

## SK4. Starter Kit #4

Created 05/19

### ASL Starter Kit #4 Sheet 1

Counter	No.	ID	Nationality	Notes
10-2	1		American	Cpt McGee
9-2	2		American	Lt Rosecrans, Lt Whaling
9-1	3		American	Lt Banta, Lt Inouye, Lt Maxwell
8-1	3		American	Sgt Gonzales, Sgt Morin, Sgt Lahn
8-0	3		American	Sgt Nogueira, Sgt Raysbrook, Sgt Sweeney
7-0	2		American	Cpl Boles, Cpl Gay
6+1	1		American	Col Griffith
<u>6</u> <sup>3</sup> -6-7 Elite Square	10	J-S	American	
3-4-7 Elite Square HS	6	F-K	American	
<u>6</u> <sup>3</sup> -6-6 1st Line	14	R-Z; p-t	American	
3-4-6 1st Line HS	7	S-Y	American	
<u>5</u> <sup>2</sup> -4-6 2nd Line	6	S-X	American	
2-3-6 2nd Line HS	4	P-S	American	
<u>5</u> <sup>2</sup> -3-6 Green	3	P-R	American	
2-2-6 Green HS	2	L-M	American	
2-2-7 Infantry crew	2	6-7	American	
4 <sup>1</sup> -4-7 2nd Line (Early)	4	A-D	American	
2-3-7 2nd Line HS (Early)	2	A-B	American	
3-3-6 Green (Early)	9	A-I	American	
1-2-6 Green HS (Early)	6	A-F	American	
<u>7</u> <sup>3</sup> - <u>6</u> - <u>8</u> Elite	9	A-I	US Marines	
3-4- <u>8</u> Elite HS	12	A-L	US Marines	
<u>6</u> <sup>3</sup> - <u>6</u> - <u>8</u> Elite	20	A-T	US Marines	
<u>5</u> <sup>2</sup> - <u>5</u> - <u>8</u> Raiders Elite	14	A-N	US Marines	
2-3- <u>8</u> Raiders Elite HS	7	A-G	US Marines	
<u>5</u> <sup>2</sup> - <u>5</u> - <u>8</u> Paras Elite	8	A-H	US Marines	
2-3- <u>8</u> Paras Elite HS	5	A-E	US Marines	
4 <sup>2</sup> - <u>5</u> - <u>8</u> Elite	4	A-D	US Marines	
2-4- <u>8</u> Elite HS	3	A-C	US Marines	
2-2-8 Infantry crew	1	I	US Marines	
MMG Browning M1919A4	3	H-J	American	
LMG Johnson M1941	1	A	American	
MTR 60* M2 60mm Mortar	3	D-F	American	1.
BAZ 44 M6A1	3	H-J	American	
BAZ 45 M9A1	3	B-D	American	
DC	3	C-E	American	
FT M2-2	2	C-D	American	
Concealment 1/2-inch [CX]	16	A-P	American	
4 <sup>2</sup> -4-8 [3 <sup>2</sup> -4-8] Elite	3	A-C	Japanese	
2-3-8 Elite HS	2	A-B	Japanese	
4 <sup>1</sup> -4-7 [3 <sup>1</sup> -4-7] 1st line	14	A-N	Japanese	
2-3-7 1st Line HS	10	A-J	Japanese	
3-4-7 [2-3-7] 2nd Line	8	A-H	Japanese	
1-3-7 2nd Line HS	1	A	Japanese	

Counter	No.	ID	Nationality	Notes
3-3-6 [2-2-6] Conscript	6	A-F	Japanese	
2-2-8 Infantry crew [1-2-8]	6	1-6	Japanese	
1-2-7 Vehicular crew	6	1-6	Japanese	
Concealment 1/2-inch [CX]	16	A-P	Japanese	
Turn Marker	1		Game-Basic	American/ <i>Japanese</i>

### ASL Starter Kit #4 Sheet 2

Counter	No.	ID	Nationality	Notes
10-1	1		Japanese	Cpt Ondori
10-0	1		Japanese	Lt Oka
9-1	1		Japanese	Sgt Goto
9-0	1		Japanese	Sgt Ken
8-0	1		Japanese	Cpl Gin
8+1	1		Japanese	Col Mizumo
1-3-7 2nd Line HS	5	B-F	Japanese	
1-2-6 Conscript HS	4	A-D	Japanese	
HMG Type 92 Jukikanju	1	A	Japanese	
MMG Type 96	2	A-B	Japanese	
LMG Taisho 11 Nambu	4	A-D	Japanese	
DC	4	A-D	Japanese	
MTR 50* Type 89 Hvy Grenade Launcher	3	A-C	Japanese	1.
ATR 20L Type 97 Automatic Gun	1	A	Japanese	6.
AAMG Malfunction [AAMG Disabled]	4		Game-Veh/Ord	
Banzai [Lax]	10		Game-Basic	
BMG Malfunction [BMG Disabled]	4		Game-Veh/Ord	
Bog [Mired]	3		Game-Veh/Ord	
CMG Malfunction [CMG Disabled]	4		Game-Veh/Ord	
DM [CX]	4		Game-Basic	
DM [Smoke]	9		Game-Basic	
DM [Wound]	3		Game-Basic	
First Fire [Final Fire]	14		Game-Basic	
Gun Malfunction [Intensive Fire]	3		Game-Veh/Ord	
H-to-H MELEE [CC]	5		Game-Basic	
MA Malfunction [MA Disabled]	6		Game-Veh/Ord	
MELEE [CC]	5		Game-Basic	
Motion [Immobilized]	11		Game-Veh/Ord	
PIN	5		Game-Basic	
Prep Fire [DM]	10		Game-Veh/Ord	
Prep Fire [Smoke]	5		Game-Veh/Ord	
Residual Fire 1 [Residual Fire 2]	5		Game-Basic	
Residual Fire 4 [Residual Fire 6]	3		Game-Basic	
Residual Fire 8 [Residual Fire 12]	2		Game-Basic	
Shock BU [UK BU]	4		Game-Veh/Ord	
stun	4		Game-Veh/Ord	
STUN [RECALL +1]	4		Game-Veh/Ord	

# armory

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Counter	No.	ID	Nationality	Notes
Target Acquisition	6	A-F	Game-Veh/Ord	(Green)
Target Acquisition	6	A-F	Game-Veh/Ord	(Yellow)
TCA BU [TCA CE]	11		Game-Veh/Ord	
M4A2 Medium Tank	4	A-D	American	10.
M4A3 Medium Tank	3	D-F	American	12.
M8 Armored Car	2	A-B	American	42.
AT 37LL M3A1 37mm AT Gun	1	F	American	6.
AA 37L M1A2 37mm AA Gun	1	E	American	23.
Concealment 5/8-inch [Collapsed]	5	A-E	American	
Type 95 HA-GO Light Tank	4	A-B; E-F	Japanese	5.
Type 89B CHI-RO Medium Tank	6	A-F	Japanese	7.
Type 97B CHI-HA Medium Tank	4	A-D	Japanese	8.
INF 70* Type 92 Infantry Gun	3	D-F	Japanese	10.
Concealment 5/8-inch [Collapsed]	5	A-E	Japanese	
Cave [Open Ground]	2		Game-Terr	
Smoke +3 [Dispersed Smoke +2]	6		Game-Terr	
WP +2 [Dispersed WP +1]	6		Game-Terr	
Area Acquisition	6	A-F	Game-Veh/Ord	(Green)
Area Acquisition	6	A-F	Game-Veh/Ord	(Yellow)

## Scenarios

## Mapboards SK Style

Name	ID	ID	Description
Kawaguchi's Gamble	ASL S64	m	Level One Hill: Jungle, Palm Trees, Kunai, Village Huts
Take It Back	ASL S65	n	Jungle; Kunai, Palm Trees, Bamboo
Bailey's Bridge	ASL S66	o	Jungle; Level One Hills, Huts, Palm Trees, Kunai
Beseiged	ASL S67		
The End of Their Rope	ASL S68		
Stovepipe Funeral	ASL S69		
A Sideshow Affair	ASL S70		
American Devil	ASL S71		