

# ASLSK SUMMARY SHEET.

## Rally Phase

Each unit only 1 rally action: except leaders who can however (attempt to) rally multiple units.

Must be done in order.

1. Reinforcement: roll as per scenario.
2. Recovery- Possess an unmanned SW Roll dice less than 6. (+1 if CX Marked). Attacker acts first.
3. Repair SW- If unit is in GO and their nationality weapon roll 1 die against number on the back of the SW counter.
4. Transfer SW
5. Self-Rallies (Boxed Values) - Leaders cannot use their leadership value to self-rally.
6. The attacker only: can attempt to self-rally 1 Multi-Man unit not eligible to self-rally (Roll 2 dice and adds +1 DRM unconditional, but applies a -1 DRM if in a building or woods). **Note: if a nature 12 is rolled the unit take a Casualty Reduction.**
7. Rally units: Broken units stacked with leader roll 2 die and must be equal or lower than Broken Moral value. Modifiers: + 4 DM counter (if present); -1 DRM in Woods or Building; +/- Leadership value. Leader applies his value to all Units in a stack.

### Marker removal phase

- All DM markers are removed .
- Removal is optional unless in a woods or building. **Keeping DM Marker allows unit to move in the Rout phase to find possible safety. A non-DM unit cannot move.**

## Prep fire Phase

Units firing in this phase cannot move later including the fire in the **Advancing fire** phase.

### LOS

Declare attack first and then check LOS. If blocked but still counts as having fired, including check for malfunction.

Hindrance if 6 or more is classed as block.

### Firing

Adjacent BPF doubles if FP (Flame throwers or demolition charges).

A unit, Flame Thrower or Machine Gun can double range at ½ FP (after applying all modifiers).

Units with SW can split intrinsic FP from SW to attack separate units.

Fire groups are two adjacent units (not a sole leader) combining

### Cowering

If a unit roles doubles when attacking without a leader

Resolve attack with one IFT column shift lower, **(a 2 column shift for inexperienced units, e.g. all green units without a leader and conscripts).**

## Movement phase

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Units that entered the game and were set-up in the rally phase can move in **Mph** or **Advance ph**. **If they don't enter then they are eliminated from the game.**

Unit leaving the map (victory condition) the exit hex is considered **open ground**.

Cannot move into enemy occupied hex.

Stacking Limit: 3 Squads and 4 leaders.

Can't move if:

- 1) Prep fired
- 2) Broken
- 3) In Melee Combat

## Movement factors

- Leaders have 6MP (3 if wounded)
- Squads have 4 (3 if inexperienced)
- Roads give a +1
- **Double time** +2 (Can't be broken, pinned, CX counter, or do **Assault Movement**). This must be announced first and immediately place CX mark before moving.
- Squad with leader +2
- Squad with Green Squads (not conscripts) get +1 (**on top of everything else**).
- Leader add +1 portage point to units.

If you declare **Assault Movement** you can only move one hex and cannot expend all your MP to do so. **However, you do not get First Fire Non-Assault Movement (FFNAM) penalty marker doing so if attacked by defender.**

## Double timing

+2 MP

+1 penalty to any DR the unit makes including IF Table rolls or CC attacks, Recover, Ambush, Smoke grenade attacks.

-1 Portage penalty.

-1 DRM to any unit CC attacking a CX unit.

CX Marker is removed at Units next Mph (**so cannot double time twice in a row**)

## Smoke

- +1 Penalty if double timing.
- 1 MF if in same hex or 2MF is adjacent hex.
- If a 6 is rolled the movement ends.
- +2 Hindrance DRM if firing into or through a hex with smoke
- + 3 Hindrance DRM if firing from a hex with smoke.
- Moving into (not out) of a Hex with Smoke is a+1 MF.
- Remove smoke marker at end on Mph.

## Recovery of Support Weapons.

- Must be in the same hex to take possession of an unpossessed SW.
- 1 MP expenditure.
- Roll 1-5 to succeed.
- +1 if Unit has CX marker.

## Defensive Fire (DFF)

- Happens in Mph and Defensive Fire phase (DFF phase).

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- Can interrupt any unit that is expending MF (Inc. Laying smoke, recovering etc).
- Defender cannot attack target units, even in the same hex that is not expending MF.
- Must have LOS to use DF.
- Once that unit or a SW has attacked-place a **First Fire (FF)** marker on that Unit. **Only place FF marker on SW if it has completed or exhausted its Rate of Fire (ROF).**
- Resolve as per Prep Fire phase (3.1).
- Apply and **First Fire Non-Assault Modifiers (FFNAM)** -1 DRM or **First Fire Movement into Open Ground (FFOM)** -1 DRM if Attackers LOS has no **Hindrance**).

Residual Fire? Moral Check results in ELR?

### Subsequent First Fire (SFF)



Where units marked with FF marker still attacks.

- Units subsequently targeted must be SAME DISTANCE as the closest unit in LOS.
- Target cannot be outside the normal range of the unit's fire.
- FP of defender SFF is reduced to 50 per cent.
- After firing mark the unit with Final Fire Marker then **mark all SW with FF marker –even if they did not use Defensive Fire or Subsequent First Fire.**
- Machine guns are Break down Number is marker down by 2 making them more like to breakdown in this SFF phase.
- If the original IFT roll was greater than the original Breakdown # the Machine gun is permanently removed.

Residual Fire? Moral Check results in ELR?

### Final Protective Fire (FPF)



- Units marked with Final Fire (FF) marker can still fire under special circumstances
- Unit targeted must move adjacent to the defending unit during it movement phase.
- Unit must use all it FP and SW.
- Firing unit can fire multiple times at any units continuing to expend MP.
- Treat same as SFF but add Normal Moral Check after the attack using the value already rolled on the IFT. Only the Leadership Value can modify the NMC.
- If defending unit combines fire with a non-FPF defending unit only the FPF unit (s) are subject to the above rules.

Residual Fire? Moral Check results in ELR?

### Attacking Units Considerations:

- Can attack same unit more than once if:
  1. Different unit targets them.
  2. The surviving unit expends at least 2 Movement Points in that hex. The number of possible attacks can never exceed the number of MP that unit expended.
- A unit that breaks is still subject to First Fire Non-Assault Modifiers (FFNAM) -1 DRM or First Fire Movement into Open Ground (FFOM) -1 DRM.
- Pinned units not subject to FFNAM or FFOM unless it subsequently breaks and losses its Pinned status.
- Assault Movement Unit that breaks is no longer assaulting and is subject also to FFNAM -1 DRM.

### Residual Fire (RF)

- This occurs during DFF, SFF and FPF. Mark the Hex with RF marker.

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- Always occurs first before other attacks need to be declared.
- RF is half the FP of the original IFT FP column (Max 12). Exception: SW that does not exhausts or completes their full ROF or Malfunction does not leave RF.
- RF is reduced by 1 IFT for each positive IFT DRM outside the target hex (e.g. bad leaders, hindrance, and CX status). **Negative Leadership modifiers do not affect RF.**
- Any unit expending MF in that Hex is subject to RF there (**Apply TEM, Smoke, FFNAM, and FFMO**).
- Only one RF per hex but can be increased as a result of additional firing into same hex.
- Expending more than 1 MP does not lead to additional RF for that unit. **Exception: See rule book.**
- Remove RF counters at the end of Mph.

Residual Fire? Moral Check results in ELR?

### Final Fire (FF)

Occurs after Enemy has completed all movements and any defending units not marked with 1<sup>ST</sup> Fire or Final Fire counters can now fire. This includes SW that have not exhausted ROF.

- Units marked with 1<sup>st</sup> Fire can fire but only at adjacent units.
- Units marked with 1<sup>st</sup> Fire (and Machine Guns they Possess) have their FP halved but it is doubled do to being adjacent. But after firing it must flip 1<sup>st</sup> Fire to FF side.

Residual Fire? Moral Check results in ELR?

### Advancing Fire Phase

- All units not Prep can now fire at half FP.
- Underlined FP signifies Assault Fire capability. This gives a +1 modifier to your FP after all modifications have been calculated. **FP fractions are rounded up for these attacks.**
- **Heavy and Medium SW and machine guns cannot fire if moved.**

### Experience Level Rating

**Each Scenario has an ELR Number for the team.**

**If you fail a moral check by more than that number leads to ELR next step down loss.**

### Rout Phase

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- No broken unit marked with a DM counter can be adjacent to a known enemy unit (broken enemy unit) or Broken in open ground hex within LOS of a GO enemy unit.
- **Unit in a Melee hex does not Rout.**
- Cannot rout towards an enemy unit.
- 6MP to find cover.
- Leaders can voluntarily break and rout with a broken unit.
- If routing into open ground hex within LOS that unit is subject to Interdiction and Moral Check.
- Option to **Low Crawl but not into an adjacent enemy hex.**
- Rout is optional for all units not meeting the above rules.

### Advance Phase

- Here units in GO can advance to an adjacent hex.
- Can transfer SW between GO units.
- If full MF is spent to move the unit into hex the unit is CX (consider TEM, Portage etc.).
- Consider transferring or destroying or abandoning SW if necessary to avoid CX.

### Close Combat Phase

Can be helpful in eliminating powerful enemy units using weaker units.

- If occurring in woods or a building both sides roll 1 die on Ambush table to determine if either are ambushed. Must achieve at least 3 less than opponent once modifiers are determined.
- Attacker first establishes who is fighting who
- Leader only add if fight with the unit.
- Broken units don't fight but can defend at a -2 DR.
- If combat does not end flip CC mark to melee and resolve next CC turn.
- **Units can fire into CC but units cannot fire out of CC.**
- Remove all pinned markers at end of this phase.