attempt to repair broken weapons.

d. Good Order units in same hex transfer SW/Guns.

e. Self Rallies (+1 DRM):
- ATTACKER attempt to Self Rally one MMC.
- All units with boxed morale attempt Rally.

f. Unit Rallies: attempt to rally broken units stacked with a Good Order leader.

g. *Vehicle Shock: roll for shock/unconfirmed kill AFV recuperation:*
- *Shock dr: 1-2 = **Shock** removed; 3-6 = **Shock** flipped to **UK**.*
- *UK dr: 1-3 = **UK** removed; 4-6 = Wrecked Vehicle.*

h. Remove **DM** counters (unless adjacent to enemy unit) from units in woods or building and those not wishing to stay DM.

PREP FIRE PHASE (PFPh) (3.2)

The ATTACKER may:

a. Remove his **Dispersed Smoke** counters.
Flip his **SMOKE** counters to **Dispersed** side (1.2.5).

b. Fire Ordnance **Smoke**.

c. Fire Good Order units & Weapons *(Motion AFV NA)* or destroy weapons.
Mark fired units/weapons with **Prep Fire/Intensive Fire** markers.

d. Change CA of Guns presently able to fire without using Intensive Fire.

MOVEMENT PHASE (MPh) (3.3)

(Each moving unit or stack has its own MPh.)
The ATTACKER (see Step d. for DEFENDER actions) may:

a. If not marked **CX**, declare Infantry Double Time if desired and place **CX**; remove **CX** counters from prior turn.

b. Declare Assault Movement if not Double Timing.

c. Move any Good Order unit/stack not marked with **Prep Fire**.

Infantry Movement (3.3.1)
- SMC = 6 MF (3 MF if wounded);
MMC = 4 MF (3 if Inexperienced); +2 MF if Double Time; minus MF if over IPC.
- Infantry may drop weapons (no cost) and place **DC** (COT).
- Infantry may attempt to place **Smoke** grenade (1 MF in same hex, 2 MF in adjacent hex) (dr ≤ exponent; +1 if **CX**; both sides resolve any WP NMC), manhandle Gun (final DR ≤ manhandling #) (MF double), or recover SW (1 MF).
- Must stop moving if **pinned** or broken.

Vehicle Movement (3.3.2)
- *Place/remove CE counter and attempt to dispense **Smoke** once.*
- *If not in **Motion**, vehicle must pay Start MP (Mechanical Reliability applies if red MP) in order to enter new hex or change VCA.*
- *Bogged AFV must attempt **Bog** removal before moving:
spend START MP = colored dr times white dr.
Final colored dr: 1-4 = freed; 5 = **Mired**; 6 = **Immobilized**.*
- *Change VCA for 1 MP (2 MP if in woods or building), and may change TCA freely as MP expended.*
- *Entry of woods or building hex requires Bog Check.*
- *Enter AFV/wreck hex +1 MP (+2 MP if entered via road hexside at road rate; double in woods).*
- *May Bounding First Fire (3.3.2.2) (including TPBF vs. units in hex); MG/IFE FP halved, quartered if Non-stopped and place **Bounding Fire** counter.*
- *Must expend full MP allowance; all remaining MPs assumed used in last hex.*
- *If not stopped at end of MPh, mark with **Motion** counter.*

d. During step c, the DEFENDER may:
- Resolve **Residual FP** attacks as they occur against moving units.
- Conduct Defensive First Fire (3.3.3) attacks against moving units or stacks, including Subsequent First Fire, Final Protective Fire, *and (if unpinned and MMC passes PAATC) Reaction Fire (3.3.4).*
- *If friendly AFV not marked with a **Fire** counter, attempt to dispense **Smoke** as if intervening with Defensive First Fire.*
- *If friendly AFV not marked with **Fire** counter and not in LOS of the moving enemy unit at the beginning of the Player Turn, attempt*

*Motion status once per AFV/MPh based on MF/MP spent in LOS; make dr ≤ # of MF/MP; place **Motion** counter and make VCA/TCA change if successful.*
- Place **Residual FP** and **First Fire/Final Fire**/*Bounding Fire* counters as each attack occurs.

e. Remove all **Residual FP** and ½" **Smoke** grenade counters.
If more than one AFV in hex, DEFENDER turns excess into wrecks.

DEFENSIVE FIRE PHASE (DFPh) (3.4)

The DEFENDER may:

a. Fire Ordnance **Dispersed Smoke**.

b. Conduct Defensive Fire:
- Fire any units not marked **First Fire/Final Fire** at full FP; MG may use ROF if maintained.
Fire units marked with **First Fire** markers at adjacent enemies at ½ FP (MG B# -2, no ROF) or **Intensive Fire**.
Mark with all **Final Fire/Intensive Fire** markers.
- Voluntarily destroy weapons.

c. Change CA of Guns presently able to fire without using Intensive Fire.

d. Remove all **First Fire** and **Final Fire** counters.

ADVANCING FIRE PHASE (AFPh) (3.5)

The ATTACKER may:

a. Fire units not marked with **Prep Fire/Intensive Fire**/*Bounding Fire* markers (including MMG/HMG/Mortars/Guns/*AFV* that did not move) at ½ FP (Ordnance: +2 TH). ROF NA.
- Eligible Infantry units (underlined FP) may use Assault Fire within Normal Range.
- *Fire weapons of AFV that did not fire in MPh (½ FP MG; MA +4/+5 if moved, +2 if not).*
- *Vehicle MA that maintained ROF (and fired no other weapon in MPh) may fire again.*
- Resolve **DC** attacks.

b. Remove all **Prep Fire/Intensive Fire**/*Bounding Fire* markers.

ROUT PHASE (RtPh) (3.6)

Individually, first ATTACKER, then DEFENDER:
- Check for broken units that must become **DM** (in open ground to Good Order enemy unit within Normal Range) and then must rout.
- Rout **DM** units not in **Melee**. Only units in open ground to Good Order enemy unit within Normal Range or units adjacent to unbroken enemy units must rout and are eliminated if they cannot.
- Unpinned leaders may voluntarily rout with broken unit.
- Check for Interdiction while units rout without using Low Crawl.
Pass NMC (with possible leader direction) or suffer Casualty Reduction (voluntarily routing leaders are eliminated); end Rout if NMC = morale level.

ADVANCE PHASE (APh) (3.7)

The ATTACKER by hex may:

a. Transfer SW/Guns between Good Order units in same hex.

b. Move Good Order, unpinned infantry units one hex, including into enemy-occupied hexes.
- Place **CX** counter if using all MF (cannot use all MF if already **CX**).
- Place **CC** counter on units that advance into an enemy-occupied hex.
- *MMC must pass PAATC to enter enemy AFV hex.*
- *AFV may change CE/BU status.*

CLOSE COMBAT PHASE (CCPh) (3.8)

By hex BOTH players:

a. Check for Ambush if advance into CC was into woods or building.
Ambusher attacks first.

b. *Conduct sequential CC if AFV is in hex.
Non-AFV player attacks first, then alternate attacks.*

c. Declare CC attacks (ATTACKER first).

d. Resolve CC attacks.

e. Flip **CC** counters to **Melee**, or remove if only one side is left.
Flip Stun counters to +1 side.
Remove **Pin** counters.

TURN RECORD CHART (3.9)
- Flip, and if necessary advance, turn marker.
- Check for scenario end; DEFENDER becomes ATTACKER and vice versa.