

Jeff Stahler's ASL Tutorial Lesson X

LESSON X: More to Come

You have now read through most, but not all, of the ASL rulebook. What remains, you ask? Oh, the few odds and ends, as well as a few more modules, some offering additional specialized rules: YANKS, PARTISAN!, WEST OF ALAMEIN, THE LAST HURRAH, HOLLOW LEGIONS and RED BARRICADES. And don't forget the two Deluxe modules, STREETS OF FIRE¹ and HEDGEROW HELL. There are also plenty of new and of updated scenarios published in The GENERAL and in the ASL Annuals, many of which you can play with just the rules you have studied here.

YANKS offers the new rules dealing with a host of special features that were in the original SQUAD LEADER system, but were not included initially in ASL: Night, Weather, Aircraft, Paratroop Drops, Gliders, Boats and much more. WEST OF ALAMEIN introduces the desert environment and rules to play therein, which was never seen in SQUAD LEADER. HOLLOW LEGIONS brings us a new nationality, the Italians. RED BARRICADES features more urban combat and brings the first campaign games (and rules). And we will soon see the warfare in the Pacific and Asian theaters, with the Japanese, Chinese, Marines, jungle fighting, pack animals, amphibious landings, and so much more. The system can truly be all things to all who may be interested in World War 2 tactical combat. A lot of rules that we have skipped over or lightly touched upon in these lessons will become important in these later modules. A brief listing might suffice:

A2.7

Overlays were introduced in GI. They become very important in the desert scenarios found in WEST OF ALAMEIN and HOLLOW LEGIONS, and will figure prominently in the Pacific/Asian scenarios.

A4.132; B13.31-13.32

Woods-road hexes appear only on Board 5 (used in several of the updated scenarios) and on Board 32 (which is used in several scenarios in PARTISAN!).

A13.

Cavalry rides again in Scenario 33 and in three scenarios in THE LAST HURRAH.

A22.612

Molotov Cocktails find their best use against AFVs in STREETS OF FIRE, Scenarios A7 and A11 (ASL Annual '89), and in RED BARRICADES. You'll probably want to review the rules when you next see them in a scenario. Then there's the Molotov-Projector (O10.) that is featured in RED BARRICADES.

A25.3-25.34

You will likely want to review this section when you meet the full American Order of Battle in Yanks.

A25.4-25.46

The British debut in WEST OF ALAMEIN and figure in several HOLLOW LEGIONS scenarios, as well as some scenarios published in the pages of The GENERAL and the ASL Annual.

A25.5-25.65

We haven't seen the French yet, but they are on their way. Look for them in the not too-distant future.

A25.6-25.65

The Italians are the stars in HOLLOW LEGIONS. They take on the British, the Americans, the Russians, the Germans and

anyone else they can find. Just look at the scenarios in this issue of the ASL Annual.

A25.8-25.82

The Axis Minors, representing the Rumanians and Bulgarians, first appear in PARTISAN!

A25.9-25.92

The Allied Minors are introduced in THE LAST HURRAH. They include the Poles, Norwegians, Dutch, Belgians, Yugoslavs and Greeks.

B1.12; B7.

Scenarios A2 and A3 from the '89 ASL Annual include the runway on Board 14; Scenario 22 from YANKS turned the canal on Board 22 into a wide boulevard.

B4.

Sunken roads appear on DASL Boards e, f and g in HEDGEROW HELL and on Board 32, which is used in several PARTISAN! scenarios.

B5.

Thus far, only the first scenario in this year's ASL Annual makes use of the elevated roads. An elevated road may also show up in Scenario A19 during the FSSF mini-campaign.

B6.41-6.42; B6.431-6.45

These rules refer to special bridge types that are rarely found. We have the rules for them, to be able to cross that river when we come to it.

B8.6-8.62

Tunnels can be very important in many of the RED BARRICADES scenarios, if the defender is imaginative. Also review the sewer rules (B8.1-8.5) when you are ready to play RED BARRICADES.

B10.211

This is an optional rule that can be used in any scenario that includes hills. Warning: this has a severe impact upon the play of the scenario.

B10.5-10.52

This is very important in any scenario making use of Boards 9, 15 or 25. Board 25 is featured in several scenarios in WEST OF ALAMEIN and HOLLOW LEGIONS.

B13.7

Forest rules have yet to appear in any ASL scenario published to date. But you'll see a variation of them with the jungle scenarios in the next module.

B16.42-16.8

These are rarely used variations on the Marsh rules.

B20.7-20.82

Now we have some rarely used variations on the Stream rules.

B21.14; B21.21; B21.41-21.6

These are the variations on Water Obstacles in general. Fording (B21.41) actually plays a role in one HOLLOW LEGIONS scenario (#54).

B23.424

You'll need this if you take the German role in the scenario "Contest in the Clouds" (#A23) in this issue of the ASL Annual.

B23.73

The marketplace only exists on Board 12 (hex R7). In ASL it makes its appearance with Scenario #55.

B23.74-23.9

When you play RED BARRICADES, be sure to review the rules for Factories, Rooftops and Fortified Buildings. They get a lot of use in that module.

B27.55-27.56

Jeff Stahler's ASL Tutorial Lesson X

Trenches and vehicles mix in WEST OF ALAMEIN. And we finally see the effect of AT Ditches with play of RED BARRICADES.

B28.

Mines make a sudden appearance in HEDGEROW HELL and WEST OF ALAMEIN, as well as a number of GENERAL and ASL Annual scenarios.

B30.8

The Bunker rule is used in Scenario 49 of THE LAST HURRAH, and trenches can connect to all sorts of interesting things in RED BARRICADES.

C1.23

A Field Phone is first used in DASL Scenario 4 in STREETS OF FIRE, and then shows up occasionally in scenarios in the later modules.

C1.63

Offboard Observers appear in at least three unpublished scenarios I have playtested. One does appear in WEST OF ALAMEIN (Scenario 41) and one in HOLLOW LEGIONS (Scenario 58).

C1.73

Pre-registered Fire can be called in by that field phone in DASL Scenario 4; it is used occasionally in later scenarios as well.

C1.8

The Germans are victims of a Bombardment in DASL Scenario 10 of STREETS OF FIRE, a fate they share with others in later scenarios.

C6.55; D11.1

American tanks have Gyrostabilizers in YANKS and in HEDGEROW HELL. A most useful tool at times.

C8.4

Cannister is used by several U.S. AFVs, including the Stuart (M5A1). It is also available for several British vehicles, primarily those built in the States. Stuarts appear in a few scenarios (HEDGEROW HELL and WEST OF ALAMEIN).

C8.7

Illuminating Rounds are only relevant during night scenarios (but then, you knew that). Night rules are first introduced in YANKS and are used in several scenarios thereafter.

C10.24

Limbered Fire is allowed for several German guns (mainly the AA guns and the 88LL AT gun), but they rarely appear in the same scenario as their transport. This rule is first used in WEST OF ALAMEIN (Scenario 37) for a British 40L AT gun. It could play a part for the towed German 88 AA gun in Scenario M (which appeared in The GENERAL).

C10.25-10.26

These rules apply only to very large ordnance, which rarely show up in ASL's tactical scenarios. Nevertheless, you have the rules for them if you ever do see these RFNM/NM weapons in play.

C10.4

Trailers also are fairly unusual to see in play. A SdKfz 6/2 shows up in Scenario 26 in YANKS; a L3 appears in Scenario 58 in HOLLOW LEGIONS; and Crocodiles appear in Scenario A25 in this issue of the ASL Annual.

C12.

You have the rules and counters for Recoilless Rifles. Maybe some day they will appear in a scenario.

C13.2

ATRs are used extensively in STREETS OF FIRE, early in the

war in THE LAST HURRAH, and in the deserts of WEST OF ALAMEIN.

C13.6

The PIAT was used by the British later in the war (from April 1943). Play with it in "Cold Crocodiles" and "The Island" in this ASL Annual.

D.2; D12.

All but the American and British armies in World War 2 were primarily horse-drawn, but wagons rarely appear in the front lines. The Poles have wagons in THE LAST HURRAH scenarios, and the Germans have them in Scenario G7 in The GENERAL. A wagon is also used by the Russians in Scenario A12, and the Finns have sledges pulled by reindeer in Scenario A11 – both found in last year's ASL Annual.

D.5; D8.23

A Secret DR is required only in Mud or Deep Snow. These inconvenient ground conditions do not occur in any published ASL scenarios yet.

D3.45

This is a very little used rule. It can be found as a Balance Provision in Scenario A7 in the '89 ASL Annual if you want to try it.

D3.6

Luckily for the infantry, you don't see flamethrowing vehicles very often; but every major nationality had at least one type.

This rule will apply to the Italian L3 Lf (Scenario 58), the German Pz III(Fl) (DASL Scenario 7), the German SPW 251/16 (Scenario A9 in last year's Annual), and the British Crocodiles (Scenario A25 in this year's).

D6.8

You don't need to read up about Carriers until you play WEST OF ALAMEIN, since these are unique to the British army.

D13.32-13.33

Smoke Mortars were common on U.S. and UK-built tanks.

The Axis don't have them, and the Russians only had them on the lend-lease vehicles. Some American vehicles have Smoke Pots. You will use these rules in various scenarios, beginning with those in YANKS.

You can see that there is a lot left to experience in the world of ASL still, and plenty to look forward to in the future. Between the scenarios published in the modules, in the magazines, and elsewhere, there is enough to keep you gaming for a long time once you have mastered the basics in these eight lessons above. How many games offer such endless variety? And, should there be some rule that you are just itching to try (bicycles maybe, or DD tanks), you can always craft your own DYO actions. With such flexibility, I am sure that ADVANCED SQUAD LEADER will be played for many years to come.

1 Issued after this article first appeared, Code of Bushido and Gung Ho! handle the Pacific and Asian theaters, Croix de Guerre introduces the French, and Doomed Battalions provides the Allied Minor guns and vehicles. New historical modules, including historically-accurate mapsheets and campaign games (like Red Barricades) include Kampfgruppe Peiper I, KGPII, and Pegasus Bridge. Streets of Fire is no longer in print; copies can sometimes be found in local hobby stores or for sale on the internet. The GENERAL magazine is no longer being published and the ASL Journal has replaced the ASL Annual. [Journal #1](#) has a companion piece to "Eight Steps to ASL" using a programmed instruction approach to introduce players to the PTO, Japanese, Chinese, and U.S.

Jeff Stahler's ASL Tutorial Lesson X

Marines--"Run Through the Jungle" by Matt Shostak. There are numerous other articles in the Annuals, the Journal, and in Classic ASL that could be of help to the beginning player.