




Advanced Squad Leader Rules Summary

Each Turn

- **Wind Change** DR (B25.65): 2 = possible change, do **Wind Change** dr; 12 = **gusts**, something might happen.
- **Snipers** – SAN is only activated for: MC rolls (not in RPh), Entrenching rolls, Task Check rolls, NON-OBA IFT attack rolls, and when you roll To Hit with a gun/tank. (A14.1)

Sequence of Play	SAN
1 Rally Phase (RPh)	
2 Prep Fire Phase (PFPh)	X
3 Movement Phase (MPh)	
Defensive First Fire	X
4 Defensive Fire Phase (DFPh)	X
5 Advancing Fire Phase (AFPh)	X
6 Rout Phase (RtPh)	
7 Advance Phase (APh)	
8 Close Combat Phase (CCPh)	

Key

-  = Both Players Participate
-  = Attacker
-  = Defender

dr	Wind Change
1	Direction one hex cw
2	Direction two hexs cw
3	Direction one hex ccw
4	Direction two hexs ccw
5	*Force increases one level
6	*Force decreases one level

* If Wind Force < No wind or
Wind Force > Heavy Wind, then
Wind Force = Mild Breeze.

Rally Phase (RPh)

Both Players may attempt to repair weapons, rally broken units, deploy, etc. Each unit may attempt only one type of action in a RPh. Example: If a squad rallies during its RPh, it may not attempt to Deploy in the same RPh (even if directed by a different leader)

- One broken unit (without a leader) may attempt Self-Rally during ATTACKER's turn (A18.11) (+1 DRM A10.63)
- There is a -1 DRM for Rally within building, pillbox, trench, or woods (A10.61)
- All broken units (both sides) with a leader may attempt Rally (DR ≤ morale, with leadership DRM) (A10.6)
- If **DM** (**Desperation Morale** A10.62) = +4 to die roll, then marker removed if not in Open Ground
- Roll of 12 on Rally check = Casualty Reduction (Squad -> Half-Squad, Half-Squad removed, SMC Wounded dr = 1-4 wounded marker, 5-6 dead) (A10.64)
- A **Good Order** unit may attempt to fix broken weapons (per counter) (A9.72)
- **SW recovery** dr < 6 (Δ) (A4.44); SW freely transferred between **Good Order** unpinned units (A4.431)
- **Deploy** (A1.31) - A **Good Order** squad with a Good Order leader in the same Location may attempt, in their RPh, to split into two equal HS by having that squad pass a leader-modified NTC. **As sole action in RPh** (no matter the outcome) a leader may attempt to Deploy only one Good Order squad in that Location per RPh, and a squad may be subject to only one Deployment attempt per RPh (see also Setup Limitations; A2.9). A squad's possessions can be freely rearranged among its HS when Deployed.
- **Recombine** (A1.32) – **As sole action in RPh**, a **Good Order** leader can recombine two Good Order HS with same nationality and strength factor.

Prep Fire Phase (PFPh)

The ATTACKER may fire SMOKE with ordnance/OBA, fire any of his units capable of fire, designate Opportunity Firers, or perform labor tasks. Place a Prep Fire counter on those units which fire, a Bounding Fire counter on Opportunity Firers, and a Temporarily Immobilized (TI) counter on those units which perform labor tasks – for all of these cases, remove any CX counters from these units (A4.51).

- **Fire Groups** (FG) = adjacent to each other, all with Line of Sight to target (A7.5)
- **Mandatory Fire Group** = one attack allowed from a hex to a hex (A7.55)
- If Rate of Fire (ROF) on MG kept (colored die ≤ ROF # on counter) = may fire again at full strength (A9.2)
- **Point Blank Fire** (PBF) = doubled (A7.21)
- **Long Range Fire** (double range) = Area Fire (half strength) (A7.22)
- **Opportunity Fire** = personnel designated to fire (no move); fire at full strength in AFPh (A7.25)

- [Cowering](#) (roll doubles, no leader) = down one column (two columns if [Inexperienced](#)); unit and its SW marked with **Prep Fire counter** during PFPH or **Final Fire counter** if during Movement Phase (A7.9)
- **Encirclement** (two opposite or three non-contiguous hex sides, sequential attacks; no exit from upper level building) = -1 morale, +1 to fire, x2 MF to leave (A7.7)

Movement Phase (MPH)

The ATTACKER may move any units capable of movement which, during the PFPH neither fired, nor became marked for Opportunity Fire, nor attempted a labor task. Units are subject to the effect of the DEFENDER's First Fire as they move. The DEFENDER places a First Fire counter on any of his units which fire unless it retains a Multiple [ROF](#).

Unit	Base MF	MF with Leader	Double Time No Leader	Double Time with Leader
First/Second/Elite MMC	4	6	6	8
Inexperienced (Conscript) MMC	3	6 (5)	5	8 (7)
SMC (wounded)	6 (3)	6 (N/A)	8 (N/A)	8 (N/A)

Unit	Inherent Portage Capability (IPC A4.42)
SMC	1 Portage Point (PP)
MMC	3 PP
One SMC may add its IPC to one MMC. Both must be in Good Order.	4 PP

- Prior to moving, remove CX counters from units which were marked CX in prior MPH (A4.51)
- 4 MF for MMC, 6 MF for leaders/units stacked with leaders for entire move (SW may reduce) (A4.11)
- Infantry unit loses one **Movement Factor** (MF) for each **Portage Point** (PP) carried in excess of its Inherent Portage Capability (IPC) (see [portage examples table](#)). SMC may never carry more than two PP. (A4.42)
- **Double Time** = +2 MF (+1 if announced during move); CX counter placed on unit at beginning of move; **IPC reduced by 1** (A4.52); has [effects on combat](#); can't advance into [difficult terrain](#); can't Double Time 2 turns in a row, CX counter removed if unit breaks, or as soon as it moves in its own next Movement Phase (A4.51)
- 2 MF to enter **building**; 1 MF to use **stairs** (B23.4)
- **Stacking Limit** = 3 MMCs plus 4 SMCs (A5.1); overstacking has [combat effects](#)
- **Assault Movement** (may not use all MF) - announced, one hex, some protection from fire (A4.61)
- **Road bonus** = +1 MF if start, end and entire move on road (not through smoke, etc.) (B3.4)
- **Dash** (across a road to a location with cover) - no enemy at destination; Area Fire in road; stop on other side (A4.63)
- **Bypass building** = 1 MF; in Open Ground if fired upon at hex vertex (A4.3)
- Any **SMOKE** screen caused by SMOKE grenades is represented by 1/2" counters and is immediately removed at the end of the ATTACKER's MPH in which it is placed, after all opposing First Fire but before any Defensive Final Fire (A24.11).
- Unbroken unit may **drop SW** at no MF cost (A4.43); **SW recovery** dr < 6 (Δ) + 1 MF (A4.44)
- DEFENDER's Defensive Fire
 - **First Fire** (one-time, full strength) (A8.1)
 - **Subsequent First Fire** (one time, half strength, no farther than closest in-LOS enemy unit) (A8.3). See MG [Sustained Fire](#) (A9.3).
 - **Final Protective Fire** (unlimited # of times, half strength, adjacent only (Point Blank), roll is Normal Morale Check for firing unit) (A8.31). See MG [Sustained Fire](#) (A9.3).
 - **FFMO** (First Fire, Movement Open) = -1 DRM (A4.6)
 - **FFNAM** (First Fire, Non-Assault Movement) = -1 DRM (A4.6)

- Leaves **Residual Fire** (1/2 initial strength as per IFT) through Movement Phase (no residual if keeping ROF A8.23). Residual FP reduced by one IFT column for each positive DRM caused solely by conditions **outside the target hex** (including CX, BU, Stun, leadership modifier, or hexside/bridge TEM) (A8.26)
- MG may leave **Fire Lane** = 1 column left; (alternate) Hex Grain; uses all ROF (A9.22)
- **Snap shot** – between buildings / cover. Snap shots (A8.15) are conducted at ½ FP, and no FFMO/FFNAM DRM apply to them, but neither does the TEM of the hex being moved into [EXC: SMOKE, wall or hedge that crosses LOF].
- **Spraying Fire** – Can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), but its only affect in the second Location is to leave Residual FP (A9.52). **Squad spraying fire is limited to a maximum range of 3 hexes** (A7.34).

Defensive Fire Summary Chart	
Defensive First Fire (DFF) (A8.1)	<ul style="list-style-type: none"> • Occurs during opponent's MPH • affects only moving unit(s) • can leave residual FP • place First Fire Counter
1a. Subsequent First Fire (SFF) (A8.3)	<ul style="list-style-type: none"> • Occurs during opponent's MPH • affects only moving unit(s) within normal range • can leave residual FP • available to units that have already been marked with First Fire Counter but have no closer target • flip counter to Final Fire side
1b. Final Protective Fire (FPF) (A8.31)	<ul style="list-style-type: none"> • Occurs during opponent's MPH • affects only adjacent moving unit(s) • can leave residual FP • available to units that are already marked with a Final Fire Counter and acts as a NMC vs. firing unit
Final Fire (FF) (A8.4)	<ul style="list-style-type: none"> • Occurs during DFPh • FFNAM and FFMO do not apply • affects all units in target location • not available to units already marked with a First Fire counter unless they are firing at an adjacent hex • place (or flip to) Final Fire counter

Defensive Fire Phase (DFPh)

The DEFENDER may fire any of his units that are capable of fire, and not yet marked with a First Fire counter at any enemy units currently within their LOS. He places a Final Fire counter on any of his units which fire. He may also fire those units marked with a First Fire counter, but only at adjacent enemy units and only under the constraints of Final Fire. Flip their First Fire markers over to the Final Fire side as they fire.

- May Fire any units not already fired (full strength) (A8.4)
- May Final Fire units with First Fire marker (adjacent; half strength/Point Blank) (A8.4)
- Remove all First and Final Fire counters at the end of this phase.

Advancing Fire Phase (AFPh)

The ATTACKER's units which did not fire in the PFPh or attempt to perform a task requiring TI status may fire at half FP (see C.4 for ordnance/vehicular fire) [EXC: FT/MOL/DC (A22-23) and Opportunity Firers (A7.25) attack at full strength].

- MMGs, HMGs, mortars, or Guns which moved during the MPH may not fire during the AFPh (A4.41), but LMGs can.
- Units which have not fired yet may fire at half strength; ordnance instead adds a +2 TH DRM (A7.24)
- **Opportunity Firers** (A7.25) attack at full strength. Only an Opportunity Firer can use a Multiple ROF or Intensive Fire during the AFPh.
- Units with underlined Fire Power (FP) factor can use **Assault Fire** (A7.36) within Normal Range. A unit using Assault Fire in the AFPh may, after all other modifications, add one to its FP and round fractions up.

- Remove all Prep Fire and Bounding Fire counters at the end of this phase

Rout Phase (RtPh)

Broken units of both sides may seek cover, with the ATTACKER routing his units first (A10.5) **one unit at a time**. Units need not rout unless ADJACENT to an unbroken, Known enemy unit [EXC: Passengers; D6.1], or if in Open Ground and in the LOS and Normal Range of a Known enemy unit. When the ATTACKER has completed all of his routs, the DEFENDER then conducts all of his routs, **one unit at a time**.

- Must rout if in [Open Ground](#) and LOS and Normal Range of Known enemy unit (can be interdicted)
- Must rout if adjacent to unbroken enemy unit
- Examples of units that CANNOT force a non-adjacent broken unit in [Open Ground](#) to rout include leaders without a SW, [CX](#) units, pinned units, units in Melee, and any unit whose LOS to the Open Ground location passes through any Hindrance. Guns that would have to change CA to fire at that location, or that are more than 16 hexes away, also cannot force a broken unit to rout.
- Routing MMCs must abandon any SW whose PP exceeds 3, and may carry only 3 PP total, abandoning any excess. Routing leaders may only carry 1 PP, and may not assist a routing MMC in carrying anything.
- 6 MFs; to nearest building/woods; no closer to Known Enemy Unit; Unbroken leader may accompany
- A building/woods hex may be ignored as a rout destination, at the discretion of the routing player, if it is **no further** from a Known Enemy Unit than the broken unit's current hex.
- May leave the building/woods you start in; may continue to rout in contiguous buildings/woods
- Will **surrender** if [encircled](#) and adjacent to enemy unit
- May **voluntarily break** and rout if in LOS

Interdiction

- **Interdiction** (A10.53) – moving into [open ground](#) without low crawl, in both the LOS and Normal Range of an **unbroken** enemy unit capable of fire on it in that hex with a least one FP without any form of hinderance is subject to an NMC.
- May **Low Crawl** (one hex) or risk Interdiction (morale check in [open ground](#) if unhindered normal range LOS)
- Enemy units in melee, [CX](#), or [encircled](#) cannot interdict. Leaders without a SW, or a single leader with a MG, cannot Interdict. Enemy units with halved FP cannot interdict: Pin, Motion, Mounted Firer, etc., (A10.532)
- Interdiction failure = Casualty reduction (A10.53)
- **Open Ground** (A10.531) – any hex in which any Interdictor could apply, during a hypothetical DFF opportunity, the -1 FFMO DRM.
- A routing unit can undergo only one Interdiction NMC per [Open Ground](#) hex entered, regardless of how many enemy units might have a LOS to, and be in range of, that Open Ground hex.

Rout Phase Summary

- All routing units may use 6 MF (wounded SMC only have 3 MF).
- Must rout if adjacent to an unbroken enemy unit.
- Must rout from its starting hex if a hypothetical unit routing through that hex would be subject to interdiction.
- May rout if under a DM counter.
- When routing, must rout towards the nearest building or woods that is not closer to a Known Enemy Unit. The routing unit may ignore any building hex that is part of a building they are already in.
- Interdiction can occur if routing in Open Ground, normal range, and unhindered LOS of enemy unit without using Low Crawl.
- Low Crawl is a rout of one hex consistent with the above rules that protects against interdiction.
- Units that must rout but cannot are eliminated.
- If woods/building cannot be reached in a single RtPh, (i.e., more than 6 MF away) unit may rout to any terrain consistent with all other rout requirements.
- A routing MMC possessing a weapon must carry as close to 3 PP (without exceeding 3 PP or 1 PP for a SMC) as it can. A weapon exceeding the PP allowance is dropped before a unit routs.

Advance Phase (APh)

The ATTACKER may move any of his Infantry units which are neither broken, pinned, TI, nor marked with a CC counter (A4.7) one hex (even if the hex moved into is currently occupied by enemy units) or he may change Location within his current hex. A unit may never change Location within a hex and enter a new hex in the same APh.

- One hex; may enter enemy hex and begin Close Combat
- Unbroken unit may **drop SW** at no MF cost (A4.43); SW freely **transferred** between Good order unpinned units at start of APh (A4.431)
- **Difficult Terrain** (A4.72) – Advance into any hex where MF cost (excluding SMOKE) is ≥ 4 MF or all of a unit's available non-Double Time MF allotment (whichever is less) may not be made if the unit is **CX** [EXC: Climbing; Deep Stream Entry]; otherwise it may advance but becomes CX. In no case can a unit advance if it retains no MF after deducting portage costs

Close Combat Phase (CCPh)

Units of both sides occupying the same Location resolve their CC attacks; any survivors which have not withdrawn are considered in Melee. The ATTACKER places a “?” counter on any of his eligible unconcealed units as per A12.12-.122. There are no TEM or LOS Hindrance modifications to a CC attack DR, nor does PBF/TPBF ever apply. CC is typically simultaneous, so both sides attack the other even if one or both is thereby eliminated.

- Unbroken unit may **drop SW** at no MF cost at start of CCPh to **withdraw** from Melee (A4.43)
- SMC in CC has 1 FP; Leader has 1 FP and can provide leadership DRM (A11.14). However, a leader cannot apply his DRM to his own separate CC attack (A11.141)
- Check for **ambush** if advanced into building/woods (no existing Melee); causes Close Combat to be **sequential** with modifiers (A11.4)
- Close Combat / Melee **Withdrawal** (A11.2) (rolling snake-eyes or boxcars on CC resolution) (A11.22 Infiltration)
- May assign SMC to MMC (else can be attacked alone) (A11.14)
- May attack one, all or some (A11.12)
- Compute all odds and modifiers (attacker first), then roll: (DR < Kill #) = kill; (DR = Kill #) = Casualty Reduction (A11.11)
- If both sides survive, Melee (no movement or fire; may be reinforced) (A11.15)
- At end of CCPh, any of the attacker's units may attempt to gain **concealment** (see end of A12.12). Remove all TI/Pin counters. Flip CC counters over to Melee side or remove them.

Leadership

- If a leader directs a Fire Group's (FG's) attack, he increases its FP effectiveness: Prevents cowering (A7.9), and his leadership modifier is added as a DRM to the attack DR on the IFT (A10.7)
- **Fire Direction** – A single leader cannot direct more than one weapon/unit per phase unless they are part of the same Fire Group. Hence a squad that elects to use its inherent FP in a different attack than that of the MG it is manning does not get the leadership benefit if given to the MG instead (A7.53) (A7.531)
- MC/TC leadership DRM (A10.21)
- Leader cannot apply his own leadership DRM to his own MC/TC, but he can apply the leadership DRM of an unbroken leader of **higher morale** which is in his same location or moving stack (A10.22)
- **Leader Loss Morale Check** (LLMC) / **Leader Loss Task Check** (LLTC) (A10.2)
- A **Pinned Leader** cannot provide his 2 MF bonus (if not already used; see 4.12) and/or his portage bonus. He also cannot aid other units' MC/TC, nor direct an attack, nor use Voluntary Rout (but he can voluntarily break [10.41] to route) (A7.831)

Mortars

- **Light Mortars:** ≤ 60mm; such mortars are SW. Do not require crews to fire with full efficiency.
- **Medium Mortars:** 76-82mm. Can be dismantled (A9.8) and portaged as a 5pp SW.
- Leadership can apply to TH DR, but not to IFT DR (A7.531)
- Roll a 2 DR for TH and you have a **Critical Hit (CH)** (C3.7). CH = doubled FP and TEM is now a minus to the DRM instead of plus. Rolling a 2 TH is considered a CH only if you could have hit the target by rolling a 3 or better – if you needed to roll a 2 or less just to hit, then you need to roll a subsequent dr.
- **Area Target Type (C3.33): Must be used at all times by mortars.** All (including friendly) units in target hex can be hit (even by WP). Does not lose ROF for Area Target/SMOKE. A mortar can hit target hex units out of its firer's/spotter's LOS if the shot hit the non-hidden enemy target that currently was the hardest for it to hit. All units are attacked on IFT using a single DR and half FP of ordnance. TEM applies to IFT DR, not TH DR.
- **Spotters (C9.3):** One [Good Order](#) Personnel unit in same/adjacent hex (regardless of vertical distance/LOS) can be a Spotter for a mortar (or multiple mortars if they all fire on same hex). Spotting is equivalent of using a SW; must be predesignated by owning player during his PFPh/DFPh (if hidden, must be recorded as spotter). As long as Spotter is [Good Order](#), mortar(s) can fire on any target in Spotter's LOS. A Pinned Spotter in effect pins the mortar crew for Spotted attacks. A new Spotter may not be designated until original Spotter is eliminated/ broken/captured, and not until start of owner's MPh following the loss. Spotted fire is subject to +2 DRM and ROF -1.



Snipers

- Initial Placement – If possible, in unoccupied hex within six hexes of ≥ 6 enemy occupied hexes (including “?”; excluding enemy sniper). If not possible, then within six hexes of ≥ 5 enemy occupied hexes, etc (A 14.2)
- Repositioning – can be repositioned by forfeiting an effective sniper attack dr = 1 or 2
- If dr(Δ) = 1 or 2, then target hex = Random Location DR, (colored die = direction; white die = # hexes (like C 1.31)). Sniper counter moved to target hex. If target hex has > 1 Location, Sniper player chooses Location
- Random Selection DR if > 1 target in Location chosen [EXC: can choose enemy Sniper, Vulnerable inherent Crew; or unarmored vehicle; eligible concealed target (see A 14.23)]
- If Random Selection results in > 1 target, only one (Sniper's choice) attacked by initial Sniper attack dr. Each remaining target attacked by a separate Sniper dr
- Alternate Target (A 14.21) – If present target hex contains no eligible targets nor enemy Sniper counter, then move Sniper and attack the closest hex (in hexes) containing one/both of them. If ≥ 2 such hexes are equidistant, Location with lowest TEM is the target. Only the lowest (to a minimum of zero) in-hex TEM/SMOKE DRM, applicable to any eligible target occupying the hex, regardless of LOS, are considered in the comparison [EXC: +1 HA TEM, and +1 Factory (but not that building) TEM, are NA]

- Sniper Check (A 14.4) – after resolving an effective Sniper attack, any unpinned, non-TI, armed Good Order Infantry/Calvary unit in the target Location which has not yet fired/moved during that Player Turn may attempt to eliminate that Sniper. All eligible participating units become TI, and must make one combined Sniper Check DR so as to maximize the chance to eliminate/pin the Sniper.

Sniper Check Final DR	Result
DR ≤ 2	Sniper eliminated
DR = 3	Sniper pinned
+x -- Leadership factor of 1 leader directing any unit other than himself	
-1 -- Each participating hero	
-1 -- Each participating crew/HS equivalent	

- A Sniper Check which eliminates a Sniper reduces that side's SAN by one for duration of scenario. If SAN reduced to 1, remove the Sniper Target Selection counter from the game

Armor Tables & Aids

Vehicle Target Type To Hit and To Kill Summary
1 - Select Ammo and Vehicle Target Type.
2 - Select target and calculate range.
3 - Cross reference range and target type with firing weapon gun size and length
4 - Roll dice and add appropriate To Hit DRMs.
5 - If hit occurs, determine location of hit -- hull/turret and front/side/rear.
6 - Determine TK# by cross referencing Ammo and gun size, length, and range.
7 - Roll dice and add results to AF of location hit. Consult appropriate AFV Destruction Chart based on ammo type (AP, Heat, APCR/APDS, HE, MG).

Armored Target Size Modifiers		
Colors	Size	DRM
2 white dots	Very Small	+2
1 white dot	Small	+1
No colors	Normal	0
1 red armor #	Large	-1
2 red armor #	Very Large	-2

Location of Vehicular Hit		Δ
Turret	TH DR colored dr < white dr	
Hull	TH DR colored dr ≥ white dr	

Armor To Kill Process	
Steps	AFV To Kill Process
1	Determine Target's Armor Factor (AF)
2	Determine basic To Kill # (TK#) and modify
3	Final To Kill # = Modified TK# - AF
4	If DR ≤ Final To Kill #, use C7.7 to decide results

Obtaining Modified TK#		Δ
C7.1 Basic TK# Modifications		
A	Rear Target Facing: +1 to Basic TK#	
B	Aerial/DC/MOL Elevation Advantage +1 to Basic TK#; +2 if OT	
C	Critical Hit: Basic TK# x 2	
D	Range: AP, APCR/APDS and FT only	

OBTAINING FINAL TK#: Δ
C7.11 ARMOR FACTOR (AF)
 AF 0* 1 2 3 4 6 8 11 14 18 26

Armor Facing

Determine the Armor Factors for each:

Large Target

Normal size Target

Small Target

Front	8	2	1
Flank/Rear	6	1	0
Turret Front	11	1	1
Turret Flank/Rear	8	0	1

A boxed AF indicates that the upper structure on that facing (the turret) has the next better AF as per chart C7.11. A circled AF indicates that the upper structure on that facing (turret) has the next lower AF as per C7.11. Example: Boxed AF = 8, then turret AF = 11

To Hit / To Kill General Process Table (Mortars, Guns, AFV)

To Hit / Kill Process		Target Type:	Vehicle	Infantry	AREA
Steps	(Blue Sheet) Table and Process	Resolve with:	To Kill DR (with AP)	IFT (with HE)	IFT (with 1/2 HE)
1	Find Base To Hit # (Table C3)	Note:	vs. Armor Factor (AF)	TEM is DRM on To Hit DR	TEM is DRM on IFT DR
2	Determine Modified To Hit # (Table C4)				
3	Determine To Hit DRM (Tables C5 & C6)				
4	Hit if $DR + (\text{To Hit DRM}) \leq (\text{Modified To Hit \#})$				
5	If Hit, resolve based on Fire & Target Type:				
	Target Type	Resolution Process			
	• Infantry	IFT (Table A7)			
	• Armor	Determine To Kill # (TK#) using appropriate C7 To Kill Table (Blue Sheet). Then roll dice and resolve using Destruction Table.			
	• Gun				
	• Vehicle				

Portage Examples Table

Portage Example (see A4.52) MMC = 1st/2nd/Elite	Net IPC	MF Calculation	Net MF	Notes
MMC with 4 PP SW	3	4 MF [MMC] - 1 MF [1 PP > IPC]	3	
MMC Double Time (CX) with 4 PP SW	2	4 MF [MMC] + 2 MF [CX] - 2 MF [2 PP > CX IPC]	4	
MMC with 5 PP SW	3	4 MF [MMC] - 2 MF [2 PP > IPC]	2	
MMC Double Time with 5 PP SW	2	4 MF [MMC] + 2MF [CX] - 3 MF [3 PP > CX IPC]	3	
MMC with Leader with 4 PP SW	4	4 MF [MMC] + 2 MF [Leader]	6	
MMC with Leader with 5 PP SW	4	4 MF [MMC] + 2 MF [Leader] - 1 MF [1 PP > IPC]	5	
MMC Double Time with Leader Single Time with 4 PP SW	3	4 MF [MMC] + 2 MF [CX] + 2 MF [Leader] - 1 MF [1 PP > CX IPC]	7	NA as Single Time Leader has only 6 MF
MMC and Leader Double Time with 4 PP SW	2	4 MF [MMC] + 2 MF [DT] + 2 MF [Leader] - 2 MF [2 PP > IPC]	6	
MMC Double Time with Leader Single Time with 5 PP SW	3	4 MF [MMC] + 2 MF [CX] + 2 MF [Leader] - 2 MF [2 PP > CX IPC]	6	Better MF than next example with CX leader
MMC and Leader Double Time with 5 PP SW	2	4 MF [MMC] + 2 MF [CX] + 2 MF [Leader] - 3 MF [3 PP > CX IPC]	5	Don't CX leader, as you get fewer MF in this case

PTC / NMC Summary Table

Pin Task Check (PTC) & Normal Morale Check (NMC) Summary Chart	
PTC	• (DR > Morale) = Pinned
NMC	<ul style="list-style-type: none"> • (DR > Morale) = Broken • (DR = Morale) = Pinned • (DR = 12) = Casualty Reduction (CR). CR wounds a SMC (perhaps mortally), eliminates a Half Squad (HS), and reduces a Squad to a HS. • (DR = 2) Heat of Battle - may cause Berserk, Heroes, Battle Hardening, Fanatics, Surrender

ELR

Moral Check "MC" **ELR = 4**
 PASS 2-3-4-5-6-7 **BROKEN** 8-9-10-11 **12** **ELR**
 4-6-7 4-4-7

Moral Check "2MC" **ELR = 3**
 PASS 2-3-4-5-6 **BROKEN** 7-8-9 **10-11-12** **ELR**
 6-2-8 5-2-7



PASS and BROKEN DR shown in Black. Failed ELR DR shown in Red

ELR = 4; Squad with 7 morale suffers ELR reduction on a **NMC** die roll of 12 (7 + 4 + 1). As shown a German 1st line 4-6-7 squad would be reduced to a 2nd line 4-4-7.



ELR = 3; Squad with 8 morale suffers ELR reduction on a **2MC** DR ≥ 10 (8 + 3 – 2 + 1). As shown a Russian Elite 6-2-8 would be reduced to a 1st line 5-2-7.

ELR reduction for squad with **underscored morale** results in two half squads.

ELR Reduction for Squad with Underscored Morale Value

+  = 





↑
Underscore Moral Value

DISRUPT No: Nml Rout Self Rally
 = 

ELR Reduction for Half Squad with Underscored Morale Value

Other Things

- **Fire Power (FP)** and **Dice Roll Modifier (DRM)** are two separate things, and they never mix:
 - FP can be halved, doubled, and/or tripled while preserving fractions etc., depending on things like Area Fire, PBF, and/or TPBF (A7.2)
 - A DRM can be affected by leadership, TEM, FFMO, and/or FFNAM etc.
- **DM** – an already broken unit which is subsequently attacked by CC/WP, or enough FP [taking the possibility of Cowering (A7.9; A19.33) into account] to inflict at least an NMC causes the unit to suffer DM (A10.62)
 Example: A 2 FP attack from a Conscript unit (without a leader) has the possibility to cower two columns to the left, so it could not even cause an NMC, thus its 2 FP attack cannot cause its target to suffer DM.
- A **Cowering** unit and its SW is automatically marked with a **Prep Fire counter during PFP** or a **Final Fire counter during MPH**, and results in loss of ROF and Subsequent Fire. Does not affect fire from SMC, berserk or Fanatic, **Fire Lane**, IFE, Canister, Aircraft, British Elite & First Line units, Finns [EXC: Conscripts (25.7)], Sniper, ordnance, OBA, or any form of **vehicular fire**. Cowering does not affect **CC** or **DC** resolution (including **Reaction Fire** D7.2) (A7.9)
 - Cowering penalties are doubled (resolved two IFT columns lower) for **Inexperienced personnel** or FG containing Inexperienced personnel (A19.33)
 - If a **FG cowers**, Random Selection is used to determine the unit(s) (and its SW) that is marked with a Prep or Final Fire counter.
- **Inexperienced personnel** = Conscripts; Unarmed units; Green units without an unbroken leader (A19.3)
- **Good Order** – personnel unit / inherent crew that is not broken, berserk, captured, stunned, shocked, or held in Melee. A unit is still considered in Good Order if pinned, **CX**, TI, and/or unarmed.
- **CX unit combat effects** (A4.51): +1 to any labor task or attack DR they make or direct (+1 to To Hit DR for ordnance; +1 to IFT DR for all others). +1 to any CC they make; -1 to any CC attack made against them. +1 drm to inherent SW (ATMM, MOL, PF) or SMOKE Grenade **Availability Check** dr. +1 to Search/Recovery dr (A12.152; A4.44), and Ambush Status dr (A11.4).
- **Heat of Battle** (rolling snake-eyes on Rally or morale check), may cause Berserk, Heroes, Battle Hardening, Fanatics, Surrender (A15.1-5)
- **Weapon Breakdown** (rolling boxcars when firing) - MG only in this scenario (A9.7)
- **Sustained Fire** (A9.3) - a MG that attacks in Subsequent First Fire/FPF (A8.3/8.31) or during DFPh while marked with a First Fire counter (A8.4) is using Sustained Fire and its B# is lowered by 2 and its B# is transformed to an X# (A.11)

First Fire		Subsequent First Fire	
			
B# 12 X# --	B# 11 X# --	B# 10 X# 12	B# 9 X# 11

- **Captured Equipment:** ROF -1; Breakdown -2 (A21)
- **Random Selection #KIA:** Clarification to **#KIA Random Selection** (A7.301) as found from Game Squad’s Perry Sez: Four infantry units are in a Location that is affected by a 2KIA IFT result:

Random Selection DR	Number of units eliminated
6, 6, 5, 3	2
6, 5, 5, 3	3
6, 6, 5, 5	2

2KIA - “The number of units eliminated can exceed the number specified if Random Selection results in a tie **for the last unit to be eliminated**” (A7.301).

- Russian **Commissar:** other units’ Morale +1; ignore DM during Rally; lower quality (then Casualty Reduction) if fail Rally (A25.22)
- **Stacking Limits Combat Effects** (A5.12-5.131):
 - ATTACK Penalty +1 to IFT/CC DR (or +1 to To Hit DR for ordnance) for each vehicle and squad equivalent (FRU) that exceeds normal stacking limits (A5.12).
 - DEFENSE Penalties during MPh apply only to moving units in target Location (A5.13).
 - PERSONNEL: All personnel units (except PRC) attacked in Location the DEFENDER **overstacked** suffer a -1 ordnance To Hit DRM (or -1 IFT/CC DRM when attacked by other means) for each squad equivalent (FRU) that exceeds normal Personnel stacking limits (A5.131).
 - VEHICLES: Each side may have only 1 vehicle in each Location (**wrecks** do NOT affect limit) (A5.2). See (A.5132) for combat effects.

- **Wind Change:**

- During setup, if Scenario does not specify Wind Force, then make a **Wind Force dr** (B25.63). If wind, then do a wind direction dr (B25.64)

dr	Wind Force	Result
1-3	No Wind	No Wind Direction DRM
4-5	Mild Breeze	Wind Direction DRM & Dispersed Smoke
6	Heavy Winds	Automatic Spread Downwind; None Upwind

- During Rally Phase **Wind Change DR** (B25.65): **2 = change**, make Wind Change dr; **12 = gusts**, no effect on Wind Force but, for that Player Turn only, allows terrain Blazes to spread, eliminates all dispersed SMOKE, and disperses all non-dispersed SMOKE currently on the board [EXC: smoke in a Blaze hex emanating from that Blaze hex is never affected by Gusts]. See (B25.651)

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Note: Images as found within Russ Gifford's Flash tutorial "ASL 201: AFV Combat" (used with permission). ELR and MG images as found within idjester ASL tutorial videos. Routing snippets excerpted from Jay Richardson ASLSK tutorial. Subsequently edited by J. Yuzwalk.

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