

ADVANCED SQUAD LEADER PHASES QUICK REFERENCE

STATUS SUMMARIES

CX

+1 labor task DR
+1 To Hit DR
+1 IFT DR
+1 MOL, PF, SMOKE availability dr
+1 ATMM availability dr (EXC: Tank-Hunter Hero)
+1 CC attack
-1 when attacked in CC
+1 Search/Recovery dr
+1 Ambush Status dr
No advance into Difficult Terrain, Double Time
-1 IPC
Remove if broken

TI

No advance, fire, move, labor tasks
+1 CC attack
-1 when attacked in CC
No Tank-Hunter Hero creation
Remove if broken

PIN

NA if Cavalry, vehicles, in Water Obstacles, berserk, Heroic, Aerial, Climbing
FP x 1/2 [EXC: CC defense]
Fire MG/IFE/Canister as Area Fire
No advance, move
No SW/Gun transfer
No FT/DC/IF
No Multiple ROF
No CA change
+2 To Hit DR Case D
CT AFV CE crew goes BU
OT AFV CE crew remains CE, +2 To Hit DR Case D, MG/IFE/FT/Canister FP x 1/2
CE Passengers go BU
AFV Riders Bail Out
No FFMO, FFNAM
Leader may not use leadership rating
No SMC Voluntary Rout
No CC Reaction Fire
CCV reduced by 1
No Tank-Hunter Hero creation
Remove if broken, goes berserk, becomes Battle Hardened, becomes Heroic

WALL ADVANTAGE

A unit may claim WA at the following times:

- During its setup
- At the end of any RPh
- During its MPh/APh
- When losing HIP status
- Whenever all enemy units lose/forfeit WA over shared wall/hedge hexsides

RALLY PHASE

START:

- A** Reinforcements roll, place arriving reinforcements
- A** Wind Change
- B** Recombine HS
- B** Recover SW/Gun

DURING:

- A** Deploy squads
- A** Scrounge vehicle
- B** Repair
- B** Transfer SW/Prisoners
- A** First MMC Rally may be Self-Rally
- B** Rally

END:

- B** Shocked/UK Recuperation
- B** Remove DM
- B** Claim Wall Advantage (ATTACKER first)

Key:

- A** = ATTACKER action
- B** = Both sides action
- D** = DEFENDER action

MISCELLANEOUS TABLES USED IN THIS PHASE

Recovery	A4.44*
Heat of Battle	A15.1
Leader Creation	A18.2
Wind Change	B25.65

**Rule only; no table provided*

ORIGINAL 2 DR:

Wind Change
Possible Leader Creation in first MMC Self-Rally
Rally (not Self-Rally) Heat of Battle
Field Phone Loss

ORIGINAL 11 DR:

Level A/B Booby Traps TC Casualty Reduction

ORIGINAL 12 DR:

Burning building collapse
Wind Gusts
Level A/C Booby Traps TC Casualty Reduction
Rally Casualty Reduction

PREP FIRE PHASE

START:

- A** Remove Dispersed SMOKE
- A** Replace SMOKE with Dispersed SMOKE
- A** Fire Ordnance SMOKE
- A** OBA

DURING:

- A** Mopping Up (TI)
- A** Entrench (TI)
- A** Kindling Attempt
- A** Designate Mortar Spotter
- A** Fire (remove CX after firing)
- A** Opportunity Fire (remove CX)
- A** Destroy or malfunction SW/Guns
- A** Dismantle or reassemble SW/Guns
- A** Limber or unlimber (TI-unlimber) Guns

MISCELLANEOUS TABLES USED IN THIS PHASE

Sniper Attack	A14.3
Sniper Check	A14.4
Heat of Battle	A15.1
Kindling	B25.11
Entrenching	B27.11
PF/Pfk Availability	C13.31

ORIGINAL 2 DR:

- Possible Critical Hit
- Possible Improbable Hit
- Possible Unlikely Kill
- MC Heat of Battle
- Field Phone Loss

ORIGINAL DOUBLES DR:

- IFT Attack Cowers
- Gun ≤ 40mm Multiple Hit
- Sherman 75mm, M24 Chaffee Multiple Hit

ORIGINAL 11 DR:

- Level A/B Booby Traps TC Casualty Reduction
- RCL TH DR Possible Flame
- PF TH DR Inexperienced Firer Casualty Reduction

ORIGINAL 12 DR:

- DC/SCW/To Kill DR is Dud
- Level A/C Booby Traps TC Casualty Reduction
- Ammunition Shortage MMC Replaced
- MC Casualty Reduction/broken (broken MC eliminated)
- PF TH DR Casualty Reduction

MOVEMENT PHASE

START (of Phase):

- A** Designate new Mortar Spotter

START (per moving unit/stack):

- A** Remove CX (no Double Time allowed)
- A** Declare Double Time (CX), Assault Movement, Dash, Sewer Entry, Climbing, Human Wave, Banzai, Dare-Death berserk, Gallop
- A** Radioless AFV Platoon Movement or NTC
- A** Flail Tank Minefield Clearance
- A** Enter/Abandon vehicle

DURING (per moving unit/stack):

- A** Move
- A** Bog Removal
- A** Recover SW/Gun, 1 MF
[EXC: SMC from broken unit]
- A** Declare Rubble, Wire, Minefield, Set DC, Roadblock, Path, Panji Clearance (TI)
- A** Flame Clearance (TI)
- A** Hook/unhook Gun (TI)
- A** Place DC or Smoke Grenades
- A** Set DC
- A** Attempt Tank-Hunter Hero creation
- A** Place or Remove CE
- D** Resolve Residual FP, FFE, and Minefield attacks against moving units
- D** First Fire, Subsequent First Fire, FPF
- D** Attempt Motion and Smoke Dispenser Usage

END (per moving unit/stack):

- A** Infantry/Cavalry Search
- A** Sewer unit emergence
- A** Unarmed unit Scrounge
- A** Motion status or Stop MP

END (of Phase):

- A** Eliminate Vehicle/Cavalry in Blaze
- A** Remove berserk if without Known Enemy in LOS
- B** Remove Residual FP, Fire Lane, 1/2" SMOKE

INFANTRY MOVEMENT

MOVEMENT FACTORS

MMC	4 MF
Inexperienced MMC	3 MF
SMC	6 MF
Wounded SMC	3 MF
mount, ride, dismount (all)	4 MF
Rout	6 MF
Berserk	8 MF
Cavalry	12 MF (20 MF Gallop)

SPECIAL MOVEMENT

Elevation Change: MF x 2 when entering a one level higher hex

Minimum Move: 1 MF required, become CX and pinned (NA if pushing Gun, loading/unloading)

Infantry OVR: only vs SMC, MF x 2 and NTC, target may retreat or immediate CC with possible continued movement

Bypass: one or two hexsides at cost of other terrain; three or more hexsides at double cost of other terrain

Double Time: MF + 2 at start of move, MF + 1 during move (NA if broken, wounded SMC, CX)

Assault Movement: move one location without using all MF (NA if PRC, Double Time, Hazardous Movement, Cavalry)

Hazardous Movement: -2 IFT DRM (FFMO, FFNAM NA) for pushing Gun; clearing Flame, roadblock, or rubble; descending paratroops; Forging; preparing Set DC; Climbing; sewer movement

Dash: Area Fire or Case J To Hit DRM (CA change NA) when crossing road from non-Open Ground Location to non-Open Ground Location (NA if any other MF expenditure except SMOKE grenade placement attempt)

Advance: PAATC vs AFV; Difficult Terrain: CX if MF cost ≥ 4 MF or all non-Double Time MF (whichever is less) (NA if CX unless Climbing or Deep Stream Entry)

PORTAGE

MMC IPC	3
SMC IPC	1 (2 maximum, 0 wounded)
Squad	10 PP
HS/crew	5 PP
1-4 SMC	0 PP
Wounded SMC	5 PP when carried by a MMC

MOVEMENT PHASE (continued)

ORIGINAL 2 DR:

Possible Critical Hit
Possible Improbable Hit
Possible Unlikely Kill
MC Heat of Battle
Scrounger rearms
Field Phone Loss

ORIGINAL DOUBLES DR:

IFT Attack Covers
Gun ≤ 40mm Multiple Hit
Sherman 75mm, M24 Chaffee Multiple Hit

ORIGINAL 11 DR:

Russian AFV with red MP stalls
(Mechanical Reliability DR)
Level A/B Booby Traps TC Casualty Reduction
RCL TH DR Possible Flame
PF TH DR Inexperienced Firer Casualty Reduction

ORIGINAL 12 DR:

AFV with red MP Immobilized
(Mechanical Reliability DR)
Climbers fall
DC/SCW/To Kill DR is Dud
Level A/C Booby Traps TC Casualty Reduction
Ammunition Shortage MMC Replaced
MC Casualty Reduction/broken
(broken MC eliminated)
OVR Malfunction or Immobilization
PF TH DR Casualty Reduction

VEHICULAR MOVEMENT STATUS

moving: A vehicle that is currently executing its MPh

Motion: A vehicle that is not moving and not Stopped

Non-Stopped: A vehicle that is moving and not Stopped

Moving Target (or Moving Vehicle): A vehicle that is/has been in Motion and/or entered a new hex/used VBM this Player Turn

VEHICULAR MOVEMENT

MOVEMENT POINT EXPENDITURES

Change VCA 1 MP per hexspine
Change VCA in woods/building/rubble
. 2 MP per hexspine
Start if not in Motion 1 MP
Stop 1 MP
Enter hex with vehicle/wreck . . +1 MP each
Enter hex with vehicle/wreck using road movement rate
. +2 MP each
Road movement while BU 1 MP
Road movement while towing a Gun
. +1 MP

SPECIAL MOVEMENT

Elevation Change: +4 MP when entering a one level higher hex (+2 MP if moving along a road)

Intermediate Level of Abrupt Elevation Change: 4 MP to ascend; 2 MP to descend

Minimum Move: All MP, plus end MPh in Motion Status (VCA change/Reverse NA)

Reverse Move:
Tracked 4 x MP Entrance cost
Truck 3 x MP Entrance cost
AC 2 x MP Entrance cost

Bypass: 2 x COT per hexside

Bypass VCA Change: 1 MP; must move into a new hex/hexside

HD Maneuver Attempt: Two extra MP following VCA change or hex entry

Load/Unload Infantry: ¼ MP allotment; a loading vehicle cannot have spent any MP; ¼ MP allotment per each MF spent by loading/unloading Infantry; ESB NA if ≥ 3 MF already spent

OVR Attack: ¼ MP (FRU) allotment in addition to COT

Bog Removal: If freed, MP = colored dr x white dr or ALL (x2 if non-tracked vehicle)

Smoke Dispenser Firing: 1 MP during own MPh if successful

Hooking/Unhooking Guns: ½ or ⅔ (M[#]) MP (FRU) allotment

Fully-Tracked inside Factory: ¼ MP allotment plus Bog Check

Entry of enemy AFV hex: Must be out of LOS or able to destroy or shock that AFV with an Original TK or IFT DR of 5

MOVEMENT PHASE (continued)

DEFENSIVE FIRST FIRE SUMMARY

FIRST FIRE

Restriction: Target must be moving, defender must not have a First Fire or Final Fire marker.

Penalty: None.

Result: Place a First Fire marker on defender, but not on any weapon that retains its ROF.

SUBSEQUENT FIRST FIRE

Restriction: Target must be moving, there must not be any other known enemy units closer to the defender, and the defender must not have a Final Fire marker.

Penalty: Area Fire (½ FP), Sustained Fire (no ROF, B# -2, original B# becomes X#).

Result: Place Final Fire marker on defender and any SW/Guns defender possesses (even if those SW/Guns were not previously marked, and even if those SW/Guns did not fire with the squad).

FINAL PROTECTIVE FIRE

Restriction: Target must have moved ADJACENT to defender.

Penalty: MGs must fire, Area Fire, Sustained Fire, IFT DR is also a NMC roll for the defender.

Result: Final Fire marker remains on defender and any SW/Guns defender possesses, unless the defender fails the NMC and breaks.

MISCELLANEOUS TABLES USED IN THIS PHASE

Recovery	A4.44*
Searching	A12.152
Search Casualties	A12.154
Sniper Attack	A14.3
Sniper Check	A14.4
Heat of Battle	A15.1
Set DC	A23.7*
Sewer Emergence	B8.42
Climbing/Falling	B11.41
Flame Clearance Attempts	B24.72
Cellars	B23.41
Manhandling	C10.3
PF/Pfk Availability	C13.31
Excessive Speed Breakdown	D2.5
HD Maneuver Attempt	D4.22
Bog Check	D8.21
Bog Removal	D8.3
Hammada Immobilization DR	F3.31
Sand Bog	F7.31
Tank Hunter-Hero Creation	G1.421








**Rule only; no table provided*

DEFENSIVE FIRE PHASE

START:

-  Fire Ordnance Dispersed SMOKE
-  OBA

DURING:

-  Designate Mortar Spotter
-  Fire
-  Declare Wire, Set DC, Roadblock, Path, Panji Clearance (TI)
-  Flame Clearance (TI)
-  Destroy or malfunction SW/Guns
-  Dismantle or reassemble SW/Guns
-  Limber or unlimber (TI-unlimber) Guns

END:

-  Remove First Fire and Final Fire

ORIGINAL 2 DR:

- Possible Critical Hit
- Possible Improbable Hit
- Possible Unlikely Kill
- MC Heat of Battle
- Field Phone Loss

ORIGINAL DOUBLES DR:

- IFT Attack Cowers
- Gun \leq 40mm Multiple Hit
- Sherman 75mm, M24 Chaffee Multiple Hit

ORIGINAL 11 DR:

- Level A/B Booby Traps TC Casualty Reduction
- RCL TH DR Possible Flame
- PF TH DR Inexperienced Firer Casualty Reduction

ORIGINAL 12 DR:

- DC/SCW/To Kill DR is Dud
- Level A/C Booby Traps TC Casualty Reduction
- Ammunition Shortage MMC Replaced
- MC Casualty Reduction/broken (broken MC eliminated)
- PF TH DR Casualty Reduction

MISCELLANEOUS TABLES USED IN THIS PHASE

Sniper Attack	A14.3
Sniper Check	A14.4
Heat of Battle	A15.1
Flame Clearance Attempts	B24.72
PF/Pfk Availability	C13.31

FINAL FIRE SUMMARY

- Unmarked:** Fire normally, but may not use Intensive Fire.
- First Fire marker:** Area Fire (Sustained Fire) or Intensive Fire only against adjacent or same hex targets.
- Final Fire/Intensive Fire marker:** No firing allowed.

ADVANCING FIRE PHASE

START:

- B** Drifting SMOKE
- A** Fire Ordnance Dispersed WP

DURING:

- A** Fire
- A** Limber or unlimber (TI-unlimber) Guns
- A** Resolve Placed DC attacks
- A** Remove berserk if all Known Enemy eliminated with TPBF

END:

- B** Check Flame to Blaze or spreading Blaze
- B** Remove Prep Fire, Intensive Fire, No Fire, and Bounding Fire

ORIGINAL 2 DR:

Possible Critical Hit
Possible Improbable Hit
Possible Unlikely Kill
MC Heat of Battle
Field Phone Loss

ORIGINAL DOUBLES DR:

IFT Attack Covers
Gun \leq 40mm Multiple Hit
Sherman 75mm, M24 Chaffee Multiple Hit

ORIGINAL 11 DR:

Level A/B Booby Traps TC Casualty Reduction
RCL TH DR Possible Flame
PF TH DR Inexperienced Firer Casualty Reduction

ORIGINAL 12 DR:

DC/SCW/To Kill DR is Dud
Level A/C Booby Traps TC Casualty Reduction
Ammunition Shortage MMC Replaced
MC Casualty Reduction/broken (broken MC eliminated)
PF TH DR Casualty Reduction

MISCELLANEOUS TABLES USED IN THIS PHASE

Sniper Attack	A14.3
Sniper Check	A14.4
Heat of Battle	A15.1
Spreading Fire	B25.6
PF/Pfk Availability	C13.31

ROUT PHASE

(ATTACKER first, then DEFENDER)

START:

- B** Voluntary Break
- B** Disrupted units Surrender to ADJACENT/same location Enemy

DURING:

- B** Rout

END:

- B** Eliminate Infantry unable to rout from Blaze

 **ORIGINAL 2 DR:**

- CH by FFE
- MC Heat of Battle
- Field Phone Loss

 **ORIGINAL 11 DR:**

- Level A/B Booby Traps TC Casualty Reduction

 **ORIGINAL 12 DR:**

- Level A/C Booby Traps TC Casualty Reduction
- MC Casualty Reduction/broken (broken MC eliminated)

**MISCELLANEOUS TABLES
USED IN THIS PHASE**

Heat of Battle A15.1

ADVANCE PHASE

START:

- A** Transfer SW/Prisoners
- A** Attempt Tank-Hunter Hero creation

DURING:

- A** Infantry not pinned, broken, or TI may advance
- A** Climbing units may cross cliff hexside (CX)
- A** Place or Remove CE
- A** Claim Wall Advantage
- A** Sewer units may emerge or enter CC
- A** Boats/Amphibians drift in Moderate or Heavy Current
- D** Boats/Amphibians drift in Heavy Current

ORIGINAL 2 DR:

CH by FFE
Field Phone Loss

ORIGINAL 11 DR:

Level A/B Booby Traps TC Casualty Reduction

ORIGINAL 12 DR:

Level A/C Booby Traps TC Casualty Reduction

MISCELLANEOUS TABLES USED IN THIS PHASE

Tank Hunter-Hero Creation G1.421

CLOSE COMBAT PHASE

(Resolve for each CC/Melee location individually)

START (per location):

- B** Place Hidden units in a CC location under “?”
- B** Check for Ambush
- D** Attempt Tank-Hunter Hero creation
- B** Check for Sequential CC
- B** Attempt Prisoner escape
- B** Attempt Abandoned vehicle capture
- B** Units declare Withdrawal from Melee (ATTACKER first)
- B** Units declare SMC solo status

DURING (per location):

- B** Units declare CC attacks (ATTACKER first)
- B** Attempt ATMM attack (German, Japanese Tank-Hunter Hero)
- B** Resolve CC attacks
- B** Remove berserk if all Known Enemy units present eliminated in CC

END (per location):

- B** Capture unescorted abandoned vehicles
- B** Flip CC to Melee or remove

END (of Phase):

- B** Resolve non-Flame clearance attempts
- B** Remove TI and Pin
- B** Destroy tunnel entrance
- B** Flip Stun to +1
- A** Gain Concealment

MISCELLANEOUS TABLES USED IN THIS PHASE

Ambush	A11.4
Concealment Gain	A12.121
Leader Creation	A18.2
Clearance Attempts	B24.7
German ATMM	C13.7
Tank Hunter-Hero Creation	G1.421
Tank Hunter-Hero ATMM	G1.4321
Jungle Clearance Attempts	G2.7*

**Rule only; no table provided*



ORIGINAL 2 DR:

CC Attacker may withdraw
Possible Leader Creation in CC
Possible Unlikely Kill
Field Phone Loss



ORIGINAL 11 DR:

Level A/B Booby Traps TC Casualty Reduction
Flail removed when clearing mines
Inexperienced Minefield Clearance Casualty Reduction



ORIGINAL 12 DR:

ATMM CC Dud
CC Defender may withdraw
CC Attacker vs manned vehicle Casualty Reduction
Flail Tank eliminated by A-T Mines
Flail Tank Immobilized by A-P Mines
Level A/C Booby Traps TC Casualty Reduction
Minefield Clearance Casualty Reduction

NOTES

This player aid is a Quick Reference for the phases of ASL. Beginners and casual players may find it useful, but experienced players who play frequently may not have much need of this.

Each phase has its own page (or, in the case of the MPh, three pages), which contains the following items:

- An abbreviated Sequence of Play for that phase.
- A list of special events that can be triggered by DRs during that phase.
- A list of the miscellaneous tables that might need to be used during that phase.

The first page contains some rules summaries that are not tied to a specific phase, and some phase pages also include other rules summaries for activities that can occur in that phase.

The abbreviated Sequence of Play provided here does not, of course, replace the standard ASOP, but it is much easier to read if you just need a quick reminder of what happens when.

Nothing from the optional rules of Chapter E or any of the historical modules has been included in this version, although I did include the relevant material from the Desert (Chapter F) and Pacific (Chapter G) rules.

To use this player aid, I would suggest that you print out each page, place them back-to-back in plastic page protectors, and then place these in a small ring binder.

This player aid is a limited version of my much more detailed personal ASL Phase Quick Reference. In the more detailed version I actually included each of the needed miscellaneous tables in the appropriate phase section, so that I don't have to go digging through a stack of chapter dividers to find a specific table when it is needed. But a player aid that reprints all of ASL's miscellaneous tables would probably need MMP's approval before it could be posted online, so that player aid is not available.

This player aid was compiled by Jay Richardson.

The Vehicular Movement Status summary was originally written by Ole Bøe.

This is version 1, from June 2009. If you discover any errors, or if you have any suggestions as to how this player aid might be improved, I would appreciate hearing about them.