

Jeff Stahler's ASL Tutorial Lesson 8

LESSON 8: The Advanced Vehicle System

Back to Russia. This, the last lesson, introduces some other types of vehicles, and some variations for the use of tanks. Tanks can suffer disadvantages from the lack of a radio, they can haul infantry around as Riders, or they can be dug in to become Armored Cupolas. In addition, there are the vast array of armored cars, trucks, halftracks and motorcycles. Lesson 8 also brings in two new types of fortification: barbed wire and pillboxes. And two new types of terrain: the third-level building and the stream. With these rules, now there are seven new scenarios that you can play:

A7.308-7.309

These rules apply to the Trucks in Scenarios 6 and 8 from BEYOND VALOR. Trucks are vulnerable to everything.

A7.821

Riders and Passengers may be pinned.

A11.622

This is an effective weapon against infantry in Close Combat. The Pz IVJ in Scenario 9 is equipped with the Nahverteidigungswaffe.

B13.43

The branches sweep riding infantry right off the tanks. Quite a sight to behold I'm sure, so not allowed in ASL.

B19.5-19.52

This applies to the gully on Board 24, in use for Scenarios 16 and 18.

B20.1-20.6

A stream is found on Board 22, found in Scenario 6. Of course, crossing at a bridge is the civilized alternative to splashing through the water. Who needs a bath in the midst of a firefight.

B23.24

There is a tall, third-level building in Scenario 9.

B24.73

Where there is wire, there is a way to clear it. This is very similar to rules on clearing rubble, flames, and roadblocks.

B26.

Wire, which was extremely common in World War II, makes its first ASL appearance in Scenario 9 from BEYOND VALOR.

B30.1-30.7

The dreaded pillbox helps the Russians defend The Citadel in Scenario 10.

C.7

This can come into effect in Scenarios E and 10 if one of those big guns (or OBA) of 100mm or more gets a critical hit.

C2.29

Several small guns in Scenarios 6, 8 and 10 have the option of using IFT resolution instead of the usual To Hit procedure.

C.2.3

There is an AA gun in Scenario 10 that has a 360° mount.

C10.1-10.23; C10.31

The halftracks in Scenario E can haul around the German AT guns.

C13.7

Like PF, ATMM are abstracted in ASL. The Germans can use ATMM during 1944 or 1945 (Scenarios 7-9 and E).

D3.4-3.44

Armor leaders, which were introduced in COI, are found in Scenarios 6 and 9, one on each side.

D3.71

Low Ammo rules apply to the SU-152 in Scenario E. This is new with ASL.

D6.1-6.72; D6.9; D9.2

Trucks and halftracks can carry passengers, and tanks and assault guns can carry riders on top. Read all about the procedures in D6 before you play Scenarios 6-9 and E. Infantry can ride the tanks in Scenarios 16-18 and in C, but they never do.

D9.5-9.53

Armored Cupolas appear in Scenario 10, and are not to be seen again until RED BARRICADES.

D11.2-11.23

Various German AFV can have the added protection of Schuerzen in Scenarios 8 and E.

D13.34

This applies to that same old Pz IVJ in Scenario 9.

D14.

The lack of coordination caused by the lack of radios is simulated by this rule, which inconveniences the Russians in Scenarios 6 and C.

D15.1-15.7

Motorcycles are used in Scenario 6, very early in the war in the East.

This completes your working introduction to ASL. You can now play Scenarios 6-10 from BEYOND VALOR and Scenarios C and E from The GENERAL – giving you some 23 scenarios (23 separate games) in all. Equally exciting, these lessons form a firm foundation for the rest of the ASL system – which numbers well over 100 scenarios now. For those of you who have SQUAD LEADER but do not have the updates of Scenarios C and E, here is the detail for you to enjoy them: Scenario C: The Russians have three T-34 M41 and one T-34 M43. The Germans have three StuG IIIG and two StuG IIIB. Environmental Conditions are Moderate, with no Wind at start. All the Russians in the Tractor Works (Building X3) get the Fanaticism benefit while in the building only, which is a Factory (B23.74). Use the Sniper numbers and ELR, and the Balance Provisions, found in Scenarios A and B.

Scenario E: Replace the 48 Russian 4-4-7s that start on Board 3 with 24 4-4-7s and 24 5-2-7s. The Russian Turn 3 reinforcements consist of six T-34 M43. Delete the LMG from the Russian Turn 5 reinforcements, and the .50 HMG starts Dismantled. The two halftracks are replaced with two ZIS-5 trucks.

For the Germans in Scenario E, start them with three LMG instead of four. Their first turn reinforcements consist of a 2-2-8 crew, SPW 251/1 and a 75L AT gun in tow. Four Pz IVH panzers enter as the Turn 2 reinforcements. The force that enters on Turn 4 includes an 8-0 leader, the MMG and HMG are initially Dismantled, the halftracks are SPW 251/1, and the PF counters are ignored (due to the inherent PF of the Germans). The Turn 5 reinforcements consist of three 2-2-8 crews, a Pz IIIN, two StuG IIIG(L), one SPW 251/sMG, one SPW 250/1, and a 50L AT gun. Finally, a StuH42 arrives for you on Turn 8.

Environmental Conditions are Moderate, with no Wind at start. The German radio that starts onboard represents one battery of 81mm MTR OBA; the radio that enters with the Turn 4 reinforcements represents one battery of 100mm OBA. Russian ELR is "4" and SAN is "3"; German ELR is "3" and

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SAN is "4". The Balance Provisions are straightforward (at least for you experienced fellows who have mastered all the rules) –

German: the radio that enters on Turn 4 represents 150mm OBA with Plentiful Ammo (C1.211)

Russian: add an 8-1 leader to the initial onboard forces.

Enjoy these seven scenarios. And, of course, play the previous ones too. As often as is necessary for you to feel that you have mastered the intricacies of this most marvelous tactical game.

[Lesson X:](#)

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