ASL Rules Tables

This article is long overdue. I have been working on these tables off and on for nearly two years now. Since like many others, my playing time was limited, I never was able to devote as much time to completing them as I would have liked. I began preparing these tables for my own use. I designed them to simplify the problems of my limited playing time, my frustration with many of the common rules disputes, and finally because of the difficulty of trying to decipher complex rules while in the middle of a game.

These tables are meant to be user friendly in that one can cross-reference one's situation where the rules need to be interpreted, and quickly resolve the matter. The advantage of these tables in my opinion are that: 1.) They were prepared in a careful and deliberate manner *(and not quickly in the middle of a game turn).* 2.) The rules of various chapters were taken into consideration. 3.) They can resolve the matter relatively quickly without having to spend valuable playing time flipping through the rule book.

I should also point out, before I comment on each of the tables specifically, that I received help from a number of other ASL players over a period of more than a year and a half. First of all, I want to thank Rich Summers, Louie Tokarz, and Burnie Hegdahl who spent a lot of time analyzing these tables and offering many helpful comments. However, I want to offer a very big thank you to Robert Banozic who spent a number of hours of his time and a lot of money in postage and long distance phone calls to help me resolve some of the more complex issues which arose during the preparation of this material.

I do not absolutely guarantee that these rules tables interpretations are error free. However, I will state that they were very carefully and deliberately put together over a long period of time. For example, we crossed-referenced all of the various rules chapters which pertained to each rule, and where discrepancies arose, we made our decisions based on well thought out interpretations. There are some areas addressed in these rules tables where the rulebook itself simply does not give us an absolute answer. Once again, in these cases we derived our conclusions after much deliberation. Again, no guarantees, but rest assured that these answers were not put together in a hurried manner, and our conclusions were reached after much thought and deliberation. Even if one doesn't feel the need to keep these tables on hand during a game, its worthwhile going over them to make sure one understands the various rules involved.

Table 1 describes the application of cases J and L of the TH table to both the Defending and the Attacking AFV depending upon the listed situational criteria.

Table 2 describes the ability of various types of leaders to direct the FP of various units such as Infantry, Passengers, or HT mounted FP.

Table 3 describes the responses Passengers and OT AFVs may make depending upon how they fair when facing various results on the IFT.

Table 4 describes the ability of AFVs to use the various types of Smoke Dispensers depending on the various situations described.

Table 5 indicates the combined applicability of various FP modifiers for a Vehicle's MG, IFE, FT, or Passengers depending on the situations described.

Table 6 describes the various ways a SW can be Transferred and/or Recovered depending upon the phase.

Table 7A is where we start to get into the thick of it. This table, (and its companion, Table 7B) were by far the most difficult to prepare. Table 7A describes a defending infantry unit's options vs. an AFV which enters its hex <u>without</u> declaring an OVR, or which uses VBM in its hex. Table 7A has been worked over thoroughly. I believe it to be correct.

If there are going to be debates, they will occur in Table 7B. Once again, this table has been studied, debated, analyzed, discussed, and rewritten numerous times. It is similar in scope to Table 7A, except this time the AFV <u>does</u> declare an OVR. Table 7B also attempts to break out the defender's options both *before* and *after* the OVR. I would point out in particular that Rule C5.641 was debated at length when deciding cases 6,7, and 8 on Table 7B. *(This rule led us to the conclusion that a Gun would be unable to use ROF while using OVR Prevention even if it were not marked with a Defensive First Fire marker prior the the AFVs OVR declaration.)* I would also point out the apparent discrepancy which we identified when one considers whether or not a non-Japanese MMC can use a DC as Non-CCRF following an OVR in its own location. *(Note that while A23.61 indicates that a DC cannot be Thrown in the same Location as the non-Japenese Thrower, this seems to be mandated by D7.221. We decided therefore to apply E.2 to resolve the apparent discrepancy).*

In any event, I am proud of the effort that went into creating these rules tables. I have used them myself and they have proven helpful to me. I hope other ASL players find them helpful as well. At one time I was an avid ASL player, but now I find that I simply am unable to find the time to play. Nevertheless, I spent an enormous amount of time preparing this information, and although I no longer have time to play ASL, I felt that it would be a waste if I didn't share this information with other ASL players.

Table 1: Applicability of Cases "J" and "L" of To Hit Table

Rules Sections: C6.1, C6.3

Situation: Attacker's Player Turn, and as described for each situation.

Modifiiers Applicable to an Attack by:	Situation 1: Def. Stopped, Attacker in Motion	Situation 2: Def. Stopped, Att. Moved, but is now Stopped	Situation 3: Def. in Motion, Attacker in Motion	Situation 4: Def. in Motion, Att. Moved, but is now Stopped
Defender - Case L (Point Blank)	no	Yes	no	no
Defender - Case J (Moving/Motion)	Yes	Yes	Yes	Yes
Attacker - Case L (Point Blank)	no	Yes	no	no
Attacker - Case J (Moving/Motion)	no	no	Yes	Yes

Table 2: FG Leadership Direction for HT Passengers, Infantry and Vehicle Mounted FP

Rules Sections: D6.64-.65, A7.531

Situation: A Carrier/Armored HT, with Inherent Crew and/or Armor Leader, Passenger Squad and Passenger Leader are all CE. The Vehicle is Stopped and has remained in its present Location during this Player Turn. The Location also contains an Infantry Squad and Infantry Leader.

	Vehicle MG/ATR FP (IFE, FT, and Ordnance FP NA)	Passenger FP	Infantry FP
CE Armor Leader	**A**	**B**	**B**
CE Passenger Leader	**C**	**A**	**A**
Infantry Leader	**C**	**A**	**A**

A: May Direct the Fire of ...
B: May Direct the Fire of only if part of the same hex FG including Vehicular MG/ATR FP *(IFE, FT, and Ordnance FP NA)*.
C: May Direct the Fire of only if part of the same hex FG including Passengers.

Table 3: HT Inherent Crew/Passenger Capability When Fired On

Rules Sections: A7.82-.821, D5.33-.34

Situation: An OT AFV (such as a HT), carrying a Passenger Squad. Inherent Crew
and/or Armor Leader and Passenger Squad are both CE and are fired on resulting in a TC and/or
MC result.

OK = TC/MC Passed, **Br** = Break result, **Pn** = Pin result

Case #	Passenger	Inherent Crew/ Armor Leader	Effect(s)
1	OK	OK	No Effect
2	Pn	OK	**A, B**
3	Br	OK	**A, B**
4	OK	Pn	**C, D**
5	Pn	Pn	**A, C**
6	Br	Pn	**A, C**
7	OK	Br	**E**
8	Pn	Br	**E**
9	Br	Br	**E**

A: Passenger must BU.
B: Inherent Crew/Armor Leader remains CE and may fire normally.
C: Inh. Crew/Armor Ldr. remains CE but is Pinned and TH Case D, 0 ROF, and 1/2 FP all apply.
D: Passenger remains CE and may fire normally.
E: AFV is Stunned, Inherent Crew/Armor Leader <u>and</u> Passengers must BU.

Table 4: Vehicular Smoke Dispenser/Grenade Usage Table

Rules Sections: D13+, F.10

Situation: As stated below. Situations 1 and 2 are cumulative with Situations 3-5.

Dispensor Type	Situation 1: AFV has moved, and/or is in Motion.	Situation 2: Beginning of Stopped AFV's *MPh*, prior to expending a Start MP.	Situation 3: CT BU AFV	Situation 4: OT BU AFV	Situation 5: CT or OT, CE AFV	Situation 6: Armed, but Unarmored Vehicle
SD	0	0	+1	+1	0	none in system
SN	0	0	+1 (EXC: during CCPh)	N/A	N/A	none in system
SM	+2	0	+1	+1	0	none in system
SP	0	0	N/A	N/A	0	none in system
Smk. Gr.	0	0	N/A	dr<=1	dr<=2	dr<=1

Table 5: Motion, Bounding, and Vehicular FT FP Multipliers

Rules Sections: A7.24, D2.42, 3.31, 3.32, 3.6

Situation: As stated below. This table indicates the combined FP multiplier for an Vehicle's MG, IFE, FT, or Passengers depending on the situation described. It assumes no concealment, long range fire, PBF, or TPBF in these examples. The multipliers shown consider only the combined effects of Bounding Fire and/or Bounding First Fire, Motion/Non-Stopped Fire, Mounted Fire, and AFPh Fire.

FP Description	Situation 1: Motion Vehicle in *DFPh*.	Situation 2: Beginning of Stopped Vehicle's *MPh*, prior to expending a Start MP.	Situation 3: Stopped Vehicle during *MPh*, after entering a new hex and expending a Stop MP.	Situation 4: Stopped Vehicle during *AFPh*, after entering a new hex and expending a Stop MP.	Situation 5: Non-Stopped Vehicle during *MPh* or Motion Vehicle during *AFPh*.
MG, IFE, CE HT Passenger	1/2	1/2	1/2	1/2	1/4
Mounted Fire	1/4	1/4	1/4	1/4	1/8
Vehicular FT	1/2	1	1	1	1/2

Table 6: Infantry Transfer/Recovery of SW/Guns by Phase

Rules Sections: A4.4-.51, G.5

Phase	Transfer	Recovery
Any RPh	A,T	B,E
Any RtPh	N/A	F
FR MPh	T	D,G
FR APh	C	N/A

In all cases, Recovery/Transfer is allowed only by Unpinned, G.O. units not in the same Location as an armed Known enemy unit.

A: May Transfer SW/Guns between different units in the same location as sole action during RPh.
B: May claim possesion of an unpossesed SW/Gun at start of RPh as sole action during RPh by making a Final Recovery dr < 6.
C: May Transfer SW/Guns between different units in the same location at start of APh, units may advance after this.
D: May Recover an Unpossesed SW/Gun in the same location during the MPh by expending one extra MF, surviving as G.O./Unpinned, and by making a Final Recovery dr < 6. *(limit of one attempt/unit/(SW or Gun)/MPh).*
E: A SMC may Recover a SW/Gun possessed by a friendly *broken* unit and does so by making a Final Recover dr < 6 in its RPh as its sole action of the RPh.
F: If a unit surrenders, is eliminated, or routs away and cannot carry its SW/Gun, a SMC can immediately Recover that unit's SW/Gun as in "E" regardless of phase.
G: A SMC may Recover a SW/Gun possessed by a friendly *broken* unit in the same Location and does so by making a Final Recover dr < 6 in its MPh w/o need of MF expenditure.
T: Transfer may also freely occur as a result of the creation of a sub-unit *(e.g. HS, Hero)* from a MMC during the RPh or MPh.

Recovery dr Modifiers:
CX +1
Jungle, Kunai, Bamboo +2
Leadership N/A

Table 6A: Defending Infantry unit's options vs. an AFV which enters its hex <u>without</u> declaring an OVR, *or* which uses VBM in its hex.

Rules Sections: A7.211-.212, 8.311-.312, C2.241, 2.5, 5.5, 5.6-.641, D3.2, 7.2-.23
see also B23.41, O6.62, and D8.2+

<u>Situation</u>: AFV MPh. Defending Infantry in Good Order as AFV enters its hex *without* declaring an OVR, *or* which uses VBM in its hex.

Case #	Defending Infantry Unit's Situation	*CT BU* AFV enters/bypasses hex containing enemy infantry units.	*CT CE* AFV enters/bypasses hex containing enemy infantry units.	*OT BU or CE* AFV enters/bypasses hex containing enemy infantry units.
1	Infantry units unmarked at Ground Level	B, C, D	A, B, C, D	A, B, C, D
2	FS marked with D.*First* Fire at Ground Level	B, C, E	A, B, C, E	A, B, C, E
3	HS/Crew marked with D.*First* Fire at Ground Level	C, E	A, C, E	A, C, E
4	Infantry units marked with D.*Final* Fire at Ground Level	C, E	A, C, E	A, C, E
5	Infantry units unmarked at Level 1 or 2	B, F	A, B, C	A^{OT}, B, C
6	FS marked with D.*First* Fire at Level 1 or 2	B, C	A, B, C	A^{OT}, B, C
7	HS/Crew marked with D.*First* Fire at Level 1 or 2	C	A, C	A^{OT}, C
8	Infantry units marked with D.*Final* Fire at Level 1 or 2	C	A, C	A^{OT}, C
9	Infantry units unmarked and *concealed* at Ground Level	B, C, D, G	A, B, C, D, G	A, B, C, D, G
10	Gun Crew Unmarked	B, C, D, H	A, B, C, D, H	A, B, C, D, H
11	Gun Crew marked with D.*First* Fire marker	C, E, I	A, C, E, I	A, C, E, I
12	Gun Crew marked with *Intensive/Final* Fire marker	C, E	A, C, E	A, C, E

A: Infantry <u>may</u> use TPBF *(as First, Subsequent First, or FPF whichever is applicable)* vs. CE crew *(or BU crew if OT).* This TPBF may also be x 1/2 if Pinned, SFF or FPF.

A^{OT} : Same as **A** above except that D5.311 applies as well.

B: Infantry <u>may</u> use LATW, FT, DC, MOL[*1], *(if otherwise allowed)* as DFF or SFF vs. AFV against target facing determined by D3.2.

C: Infantry may <u>not</u> fire outside of hex *(until the AFV and/or Crew are eliminated <u>or</u> until the AFV leaves the hex)*.

D: Unpinned Infantry <u>may</u> attempt CCRF as First Fire *(which may require a PAATC)* vs. AFV *(including A11.8 Street Fighting if applicable and allowed).*

E: Unpinned Infantry <u>may</u> attempt CCRF as Subsequent First or FPF as appropriate *(which may require a PAATC)* vs. AFV *(A11.8 Street Fighting is <u>not</u> allowed).*

F: Infantry may hold fire and fire outside of hex as *First* Fire.

G: Infantry <u>must</u> voluntarily lose ? <u>or</u> take A12.41 PAATC *(EXC: PAATC N/A if SMC, Fanatic, Japanese, unit in woods/road, or when AFV is in Bypass)*.

H: Crew <u>may</u> fire Gun as *First Fire* vs. AFV against target facing determined by D3.2, *(including TH Case E).*

I: Crew <u>may</u> fire Gun as *Intensive Fire* *(unless Pinned or Gun is No IF type)* vs. AFV against target facing determined by D3.2, *(including TH Case E).*

*1: MOL may <u>not</u> be used by infantry marked with a First/Final fire marker.

Table 6B: Defending Infantry unit's options vs. an AFV which enters its Location and declares an OVR.

Rules Sections: A7.211-.212, 8.311-.312, C2.241, 2.5, 5.4, 5.5-.51, 5.6-.641, D3.2, 7.2-.23
see also B23.41, O6.62, and D8.2+

<u>Situation</u>: AFV MPh. Defending Infantry in Good Order as AFV enters its Location <u>and</u> declares an OVR.
If the AFV is Immobilized/destroyed <u>before</u> OVR, the OVR is still resolved at half FP. In <u>all</u> cases,
Infantry may <u>not</u> fire outside of hex (until the AFV and/or Crew are eliminated <u>or</u> until the AFV leaves the hex).

Case #	Defending Infantry Unit's Situation	**CT BU** *AFV enters Location containing enemy Infantry units and declares an OVR.*		**CE or BU OT** *AFV enters Location containing enemy Infantry units and declares an OVR.*	
		Before OVR	*After OVR*	*Before OVR*	*After OVR*
1	Infantry units unmarked	B	C or G	A or B	C or G
2	FS marked with D.*First* Fire marker	B	D or G	A or B	D or G
3	HS/Crew marked with D.*First* Fire marker	-	D	A	D
4	Infantry units marked with D.*Final* Fire marker	-	F	-	F
5	Infantry units unmarked and *concealed*	E and/or B	C or G	E and/or A or B	C or G
6	Unpinned/(Pinned) Gun Crew Unmarked	H / (J)	I / (K)	H / (J)	I / (K)
7	Unpinned/(Pinned) Gun Crew marked with D.*First* Fire marker	M / (-)	L / (L)	M / (A)	L / (L)
8	Unpinned/(Pinned) Gun Crew marked with *Intensive/Final* Fire marker	M / (-)	L / (L)	M / (A)	L / (L)

A: Infantry <u>may</u> use TPBF *(as First, Subsequent First, or FPF whichever is applicable)* vs. CE crew *(or BU crew if OT)*. This TPBF may also be x 1/2 if Pinned, SFF or FPF.

B: Infantry <u>may</u> use LATW, FT, DC, MOL[*1], *(if otherwise allowed)* as DFF or SFF vs. AFV <u>before</u> OVR vs. target facing determined by D3.2.

C: Unpinned Infantry <u>may</u> attempt CCRF as First Fire *(which may require a PAATC)* vs. AFV <u>after</u> OVR *(including A11.8 Street Fighting if applicable and allowed)*.

D: Unpinned Infantry <u>may</u> attempt CCRF as Subsequent First or FPF as appropriate *(which may require a PAATC)* vs. AFV <u>after</u> OVR *(A11.8 Street Fighting is <u>not</u> allowed)*.

E: Infantry <u>must</u> voluntarily lose ? <u>or</u> take A12.41 PAATC <u>before</u> OVR *(PAATC N/A to SMC, Fanatic, Japanese, unit in woods/road hex, etc.)*.

F: Infantry *(even if Pinned)* <u>must</u> perform per D 7.212/7.221 either "D" or "G" *(or "A" vs. CE or OT AFV)*.

G: Infantry <u>may</u> use Non-CCRF *(as First, Subsequent First, or FPF whichever is applicable)* vs. *rear* target facing of AFV <u>after</u> OVR.

H: Gun Crew <u>must</u> use DFF as OVR Prevention vs. AFV <u>before</u> OVR vs. target facing determined by D3.2 including TH Case E but <u>not</u> TH Case F[*2]. *(The Gun's CA changes to include the hexside of the entering AFV, therefore TH Case A may also apply).*

I: If able to do so, Gun Crew <u>may</u> fire as non-CCRF <u>after</u> OVR vs. *rear* target facing of AFV (*TH Case E does <u>not</u> apply per D7.22).*

J: Same as "H" except TH Case D also applies and ROF is NA[*2].

K: Although Pinned, Gun Crew <u>may</u> perform "D" or "I" *(including TH Case D)* <u>after</u> OVR.

L: Gun Crew <u>must</u> perform "I" *unless Pinned, Gun is No IF type, Gun is unable to change CA per D7.22, or is marked with a No Fire marker; in which case,* <u>must</u> perform "D" or alternatively "A" (vs. CE or OT AFV) *even if Pinned* <u>after</u> OVR as FPF as if they were already marked with a Final Fire marker per D7.23[*2].

M: Same as "H" except that Gun must use IF and TH Case F as well[*2]. If Gun is No IF type, or if the AFV entered a hexside to which the Gun cannot change its CA due to already firing from a woods/bldg./rubble, or if marked with a No Fire marker, this step is NA *(Case "A" may be used instead vs. CE or OT AFV)*.

*1: MOL may <u>not</u> be used by infantry marked with a First/Final fire marker.
*2: The Original TH DR also acts as a NMC vs. its Manning Infantry. If the Manning Infantry is *Pinned <u>or</u> Broken* as a result of the NMC the TH attempt is voided *(except for any malfunction result)* and the OVR is then resolved.