

# Notes on the Readable **ADVANCED SEQUENCE OF PLAY**

The Advanced Sequence of Play (ASOP) for ASL is a remarkable document: it shows every action that can occur during the course of an ASL player turn, and it is the final authority on the timing and sequencing of those actions.

But the 4-page ASOP that comes with the 2nd edition ASL Rulebook (ASLRB) is also one of the most relentlessly unreadable documents ever created. Each step of the ASOP usually has multiple actions filled with ASL acronyms and rules citations – along with the occasional “EXC:” or “see also” – all jammed together into a single dense paragraph. Anyone who has had to fight their way through Step 3.32A will understand just how headache-inducing all of this is.

I’m not criticizing MMP for their design of the ASOP: if economic considerations require the printed ASOP to fit into only four pages, the result is going to be an unreadable mess no matter how you try to handle it.

Fortunately, PDF files do not suffer from the economic restraints that limit commercially printed player aids, so I’ve taken the text of the ASOP and reformatted it into a document that is far more readable and easy-to-use than the original printed ASOP. This readable ASOP expands the 4-page original to a full 22 pages, and adds a new 6-page Appendix.

This is probably not the first time that someone has attempted to make the ASOP more readable. In searching the web I have found references to a “more legible” ASOP.. but I’ve never seen that document and cannot find any links to it (if it actually exists in a digital format).

The text I used as the basis for this readable ASOP comes from the HTML version of the ASOP that was prepared by Ole Bøe. This HTML ASOP was originally available from MMP’s web site, and can now be downloaded from the Texas ASL Club’s web site: <http://texas-asl.com/download/ASOP.zip>

There are a number of minor errors in Ole’s HTML ASOP, primarily misspelled words and incorrectly coded fractions. I have corrected all known instances of these errors.

A more serious issue is that Ole removed the “*Items pertinent only to a DYO scenario are indented*” statement

from the Pre-Game Sequence introduction and then indented the items in the Pre-Game Sequence in a manner that differs quite a bit from MMP’s printed ASOP... without giving any explanation of what he intended that alternative indenting to mean. Although Ole is a well-known ASL rules expert who has worked on ASL rules issues with MMP, I ultimately decided to restore the above statement and format the Pre-Game Sequence so that the indentation matches that of the printed ASOP.

There are, however, other areas where I retained changes that had been made to the HTML ASOP. For example, the Pre-Game Sequence in the printed ASOP includes the following reference for HIP Mines: “Known, F.7-.7C”; the HTML ASOP changed this to: “Known, B28.45-.47”, which is the same rule from Chapter F that was later added to Chapter B in the 2nd edition ASLRB. Referring to the new Chapter B rule is preferable to referring to the original Chapter F rule, because some players may not have Chapter F.

To increase the readability of the ASOP, the main thing that I did was to separate each step into its individual sentences, and then, for sentences that contained multiple items, I arranged them as a vertical list. Compare Step 1.11A in this document to the same step in the printed ASOP to see how even a relatively small, simple step becomes much more readable with this revised layout.

I retained all parentheses and braces even though some of them are possibly redundant and/or unnecessary in this revised layout. The ASOP is such a core element of ASL that I wanted to avoid making any arbitrary changes to the text whatsoever. The text in this document should exactly match that found in the printed ASOP, except where improvements were incorporated directly into the HTML ASOP.

I changed the text parts (“A”, “D”, “B”) of the step labels into colored icons. These icons use the same three-color system I used previously in my “ASL Phases Quick Reference” player aid, instead of MMP’s more limited two-color system. The step numbers themselves appear only in black for easy legibility.

Graphic design and Appendix compilation  
by Jay Richardson. This is version 1, from July 2010.  
Please let me know if you find any errors.

# The Readable ADVANCED SEQUENCE OF PLAY

As listed in the Advanced Sequence of Play (ASOP), each phase is usually broken down into three main parts: the START, DURING, END and several discrete Steps. In each Step Number (e.g., "1.11A"), the player(s) involved is specified as **A** (ATTACKER), **D** (DEFENDER), or **B** (Both). The ASOP lists the official order of actions, even for those whose order is not given elsewhere (e.g., as per Steps 3.21A-3.22A, units that start the MPh berserk must move before non-berserk units); however, inconsequential violations of sequence should be tolerated in the spirit of good sportsmanship.

Should the order of actions given in the body of the rules conflict with the ASOP, the latter takes precedence. All activities in the same Step may be conducted in any order unless stated otherwise; if actions conflict, the ATTACKER goes first. Certain mutually exclusive actions may be listed in the same Step despite the fact that they cannot be conducted by the same unit – and many restrictions normally applicable to the listed actions are left unmentioned; in both cases, the normal rules pertaining to such actions still apply.



Sniper Attacks/Checks are possible during this phase

(A14.1; A14.4; E1.72; E1.76; G12.603; G14.261;

*RB* SSR CG8, *ABtF* SSR CG8, *BRT* SSR CG8, *KGP* SSR CG16, and *PB* SSR CG13).

# PRE-GAME SEQUENCE

Follow in the order given. Not all will apply to every scenario. Items pertinent only to a DYO scenario are indented. Should the order of actions given in the body of the rules conflict with this Sequence, the latter takes precedence *except* in the case of a CG Refit Phase.

- Agree upon which (if any) optional/house rules will be in effect (A16, B10.211, C13.311, E1-E2, E4-E12, footnote A18/C5/C9, Incremental IFT (A7.37), etc.).
- Determine who will play each side.
- Set up mapboard(s), and overlay(s) if any  
*[EXC: if a DYO scenario, do not setup OCEAN overlays yet; G13.91].*
  - Determine Weather (E3 Temperate, F11.2 Arid, G16.2 Tropical, O11.618 RB, P8.617, R9.62161).
- Ascertain Stream/River depth (B20.4/B21.122) and River current (B21.121); see also B16.6 (/G16.2, if DYO).
  - Determine Jungle type (G2.1).
  - Determine Rice Paddy state (G8.1).
  - Check to see if a Reef exists (G13.91).
  - Determine Beach Slope (G13.92), if applicable.
  - Determine Beach Width (G13.93), if applicable.
  - Check for purchase restrictions/BPV alterations (G1.66-.664; G11.99; G12.9; G14.261-.262; G14.6; G14.69; G14.74; G15.3; G17.15-.152; G18.8-.831).
  - Make DYO purchases (H1).
  - Calculate Battlefield Integrity Base (A16.1; G14.24).
- Choose Commissar(s) if/as allowed (A25.22; G18.31; O11.6206).
- Ascertain the special limitations/capabilities of all units and Guns, (see National Capabilities Chart and pertinent Vehicle/Ordnance Listing/Notes).
- Assign armor leaders (D3.41).
  - Setup all OCEAN overlays (G13.95).
- Check for the presence of all other terrain changes/conditions, and implement if/as required.
- Assemble all OBA Draw Piles (C1.211; G14.63).

## Pre-Game Sequence

- Record all Pre-Registered hexes (C1.73; E12.71), Offboard Observer hexes (C1.63) [EXC: *Aerial* (E7.61); *Shipboard* (G14.68)], Barrage Blast-Area hexes (E12.2), and Aiming Hexes (E12.71).
- Record the Drop Point of each paratrooper Wing (E9.12).
  - Determine Time of Day (F11.3), if applicable.
  - Determine Base NVR and Cloud Cover if applicable (E1.11; see also E1.15/E3.5/E3.71, BRT SSR CG10, KGP SSR CG5, PB SSR CG4, and R9.62162).
  - Determine EC (B25.5, F11.4, G16.3, or O11.618; see also E3.3, E3.4, E3.6, E3.713, E3.72, E3.73, E3.74, and/or F11.6111, R9.62163).
- First side (or the side “defending the beach”: G13.95) commences setup.
- ★ Deploy squad(s) if/as allowed (A2.9; A5.5; A25.2; A25.61; A25.7; G14.311; G17.11; G18.2).
- ★ Ascertain setup limitations, (A2.9 {Offboard: A2.51; dm SW, A9.8}; Half-Hexes. A2.3; Stacking, A5.1, G2.2, G3.1; “?”, A12.12; Crest, B20.91; HD, D4.221; Guns, B23.423, B23.85, B23.93, B30.111, C2.7; Motion, A2.52, D2.4; Seaborne Assaults, G14.21, G14.23; Reserves, P8.4, O11.6194b; see also the rules for specific Fortification types).
- ★ Employ HIP if/as allowed (A12.3)
  - {HS Equiv., A5.5;
  - Fortifications, A12.33, E1.16, G.2;
  - Emplaced Guns, A12.34, G3.4;
  - Mines, B28.1
    - [Daisy Chain, B28.531, G1.613; Known, B28.45-.47; as Beach Obstacles, G14.501];
  - Field Phones, C1.23;
  - Scenario Defender, E1.2;
  - Trip Flares (E1.95);
  - Japanese, G1.631-.632 [T-H Hero, G1.422; A-T Set DC, G1.6121];
  - CCSS, G11.32-.321}.

## Pre-Game Sequence

- Scenario Defender records all allowed Bore Sighting (C6.41-.42) [EXC: NA in RB; SSR CG5; NA in KGP; SSR CG12].
- ★ Attempt any HD Maneuver(s) (D4.22-.221).
- ★ May claim Wall Advantage (B9.322).
- ★ Note special DD tank/amphibian setup abilities (D16.8).
- Scenario Defender places No Move counters (E1.21).
- ★ Scenario Attacker employs Cloaking (E1.4-.411) [EXC: either/both side(s) in RB; O11.6194b].
- ★ Record Dare-Death squads if Chinese side (G18.6).
- First side (or the side “defending the beach”; G13.95) completes setup.
- Scenario Attacker makes one Recon dr if allowed (E1.23).
  - Make all allowed *DYO* UDT dr (G13.96; G14.561).
  - Determine Tide (see G13.97), if applicable.
  - Determine Surf (G13.98; see also G13.448), if applicable.
- Second side commences setup (also repeat all Steps above marked with ★).
- Second side completes setup.
- Record all allowed NOBA Ocean hexes (G14.62).
- Make all allowed *non-DYO* UDT dr (G14.561).
  - Determine Wind Force (B25.63, F11.5, G16.4 {see also G13.448}, or O11.6241, P9.62164) and Direction (B25.64).
  - Determine Fog Level (E3.31) and Density (E3.311), if applicable.
  - Determine Dust Density (F11.701; F11.77), if applicable.
- As determined by LOS/range, reveal hidden Fortifications (A12.33) [EXC: E1.16; G.2], then place “?” if/as allowed (A12.12).
- Set up Sniper counters (DEFENDER first) (A14.2; ABtF SSR CG8, BRT SSR CG8, KGP SSR CG16, PB SSR CG13, RB SSR CG8).
- Conduct all allowed Bombardments (C1.8-.823 or G14.7-.73).
- Scenario Attacker determines Creeping-Barrage timing (E12.72) if applicable, then conducts (E12.72-.74) all “pre-Game Turns” if/as required.
- Begin RPh of initial Player Turn.

# 1. RALLY PHASE

Only one action (attempt) allowed per unit per RPh  
[EXC: repairing > one SW/Gun (A9.72);  
leader rallying > one unit (A10.7);  
Recovery (A4.44) is not an action by a broken unit].

## 1.1 START of RPh:

**1.11 A** Roll for any provisional (SSR) reinforcements (including Air Support; E7.2).

Set up, offboard, all forces due to enter in this Player Turn (A2.51-.52  
{DD tanks, D16.8;  
Cloaking, E1.41;  
Gliders, E8.1;  
Parachutes, E9.1-.11/G1.664;  
LC, G14.23}).

**1.12 A** Check for Wind Change (B25.65  
{Blazing building collapse, B25.66;  
NVR change, E1.12;  
Civilian Interrogation, E2.4;  
Fog Level, E3.312;  
Rain intensity, E3.51;  
Falling-Snow intensity, E3.71;  
Dust, F11.76-.77;  
Heavy Surf, G13.448; if DYO note also G16.2 footnotes}).

During Gusts (B25.651), remove Vehicle Dust (F11.74) and Dispersed SMOKE,  
then flip remaining SMOKE counters to their Dispersed side  
[EXC to both: SMOKE in cave; G11.8].

**1.13 B** May Recombine Good Order HS if Good Order leader present,  
and/or Unarmed/Guard/Finn/Carrier HS without leader (A1.32).

May place/remove Animal Pack counter(s) in *initial* RPh of Game Turn (G10.3)  
{Pack-TI; G10.11}.

May (un)load Animal Pack Gun(s) if halfway through (Un)packing Period (G10.31).

**1.14 B** May attempt to Recover SW/Gun(s) in same Location (A4.44; D6.31; G.5)  
{Ski-use dr; E4.21}.

### 1.2 DURING RPh:

- 1.21 A** May (attempt to) Deploy Good Order squad(s) if Good Order leader present, and/or Unarmed/Guard(s)/Finn(s)/Carrier HS/U.S.M.C. 7-6-8(s) without leader (A1.31; G17.11).  
Infantry MMC may attempt to Scrounge abandoned vehicle(s) or nonburning wreck(s) (D10.5); place Scrounged and TI markers.
- 1.22 B** May attempt to repair SW/Gun(s)/vehicular-armament (A9.72; D3.7).  
May Transfer SW/Gun(s)/Prisoner(s) (A4.431; A9.72; A13.33; A20.5) (Ski-use dr; E4.21}.
- 1.23 B** May attempt to Rally broken unit(s) (A10.6); those with Commissar (A25.222)/Japanese leader, (G1.41) which fail to Rally are replaced or eliminated.  
First ATTACKER MMC Rally attempt (or first *two*; *ABtF* SSR CG14, *BRT* SSR CG14, *KGP* SSR CG18, and *RB* SSR CG17) may be Self-Rally/Field Promotion (A10.63; A18.11).
- 1.24 A** Determine final Drop Point for each Para Wing, then place all Sticks (i.e., Parachutes; E9.12) onboard in Aerial Locations.

### 1.3 END of RPh:

- 1.31 B** Roll for Shocked/UK AFV recuperation (C7.42); remove or flip marker/AFV as appropriate.  
May/must remove DM markers from eligible broken units (A10.62).
- 1.32 B** May claim Wall Advantage (ATTACKER first).

## 2. PREP FIRE PHASE

### 2.1 START of PFPh:

- 2.11 A** Remove his Dispersed SMOKE  
(checking for any Napalm terrain-Blaze/weapon destruction; G17.41);  
then flip his SMOKE counters to their Dispersed side (A24.4).  
Leader(s)/MMC/CE AFV may attempt to fire Starshell(s) (E1.91-.921).  
Check for Vehicle Dust removal (F11.74).
- 2.12 A** May fire ordnance, SMOKE (C8.5-.51)/MTR, IR (E1.91; E1.93-.932),  
after designating Spotter (C9.3) if necessary; resolve ensuing WP NMC.  
May fire MOL Projector(s) (C13.51). Check for ensuing Flame(s) (A24.32; C13.57).  
Place Prep Fire or Gunflash counter(s) as required.
- 2.13 A** May attempt Radio Contact (C1.2; G.7) if necessary (C1.63; E12.77).  
If successful may (must, for FFE:C; C1.34) attempt (Sighting TC [E7.61] and)  
Battery Access (C1.21; G14.63);  
if successful may place AR (C1.3) and either SR (C1.3-.31)  
or Pre-Reg. FFE/IR (C1.731/E1.931),  
or must place rocket AR and FFE (C1.9)  
or remove or replace FFE:C (C1.34-.343; G14.671).
- 2.14 A** May (must, for a Creeping Barrage FFE) Correct/Convert or Cancel SR/FFE  
(C1.33-.337; C1.35-.4; E12.73-.74; E12.76; E12.771)  
*[EXC: rocket Correction is NA; C1.9].*
- 2.15 A** May place OBA SMOKE (C1.71; E12.51)/IR (E1.91; E1.93-.932),  
resolving ensuing WP NMC (C1.71; C3.76; G14.65)  
and checking for ensuing Flame(s) (A24.32).  
Then resolve HE FFE (C1.5; C1.52-.56; G14.65),  
checking for shellhole/Flame/rubble creation (B2.1/B6.331/B25.13/B24.11/G13.7),  
wire/roadblock/pillbox removal (B26.52/B29.5/B30.92/G14.56),  
minefield/panji removal/reduction (B28.62/G9.72/G14.56),  
and sangar/trip flare elimination (E1.952/F8.41).  
Check for Column Disbandment (E11.533)  
and Reverse Slopes (G14.66-.661).



## 2.2 DURING PFPPh:

- 2.21 A** Infantry MMC may become TI and:  
 Mop Up (A12.153) {Casualties; A12.154},  
 or; attempt to entrench (A25.21; B27.11; F.1B; G3.5; G13.3; G13.82),  
 placing Labor counter if unsuccessful.
- Infantry may make Kindling Attempt(s) (B25.11;  
 MMC requires leader who passes NTC);  
 place Prep Fire counter on each unit involved.
- 2.22 A** May designate Spotter(s) for MTR(s) that had no original Spotter (C9.3).  
 May fire non-Aerial, non-TI Good Order unit(s)/manned and functioning weapon(s)  
 {Heavy AA fire; E7.52},  
 placing Prep Fire or Gunflash counter(s) as required; both sides resolve attacks.
- Infantry/Cavalry may declare Opportunity Fire;  
 place Bounding Fire counter(s) (A7.25).
- Leader (/MMC/CE AFV, if a Starshell/IR has been fired in no previous Player Turn)  
 may attempt to fire Starshell (E1.921).
- May destroy/malfunction/dismantle/reassemble SW/Gun(s) (A9.73; A9.8).
- 2.23 A** May (un)limber Gun(s) (C10.21; it and crew become TI if unlimbering).

## 2.3 END of PFPPh:

- 2.31 A** May change CA of Gun(s) presently able to fire without using Intensive Fire (C3.22).  
 May designate/cancel AA mode of weapon(s) that can/do(es) thusly change CA (E7.5).

## 3. MOVEMENT PHASE



*The MPh Sequence of Play is expressed separately in terms of THE MPh and of each moving unit's (or stack's) MPh; i.e., each moving unit has a START, DURING and END to ITS MPh within the overall context of THE MPh—usually followed by the START of another unit's (or stack's) MPh. However, the MPh of all units that start THE MPh berserk must be completed before any non-berserk unit may start ITS MPh, and the MPh of all non-berserk units that start THE MPh on the ground (i.e., non-Aerial) must be completed before any Glider/Parachute may start ITS MPh.*

### 3.1 START of THE MPh:

- 3.11 **A** May designate new mortar Spotter for one eliminated or not in Good Order (C9.3).
- 3.12 **D** Leader(s)/MMC/CE AFV may attempt to fire Starshell(s) (E1.91-.921).
- 3.13 **A** Place all Gliders, blue side up (i.e, in Aerial Locations), onboard in their ILH (E8.2).

### 3.2 START of ITS MPh:

- 3.21 A** Prepare to move any currently berserk unit/stack required to charge (A15.43); then go to Step 3.31A  
*[EXC: if no such berserk unit can charge, go to Step 3.22A].*
- 3.22 A** Prepare to move any Good Order/Mobile ground unit/stack  
*[EXC: pinned Infantry; A7.8]*  
 not marked with a Prep/Bounding Fire or TI counter (A4.1; D2.1).  
 May drop possession of SW/Gun(s) (A4.43).  
 Best leader may make Freedom of Movement dr if Scenario Defender (E1.21).  
 Make Movement (E1.53-.531)/Straying (E1.53; G2.22; G3.21; G13.83) DR if necessary.  
 Infantry may declare Double Time for two extra MF (A4.5; place CX counter),  
 or Assault Movement (A4.61),  
 Dash (A4.63),  
 Sewer entry (B8.4)  
 or Climbing (B11.4).  
 Infantry/Cavalry may declare Human Wave (A13.62/A25.23/G18.61  
 – Banzai Charge if Japanese Infantry; G1.5),  
 or Swimming (E6), movement.  
 Dare-Death Infantry may declare berserk status (G18.6).  
 Cavalry (or Wagon) may declare Gallop for 8 (or 4) extra MF  
 unless Cavalry/Horse (or Wagon) is CX (A13.36 or D12.4).  
 Remove vehicle's Motion counter if it will expend MP/MF.  
 Check for Column (E11.52)/Convoy (E11.2)/Platoon (D14.2) movement status.  
 Onboard radioless AFV that will use non-Platoon movement takes NTC (D14.23)  
 unless Recalled.  
 Flail tank declares TB creation attempt in minefield hex it will enter (B28.7).  
 Boat/Non-Aground LC in Heavy Surf makes any required (un)Beaching DR  
 (G13.442/G13.4423).  
 Crew abandons or enters vehicle (D5.41-.42).  
 Lastly, go to Step 3.32A  
*[EXC: if no ground unit can/wishes to declare/conduct any Step 3.32A action,  
 go to Step 3.23A if an Aerial Glider/Parachute exists  
 or to Step 3.5 otherwise].*
- 3.23 A** Prepare to conduct Glider/Parachute movement;  
 go to Step 3.37D *[EXC: if no Aerial Glider exists, go to Step 3.34A].*

### 3.3 DURING ITS MPH:

**3.31 A** Berserk unit charges if so required (A15.43-.431; A15.45; G13.491); then go to Step 3.35D.

**3.32 A** May move that non-TI Good Order/Mobile (or must charge with that voluntarily berserk Dare-Death) ground unit/stack after making any required Sewer dr (B8.41), Mechanical Reliability (D2.51 {Stall}), Bog Removal (D8.3; G12.211-.212) and/or Movement/Straying (E1.53-.531; G2.22; G3.21; G13.83) DR.

May conduct Infantry OVR (A4.15-.152).

Infantry may declare Double Time for one extra MF (A4.5; place CX counter), and/or make Manhandling DR (C10.3, E5.2; Pushing unit and Gun/Boat become TI – place Labor counter if unsuccessful).

Infantry may Place (A23.3) or Set DC (A23.7; roll US#).

Personnel (etc., for LC; G12.12) may mount/dismount horse (A13.31) or vehicle (D6.4-.5; D12.2; D15.41; G12.4-.45; G13.443).

Personnel may attempt SW/Gun Recovery (A4.44) {Ski-use dr; E4.21} and/or drop possession of SW/Gun(s)/Prisoner(s) (A4.43; A20.53).

May *declare* attempt to Clear rubble (B24.71), wire (B24.73), mines (B24.74), Set DC (B24.75), roadblock (B24.76), Path (G2.7), Panji Covered-hexside (G9.71), or non-Factory Debris (O1.5); unit becomes TI.

May attempt to Clear Flame (B24.72; unit becomes TI – place Labor counter if unsuccessful).

May hook up Gun (C10.11; it, Personnel and vehicle become TI).

May unhook Gun (C10.12; it and Infantry become TI).

May attempt to place SMOKE Grenades (A24.1; D13.35) or use Smoke Dispenser (D13); resolve ensuing WP NMC (A24.31) and check for ensuing Flame (A24.32).

May claim Wall Advantage (B9.322).

## Movement Phase

- Japanese Infantry squad/HS within 8 MF and in LOS of enemy AFV may attempt to create T-H Hero (G1.421 {DC Hero; G1.4241}).
- Cavalry may declare Gallop (for 4 extra MF) unless Horse is CX (A13.36), and may declare Charge while  $\geq 3$  hexes from and in LOS of target (A13.6; resolve in target Location).
- Make Bog DR as required (D8.2-.23).
- Recalled vehicle must (attempt to) exit (D5.341; G14.232 [EXC: G14.33]).
- Vehicle may use Bounding First Fire (C5.3; C8.6; D3.3; D7.1; E7.51-.512; G12.5).
- Vehicle may declare Wreck Removal (D10.42), attempt ESB-(D2.5)/HD-Maneuver-(D4.22), and/or place or remove CE counter (D5.33).
- May conduct Armored Assault (D9.31).
- Wagon/Motorcycle resolves any required Wreck Check dr (D12.4/D15.46).
- Units using Impulse movement expend MF/MP in their Impulse before receiving First Fire.
- Check for "?" loss (A12.14-.15; A12.2; A12.33; A12.41-.42) and Column Disbandment (E11.531).
- Infantry resolves any required  
Lost dr (B8.41),  
Falling DR (B11.41)  
or Swimming TC/MC (E6.1/E6.5).
- Place appropriate Climb counter for Infantry that successfully ascends or descends (B11.43).
- Resolve Panji MC (G9.41).
- May don/remove Skis (E4.2).
- Check for creation of Vehicle Dust (F11.74-.741).
- DD tank may drop screens (D16.11).
- May (un)beach Boat/LC (E5.23/G12.3).
- LC might run Aground (G12.21; G13.446).
- Check for Swamping (G13.4222) and/or Heavy-Surf Swamping/Immobilization/(un)Beaching/Broaching (G13.44-.4423).
- Infantry/Cavalry Wading in Heavy Surf become CX (G13.447).
- Lastly, go to Step 3.35D.
- 3.33 A** Aerial Glider takes Evasive Action if necessary (E8.211); then go to Step 3.37D.

- 3.34 A** All Aerial Parachutes drift (E9.2);  
then go to Step 3.38D  
*[EXC: if no Aerial Parachute exists, go to Step 3.5].*
- 3.35 D** During Steps 3.31/3.32 resolve, vs moving ground unit/stack (only),  
each Residual FP (A8.22; A9.22),  
FFE (A24.31; C1.51-.53; C1.55-.56; C1.72; C1.9; G12.5; G14.65-.661)  
and/or minefield (B28.41-.412; B28.42-.52; B28.531; G14.53) attack as it occurs.  
Leader(s) (/MMC/CE AFV, if a Starshell/IR has been fired in *no* previous Player Turn)  
may attempt to fire Starshell(s) (E1.921).  
Check for Column Disbandment (E11.532)/trip flare activation (G.8).  
Lastly, go to Step 3.36D.
- 3.36 D** During Steps 3.31/3.32, may conduct  
First Fire (A8.1)/Subsequent First Fire (A8.3)/FPF (A8.31)  
vs moving ground unit/stack  
{Snap Shot, A8.15;  
Fire Lane, A9.22;  
Thrown DC, A23.6;  
Reaction Fire, D7.2;  
Sighting TC and FB/DB Ground Support, E7.3-.4/G17.4-.42}.  
Place Residual FP (A8.2; A9.22; G11.82),  
First/Final/Intensive/No Fire or Gunflash counter(s) as required.  
Place MOL-Projector Smoke and check for any ensuing Flame (C13.57-.58).  
Japanese squad/HS in CC Reaction Fire position may attempt to create T-H Hero  
(G1.421).  
DEFENDER vehicle may attempt Motion (D2.401)/Smoke Dispenser use (D13.2).  
ATTACKER may conduct Light AA fire (E7.51) vs attacking FB/DB,  
placing AA/Prep/Bounding Fire or Gunflash counter(s) as required (E7.5).  
Check for Column Disbandment (E11.532).  
Lastly, go to Step 3.41A.
- 3.37 D** May conduct Light AA First/Subsequent First Fire vs Aerial Glider  
(E7.51-.512, E8.21-.211),  
placing AA/First/Final Fire/Gunflash counter(s) as required;  
then go to Step 3.33A  
(or to Step 3.42A if no Light AA fire occurred).

- 3.38 D** May conduct First/Subsequent First Fire vs all Aerial Parachutes (Small Arms/Light AA only; E9.3-.33, E7.5-.512)), placing AA/First/Final Fire/Gunflash counter(s) as required; then go to Step 3.43A.

### 3.4 END of ITS MPh:

- 3.41 A** Non-Bypassing Good Order Infantry/Cavalry may Search (A12.152; E1.95/1.953; G1.63) {Casualties; A12.154}; becomes TI – Defensive First/Subsequent First/FPF allowed.  
Broken Infantry in Bypass enter that obstacle (A4.32).  
Sewer unit/stack makes emergence dr (B8.42).  
Unarmed unit(s) may attempt to Scrounge Small Arms (A20.552; G17.14).  
Place Motion counter on qualifying vehicle(s) (D2.4) or expend Stop MP.  
Place CC counter if necessary.  
Lastly, go to Step 3.21A.
- 3.42 A** Glider lands (E8.211 {Landing DR, E8.22; Crash dr, E8.23}); then go to Step 3.23A.
- 3.43 A** All non-German  $\frac{5}{8}$ " Parachutes move one hex; *all* Parachutes then land, and all  $\frac{1}{2}$ " Parachutes are flipped over (E9.4; {NMC/NTC, E9.42}); then go to Step 3.5.

### 3.5 END of THE MPh:

- 3.51 A** Each vehicle unable to leave, and each Glider/Parachute that landed in, terrain Blaze Location is eliminated (B25.4; E8.232; E9.42).  
Resolve Wreck Removal (D10.42).  
Air-Dropped pre-1942 German MMC may attempt to locate arms canisters (E9.7).
- 3.52 A** Berserk unit(s) with no Known enemy in LOS return(s) to Good Order (A15.46).
- 3.53 B** Remove all Residual FP (A8.2; A9.223) and  $\frac{1}{2}$ " SMOKE (A24.11 [EXC: G11.85]) counters.

## 4. DEFENSIVE FIRE PHASE

### 4.1 START of DFPh:

- 4.11 D** May fire ordnance Dispersed SMOKE (C8.5)/MTR IR (E1.91; E1.93-.932).  
Resolve ensuing WP (A24.31) NMC.  
May fire MOL-Projector(s) (C13.51).  
Check for ensuing Flame(s) (A24.32; C13.57).  
Place Final/Intensive/No Fire or Gunflash counter(s) as required.
- 4.12 D** May attempt Radio Contact (C1.2; G.7) if necessary (C1.63; E12.77).  
If successful may (must, for FFE:C; C1.34) attempt (Sighting TC [E7.61] and)  
Battery Access (C1.21; G14.63);  
if successful may place AR (C1.3)  
and either SR (C1.3-.31) or Pre-Reg. FFE/IR (C1.731/E1.931),  
or must place rocket AR and FFE (C1.9)  
or remove or replace FFE:C, (C1.34-.343; G14.671).
- 4.13 D** May (must, for Creeping Barrage recorded as "FFE: 1-2"; E12.731)  
Correct/Convert or Cancel SR/FFE (C1.33-.337; C1.35-.4; E12.74; E12.771)  
*[EXC: any such action of Creeping Barrage recorded as "FFE:1" is NA;  
rocket Correction is NA (C1.9)].*
- 4.14 D** May place OBA Dispersed SMOKE (C1.71; E12.51)/IR (E1.91; E1.93-.932),  
resolving ensuing WP NMC (C1.71; C3.76; G14.65)  
and checking for ensuing Flame(s) (A24.32).  
Then resolve HE FFE (C1.5; C1.52-.56; G14.65), checking for  
shellhole/Flame/rubble creation (B2.1/B6.33/B25.13/B24.11/G13.7),  
wire/roadblock/pillbox removal (B26.52/B29.5/B30.92/G14.56),  
minefield/panji removal/reduction (B28.62/G9.72/G14.56),  
and sangar/trip flare elimination (E1.952/F8.41).  
Check for Column Disbandment (E11.533)  
and Reverse Slopes (G14.66-.661).



## 4.2 DURING DFPh:

- 4.21 D** May designate Spotter(s) for MTR(s) that had no original Spotter (C9.3).  
 May fire unit(s) *not* marked with First or Final Fire counter {Heavy AA fire; E7.52}, and/or any marked with First Fire counter (as Final Fire at adjacent/same hex target; A8.4), placing AA/Final/Intensive/No Fire or Gunflash counter(s) as required; both sides resolve such attacks.
- Leader(s) (/MMC/CE AFV, if a Starshell/IR has been fired in *no* previous Player Turn) may attempt to fire Starshell(s) (E1.921).
- May conduct FB/DB Sighting TC (E7.3) and Ground Support (E7.4; G17.4-.42); ATTACKER may conduct Light AA fire (E7.51-.512), placing AA/Prep/Bounding Fire (E7.5) or Gunflash counter(s) as required.
- May *declare* attempt to Clear wire (B24.73), Set DC (B24.75), road block (B24.76), Path (G2.7), or Panji Covered hexside (G9.71).
- May attempt to Clear Flame(s) (B24.72-.721; unit becomes TI – place Labor counter if unsuccessful).
- Check for Column Disbandment (E11.533).
- May destroy/malfunction/dismantle/reassemble SW/Gun(s) (A9.73; A9.8).
- 4.22 D** May (un)limber Gun(s) (C10.21; it and crew become TI if unlimbering).

## 4.3 END of DFPh:

- 4.31 D** May change CA of Gun(s) presently able to fire without using Intensive Fire (C3.22). May designate/cancel AA mode of weapon(s) that can/do(es) thusly change CA (E7.5).
- 4.32 D** In daytime scenario, remove all First and Final Fire counters (A3.4; E1.8).

## 5. ADVANCING FIRE PHASE

### 5.1 START of AFPh:

- 5.11 **B** During Mild Breeze, place Drifting (i.e., gray) Dispersed SMOKE downwind of each Blaze, and of each white SMOKE, counter that has none (A24.61) *[EXC: NA in cave; G11.851]*.
- 5.12 **A** May fire ordnance Dispersed WP (C8.6); resolve ensuing NMC (A24.31) and check for ensuing Flame (A24.32).
- 5.13 **A** During Gusts (B25.651), remove Dispersed SMOKE, then flip remaining SMOKE counters to Dispersed side *[EXC to both: NA in Cave; G11.8]*.

### 5.2 DURING AFPh:

- 5.21 **A** Place all Glider contents *[EXC: vehicle/Gun and its PRC/Crew]* onboard (E8.4).
- 5.22 **A** All unbroken ground (or sewer; B8.43) units/weapons not marked with Prep/Bounding/Intensive/No Fire or TI counter may fire, using halved FP for non-ordnance *[EXC: DC; Non-Motion FT; Opportunity Fire (A7.25)]*; qualified squad(s) may use Assault Fire (A7.36); ordnance uses TH Case(s) B/C *[EXC: Case B NA for Opportunity Fire; C5.2]*.  
May (un)limber Gun(s) (C10.21); it and crew become TI if unlimbering.  
Resolve Placed DC attack(s) (A23.4; C7.346).
- 5.23 **A** Each berserk unit that eliminated all Known enemy units (at least one) in its Location with halved TPBF returns to Good Order (A15.46).

### 5.3 END of AFPh:

- 5.31 **B** Resolve Blaze Spread (B25.6; B25.651) every Player Turn *after* initial appearance.
- 5.32 **B** Resolve Flame to Blaze Spread for each unpinned Flame (B25.15-.151).
- 5.33 **B** Remove all Prep Fire, Intensive Fire, No Fire and Bounding Fire counters.  
If night scenario, also remove all First Fire, Final Fire and Gunflash counters (E1.8).

# 6. ROUT PHASE

ATTACKER first, then DEFENDER (A3.6).

## 6.1 START of RtPh:

- 6.11 **B** Unit(s) may Voluntarily Break (A10.41).  
Place DM counter on each non-DM unit/stack that must rout (A10.62).
- 6.12 **B** Disrupted unit(s) in/ADJACENT to enemy Infantry/Cavalry Location (might) Surrender (A19.12) {Interrogation; E2.1}.

## 6.2 DURING RtPh

- 6.21 **B** Conduct all routs (A10.5-.52; A19.12; E1.54; G14.41);  
leader(s) may accompany routing unit(s) (A10.711).  
Routing unit(s) may don/remove Skis (E4.2).  
Broken Infantry in/ADJACENT to Known enemy Infantry/Cavalry might Surrender (A20.21/A20.3) {Interrogation; E2.1}.  
Check for Failure to Rout elimination (A10.5; A20.21).  
Resolve Interdiction (A10.53)/Panji (G9.41) MC [EXC: if using Low Crawl],  
and check for trip flare activation (E1.95), as enemy unit/stack routs.  
Resolve, vs routing unit/stack only, each  
FFE (C1.51-.53 {C1.71-.72; C1.9; E12.5; G14.65-.661})/minefield (B28.41-.413) attack  
as it occurs.  
Check for Column Disbandment (E11.532).

## 6.3 END of RtPh:

- 6.31 **B** Eliminate all Infantry unable to leave terrain Blaze Location(s) (B25.4).

## 7. ADVANCE PHASE

### 7.1 START OF APh:

- 7.11 **A** May Transfer SW/Gun(s)/Prisoner(s) (A4.431; A20.5) {Ski-use dr; E4.21}.
- 7.12 **A** Japanese Infantry squad/HS ADJACENT to enemy AFV may attempt to create T-H Hero (G1.421).
- 7.13 **A** Boat/Non-Aground LC in Heavy Surf makes any required (un)Beaching DR (G13.442/G13.4423).

## 7.2 DURING APH

- 7.21 A** Good Order Infantry not pinned or TI may advance (A4.7 {PAATC, A11.6; vs Difficult Terrain = CX/Panji MC, A4.72/G9.41}).  
Climbing unit(s) may exchange Climb counter for CX counter if at proper level (B11.432).  
May don/remove Skis (E4.2).  
May place/remove CE counter(s) (D5.33).  
May claim Wall Advantage (B9.322).  
Sewer unit(s) may emerge (if allowed; B8.42) or advance into CC with adjacent sewer unit(s) (B8.44).  
Check for trip flare activation (E1.95).
- 7.22 A** Boat(s)/Amphibian(s)/Swimmer(s) might drift in Moderate/Heavy Current (B21.121/E5.23/E6.2);  
check for OCEAN drift in Heavy Surf (G13.444) [EXC to all: Pier; G13.734].
- 7.23 D** Boat(s)/Amphibian(s)/Swimmer(s) might drift in Heavy Current (B21.121/E5.23/E6.2) [EXC: Pier; G13.734].
- 7.24 A** May (un)Beach Boat(s) (E5.23).  
Boat/Non-Aground LC in Heavy Surf makes any required (un)Beaching DR (G13.442/G13.4423).
- 7.25 B** During Steps 7.21-.24 resolve, vs advancing/drifted unit/stack (only), each FFE (C1.51-.53 {C1.71-.72; C1.9; E12.5; G14.65-.661})/minefield (B28.41-.412; G14.53) attack as it occurs.  
Check for Drowning (E6.21) and Column Disbandment (E11.532).
- 7.26 A** All 5/8" Parachutes onboard are removed and replaced by their contents (E9.6).

## 8. CLOSE COMBAT PHASE

Perform all Steps listed under "... **LOCATION'S CCPh**" in any one CC/Melee Location first, then in the next such Location, etc.

### 8.1 START of LOCATION's CCPh:

- 8.11 **B** Place onboard beneath a "?" all hidden items, then reveal Strength Factors of all concealed units (eliminating Dummies) (A11.19).
- 8.12 **B** Resolve Ambush if *advance* into CC (not Melee) was into woods/building/jungle/bamboo/kunai (A11.4; G.6) and/or by/vs "?" (automatic ATTACKER Ambush for Street Fighting; A11.8) (night Ambush dr; E1.77}.
- 8.13 **D** Japanese Infantry squad/HS in same Location with enemy AFV may attempt to create T-H Hero (G1.421).
- 8.14 **B** Check for Sequential CC if vehicle(s)/Ambush/Prisoner(s) involved (A11.3); Prisoner(s) of broken Guard(s) may declare escape attempt(s) (A20.55). Infantry may declare attempt to capture escorted Abandoned vehicle(s) (A21.2).
- 8.15 **B** May (must, if non-Disrupted/non-Guard broken Infantry; A11.16) declare Withdrawal(s) from *Melee* (ATTACKER first; A11.2), dropping possession of any SW/Gun(s) that would prevent Withdrawal (A4.43).
- 8.16 **B** Declare each SMC's solo status or pair it with another SMC or MMC (A11.14) – ATTACKER first (A11.12).

### 8.2 DURING LOCATION's CCPh:

- 8.21 **B** Declare first/next sequential CC attack (A11.3-.34) or, ATTACKER first (A11.12; G13.495), all simultaneous CC attacks if no sequential CC exists.  
Declare if Hand-to-Hand (A25.43; G1.64; G18.62; J2.31; SSR RB11) and/or Capture attempt (A11.52; A20.22).  
Reveal (A12.31) all units declared to be making/directing a CC attack (A11.19).
- 8.22 **B** '44-45' German(s), or Japanese T-H Hero(es), may make ATMM dr (C13.7; G1.4231).
- 8.23 **B** Japanese Personnel may attempt/commit Hara-Kiri (G1.641) vs CC Capture attempt.

- 8.24 B** Resolve that sequential CC attack,  
or all simultaneous CC attacks if no sequential CC exists.  
Successfully Withdrawing unit(s) enter(s) Accessible Location(s) (A11.21-.22);  
resolve, vs Withdrawing unit/stack (only), each  
FFE (C1.51-.53 {C1.71-.72; C1.9; E12.5; G14.65-.661})/minefield (B28.41-.412) attack  
as it occurs, and check for  
Column Disbandment (E11.533)/trip flare activation (E1.95)/Panji MC (G9.41).  
Berserk unit(s) that eliminated all Known enemy units (at least one)  
in Location return(s) to Good Order (A15.46).  
Lastly, go to Step 8.21B if further sequential CC can be declared.

- 8.25 B** May Interrogate new Prisoner(s) (E2.1; G1.621; G18.71).

### 8.3 END OF LOCATION'S CCPh:

- 8.31 B** Automatic capture of unescorted abandoned vehicle(s) (A21.2).  
Flip/remove CC, or retain/remove Melee, counter as appropriate.  
Dare-Death Infantry remain berserk only if in Melee (G18.6).

### 8.4 END OF CCPh:

- 8.41 B** Declare and resolve (sequentially; ATTACKER first) all Aerial Combat (E7.22-.226).
- 8.42 B** Resolve all non-Flame Clearance attempts (B24.7; B28.7; G2.7; G9.71; O1.5);  
place Labor counter if unsuccessful (B24.8).  
Eliminate all Recovered tunnel entrances (B8.63).
- 8.43 B** Remove all TI [*EXC: Ammo Replenishment (E10.3); Animal-Pack (G10.11)*]  
and Pin counters.  
Flip each Stun counter to its +1 side (D5.34)  
[*EXC: cumulative Stuns (G12.111; G14.33)*].  
Check for Ammo Replenishment (E10.3).
- 8.44 A** Place a "?" on his qualifying non-concealed, Good Order unit(s) or stack(s)  
(A12.12-.122; E1.32; E3.712; F11.601; G1.63;  
*ABtF* SSR CG12, *BRT* SSR CG11, *KGP* SSR CG11, *PB* SSR CG10, and *RB* SSR CG15).
- 8.45 B** If night, remove all Starshells (E1.923) and IR (E1.933),  
and all Acquisition not Illuminated by Blaze/Flame (E1.74).

# Appendix

## Cross-Reference of Rules Cited in the ASOP

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