

Most Often Forgotten Rules

Back in October, 1998 Will Manero posed a terrific question to the ASLML. His post started like this:

“I know I’ve seen this thread before, but I don’t seem to have saved any of the messages. Just having come back from ASLOK, I realized there are many rules that are commonly forgotten. I’d like to collect a list of such ‘often forgotten rules’ and I didn’t see any such list on *ASL Crossroads* or the *FAQ*. So please send me your ‘most often forgotten rules.’”

Below is a compiled list of MOFRs plucked from the original responses to Will’s post. I’ve tried to add in rules references to the pertinent parts of the rulebook and some comments where I felt it appropriate. Appended to the end of this list is most of the unedited (mostly) discussion from the ASLML. Although it did not make my compilation list, I think Sam Belcher gave the definitive answer to Will’s question.

Take a look and see how many of these rules you know by heart, how many are revelations, and how many you can join the crowd on and say “Yeah, I’ve blown that one before...”

Most Often Forgotten Rules

(in no particular order)

1. No ROF in advancing fire phase [*EXC: Opportunity Firers*] (A4.41)
2. No ROF [or Intensive Fire] for pinned units. (A7.81)
3. Russian, Italian, Finish, and Japanese ATRs have a To Kill number of 6, **not** 5. [Uh, ok. I think this was covered in unofficial Q&A...] (C13.2)
4. CX reduces a unit’s portage points by 1. (A4.52)
5. Units participating in a fire group must be ADJACENT. (To fire group with units on different levels of a building there must be a stairwell in that hex.) (A7.5)
6. No Area Target Type in Bounding First [or Motion] Fire. (C3.33)
7. No Intensive Fire in Advancing Fire Phase [*EXC: Opportunity Firer*]. (A4.41)
8. SW (i.e., Light Mortars) may not Intensive Fire. (C5.6)
9. Covering causes Random Selection for Prep/Final Fire marker. [In Prep Fire this is most important to determine which (if any) multiple ROF SW retain their ROF.] (A7.9)
10. Covering during the movement phase places a Final Fire marker, not First Fire. (A7.9)
11. A half-squad/crew firing an MG as DFF is allowed to fire inherent FP as SFF (forgoing the use of the MG instead), but must use the MG in FPF. (A7.351-.353) [Yep, that’s what it’s saying...]
12. No Point Blank DRM when using the Area Target Type. (C6.3)
13. Mortars using spotted fire lose one off their ROF. (C9.31)
14. Residual FP is reduced one column for each +1 DRM on the original attack. Fire Lane Residual is lowered one column from the original attack, but is affected by hinderances [*EXC: SMOKE*] along its LOF. (A8.26, A9.222)
15. A non-vehicular, non-turreted GUN changing CA loses one ROF for that shot. [Conditional ROF] (C2.5)
16. There is no overstacking penalty for labor tasks.
17. A gun [*EXC: some mortars*] with no ROF that fires outside its CA is marked Intensive Fired. Ouch! (C2.5)
18. Ambushing units may withdraw even if they perform a CC attack. (A11.41)
19. Inexperienced Personnel have a basic MF Allotment of 3. (A4.11)
20. Woods/Building TEM applies to residual attacks vs bypassing units. (A8.2)
21. To Hit DRM lower residual FP by one column per positive DRM. (A8.26)
22. Each OBA [$\geq 70\text{mm}$] Blast Zone is a two level +1 hindrance [+1 per blast zone, not per hex]. (C1.57)

23. HoB is NA for Self Rally Attempts. MMC undergo Field Promotion on a SR DR of 2. SMC just rally on a SR DR of 2. (A18.11, A15.1)
24. There is a +1 DRM for attempting a Self Rally. (A10.63)
25. FFE Hindrance is +1 per hex in the Desert [You mean I have to open chapter F? Nah.]
26. Harrassing Fire OBA has no hindrance except in the Desert [Ok]
27. Under certain circumstances, you can enter/exit trenches (and Sangars) to lower/higher elevations without moving “on top” first. [Can you tell these came from Russ Bunten?]
28. Rubble and Roadblocks can be cleared during your opponent’s turn (declared during DFPh and rolled during CCPh) [How can these be MOFR when so many people never know them to begin with?]
29. You can use ATMMs in reaction fire. (C13.7)
30. Motion Status Attempts can be made even if the vehicle is already in motion (allows CA changes)
31. SMOKE MF costs are not included when considering Advance vs. Difficult Terrain.
32. Height Advantage is NA if shooting the unit across the hexside it crosses going up the hill
33. In DASL, units set up not stacked (except for SW possession and in a few cases SMCs), and units IN entrenchments (that’s foxholes & trenches in the vernacular) set up ***on top*** of said occupied entrenchment counter (check it out in Chap J).
34. Place snipers after setup. [Cool, that’s my SAN! Hey, where’s my sniper?]
35. Scenario defenders can bore-sight MGs. [Remember to write these down!]
36. Guns can set up HIP.
37. Graveyard is *not* concealment terrain!
38. Routing, et al. (A10) [and then read A10 again.]