

Jeff Stahler's ASL Tutorial Lesson 2

LESSON 2: The Advanced Infantry System

You have at this point digested the essence of the ASL system. Now, onward to your next objective - the more advanced concepts that bring the flavor to it. These rules build upon the rules introduced in Lesson 1. They add more variety, options, and weird possibilities to the stew. Some of these rules are brand new with ASL, and others are based on rules introduced in the original system.

A1.18

There is a limit on morale. A number of these advanced rules can increase a unit's morale (Commissar, Human Wave, and Battle Hardening for example).

A1.31-1.32

Deployment and Recombination of half-squads was first seen in COD.

A1.6

The "Unit Size Number" is needed for Concealment purposes in this lesson and it has some other uses that you will run into later.

A4.134

Minimum Move is a handy rule to remember in some rare situations. It sometimes is needed when a tired squad is dragging that heavy Russian MMG into a building in this scenario.

A4.15-4.152

With Infantry Overrun, no longer can a solo leader block the road to victory on the last turn.

A4.3-4.34

Infantry Bypass Movement was introduced in COD. You should remember it well by the time you are through.

A4.5-4.52

Double Time (huff, puff) is very little changed from the days of COD.

A4.63

This rule makes it safer to dash across those narrow city streets. The roads in European cities and towns are rarely 40 meters wide, as on these boards. This rule partially compensates for that anomaly.

A4.72

A building can be Difficult Terrain if you are dragging a Russian MG.

A4.8

Units can be Temporarily Immobilized (TI) when searching and mopping-up, as well as for many other actions introduced in later lessons.

A6.12

Atypical LOS is traced to other points than the hex center dot. This is now needed for Bypass Movement and Snap Shots.

A6.4-6.5

Blind hexes can be formed by buildings or woods (now that our buildings suddenly have upper levels). It is possible for some units to see over woods and lower buildings. It is unlikely that 6.41, 6.42 or 6.43 will come into play in Scenario A, but they will be important later.

A6.8

This rule can apply to units on different levels in a building.

A7.34

Squad Spraying Fire can be used by German squads and the Russian Guards. This rule is a generalization of the Spraying Fire introduced in COI and GI.

A7.36

Assault Fire, introduced in GI for the Americans, can be used by the Russian Guards in this scenario.

A7.54

Berserk units, which you will run into occasionally (always at the least convenient times), are restricted in joining a Fire Group.

A7.7-7.72

Encirclement is another innovation in ASL. In Scenario A, it makes it tough if you get trapped defending the upper levels of a building.

A7.9

Cowering was first brought to us in COD. It doesn't often have an effect, but it provides a real reason to put an 8-0 leader on the line.

A8.15

Snap Shot (nothing to do with taking pictures) is another innovation. It can be used to nail that squad sneaking from building to building.

A8.223-8.224, A8.24

How Residual Fire interacts with Snap Shot, Cowering and Spraying Fire.

A8.311-8.312

Triple Point Blank Fire can occur against Berserk units in this scenario, and against cavalry and vehicles in later ones.

A9.21

Some MG in some terrain have limited Field of Fire.

A9.22-9.223

MG Fire Lanes. This rule is the real replacement for Penetration from SL.

A9.4

Mandatory Fire Direction for long-range MG fire is not too important in city-fighting, but can be crucial once you reach the hills and fields of the countryside.

A9.5; A9.52

MG Spraying Fire is a modification of Spraying Fire rules introduced in COI.

A9.8

Dismantling of Support Weapons to make them easier to transport was first introduced in GI.

A10.533

This rules section covers the effects of Concealed units on routing units.

A11.17

The effect of Stealth on Close Combat resolution may come into play in this scenario if a Hero is created.

A11.18

The effect of Lax on Close Combat resolution may come into play in this scenario if a Conscript unit is created (which is far more likely than Hero Creation).

A11.19

This covers the case of Concealed units in Close Combat.

A11.2-11.22

Withdrawal from Melee and Infiltration add yet more options and possibilities to Close Combat.

A11.3-11.41

Ambush is an innovation new with ASL. It certainly makes things more interesting. Also, the case of prisoners attempting to escape is first mentioned here (and treated in more detail later). Skip A11.31 until vehicles are introduced to your play.

A12.1-12.16

Concealment was first instituted way back in the original Scenario 2 of SQUAD LEADER. Mopping Up and Searching

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are new actions. Note that there are no "Scouts" in ASL.

A14.

Snipers. This procedure replaces the sniper counters introduced in COD.

A15.

The Heat of Battle section replaces the old rules covering Berserk, Battle Hardening and Hero Creation (rules that seemingly changed constantly in the old system). Here, too, is one of the ways to surrender.

A18.

Field Promotions were also introduced in COD, but in ASL this rule also gives units without a leader a chance to rejoin the battle.

A19.1-19.13

Unit Substitution replaces units that roll badly enough on a Morale Check with inferior substitutes. Watch your brave troops turn into wimps before your eyes.

A19.2-19.36

These rules detail how your Conscripts will act once they are created. Skip A19.34 until the appearance of vehicles.

A20.

This covers a couple of ways of taking prisoners, and the rules covering these unfortunates. Prisoners can try to escape, and they can be massacred. The most important rules to study here are 20.21 and 20.3. Concentrate on the rest of this section only when a unit is actually captured.

A25.2

The Russians are coming.

A25.22-25.223

The Russian Commissar is an ASL innovation.

A25.23-25.231¹

The Human Wave is also new to ASL. The Russians are really coming! These rules grant the Russians some of their special flavor.

Now for the architecture lesson, as you master the intricacies of some of the different types of buildings in ASL and visit the upper floors.

B.4

It is now possible to see over buildings and woods.

B23.21-23.26

Different types of buildings. Skip B23.211 (lumberyard) and 23.24 (third-level structures), which aren't needed in this scenario's playing.

B23.42-23.422

Upper levels of buildings. This has important implications in Scenario A, as you will soon learn.

C.5-C.5C

The Vertex Aiming Point is an exception to LOS traced to the center of a hex. It applies to Bypass movement and to Snap Shots.

Play ASL Scenario A again, using all the rules that you have just read. You will find that it feels much different, the problems more complex and the solutions to them less obvious. You are starting to polish your tactical skills if you can come to consistently win Scenario A with all these rules in force.

If you do not have the updated Scenario A from The GENERAL, modify the old SQUAD LEADER Scenario 1 as described at the end of Lesson 1. Also, give the Germans an ELR of "4" and SAN of "6"; the Russians have an ELR of "3" and SAN of "6".

By this point, you have encountered most of the infantry rules for ASL. The remainder of the rulebook deals with additional terrain types, weapons, artillery, and vehicles. They all build upon the foundation that you have acquired in these first two lessons. If you are unsure of any of the procedures, re-read the lessons and rules, and play Scenario A until you are comfortable with all of the concepts.

[Lesson 3:](#)

[Special Infantry and Terrain Rules](#)

¹ The Human Wave Rules were modified in ASLRB pages provided in Doomed Battalions. If using those rules pages, the applicable sections are A25.23 - 25.235.