

Solitaire ASL CAMPAIGN GAME ROSTER

DATE:

FRIENDLY:

MISSION:

ENEMY:

CG Mission #:

CGVP (17.51):



◀ N

Mapboards in Play:

☐ ENEMY Victory

☐ FRIENDLY Victory

MISSION SPECIFIC NOTES

Prevailing Attitude:

Boobytrap Level: ☐ A ☐ B ☐ C

Fortification Points/Purchases:

Table A1 DRM:
(ENEMY Activation Table)

Table A5 drm:
(Fortification Table)

Pre-Mission FRIENDLY Reinforcements:

Table x9 DRM:
(FRIENDLY cdrm)

Table A11 cdrm:
(ENEMY RE)

MISSION START FRIENDLY COMPANY OB		
#	MMC Type + ID(s)	SW Type + ID(s)
X		
X		
X		
X		
X		
X		
X		

MISSION END RETAINED FRIENDLY COMPANY OB		
#	MMC Type + ID(s)	SW Type + ID(s)
X		
X		
X		
X		
X		
X		
X		

RE# Track (2.11)

2

3

4

5

6

7

Non-repeatable REs (2.31)

AC# (5.1)	Minimum	3	4	Maximum
	2			5

VICTORY POINT TALLY		
VP TYPE:	FRIENDLY	ENEMY
VPO CONTROL:		
CASUALTY VP:	+	+
EXIT VP:	+	+
OTHER:	+	+
AT MISSION END:	=	=
Post-Mission: (17.41-.44)	+	+
TOTAL	=	=

COMPANY IMPROVEMENT			
# MMC:	# SMC:		
Specific Replacements Received			
#	MMC Type	SW Type	SMC
X		X	
X		X	
X		X	

AC Cumulative drm:

-1 S? Is in/ADJACENT-to VPO Location

-1 S? Is in stone building Location

-1 Per level the S? is above the hex's base level

-1 If ≥ 1 already-Activated ENEMY unit is with-in two-hexs/the same building as the S?

+1 S? is on a Village mapboard (boards marked with "v" on Table A9) [EXC: in Advance Attitude]

+2 S? is on a City mapboard (boards marked with "c" on Table A9) [EXC: in Advance Attitude]

AC RESULT:
A Final AC dr ≤ the current AC# results in successful Activation {A1}
A Final AC dr > the current AC# results in no Activation
An Original AC dr = 1 always results in successful Activation {A1}
An Original AC dr = 6 always results in no Activation

RETAINED			ELIMINATED from OB (17.32)
Deployed/Dismantled	Exited off FBE (15.6, 17.1311)	Eliminated & Retained (17.31)	
		<div>Unit eliminated due to: "Double Break" (A10.3) Casualty MC (A10.31) Fate (A10.64) Unarmed Casualty Reduction (A20.54) Extreme Winter (E3.742)</div> <div>Weapon eliminated due to: Failed repair attempt (A9.72)</div>	<div>Unit/Weapon eliminated due to: KIA, K/#, CC, Surrender, Failure to Rout, Interdiction, Capture, Falling (B11.41) or Non-survival (D5.6) Failure to Rally (A25.222)</div> <div>Weapon eliminated due to: Self Destruction (A9.73), or Random SW/Gun Destruction (A9.74)</div>
(Directly Attached units/weapons only)	May not re-enter during current Mission	Available for next CG Mission	No longer Retained. Subject to Replacement