

Jeff Stahler's ASL Tutorial Lesson 6

LESSON 6: The Advanced Ordnance System

The next batch of rules enable you to greet a new nationality and to play five more scenarios, all found in PARATROOPER. These build on the ordnance rules you have read in Lesson 5. You will meet the Americans, and learn to use their mortars and bazookas and white phosphorous. Foxholes become more important, since three of the scenarios start with some onboard. There are also a few new terrain types found on Board 24: Bocage, grain, paths, valleys and split-level buildings. Read the following rules and you will be ready to play Scenarios 11-15:

A24.3-24.32

Americans can, and do, use White Phosphorous.

A25.3-25.34

Here comes the Yanks.

B9.5-9.55

Walls and hedges become "Bocage" in several of the PARATROOPER scenarios. If you really want to know what it was like to fight in Normandy, I recommend the deluxe module HEDGEROW HELL.

B13.6

Paths appear on Board 24, used in Scenario 12.

B15.

Grain was out of season when you played Scenario D for Lesson 4. It covers much of Boards 2, 3, 4 and 24 and is an important consideration in four of these five scenarios.

B16.1-16.41; B16.5

Marsh replaces the hill hexes in Scenario 14 by way of a Special Scenario Rule ("SSR").

B22.

There is a valley on Board 24.

B23.72-23.722

Building 24U4 is a split-level building. This can be important in ASL Scenario 12.

B27.1-27.44

I bet you need another review of the foxhole rules. You haven't really used them yet, have you?

Chapter C brings the rules for the real stars of this lesson: the bazookas and the mortars.

C5.34

Bazookas, Panzerfausts, and Panzerschrecks can fire in the Advancing Fire Phase as LATW, but with a penalty.

C8.31

BAZ, PF and PSK all use HE Equivalency when they fire at infantry.

C8.6

The American bazookas and mortars can fire White Phosphorous. This can be rather nasty when it hits the target.

C9.

Mortars are used a lot in ASL play, including nearly every PARATROOPER scenario. The small mortars don't seem very effective, but they can be deadly, especially if firing White Phosphorous, or HE against a target in the woods. Don't discount them.

C11.

This rule is needed for Scenario 14, just in case a bazooka fires at the AT gun.

C13.1; C13.3-13.5; C13.8-13.9

These rules bring us the LATW (which includes the Bazooka, Panzerfaust and Panzerschreck). Note that the

PARATROOPER scenarios all take place after September 1943 and that the Germans can use their PF. (Note also, that now the Germans can use PF in Scenario 3 of BEYOND VALOR; why not play it again and see how it effects play?) You can use the optional rule C3.311 if your opponent agrees. Although this lesson has relatively few rules, it enables you to play a lot more scenarios. At this point, you can play every ASL scenario in any module that does not involve vehicles. Enjoy the PARATROOPER Scenarios 11-15. Play them until you are comfortable with the new rules learned here.

[Lesson 7:](#)

[The Basic Vehicle System](#)