

Jeff Stahler's ASL Tutorial Lesson 4

LESSON 4: The Offboard Artillery System

It's time to leave the smoking city and head into the country for a breath of fresh air. Hear the birds sing, the mortars whoosh, and the soldiers croak. This lesson brings you some rural terrain types (notably, hills). But the major focus is on Offboard Artillery. This is one of the more complex systems in ASL, encompassing major changes from the methods used in SQUAD LEADER. Read the OBA rules in Chapter C carefully.¹

Lesson 4 features only one scenarios (Scenario D), but the OBA rules are used extensively in Scenarios 9 and 10 in BEYOND VALOR, plus many others in later modules. A2.4

This rule applies only to hexes 2I9 and 3I1 in Scenario D. B1.13; B2.

Shellholes are found on Boards 2, 3 and 4. Their impact is essentially unchanged since the days of SQUAD LEADER. B1.14; B10.1-10.4

Hills are crucial in the play of this scenario. Rule 10.211 is a rarely invoked option. B9.34

This rule section, which deals with Indirect Fire and walls/hedges, should make more sense now that there is indirect fire occurring (in the form of OBA). B11.

Cliffs are not too important in Scenario D, but they are found on both Boards 2 and 3. B13.3

Air Bursts make OBA especially deadly in the woods. B15.6

Grain is out of season during ASL Scenario D; but it becomes important in many other situations. B23.32

Indirect Fire against buildings can come into play in this scenario. B27.1-27.44

I know – you already read these rules or Lesson 3. But you didn't dig any foxholes then and have probably forgotten how. This rule is more important among the hills and fields of Scenario D. I suggest that you re-read this section, noting 27.11 especially. C.1; C.6

Indirect Fire is getting closer. C1.1-1.72

Indirect Fire arrives with a thump. This is a complex procedure, so take it slow. You may even want to practice calling in OBA a few times before actually playing the scenario. Set up a board, a spotter with a radio, and try getting an FFE into a hex a few times. Skip rules 1.23, 1.54-1.55, and 1.63 since there are no Field Phones, vehicles nor Offboard Observers in this scenario. C6.4-6.44

Bore Sighting can be applied to MMGs and HMGs as well as to the ordnance that you will see later. The Germans qualify for it in this scenario, for instance.

Those are all the new rules you will need to play Scenario D. I suggest that you review the rules for Russians entrenching (A25.21), Conscripts (19.2-19.36), Commissars (A25.22) and Human Wave (A25.23). If you don't have Scenario D from The GENERAL, note the following changes from the original

version:

Balance Provisions - Germans: Replace one 9-1 leader with a 9-2 leader.

Russians: Replace eight 4-2-6 squads with eight 4-4-7 squads. Remove the 9-2 leader, one squad, one LMG and one MMG form the German OB. The Germans must set up at least eleven (not ten) hexes from the east edge. Replace the 32 Russian squads with 16 4-4-7 and 16 4-2-6 squads. German ELR is "4" and their SAN is "4"; Russian ELR of "2" and SAN of "2".

Environmental Conditions are "Moderate with no Wind at start." The German radio represents one battery of 81mm MTR OBA with Scarce Ammo limitations (C1.211)

.These changes will allow even those without Scenario D to experiment with the new rules.

[Lesson 5:](#)

[The Basic Ordnance System](#)

¹ The OBA Playing Aid in Action Pack #1 (currently out of print) is a good guide to this complex area.