

Jeff Stahler's ASL Tutorial Lesson 5

LESSON 5: The Basic Ordnance System

We return yet again to Stalingrad (not "Stahler-grad", as some might be thinking) to have our first taste of on-board ordnance – the Russian 76mm Infantry Gun in Scenario 5 of BEYOND VALOR.¹ Now that crew has a real weapon to man. Ordnance usage involves a bunch of new rules, but it is very similar to the systems from SQUAD LEADER. There are many weapons that make use of ordnance rules (tanks, AT guns, mortars and bazookas are the most common). The only new rules you'll need from Chapters A and B are those dealing with ordnance. Note that there are often special rules concerning each specific make of ordnance. Be sure to check the weapon description in Chapter H when you first play with a new gun.

A7.51

Ordnance cannot form fire groups, just as in SQUAD LEADER.

A8.25

Ordnance must get a Hit to leave Residual FP.

A12.2; A12.34

Guns and their crews can start Hidden and can gain Concealment.

A21.13

Ordnance, as well as all SW, can be manned by non-qualified infantry.

B6.33-6.332

It is possible (but not real likely) to destroy a bridge with a gun.

B6.6

A trench may not be placed on a bridge.

B23.423

Guns aren't normally allowed upstairs.

So much for what you can't do. Here are the main ordnance rules:

C.2-C.4; C.9

This is some basic information about your new toy.

C3.1-3.75

The To Hit process should be familiar to those who have played SQUAD LEADER, but there are some important differences. Skip 3.31, 3.332 and 3.72, all of which apply to vehicles.

C4.

Your Infantry Gun in Scenario 5 has a short barrel, but can fire smoke. There are many other types of guns and ammunition that may come into play.

C5.1-5.12

Rule C5 discusses all the To Hit DRM based on the firer's status. This first case refers to the gun being turned when it fires.

C5.2

Guns can fire in the Advancing Fire Phase, but with a penalty.

C5.4-5.63; C5.8

Other cases that affect the To Hit resolution include a pinned crew, fire within your own hex, Intensive Fire, and captured guns.

C6.1; C6.13-6.14; C6.17

Rule C6 discusses the To Hit DRM based on the target's status (natural compliment to C5). The first one refers to a moving target, something you will encounter quite often.

C6.2-6.9

Other cases that affect the To Hit resolution include Concealment, point-blank fire, target acquisition, Hazardous Movement, TEM and LOS Hindrance. Skip 6.55 and 6.7, which do not apply in this scenario.

C8.5-8.52

The Russian Infantry Gun can fire smoke.

C8.9-8.92

This applies to Smoke as well as the other types of special ammunition.

C10.3

It is possible, but not easy, to push a gun around.

C11.5

Gunshields serve to protect the crew of some gun types, including your Russian Infantry Gun in Scenario 5.

This is the smallest block of reading thus far. It enables you to play one more scenario (Scenario 5), which is but one gun as the object of all this new knowledge. Don't fret; these same principles are used in most ASL scenarios. Learn them now, while the situation is simple.

[Lesson 6:](#)

[The Advanced Ordnance System](#)

¹ Day Seven of Chapter K focuses on mortars as the point of entry for basic ordnance in ASL. Read rule C9 along with the rules below to get full benefit of Day Seven when using it with this Lesson.]