

SK3. Starter Kit #3

Revised 08/09

ASL Starter Kit #3 Sheet 1

Counter	No.	ID	Nationality	Notes
9-2	1		American	Cpt Deller
9-1	1		American	Lt Cirillo
8-1	2		American	Sgt Garrett, Sgt Heyward
8-0	3		American	Sgt Bailey, Sgt Falsetti, Sgt Heistand
7-0	2		American	Cpl Chacon, Cpl O'Dell
6+1	1		American	Col Kyler
<u>7</u> ³ - <u>4</u> - <u>7</u> Elite	7	a-g	American	
<u>6</u> ³ -6-7 Elite Square	8	B-I	American	
<u>6</u> ³ -6-6 1st Line	15	a-o	American	
<u>5</u> ² -4-6 2nd Line	5	N-R	American	
<u>5</u> ² -3-6 Green	9	G-O	American	
3-3- <u>7</u> Elite HS	7	O-U	American	
3-4-7 Elite Square HS	4	B-E	American	
3-4-6 1st Line HS	5	a-e	American	
2-3-6 2nd Line HS	3	M-O	American	
2-2-6 Green HS	5	G-K	American	
2-2-7 Infantry crew	2	4-5	American	
MMG Browning M1919A4	2	F-G	American	
BAZ 43 M1A1	3	C-E	American	
BAZ 44 M6A1	3	E-G	American	
MTR 60* M2 60mm Mortar	1	C	American	1.
9-1	2		Commonwealth	Lt Spurlock, Lt Yeates
8-1	3		Commonwealth	Sgt Lynes, Sgt Simmons, Sgt Wiley
8-0	2		Commonwealth	Sgt Reid, Sgt Thompson
7-0	2		Commonwealth	Cpl Clarren, Cpl Jay
6+1	1		Commonwealth	Col McGinley
<u>4</u> ² -5-8 Elite Square	4	K-N	Commonwealth	
<u>4</u> ² -5-7 1st Line	6	H-M	Commonwealth	
4-4-7 2nd Line	12	E-P	Commonwealth	
4-3-6 Green	3	C-E	Commonwealth	
2-4-8 Elite Square HS	2	F-G	Commonwealth	
2-4-7 1st Line HS	3	F-H	Commonwealth	
2-3-7 2nd Line HS	5	D-H	Commonwealth	
2-2-6 Green HS	3	C-E	Commonwealth	
2-2-8 Infantry crew	2	4-5	Commonwealth	
MMG Vickers Mk I	1	B	Commonwealth	
LMG Bren Mk IV	4	E-H	Commonwealth	
PIAT Projector, Infantry, Anti-Tank	1	A	Commonwealth	
<u>8</u> ³ - <u>3</u> - <u>8</u> Elite	3	A-C	German	
<u>5</u> ² - <u>4</u> -8 Elite Circle	5	O-S	German	
<u>4</u> ² - <u>6</u> -8 Elite Square	13	K-W	German	
<u>4</u> ¹ - <u>6</u> -7 1st Line	12	a-l	German	
4- <u>4</u> -7 2nd Line	9	a-i	German	
3-3- <u>8</u> Elite HS	3	A-C	German	

Counter	No.	ID	Nationality	Notes
2-3-8 Elite Circle HS	3	J-L	German	
2-4-8 Elite Square HS	5	E-I	German	
2-4-7 1st Line HS	5	L-P	German	
2-3-7 2nd Line HS	4	N-Q	German	
2-3-6 Conscript HS	3	K-M	German	
9-1	2		Russian	Lt Gorjanc, Lt Neustroev
8-1	3		Russian	Sgt Karpowicz, Sgt Lukowicz, Joseph 351
8-0	2		Russian	Sgt Cvetnovich, Sgt Jazbutis
7-0	2		Russian	Cpl Goranin, Cpl Loza
6+1	1		Russian	Col Romanov
6-2-8 Elite	6	A-F	Russian	
4-5-8 Elite Square	7	O-U	Russian	
4-4-7 1st Line Square	10	F-O	Russian	
4-2-6 Conscript	7	G-M	Russian	
3-2-8 Elite HS	3	A-C	Russian	
2-4-8 Elite Square HS	3	E-G	Russian	
2-3-7 1st Line Square HS	5	D-H	Russian	
2-2-6 Conscript HS	4	D-G	Russian	
2-2-8 Infantry crew	2	3-4	Russian	
MMG PM obr. 1910	2	B-C	Russian	
LMG DP 1928	4	D-G	Russian	
ATR PTRD-41	2	A-B	Russian	
DC	2	B-C	Russian	
MTR 50* 50mm RM obr. 40	1	A	Russian	1.
CE [Gun Malfunction]	1		Game-Veh/Ord	
<i>Gun Malfunction [CE]</i>			<i>Game-Veh/Ord</i>	
Turn Marker	1		Game-Basic	American, Commonwealth, French, Russian/ <i>German</i>

ASL Starter Kit #3 Sheet 2

Counter	No.	ID	Nationality	Notes
10-2	1		German	Cpt Hildebran
9-2	1		German	Lt Hahn
9-1	3		German	Lt Eickmann, Lt Mehl, Lt Tichy
8-1	4		German	Sgt Maxe, Sgt Olden, Sgt Reibman, Sgt Walz
8-0	3		German	Sgt Schurtz, Sgt Weissner, Sgt Zobel
7-0	3		German	Cpl Linxweiler, Cpl Rae, Cpl Pielhau
6+1	1		German	Col Ramcke
4- 3 -6 Conscript	4	U-X	German	
2-2-8 Infantry crew	2	4-5	German	
HMG MG42	1	D	German	
MMG MG34 or MG42	2	E-F	German	
LMG MG34	4	I-L	German	
ATR PzB 39	2	A-B	German	
DC	2	F-G	German	
FT FIW 41	1	B	German	
PSK RP 54/1	2	B-C	German	

SK3. Starter Kit #3

Counter	No.	ID	Nationality	Notes
MTR 50* 5cm leGrW 36	1	B	German	1.
MTR 76* OML 3-in. Mortar	1	B	Commonwealth	2.
AT 57L OQF 6-Pounder	2	A-B	Commonwealth	6.
ART 88 OQF 25-Pounder	1	A	Commonwealth	13.
Mk VIB	2	A-B	Commonwealth	1.
Stuart III(a)	2	E-F	Commonwealth	3.
Sherman II(a)	2	A-B	Commonwealth	12.
Sherman IIA(a)	1	C	Commonwealth	15.
Sherman IIC(a)	1	D	Commonwealth	16.
Daimler Armoured Car	1	C	Commonwealth	52.
ART 75* Cannone da 75/27	2	E-F	Italian	9.
L3/35	2	A-B	Italian	2.
M13/40	2	C-D	Italian	8.
MTR 82* 82mm BM obr. 37	1	E	Russian	2.
AT 57LL 57mm PTP obr. 43	1	A	Russian	9.
INF 76* 76.2mm PP obr. 27	1	B	Russian	12.
ART 76L 76.2mm .PTP obr. 39	2	A-B	Russian	15.
ART 122L 122mm obr. 31	2	C-D	Russian	21.
BT-7 M37	1	C	Russian	9.
M4/76(a)	2	A-B	Russian	19.
Sherman III(a)	6	A-F	Russian	50. Opt: A-B AAMG
KV-2	1	F	Russian	24.
AAMG Malfunction [AAMG Disabled]	2		Game-Veh/Ord	
AAMG Disabled [AAMG Malfunction]			Game-Veh/Ord	
Target Acquisition	6	A-F	Game-Veh/Ord	(Black)
Target Acquisition	6	A-F	Game-Veh/Ord	(Green)
Target Acquisition	6	A-F	Game-Veh/Ord	(Purple)
Area Acquisition	6	A-F	Game-Veh/Ord	(Black)
Area Acquisition	6	A-F	Game-Veh/Ord	(Green)
Area Acquisition	4	A-D	Game-Veh/Ord	(Purple)
BMG Malfunction [BMG Disabled]	3		Game-Veh/Ord	
BMG Disabled [BMG Malfunction]			Game-Veh/Ord	
Bog [Mired]	4		Game-Veh/Ord	
Mired [Bog]			Game-Veh/Ord	
CC [Melee]	6		Game-Basic	
Melee [CC]			Game-Basic	
CE [Gun Malfunction]	2		Game-Veh/Ord	
Gun Malfunction [CE]			Game-Veh/Ord	
CMG Malfunction [CMG Disabled]	3		Game-Veh/Ord	
CMG Disabled [CMG Malfunction]			Game-Veh/Ord	
CX [Wound]	4		Game-Basic	
Wound [CX]			Game-Basic	
DM [CX]	15		Game-Basic	
CX [DM]			Game-Basic	
First Fire [Final Fire]	15		Game-Basic	

Counter	No.	ID	Nationality	Notes
<i>Final Fire [First Fire]</i>			<i>Game-Basic</i>	
MA Malfunction [MA Disabled]	4		Game-Veh/Ord	
<i>MA Disabled [MA Malfunctioned]</i>			<i>Game-Veh/Ord</i>	
Motion [Immobilized]	10		Game-Veh/Ord	
<i>Immobilized [Motion]</i>			<i>Game-Veh/Ord</i>	
Motion [Low Ammo]	3		Game-Veh/Ord	
<i>Low Ammo [Immobilized]</i>			<i>Game-Veh/Ord</i>	
Pin	5		Game-Basic	
Prep Fire [Bounding Fire]	5		Game-Basic	
<i>Bounding Fire [Prep Fire]</i>			<i>Game-Basic</i>	
Prep Fire [Intensive Fire]	5		Game-Basic	
<i>Intensive Fire [Prep Fire]</i>			<i>Game-Basic</i>	
Prep Fire [Smoke Grenade]	5		Game-Basic	
<i>Smoke Grenade [Prep Fire]</i>			<i>Game-Basic</i>	
Residual Fire 1 [Residual Fire 2]	7		Game-Basic	
<i>Residual Fire 2 [Residual Fire 1]</i>			<i>Game-Basic</i>	
Residual Fire 4 [Residual Fire 6]	3		Game-Basic	
<i>Residual Fire 6 [Residual Fire 4]</i>			<i>Game-Basic</i>	
Residual Fire 8 [Residual Fire 12]	2		Game-Basic	
<i>Residual Fire 12 [Residual Fire 8]</i>			<i>Game-Basic</i>	
Shock BU [UK BU]	3		Game-Veh/Ord	
stun	3		Game-Veh/Ord	
STUN [RECALL +1]	3		Game-Veh/Ord	
<i>RECALL +1 [STUN]</i>			<i>Game-Veh/Ord</i>	
TCA BU [TCA CE]	13		Game-Veh/Ord	
<i>TCA CE [TCA BU]</i>			<i>Game-Veh/Ord</i>	
<i>UK BU [Shock BU]</i>			<i>Game-Veh/Ord</i>	
Smoke +3				
[Dispersed Smoke +2 (White)]	6		Game-Terr	
<i>Dispersed Smoke +2 (White)</i>				
<i>[Smoke +3]</i>			<i>Game-Terr</i>	
WP +2 [Dispersed WP +1 (White)]	6		Game-Terr	
<i>Dispersed WP +1 (White) [WP +2]</i>			<i>Game-Terr</i>	

ASL Starter Kit #3 Sheet 3

Counter	No.	ID	Nationality	Notes
MTR 81* M1 81mm Mortar	1	A	American	3.
AT 57L M1 57mm AT Gun	1	B	American	7.
AT 76L M5 3-inch AT Gun	1	C	American	8.
M4A1 Medium Tank	2	C-D	American	9.
M4A2(L) Medium Tank	3	A-C	American	11.
M4A3 Medium Tank	2	A-B	American	12.
M4A3(75)W Medium Tank	2	A-B	American	13.
M4A3E2	2	D-E	American	14.
M4A3E2(L)	1	D	American	14.

SK3. Starter Kit #3

Counter	No.	ID	Nationality	Notes
M4A3(76)W	1	C	American	16.
M4A3(105)	1	E	American	17.
MTR 81* 8cm GrW 34	1	A	German	2.
AT 50L 5cm PaK 38	1	B	German	8.
AT 75L 7.5cm PaK 40	1	C	German	10.
AT 88LL 8.8cm PaK 43	2	A-B	German	12.
PzKpfw IIIF	2	E-F	German	3.
PzKpfw 35t	2	C-D	German	6.
PzKpfw 38(t)A	2	A-B	German	7.
PzKpfw IIIF	2	A-B	German	11
PzKpfw IIIH	2	C-D	German	13.
PzKpfw IIIN	1	C	German	16.
PzKpfw IVD	2	C-D	German	20.
PzKpfw IVF2	4	A-D	German	23. Errata: Should NOT have APCR in 1944
PzKpfw IVH	2	E-F	German	24. Opt: E AAMG
PzKpfw IVJ	3	A-C	German	25.
PzKpfw VG	4	A-D	German	27.
PzKpfw VIE	2	A-B	German	30.
PzKpfw VIE(L)	1	C	German	31.
PzKpfw VIB	2	A-B	German	32.
StuG IIIG	2	A-B	German	34.
StuG IIIG(L)	2	C-D	German	35.
StuH 42	1	F	German	36.
JgdPz 38(t)	3	B-D	German	50.
JgdPz IV/70	1	A	German	54.
PSW 232	2	B-C	German	72.
PSW 234/2	2	C-D	German	75.
T-34 M41	6	A-F	Russian	14.
T-34 M43	4	A-D	Russian	16.
T-34/85	4	C-F	Russian	18.
KV-1 M41	2	A-B	Russian	23.
IS-2	4	A-D	Russian	27.
IS-2m	2	E-F	Russian	28.

Scenarios

Mapboards

SK Style

Name	ID	ID	Description
Joseph 351	ASL S20	t	Open Country; large grainfields, bldgs, level 1 hill
Clash at Borisovka	ASL S21	u	Rural; mixed buildings, orchard roads, paved roads
Another Summer's Day	ASL S22	v	Country; level 1 hills, orchard roads, brush, woods
Monty's Gamble	ASL S23		
Sherman Marches West	ASL S24		
Early Battles	ASL S25		
Last Ally, Last Victory	ASL S26		
Stand for New Zealand	ASL S27		
Operations SK3 Scenarios	ID	Issue #	
Out of Luck	ASL S28	OPS 51	
Ripples on the Pond	ASL S30	OSI 1	
Few and Far Between	ASL S33	OSI 2	
Twilight at Baerendorf	ASL S34	OSI 2	