

## Jeff Stahler's ASL Tutorial Lesson 7

### LESSON 7: The Basic Vehicle System

Vehicles add a new dimension to ASL, and of course require a lot of rules. This is the second largest chunk you will need to digest (after Lesson 1). With the basic vehicle rules, you can now play the other three scenarios from PARATROOPER. This lesson opens the door to many more ASL scenarios. But first, you have to go back to Chapter A and read all the rules that were skipped earlier because they only applied to vehicles. Now is the time for the tanks. Note, as with ordnance, there are often special rules concerning specific types of vehicles; be sure to check the description in Chapter H for each new one you encounter.

A.14

Collateral attacks occur when there are troops exposed on the vehicle being attacked, or in the same location.

A4.71

It takes guts to tackle a tank with your bare hands.

A5.132-5.4

Stacking limits apply to vehicles as well as troops.

A7.211

It is dangerous to stick your head out of a hatch when too close to infantry.

A7.307

On the other hand, you are pretty safe if you keep that hatch closed.

A7.82

But if you do stick your head out, this is one possible result.

A8.222

Yet, if you are buttoned up, you need not fear Residual Fire.

A9.51

And, if buttoned up, Spraying Fire has no effect either.

A9.6-9.611

Just when you were feeling safe, you find what a mere MG can do in a tank if the armor is thin enough.

A11.31; A11.5-11.8

Infantry firepower has no effect against your tank, but watch out when they get too close with their AT can-openers. Even the thickest armor can't save you. Skip A11.622 until you have a scenario with a panzer with Nahverteidigungswaffe.

A12.4-12.42

What happens when a vehicle enters a hex with Concealed infantry? The infantry may not like it, but they may not care.

A19.34

Conscripts and Green troops can jump enemy tanks, too, but they usually won't want to.

A21.2-21.22

This explains how to use a captured vehicle (you should be so lucky).

A22.34

Flamethrowers can attack tanks in Scenario C, in the heat of Stalingrad. You'll have your chance in the next lesson.

A23.5

Demo Charges can also be used against tanks in Scenario C. Many terrain types in Chapter B have special movement rules for vehicles. There are a few new terrain types to meet to play these three scenario, too:

B.3

Vehicles use MP costs.

B3.41-3.42

Vehicles move faster on roads.

B6.32

Those little mortars can attack the bridge in 24F6 in Scenarios 16 and 18. Don't get too excited about the prospect though; they can't do much to it.

B6.43

Vehicles can be restricted on bridges.

B10.5-10.51

These rules apply to movement between hexes D2 and C3 on Board 24, which could occur in Scenarios 16 and 18.

B13.41-13.4212

Tanks must tiptoe through the trees.

B17.

Crags appeared on the half of Board 24 that was off-limits in Scenario 12. They come into play at last in Scenarios 16 and 18.

B21.13

There is also a pond on Board 24.

B23.211

And there is a lumberyard on Board 24, another terrain type missed in Scenario 12.

B23.41

Tanks bravely bashing through a building may end up in the basement.

B24.76

How to unblock a roadblock.

B29.

Roadblocks are used in Scenarios 16 and 18 of PARATROOPER. They are very similar to the ones in SQUAD LEADER.

There are a lot of rules in Chapter C also that only apply to vehicles. You didn't have to worry about these earlier. Now you have to worry about them.

C.8

Moving vehicles are harder to hit.

C1.54-1.55

This rule applies to mortars as well as to OBA firing at vehicles. It is possible for a small mortar to kill a tank in ASL. (I have never done it, but I have seen it done!)

C2.2401

Gun Duels are a new concept.

C3.31; C3.332

Vehicles can be targets too (and they usually are).

C3.72

A Critical Hit usually blows away a vehicle.

C3.8

Those little 37mm guns on the Renault tanks in Scenario 16 and 17 can get multiple hits.

C3.9

A vehicle can be hit high or low, as well as from the front, side or rear.

C5.13; C5.3-5.35

Vehicles can fire as they move and while in motion, as well as stationary, when in the Advancing Fire Phase.

C5.64-5.72; C5.9

Other To Hit DRM may apply when firing at a moving vehicle.

C6.7

This DRM applies when firing at giant or tiny targets.

C7.

This rule is crucial once you hit your vehicular target.

C8.1-8.3; C8.8

## Jeff Stahler's ASL Tutorial Lesson 7

Some AFVs have special ammunition (Such as APCR and HEAT); and some AFVs can run out of HE or AP rounds. At long last, we get to the heart of this seventh lesson. This is your first dip into Chapter D; it won't be your last. D.1; D.3; D.4; D.6-D.7

These are general rules that apply to all vehicles.

D1.

This section describes the various types of vehicles found in ASL. Pay special attention to the comments on Fully-Tracked Vehicles (including tanks). These are the only vehicles to appear in the three scenarios for Lesson 7.

D2.

Vehicles move very differently from infantry. There are a number of innovation in ASL not found in SQUAD LEADER (such as MP expended in starting , stopping and turning). Read these rules carefully; then re-read them even more carefully.

D3.1-3.32

AFV combat is the whole purpose of having AFVs. Bounding Fire is new with ASL.

D3.5-3.54

AFV MG fire is similar to that in SQUAD LEADER, but there are some clarifications not found in the original system.

D3.7

AFV weapons can break down, just like any ordnance or SW.

D4.

Vehicles get some protection from terrain. They can also be Hull Down behind walls and roadblocks; but they are vulnerable to underbelly hits as they cross walls or bocage, or climb out of a gully.

D5.

Vehicles have crews, who can be affected by any enemy fire if they don't keep the hatches closed. D5.7 applies mainly to Shermans, but can also apply to the Marder I in Scenarios 17 and 18.

D7.

Vehicles are dangerous when they overrun infantry.

D8.

Vehicles can bog down if they go blundering through woods, buildings, and other inconvenient obstacles. Skip 8.23 since Mud doesn't appear in any ASL scenario prior to YANKS.

D9.1; D9.3-9.4

An armored vehicle can serve to protect its crew and friendly infantry hiding behind it.

D10.

All good things must come to an end. An AFV's end is a wreck counter.

D13.1-13.31

A number of German AFVs (Pz IVC, StuG IIIB, and StuG IIIG in these scenarios) can hide behind their own smokescreen.

Now that you have read these basic rules governing AFVs, you are equipped to play three more scenarios: 16-18 from PARATROOPER.

[Lesson 8:](#)

[The Advanced Vehicle System](#)