

*Retaking Vierville*, Advanced Squad Leader Starter Kit 1 (ASLSK1) Scenario S1  
Tutorial Example of Play (EOP), by Eddy M. del Rio, [edelrio3@cox.net](mailto:edelrio3@cox.net), updated September 27, 2009

The following is a total example of play (EOP) for your new game! It is a very richly-detailed game that simulates battle in historic settings. Though this is a starter kit game, it still has a steep learning curve (though less than the full-blown ASL version) when compared to other typical board games and the best way to learn it is by playing with someone who is ahead of you on the road to mastery of the game mechanics. Tactics is another thing all together, and it is possible to be good at one and poor at the other. Plus, as in real life, nothing is certain and sometimes the cookie just crumbles even though you "did everything right." They say that "A picture is worth a thousand words." I say that a full EOP is worth about one hundred hours of study. So here it is.

First, just familiarize yourself with all the stuff in the box. Then read the short (in ASL terms) rules booklet (skipping section 4.0 *Support Weapons* for now) but don't try to comprehend it all.

Print and apply the official errata from the publisher at:  
<http://www.multimanpublishing.com/errata/aslsk1-errata.php>

and that available from Mr. Savarese's site at:  
<http://www.savarese.org/simulation/aslsk1errata.pdf>

Then also add items 1, 2 and 3, that I have listed below.

You should also print and use the *excellent* game-aid tip sheet for this game available at:  
<http://grognard.com/info1/aslsksheet.pdf>  
(one point of errata for same: in the "Special DR/dr Rolls to Watch For" box, insert "B/" before "X (breakdown)..." in the 6<sup>th</sup> item so as to read "-Rolling ≥ SW B/X (breakdown)..."

Then stage for battle to replay scenario S1, *Retaking Vierville*, by preparing the stuff you need (i.e. find all the required unit counters and place on the scenario card as indicated). One other thing; I like to make a photocopy of the

board(s) in play for checking LOS, rather than moving units and using the actual play board.

This scenario is limited to infantry units with only their inherent weapons (rifles, sub-machine guns, side arms, smoke grenades, etc.,) not using support weapons (SW, 4.0) such as heavier machine guns (MGs), flame throwers and demolition charges, and is therefore best suited for starting to learn. Believe me, there is *plenty* for us to get started without all the other macho stuff. ASLSK1 does not include a dedicated turn counter, so just use a Russian MMC (see 1.2.2 for this abbreviation, front side [good order] for German player turn, and back side [broken] for American player turn) for that purpose on the turn record chart on the scenario card. A word about abbreviations: they permeate *everything* military, and are everywhere in ASL and ASLSKs too. You just have to learn the language and do so *fast!*

Section 2.0 Definitions, is a list of abbreviations, but is not complete. The following are not included. Make a note in your rule book:

1. OB, is used as an abbreviation in Rule 5.1 and is first mentioned in expanded form in the third paragraph (P3, to introduce yet another abbreviation convention I will use) of the first page (Introduction) of the rules. It stands for "Order of Battle," and is the specific units with which to battle, called for by the scenario card.
2. SMC, *Single-Man Counter*, is introduced in 1.2.1.
3. MMC, *Multi-Man Counter*, is introduced in 1.2.2.

Here we go. Per the scenario card, the **Americans set up** first (you'll need every strength factor 7-4-7 unit for this battle). The Americans start *on-board* with 3.5 squads and a leader; the others follow on later turns as reinforcements. Review on the QRDC (Quick-Reference Data Card) what the three-numeral strength factor and

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the upper right corner abbreviation represent on the MMCs and what the two numbers on the SMCs represent (see P1-2 of 1.2.2). The first tactical question is how to deploy your on-board resources. Since the scenario card stipulates that they are all on four contiguous road hexes, and no more than one MMC per hex, the question becomes: on which road hex do you want your half squad, and with which MMC do you want your leader? I don't know if there is a good answer to this question ... probably there is, but I'm here to teach mechanics and not necessarily tactics, so, let's just put the 3-3-7 half squad in N3 and the 7-4-7s in the remaining three road hexes. <Since there is only one board (y) in play on this scenario, I can dispense with calling the hex yN3 and just call it N3 (see 1.1).> Then put the 8-1 leader (Ldr) in M5 (middle of the pack, sort of). With the Americans deployed, we are ready for German Turn 1 (GT1). The side whose turn it is to move is the ATTACKER; the other side is the DEFENDER. In this Scenario, the German player is the ATTACKER first.

Following the Sequence of Play:

**GT1 RPh (German Turn 1 Rally Phase, 3.1):** There is no possible rallying at this stage since no units are broken yet; and since there are no SWs in this scenario, there will not be any repairing [or malfunctioning/breakdown or capturing] or transferring of SWs throughout the game either. No DM (Desperation Morale) counters to remove – yet.

**GT1 PFPh (Prep Fire Phase, 3.2):** Again, not possible yet since there cannot be LOS between off-board and on-board units.

**GT1 MPh (Movement Phase, 3.3):** The German player has two groups to enter, one on the east side (1<sup>st</sup> line troops with a good leader) and one on the west side (2<sup>nd</sup> line troops with an average leader). <Right

away you can learn the fact that the German 1058<sup>th</sup> Grenadier Regiment (GR) was pretty good stuff compared to the 919<sup>th</sup> GR. > Which group should enter first, is up to the player. Think about this: this is occurring on D+1. The battle for control is ongoing and still undecided. The Germans want to stop the Americans from going down the road that passes through Vierville (not to be confused with Vierville-sur-Mer) to St. Côme-du-Mont, so they want to control this little village.

<See

<http://www.history.army.mil/books/wwii/utah/maps/Map15.jpg> for a great map diagram of the area with unit dispositions as of the night of the *following* day; look NE of St. Côme-du-Mont and directly north of Carentan to find Vierville, and note that by the night of June 8/9, the 1<sup>st</sup> and 2<sup>nd</sup> battalions of the 506<sup>th</sup> Parachute Infantry Regiment (PIR) have moved on to St. Côme-du-Mont, and that elements of the 501<sup>st</sup> PIR are being held as division reserve in Vierville. If you have or can get your hands on the excellent *U.S. Army Atlas of the European Theatre in World War II* published by Barnes & Noble, ©2004, and sold for a scant \$9.99, see page 18 for a disposition of the “The Airborne Assault” on 6 June 1944, showing the advance of the German 2<sup>nd</sup> Battalion/6<sup>th</sup> Fallschirmjäger (parachute) Regiment on Vierville. History is what players of ASL, *and* this Starter Kit version, love!>

The Germans know the Americans are approaching from the northeast (Utah beach and Ste. Marie-du-Mont). The leader of the east-entering German group wants to prevent more enemy from occupying the village and hopes to bottle-up the Americans in town until other German units, the elite very tuff 6<sup>th</sup> Fallschirmjäger (parachute) Regiment, arrive later to pitch battle. Therefore he wants to sneak over to the north side of town and occupy the

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buildings just south of open terrain that can serve as a “killing field” in order to cut the advance of the enemy <just my fiction, whether good or bad tactics>. Multi-Man Counters (MMC, both Squads and Half Squads) stacked together with a Leader for movement have their Movement Factor (MF) increased from 4 to 6. This leader is moving these guys quickly (though not double-timing).

8-1/467x3 (i.e. the Ldr and the three 4-6-7 squads) move as one stack: Q10 [no LOS to L5, so no Defensive First Fire (D1F, 3.3.1) possible]-Q9-Q8-Q7 (expending 4MF, thus far because roads are easy to travel on and have an MF cost of 1MF per hex). Then the entire stack enters the stone building (grey) in Q6 at a cost of 2MF, for a total of 6MFs spent, and stop their move. The Americans have no LOS to them yet, or vice versa.

Now the guys from the 919<sup>th</sup> GR enter from the west, and do so not all bunched-up-together (single stack, bad way to move because you make yourself a “juicy” target):

447 alone (has only 4MF since not stacked with a Ldr) enters J0 (counting aloud: MF1-2, [2MF cost for woods]) ... and the American 337 half squad in N3, yells “Oh \$\*&#!, There’re Jerries in the woods over there!”, pointing to J0. <As you move your units, you’re supposed to count off the MFs that you’re spending hex by hex, and give a moments opportunity for the DEFENDER to declare fire.> The American declares fire. <This is done with the *assumption/suspicion* of having LOS, and if disputable or challenged, is checked with a thread between hex centers (see 3.2 P2) only *after* the declaration of a fire attack. The *worse* that can happen when you find out that you don’t have LOS is that you had fired your MG and it happened to malfunction on you! But declaring fire now and not having LOS can limit your options moments later. Since we’re not using MGs in this scenario, it’s no

big deal at this point to declare fire and find out that you only *thought* you saw the enemy (no LOS).>

The defensive fire that happens during the MPH is called Defensive First Fire (D1F, see 3.3.1) and effects only *moving* units (consider that there could theoretically [but not in this scenario] have already been Germans in these woods prior to the arrival of this squad). Read the three paragraphs of that rule again right now.

The unit in N3(337) is attacking J0(447): Now the math. The firepower (FP) of the MMC (a half squad in this example) is the first numeral of its strength factor, in this case 3. The second numeral is the *normal* range to which it can apply its full strength, but this attack is at a range of 5 hexes, which is therefore a *Long Range Fire* (LRF) shot. Units can fire at Long Range [up to a distance of twice their normal range] but the strength is halved (see the Infantry Fire Table (IFT) FP Modifiers box on the QRDC, third item under *Area Fire*). So our unit can only apply 1.5 FP. There is, however, no column on the IFT for 1.5 FP, so the attack shifts left-ward to the “1” FP column. <This isn’t going to be a frightful attack, but you never know what can happen.> Now let’s detail the target unit. They moved normally, that is to say not carefully by declaring “Assault Move” prior to the move (3.3 P5) for a careful single-hex move, thereby giving the DEFENDER a FFNAM (First Fire Non-Assault Movement) -1 dice-roll-modifier (DRM). They entered a woods hex, which denies the DEFENDER a FFMO (First Fire Moving in Open) -1 DRM because it’s not open ground and, in fact, confers some protection (see the Terrain Effects Chart [TEC]) by adding +1 TEM [Terrain Effects Modifier] to the DEFENDER’S dice roll (DR) for the attack. To sum up: we have a 1FP attack (3FP/2 for LRF=1.5FP which is insufficient for the 2FP column and is therefore resolved on 1FP) with a -1 FFNAM

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and a +1 TEM DRM, which cancel each other for net DRM of +0. All of this may be summarized as follows below: Shooters location (Shooting units) -> [an arrow meaning against] Target location (targets included), # of Fire Power (FP)/net DRMs.

N3(3-3-7)->J0(4-4-7), 1FP/+0,  
and the dice rolled: 2,4=6 (By convention, the first number listed is the colored die, though we don't need that detail yet). Crossing a 6 on the 1 FP column of the IFT yields a result of "- ", or nada. We needed to roll a 5 to *possibly* Pin them. Now for the administrative work: Mark the American 337 with a violet-on-white "First Fire" counter. A Few additional comments:

First, if the American 747 in N4 had had LOS, the two adjacent units could have combined to form a Fire Group (FG, 3.2 P4) and would have applied 3.5FP (7FP/2 for Long Range from N3)+1.5FP (3FP/2) from N4=5FP for the FG, which would have been resolved on the 4FP column on the IFT, and with the same final IFT DR (6) would have resulted in a "NMC" result that might have led to breaking the German squad.

Second, the Fire Group attack just described (4FP) would have left a green-on-white 2FP (*half* of the original attack strength) Residual Fire counter (see 3.3.1 P7-10 and Figure 2 on page 8 for an image of what they look like), but as the actual attack was only 1FP, it was not of sufficient strength to leave any Residual Fire (which attacks *other moving* units as they pass through the same area during the Movement Phase, and is intended to portray abstractly the simultaneous movement of several units through an area but the *direct* targeting of only one of them during the MPh of a turn.

Third, if the 3-3-7 had rolled doubles on the attack, they would have *cowered* since no leader was present directing their fire (3.2 P3), resulting in no more than squirting

water guns or just yelling at the Germans because there is NO FP column less than one on the IFT.

Fourth, the original attacking 3-3-7 unit does *not* have the theoretical option of repeating the D1F attack, known as Subsequent First Fire (SFF, 3.3.1 P3) because the target unit is at *greater than normal range*, even though the German spent 2MF in that hex in the American unit's LOS. However, even if it had been possible by range, the attack FP is halved *again* for SFF, and in this example would be only 0.75FP and insufficient to attack at all.

Fifth, had the original 3-3-7 been attacking with a MG that retained ROF [Rate of Fire, or the ability to continue shooting in the same fire phase] by the *colored* die of the IFT attack DR being less than or equal ( $\leq$ ) to the boxed ROF number of the MG, then it would now be able to shoot on it a 2<sup>nd</sup> time because the target German unit spent 2MF in its LOS. <This will become an issue in the ASL scenario S2, *The War of the Rats*, which uses MGs. ROF is even better explained and illustrated in ASLSK2 (Guns)!>

Sixth, if other American units have LOS to this German unit, they may now D1F on it too.

Finally, there is nothing more these Americans can or wish to do to those Germans in the woods, and they proceed with their movement, picking up where they left off...

... J1(4MF cumulative, 2MF cost for the woods and 2 MF cost to enter the stone building). There is no LOS between them and any enemy (American) unit due to the obstructions of buildings in between. They end *their* move.

7-0/447: Move as a stack: I1(MF1), J1(MF2-3, and declare their end of movement.

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Last 447: H0(MF1-2), Americans in M5 wonder if they see Germans in those woods but see no reason to shoot at such Long Range while the enemy has the benefit of woods protecting them and having learned from their buddies in N3 on the concept of extremely low probability shots. But if they did shoot and had LOS, it would be a 2FP/-1DRM, definitely better than before. Can you figure why?  
<Try to calculate it, then proceed>

It would be 7FP/2 for LRF, [7 hexes, the squad's normal range is 4] =3.5FP. That is not enough for the 4 column, so it falls to the 2 column. The DR modifiers (DRM) are: -1 for FFNAM, +1 TEM for woods and -1 for the leader's Leadership Modifier in directing fire, whose presence and direction also prevents the squad from cowering in case they roll doubles.

Moving on ... H1 (3<sup>rd</sup> MF) and stop. They have 1MF remaining which they could use to go into H2 if they wanted, but they want to enter the building in I2, and do not have the sufficient MFs left (requires 2MF more, and a MMC (squad or half squad) only has 4MF total). They could have declared Double Time (3.3 P6) at the *start* of their turn to get 2 extra MFs and a nice CX counter to carry on them for a while until they recuperated, but these guys are smart and know that even if they are the only ones out in the street right now, there is an Advance Phase (APh) coming right up that they'll use to enter the building. This ends the GT1 MPh. If there had been Residual Fire markers or Smoke markers from smoke grenades used by German units during their movement, those markers would be removed now.

**GT1 DFPh (Defensive Fire Phase, 3.4):** Here, the DEFENDER shoots at hexes to affect *all* targets in them, for what is termed Final Fire, without the benefit of FFMO or FFNAM DRMs. The Americans have no such

opportunity presently, so we continue forward. Remove any violet First/Final Fire markers

**GT1 AFPPh (Advancing Fire phase, 3.5):** If you wish, read the short entry in 3.5, but there is no opportunity for any more fire of any kind between enemy units because there is no LOS. More later when we have some. Prep Fire markers are removed at the end of this phase.

**GT1 RtPh (Rout Phase, 3.6):** Here the broken infantry try to seek cover. We have no broken units thus far so there is no Routing to be done. More on this later, but simply put, broken units run away from the enemy to find a safer place to regain their nerve.

**GT1 APH (Advance Phase, 3.7):** Here any of the ATTACKER'S unit that are in Good Order and are not pinned may move one hex, including into enemy-occupied hexes.  
447x2 in J1 (not the Ldr)->K2  
447 H1->I2  
467x1 Q6->P5

**GT1 CCPh (Close Combat Phase, 3.8):** This is close quarters battle for enemy units in the *same* hex. If they don't settle it right away (this CCPh) they are in *Melee*, and ignore the world and battle outside until *their own* battle is finally settled. Pin markers are removed at the end of this phase.

This is end of GT1. Flip the turn marker over to indicate that it is now American Turn 1 (AT1) and the American is now the ATTACKER.

**AT1 RPh:** Place your units entering this turn along the north board edge as stipulated in the OB in anticipation of *moving* them in the MPh. Otherwise, there is no one to rally yet. No DM markers yet to remove at end of phase.

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**AT1 PFP:** Here is the first chance for some significant fire from the Americans to the Germans. There is LOS between the N4 and N3 units to the P5 unit. LOS also exists from I2 and K2 to N3. There is LOS between I2 and M5, and between L5 and K2. All of a sudden there are enemy everywhere the eye can see. The Americans realize they are encircled with enemy to their NE and SW. Prep Fire (PF) is for laying covering fire during which other of your units may be able to move safely if you manage to get those enemy to duck their heads (i.e. break). You exchange the ability of a unit to move in the MPh if they attempt Prep Fire now. So the decision here is, do the Americans stay in the street and shoot at the Germans, or do they head for cover in the buildings (don't forget the Victory conditions)? They decide to maneuver into the buildings, i.e., the Americans pass on any Prep Fire.

**AT1 MP:** Question number one: Which units to move first, the guys in town or the guys entering along the north edge? I think the guys entering (that way they're sure not to be forgotten; yep, that happens). 8-1/747 stacked together declare double time [place CX counter on them], so now have 8MF (4MF as MMC, plus 2 MF for Leader (Ldr) Bonus, plus 2MF for everybody CX'd) enters V10(2MF), ... possible line of sight to Q6 but the Germans forego long range fire through four hexes of grain that is *in-season* (+4 Hindrance DRM, +1 Hindrance per hex *between* firer and target) ... continuing: U10, no longer in LOS of Q6 due to building in R7 (3.5MF, 1.5MFs per grain hex when *in-season* [June-September]), T9(5MF), S9 (6.5MF), S8 (8MF), end their move.

747x2 Assault Move to V5, and end their move. The Germans in Q6 are thinking about shooting at them and finally decide to declare fire (Defensive First Fire), since

they have no other visible targets and they have nothing to lose.

Q6 (8-1/467x2) -> V5 (747x2), 8FP/+1. It is at range 5 hexes and within normal range for the 4-6-7s. Here's how it figures: FP is 4FP/unit x 2 units = 8FP. The modifiers are: -1 Ldr, +2 Orchard hindrance of +1/hex *between* units (T5 and U5 are between them)= +1 net. However, the American challenges LOS and they determine that the west-most edge of U6 is (though barely) obstructing fire. The units in Q6 are "considered to have fired for all purposes" (3.2 P2) therefore, place a First Fire marker on them!

L5 (747) Assault moves to M6.

M5(8-1/747) Assault move to N5. P5 declares defensive first fire (D1F) on same. P5(467)->N5(8-1/747), 4FP/+4 (4FP, +3 TEM for stone building, +1orchard hindrance, = net +4DRM). And the dice are: 1,4=5, +4 DRM=Final DR of 9. Crossing 9 on the IFT with 4FP yields a result of "-", nada again. Place a First Fire Counter on the German unit, and a 2FP Residual Fire counter (green-on-white star burst with 2) on hex N5. If P5 wanted to, they could fire on the same unit again with Subsequent First Fire (SFF, see 1a on the Synopsis of Defensive Fire at top of page 7) since the target unit spent 2MFs entering the hex (building), but pass for now. More on SFF below.

Again not sure this is good strategy, but will make for good exercise of rules: the unit in N4 is tossed between heading into M4 to help avert the attack from the southwest and going into N5 for better protection and nearness to his leader (but would need to first undergo the residual fire counter attack with the same DRM of +4 if using Assault Move (unlikely to cause any damage), or Assault Move to the orchards in O5 in hopes of closing with and

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eventually destroying the unit in P5, who was distracted by firing on N5 (i.e. is marked with First Fire marker and therefore will now shoot at half strength for Subsequent First Fire (3.3.1 P3 and see Synopsis Table on page 7). They chose the Orchard.

N4(747) Assault moves to O5. P5 declares SFF on target. The 4FP of the Germans is halved for SFF (they are already marked with a First Fire marker) to 2FP, but then doubled for Point Blank Fire (PBF) for being adjacent to their target, back to 4FP. The modifiers are 0 (zero). The Germans do not get FFNAM benefit because the Americans moved *carefully* by declaring Assault Move, and they don't get FFMO benefit because an orchard hex is not considered Open ground. On the other hand the Americans get no TEM for being *in* the orchard because it only provides a Hindrance DRM when *between* the target and firer. So it's what we call a clean shot (no DRMs). In summary: 4FP/+0 DRMs. And the dice say: 3,2=5 resulting in a 1MC or a Morale Check with difficulty increased by 1. Take a moment and read 3.2.1 Results, section "NMC" and "#MC." The American unit is now checked to see if it held up under this fire, and rolls a: 4,2=6, +1 DRM =final 7. This is *equal* to its Moral Level (ML) of "7" (third numeral of the Strength Factor; may be different when broken) and means that he *just barely succeeded* in not breaking by not rolling higher than 7, but is therefore Pinned instead, and can't move *OR ADVANCE* in this turn and has its FP cut in half until the end of this turn! The German has pinned a unit that would have certainly advanced upon it later for Close Combat! Rats!!!! Mark the American unit with a red-on-white "Pin" counter (note what it says on it) and turn the First Fire marker on the German unit over to the Final Fire side. Also, SFF leaves Residual Fire so place a 2FP Residual Fire counter on O5, in case

anybody else decides to walk through that orchard right now. <Note that by keeping the same dice rolls for the German attack and the American Morale Check, but pretending that the Germans had not already First Fired and therefore would have been firing at full strength 4FP doubled for PBF to 8FP, this would have resulted in a 2MC for the Americans and they would have broken with their roll of 6 (+2=8, which is greater than 7, their morale factor). The lesson to learn is that order of events can be *very* important, even decisive.

N3(337) Assault moves to M4. The Germans in K2 declare fire. Mark them with a First Fire marker. The Americans object that there is no LOS, they check, and the Germans have LOS. The attack is: 8FP/+3 (make sure you know why).The dice: 6,5=11 +3(sBld)=14 resulting in absolutely nada. Pretty bad shot from those second-line units! The Americans are in safe. This ends the MPh. Remove all Residual Fire markers.

**AT1 DFPH:** I2 (447) declares fire to N5. 2FP(4FP/2 for LRF)/+3 (sBuild TEM), The dice: 6,2=8 +3=11, results in nada. Mark firing unit with Final Fire counter. End of DFPH. Note that P5 was prohibited from firing on the adjacent pinned unit because it was already marked with a *Final* Fire counter. Now remove all First/Final Fire markers.

**AT1 AFPH:** Advancing Fire is halved. The only American units with a target is M4 (against K2 but too little FP to bother with), V5 against Q6 but since beyond normal range, can't use their Assault Bonus (see 3.5) and therefore the attack is a 6/+5! They'd have to roll a 3 just to get a PTC result. They pass. M6 to J1, but again too little FP at that great distance. Finally there is N5 and O5. O5 can and will give the good 'ole American try. Now pay attention. The

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American Z47s have Assault Bonus (3.5) capability by virtue of their underlined Fire Factor (so will the coming Germans!) that reflects an increased ability in Assault attacks (Firing while simultaneously moving forward, because they have goodies like Thompson sub-machine guns). The bonus is that after *all* modifications to their FP, you add 1 and any fraction is rounded upwards (FRU). Therefore the O5 unit has 7FP which is halved for being pinned to 3.5FP, which is halved for Advancing Fire to 1.75, which is doubled back to 3.5 for Point-Blank-Fire (PBF, i.e., being adjacent). Now we add 1 for Assault Bonus and have 4.5, then round upwards to 5FP! Not bad. That will be resolved on the 4FP column. (if they weren't Pinned it would have been an 8FP [7/2 for AFPh, x2 for PBF, +1 for Assault Bonus =8]). The DRM is +3 for the stone building (sBldg). And the die roll is 5,1=6, +3= Final DR of 9 for nada, but a good try! Though it's not in the rules, I like to mark my Advancing Firing units with a Prep Fire (PF) counter, so I don't use them twice accidentally.

Now N5 (8-1/747) ->P5(467): 4FP/+3. Here's how: 7FP /2 for advancing fire = 3.5. add 1 for assault bonus = 4.5 and FRU to 5. No column for 5 on the IFT so back down to 4 FP. The target is in a sBldg for +3 TEM, and the orchard hex adds +1 for one hex of hindrance *between* them (hex O5), and finally the Ldr provides -1 for directing fire, for a net of +3 DRM, another long shot. The dice: 4,6=10, +3DRM=Final DR of 13, and a big NADA! Mark with PF. This ends the AFPh. Remove any Prep Fire markers

**AT1 RtPh:** There are still no broken units yet, so no routing.

**AT1 APh:**

S8(CX'd 8-1/747)->R7  
V5 (747x2)->U6,  
M6(747)->N6,

N5(747 only)->O6,  
M4 (337)->L3 (good luck guys!)

**AT1 CCPH:** None yet. Remove Pin marker(s).

End of American Turn 1 and Game Turn 1. Flip turn Marker over to front side for German Turn 2 and advance along the Turn Record Chart to indicate that we are now in turn 2. <Whew! That was a lot of learning. Things will move faster now.>

**GT2 RPh:** Place the units that are to enter this turn along the east edge of the board to remind you to move them in at the MPH. Otherwise, still no broken units to rally.

**GT2 PFPH:** To remind you again, if you Prep Fire units (i.e., provide cover fire), then they don't move during the MPH. The German is thinking that he wants to get those 919<sup>th</sup> GR guys across the road to advance upon and eliminate that lonely half squad in one of the victory condition buildings (L3). This could be safely performed if the FG (Fire Group, in case you forgot) in K2 could break them with Prep Fire. So they try.

K2(447x2)->L3(337), 8FP/+3 (the DRM is for the sBldg. And the DR=2,1=3, +3=6! Oh, oh ... this could be bad. Crossing the Final DR of 6 with the 8FP column yields a "1MC." If you don't know what that means, then read again the meaning of "NMC" and "#MC" under 3.2.1 or on the QRDC under the IFT. The 337 rolls for its 1MC and gets: 2,1=3,+1=4!!!! (I swear before God, these are actual die rolls!) So they survive VERY nicely! Had they rolled a 12 (Box Cars), they would have been eliminated by Casualty Reduction (explained under 3.2.1 "K/#." <If they had rolled a 2 (Snake Eyes) and this were the *full blown* ASL version, they might have Battle Hardened, created a new Hero (SMC), gone Berserk, or had a 1/36 chance of actually surrendering!> Mark the firing units with a Prep Counter (1 on top of the stack).



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The German units on the other end of town aren't planning on going anywhere (moving) so they fire at any and all available targets. P5(467) has two enemy units adjacent where he can get the benefit of doubled FP for PBF on either one. He definitely wants to hurt or kill one of them before it's their turn to gang up on him with a FG. However, the units in Q6 have LOS to the unit in O6, and all three units (in two hexes) could form a FG, since they are adjacent to one another (allowing them to share selected targets with each other for a concerted effort), but they could only use the 8-1 Ldr to direct fire by those present with him in Q6. Should Q6 join with P5 to attack O6, or should he fire to the north (at U6), or across the road at R7? He could also use one unit one way and the other the other way, but could only apply his Leadership modifier in directing the attack of one attack. If they all gang up for a FG on O6 it will be a 16FP!/+3, that sounds pretty devastating. If Ldr directs both of his squads at R7, he gets an 8FP/+2 (+3 for sBldg, plus -1 for this Leader directing fire). He caught a glimpse of a Leader moving with the squad that is now in R7 and he knows if he can get *him* to break, it will be worse for the squad with him, but if the Ldr is *muy macho* and doesn't break, it will be tougher to break the squad alone. He also knows there is a whole lot of FP staring at him from across the way in the sBldg (O6) adjacent to the orchard (also an 8FP/+2 attack). He decides to shoot at R7 and leave what's behind him to the other squad to handle ... if they can.

Q6(8-1/467x2)->R7 (CX'd:8-1/747), 8FP/+2. The DR= 2,6=8, +2=final 10, which is nada. Mark them with a PF counter.

Now P5 chooses the target in the orchard since it provides no TEM (Terrain Effects Modifier) benefit.

P5(467)->O5(747), 8FP/+0, and the DR is ... 3,5=8, for a "NMC". Mark the firing squad with a PF marker. The American unit in O5 rolls for their NMC, DR=6,1=7! They pass their MC but *just barely missed breaking* by passing their MC with the highest number possible, thereby getting Pinned again! (Place a Pin counter and review the last paragraph of page 5). Since it is now the German turn, and the Americans wouldn't be moving anyway, the pinned squad suffers only by having their FP reduced in half, again. This ends the GT2 PFPh.

**GT2 MPH:** "Then came, arriving from the East, three squads of German paratroopers!"

9-1/548x2(the other comes behind separately) enter on I10(MF1),I9(MF2),J8(MF3-4),K8(MF5-6) and end their move. Upon entering the sBldg in K8, one of the guys in L3 noticed them AND RECOGNIZED them, and yells to his buddies, "Oh crap! There're Fallschirmjäger behind us!" Then he frantically begins giving hand signals to alert and inform his leader in N5. Last 548 enters I10(MF1),I9(MF2),I8(MF3-4) and ends movement, and is also seen by L3. While L3 is thusly distracted, I2(447) moves I3(MF1), J3(MF2-3) and ends its move.

[Before we go on, if you noticed that L3 has LOS to the open yard of I2 prior to the squad actually getting to the road (center dot) where they are no longer visible to L3, and are bothered by the fact that L3 isn't allowed to fire on them as the Germans are screaming out of the house to cross the street, then you want the full blown ASL game where this, termed a Snap Shot, *and everything else imaginable*, is accounted for. But let's continue one step at a time.] The squad in L3 knows it doesn't have much to work with but shoots with Defensive First Fire (D1F) at the moving Germans anyway.

L3(337)->J3(447), 2FP/+2 (2FP because 3FP is not enough for the 4FP column, and +2DRM because of +3 sBldg and -1 for

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FFNAM). And the DR is 3,1=4, +2=6, a PTC. Place a violet First Fire counter on L3, and a green 1FP residual fire marker on J3. Now the 447 rolls for its PTC and gets ... 4,1=5, thereby passing the check and are NOT pinned. The Americans in L3 know that if they shoot again with SFF, it will be even less effective and so they don't.

<As a quick check, you should have the following information markers on the board at this moment:

Prep Fire x3 (K2, P5, Q6),

Pin x1 (O5),

First Fire x1 (L3),

1FP Residual Fire marker (J3) and

CX on R7.>

German player does not wish to move the leader in J1 and ends the MPh. Remove the residual fire marker (green-on-white). No smoke was laid so there is none to remove, yet.

**GT2 DFPh:** Fire group: O5(7FP halved for being Pinned, but doubled back to 7FP for being adjacent (PBF)) and O6 (7FP doubled for PBF to 14FP) join to contribute 21FP (use the 20FP column) against the adjacent P5(467).

O5(Pinned 747)+O6(747)->P5(467), 20FP/+3. The DR is ... 4,2=6, +3=final 9, resulting in a 1MC. First mark both firing units with a FINAL Fire marker. Then P5 rolls for its 1MC, and gets ... 6,6=12! Box Cars! (I swear before God this is really happening!) Adding the additional +1 DRM to make it 13 makes no difference at this point. They had to roll a 6 in order to add the +1 DRM and still end up with a 7 to not break (for a Pin result, but not breaking). Instead they failed miserably! An unbroken unit that rolls an original 12 for a MC suffers casualty reduction (meaning half the squad is killed or wounded and is unable to fight; the remaining fighters are only a half squad).

BUT, ... now it's time to read both 3.2.1 "NMC" first paragraph, and then read 5.1

(both paragraphs). This German squad that broke so miserably that it is now only as effective as a half squad, is also reduced in *quality*, because it failed its MC by more than the OB-stipulated Experience-Level-Rating (ELR) limit of 3 (see the scenario card). It failed its MC by 6, the difference of 13 (final MC DR with the DRM) and 7 (their ML). So, checking the Nationality Chart on the back cover of the rule book for which kind of half squad is 1<sup>st</sup> line in quality, we find it is the 247. Therefore, the squad *would have been* replaced by them for **casualty reduction purpose**, except that they must also be ELR'd (past tense of the "verb" to ELR, meaning to suffer unit substitution by a lower quality unit) to the next *lower quality* half squad for having failed their MC by more than their ELR limit/rating of 3. Therefore, the original 467 squad is finally replaced by a broken (flipped) and DM'd (place a blue-on-white DM counter on them) 237 2<sup>nd</sup> line half squad! > As Conscripts [in quality], they will suffer *Inexperienced Penalties* (see 5.4). The first blood has been finally spilled. <Notice what this poor half squad's broken moral level is!>

Continuing:

U6(747x2)->Q6, 12FP/+4 (again 12FP not 14, and DRM of +3 sBldg and +1 Orchard Hindrance [Orchard is considered *Inherent Terrain*, meaning the entire hex, including any hex sides, not the symbols of the orchard trees *per se*, is considered the Hindrance]). The DR is ... 4,2=6, +4 = 10, for a result of "PTC." Mark the firing unit with a Final Fire marker. The units in O6 must now check, Ldr, with ML8, goes first. His DR=5,5=10. He Pins, and therefore cannot give any benefit to the guys with him (i.e. they don't get the benefit of the leader's -1 DRM). 1<sup>st</sup> 467 squad (ML7) rolls: 3,2=5 and passes their PTC. 2<sup>nd</sup> 467 squad (ML7) rolls: 4,4=8, and fails their PTC, precisely by the amount that the Leader would have helped

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by had he not been pinned. Arrange the stack so that the Leader and one squad are at the bottom of the stack and have a red Pin counter on them. The other squad is on top and still has a Prep Fire counter on it.

Now the guys in R7. Though they probably can see the Germans in K8, they're too far away to hurt them, so they'll apply their FP across the street against the German Schwerpunkt (focal point) in Q6. Since they are still recovering from the huffing and puffing they did last turn to get here, they suffer a +1 DRM for being CX'd for just about any reason (see 3.3 P6), including IFT attacks.

R7(CX'd 8-1/747)->Q6(Pinned 8-1 and 467, 467). 6FP/+3 (+3sB, +1CX, -1Ldr=+3). And the DR is ... 1,1=2 (Snake Eyes!!) plus 3=final DR of 5! (I can't believe these rolls myself!). Mark R7 with a Final Fire counter. This fire results in a "1MC". The Ldr (ML8) rolls first, and gets ... 4,1=5, +1=6 and does not break, but is still Pinned from the prior attack. Then, the Pinned 467 rolls ... 4,2=6, +1 =7 and does not break [barely, and is already Pinned], but remains pinned. Lastly the other 467 rolls ... 5,3=8, +1=9, failing his MC and breaks [flipped over] and gets a nasty blue-on-white DM counter placed on him [move him in the stack to below the pinned units and you can discard the Prep Fire counter. (This unit failed by only 2 [needed 7 but got 9], which is less than or equal ( $\leq$ ) to the maximum ELR of 3, so he is not going to devolve to lower quality). <As a technique note for stacking, I like to slightly misalign my stack in Q6 so that I can see the white of the DM counter second from the bottom, and see the top Pin counter, to remind me that there is something down there. Or you can rotate the pinned units above the DM'd ones, etc. > American units desire no further Defensive Final Fire, so ends the DFPh. Remember what to do now? Yep, remove all violet First/Final Fire counters.

**GT2 AFPPh:** The newly arrived Fallschirmjäger in K8 arrive at the windows with their guns blazing away at L3. K8(9-1/548x2)->L3(337). Let's calculate their FP. Though they have an underlined Fire Factor (5), they are not able to take advantage of the Assault Bonus because the target is beyond normal range. So *each* 548, has 5FP/2 for AFPPh=2.5FP, divided by two again for long range fire (LRF) equals 1.25FP. *Two* such units raise the FG's FP to 2.5 for this attack (resolve on the 2FP column). [If the target would have been in normal range, *each* 548 would have 5FP/2 for AFPPh = 2.5FP, +1 Assault Bonus =3.5FP, and FRU to 4FP! For *two* such units, 8FP! What a difference.] So our attack is going to be a 2FP/+2 (+3sBld and -1 Ldr direction). And the DR is ... 3,1=4, +2=DR of 6, for a result of a "PTC." Mark the Firing units with an orange-on-white Prep Fire counter (just for me). The L3 squad rolls ... 5,1=6, and is not Pinned. (Given that they (the American 337) are not in a position to be advanced upon by an adjacent enemy unit for CC (where the Americans would not wish to suffer with FP being halved for Pinning), and this is the German turn so the Americans wouldn't be Moving or Advancing anyway, it makes no difference even if they had been pinned. If you can understand what I just wrote, you have come a long way ☺. Now J3 jumps in with some Advancing Fire of their own.

J3(447)->L3(337), 2FP/+3 (you should definitely understand this one by now). And the DR is ...4,3=7, +3=10, for an absolute nada, not even close. Mark them with a Prep Fire counter. The squad in I8 knows that if they tried to harm L3 it would be a 1/+4, with an impossibility of even getting a PTC, and don't even try. End of AFPPh. Remove the (4) orange Prep Fire counters.

**GT2 RtPh:** Finally, we have something to do here. Both sides rout during this phase (if

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they both have broken units) but the ATTACKER (the German right now) goes first. Basically put, broken units seek cover and safety. They never move towards the enemy and they try to find a building or woods to rally in. It's better if you take a moment and read section 3.6 and review the Rout Phase example. <Do so now>

Accordingly, the broken squad in Q6 would actually make matters worse if they stepped out of the building in any direction, and since there is no enemy adjacent, they can stay in the same building, AND the leader is there anyway. So they are not required to rout, and stay put. The unit in P5, however is adjacent to enemy and is required to rout or be eliminated. They rout to Q6; just move the broken unit under the broken and DMd leader and squad and dispense with the extra DM counter. <The noose is tightening>. This ends the RtPh.

**GT2 APh:**

447(J3)->K4.

The two squads in K2 advance separately to K3 and L2 (yep, the road). The guys in L3 see their doom approaching.

J1(7-0) decides it's safe enough to get closer by advancing to K2.

The 548 in I8 ->I7 (in the road).

K8 (9-1/548x2)->L7. Thus ends the Advance Phase.

**GT2 CPh:** None yet, but almost. Remove the two Pin markers.

End of GT2. Flip the turn marker over for the American turn 2.

**AT2 RPh:** American stages his turn-2-entering units along the North edge. The American has no broken units to rally, but the German player does (both sides attempt rally during the Rally Phase). The German has no self-rallies to attempt, so he proceeds with the unit-rallies.

The Ldr in Q6 decides to attempt to rally his best unit (the 467) first. They have a *broken* ML of 7 (coincidentally the same as when in good order). They have the benefit of being in good terrain (woods and buildings) that provides a rally bonus of -1, plus the leader has a -1 DRM. However, the unit just finished breaking and is sweating it very badly (i.e. has a DM counter on them conferring a penalty of +4!) Adding up the modifiers: -1, -1, +4 =+2. Since the unit's ML is 7, they would have to roll a 5 or less to still get a 7 or less and rally. It'll be tuff but the Ldr tries, and rolls ... 1,2=3, +2=5 and rallies those buggers! Flip them to good order (GO) side.

Now for the broken/DMd 236 conscript quality half squad. They have the same modifiers, but their broken ML is 4! This means that the German player would have to roll a 2 (snake eyes) in order to rally them. He has a 1/36 chance of doing so, and in fact, has the same chance (1/36) of rolling 12 (box cars, which would eliminate the broken half squad out right). Both are unlikely and throwing caution to the wind he attempts to rally them and rolls ... 2,3=5, +2=7. Insufficient, they remain broken. End of Rally Phase. The DM counters are removed at the end of this phase (except for the reasons mentioned in the rules) so don't put it back on the poor broken 236.

**AT2 PPh:** If the American can break Q6, the approaching units from the north could just run right up and take 'em.

U6(747x2)->Q6, 12FP/+4, and the DR is ... 2,4=6, +4=10 for a PTC. Mark with Prep Fire counter. The German Ldr rolls first and gets ... 5,6=11, and is Pinned again (place counter) and cannot use his leadership modifier to help the others. 1<sup>st</sup> 467 rolls ... 3,1=4 and is not pinned. 2<sup>nd</sup> 467 rolls ... 3,2=5 and is not pinned. The broken 237 does not roll for Pinning since that is less

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than being broken, but the fire just received scares the bejeebies out of them and they get a DM counter placed on them (for having received this fire attack [see last paragraph of 3.2.1]). My stack for Q6 from the bottom up is: broken 237, DM, Ldr, Pin, 467x2.

Now R7 tries the same.

R7 (CX'd 8-1 and 747)->Q6, 6FP/+3 (the CX penalty and the Ldr benefit cancel, leaving us with the sBldg TEM). The DR is ... 5,4=9, +3=12. Totally ineffective, but mark them with a Prep Fire counter.

The 337 in L3 knows they must try to break up the 24FP FG that is getting ready to swallow them whole, or retreat from the fire. Time to introduce the most famous *ASL sleaze* technique: skulking ... learn it, love it! Knowing that this is the American turn, the American player knows that the Germans don't move or advance during this turn, therefore those Germans surrounding him in L3 aren't coming yet. But the 337's MPH is next. If he shoots at the squad in K3 (or any of them for that matter) with Prep Fire, his unit is stuck there and will receive fire in the DFPh. If he doesn't fire on them so that he can move next phase, and carefully (Assault) moves back to M4, he can only receive fire from two individual 447s in turn (K4 and L2) of only 4FP and he has a stone building to protect him. Then he can advance back during the APh, so that during the German turn, the Germans must *either* Prep fire and not move, or sit there in the open street in hopes of moving, either way he may be able to Defensive Fire on one or more of them. This squad elects to skulk by not Prep Firing now and moving out of the LOS of the FG in the MPH. No other American units will Prep Fire now, ending the PFPPh.

**AT2 MPH:** First, remove the CX counter off of R7, they have finally recuperated (but

can't Double Time this movement phase and aren't going anywhere anyway because they Prep Fired and are marked as such [actually, the CX could have been removed when they Prep Fired]).

L3(337) assault moves to M4. Since the L2 and K4 German units have no benefit of First Firing now during the movement phase (the Americans denied them the FFNAM -1 DRM by using Assault Move) they'll wait and shoot in the DFPh with Final Fire.

Then, N6 Assault Moves into O6, getting out of the LOS of L7 (and into the LOS of Q6, whose Ldr is presently pinned). The units in Q6 know that if they shoot at him now with First Fire during the MPH, it would only have a possible effect on only the moving unit, not the 747 already there. If they wait until the DFPh, they could fire on both targets simultaneously. On the other hand, they fear more American reinforcements from the North and simply don't know what to do! They have to decide whether to First Fire now, before the *unit* ends *its* movement, and they decide to pass on it. Maybe they'll fire on it during the DFPh, we'll see.

Then, ... O6 (747 originally in there [now you can see why *each* individual MMC counter is also identified by a unique letter in the lower right hand counter]) surprisingly Assault Moves to P5 and ends *its* movement! The German player asks for a moment to think. These guys are breathing down his neck, but he is worried about the reinforcements sure to come from the north. He decides that he can't let this move go unchallenged and directs ONE squad in Q6 to the south side of the building to attack the Americans (with D1F), leaving one squad to hopefully cover the northern approaches.

Q6(467x1)->P5(747), 8FP/+3 (4FPx2 for PBF). The Ldr is pinned, so can't help with the

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attack, the Americans are not moving in open terrain and used Assault Movement, so no FFMO or FFNAM DRMs for the Germans, so the only DRM is the TEM for the sBldg. By the way, the broken squad in Q6 is starting to wet their pants!). And the DR is ... 2,3=5, +3=8, for a "NMC." The Americans check with a DR of ... 1,5=6 and pass! Mark one of the two 467s (the lower one) with a violet First Fire marker, and place a green 4FP (half of 8) Residual Fire marker in P5.

Now O5(747) Assault moves into P5 also! This was actually happening during the last attack (since the MPH and the D1F across the entire board are all happening simultaneously in *real* life but are portrayed in separate steps in game terms) however, the Germans were more attentive with their fire against the 747 that came from O6 than these guys coming from the orchard, and this is why the Residual Fire attack (3.3.1 P7-9) that they must now first undergo is half strength (4FP Residual Fire counter). 4FP Resid Attack on 747 entering P5 from the orchard (O5): 4FP/+3, and the DR is ... 6,4=10, +3=13 for nada, nada!

Now those Germans looking out the south side (marked with First Fire) take the new entering squad (moving) under fire with Subsequent First Fire (SFF, 3.3.1 P3), because they have already D1F and are presently marked with a First Fire marker, and because they have no *closer* enemy, and they are in their normal range, and the target spent 2MFs entering the hex, and ... they are nervous! Q6(1<sup>st</sup> F 467)-> P5 (new 747 from orchard) 4FP/+3 (the FP is: 4FP/2 for SFF = 2FP, doubled for PBF =4FP). And the DR is ... 2,2=4, +3=7 for a PTC, BUT WAIT! The German squad rolled doubles while NOT being directed by a Leader, and therefore **COWERS** (3.2 P3 15<sup>th</sup> line)! Therefore the attack is resolved one column over to the left (on the 2FP column) and

actually results in *nada!* SFF leaves Residual Fire but in this case it would be less than what is there already, so don't change anything, other than bringing the residual fire counter to the top of the stack in P5. The 747 that was already there had already been attacked (with 8FP if you remember) and had already ended its move, so cannot be attacked by this residual fire. The German unit that attacked must have its First Fire counter now flipped to the Final Fire side (even if it had just *First* Fired, because Cowering causes placement of *Final* Fire counter [or Prep Fire in weapons that otherwise would have retained ROF, like Machine Guns, firing in the PFP] see last paragraph of page 4).

747 enters on V5(MF1), U5(MF2), <German squad in O6 can see him through the orchards, but waits for him to get closer, if he will. L2 can also see him very far away.> Continuing: T5(MF3) and before he can declare end of his movement, the German opens fire with D1F. Q6(467)->T5(747), 4FP/-1 (The DRM is -1 for FFNAM. The orchard is not open ground so no FFMO DRM for the German, who also is still leaderless due to pinning.) The DR is ... 5,3=8, -1=7 for a PTC. The 747 rolls: 2,2=4! Passing his PTC! Now mark the German with a First Fire counter, and place a 2FP Residual Fire counter on T5. Having survived that attack, and never having actually declared the end of *its* move, the same squad continues forward to S6(MF4) and ends its move. The same German squad that just attacked it declares a SFF attack on the 747 encroaching upon it. BUT WAIT! The rule for SFF states that the target cannot be "at a range greater than that to the closest enemy unit," which is at this moment in the adjacent hex P5! Therefore, they CANNOT SFF on them! They also cannot say, "Well then we SFF on P5!" Why? Because the guys in P5 are no longer *moving* and SFF affects "only moving units"

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(see "Synopsis of Defensive Fire" at top of page 7).

Now comes the 8-0 Ldr and 747 in stack together (having 6MF for Ldr Bonus), and this Ldr knows his stuff! V4(MF1), U4(MF2), <Pause: The Germans in Q6 see him but can't fire with SFF for the same reason that they can't fire on S6 [farther away than the closest enemy unit, in this case adjacent]. The unit in L2 sees them, however, and will wait for a possible Long Range Fire (LRF) shot.> Continuing: T4(MF3), and German unit in L2 declares D1F:

L2(447)->T4(8-0/747), 2FP/-2 (4FP/2 for LRF = 2FP, and DRMs are -1 FFMO, and -1 FFNAM=-2). The DR= 5,4=9, -2=7, for nada. Place a 1FP Resid counter on T4 and a First Fire marker on L2. Continuing movement: S5(MF4), R4(MF5) and finally Q5(MF6) ending movement. The Germans scream ... in German, of course! First the 1<sup>st</sup>-Fired 467 in Q6 attacks with SFF (finally can, now that they are closer than P5).

Q6(1<sup>st</sup>-F 467)SFF->Q5(8-0/747), 4FP/-1. (4FP/2 for SFF, then x2 for PBF=4FP, and the DRM is -1 for FFNAM only.) The DR is ... 3,6=9, -1=8 for nada! Flip the 1<sup>st</sup> Fire counter on the German to the Final Fire side, or better yet, now put both 467s under the same Final Fire counter. To be a stickler you would put a 2FP Resid counter in Q5 (but since there is NO possibility of anybody stepping in that hex during this MPh, just forget it). The German is not through yet. He KNOWS what is coming and is *desperate* to prevent it. So he uses his two Final-Fired 467s in Q6 in Final Protective Fire (FPF, 3.3.1 P4) against the same moving units in Q5. Essentially, FPF is handled just like SFF, except that since the guys are so desperate, they may make mistakes and injure themselves. This is abstractly portrayed by the *Firing* units suffering a NMC with the original IFT DR

applied against them, immediately after the attack. Let's watch how.

Q6(Final-Fired 467x2) FPF->Q5(8-0/747). 8FP/-1 (8FP/2 for FPF =4FP, x2 for PBF =8FP, DRM is only -1 for FFNAM). The DR is ... 4,3=7 (original DR), -1=6 (final DR), resulting in a 1MC. First the Ldr checks and rolls: 6,3=9, +1 =10 (failing only by 2, note that the American ELR is 5!), and breaks. Flip him over and put a blue DM counter on him. Next the squad checks and rolls: 1,3=4, +1=5 and passes in style! Now the original DR of this attack (4,3=7) is applied against the two German Firing squads as a penalty for FPF. Their ML is 7 and the original DR =7, so they survive the moral check, but just barely by the highest number possible, so they are now Pinned. Place a red Pin counter on them too (under the Final Fire; this stack is REALLY High!).

We're almost done. Since the leader that just broke had a *higher* ML (8) than the squad with him (ML7), they have to prove their mettle by surviving a Leader Loss [Pin] Task Check (LLTC). Please read the second-to-last (or more properly, the *penultimate*) paragraph of page 5. This leader had no negative leadership DRM, so it will be a simple, straight PTC. And the DR is ... 5,1=6, and the squad is NOT pinned. [This step is superfluous if the squad had been pinned already, or worse, broken; not so, however, if the leader had been *eliminated*.]

End of MPh. Remove all the green Residual Fire counters (no smoke counters yet to remove).

**AT2 DFPh:** Not many targets for the Germans since the Americans skulked out of their LOS, remember? As for those two squads in Q6, they cannot Final Fire in this phase because they are already marked with Final Fire markers. If I7 wished to attack M4 and assuming LOS, it would be a 2FP/+4 (make sure you understand why),

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requiring rolling snake eyes just to get a PTC, and they decide not to waste ammunition.

K4(447)->M4(337), 4FP/+3. The DR is ... 6,6=12, +3=15. Mark K4 with Final Fire marker. What about L2? They can't fire on M4 now because in the DFPh, if you're already marked with a First Fire marker, you can only fire on *adjacent* units (see 3.4). End of DFPh. Remove all the violet First/Final Fire counters.

**AT2 AFPh:** The Americans in O6, P5 and Q5 are intent in utterly destroying the Germans in Q6, and attempt to do so by forming a killer FG. Remember that the 747s have Assault Fire capability because their Fire Factor (first number of the 3-number Strength Factor) is underlined. Let's calculate the FG's FP. O6(747) has 7FP/2 for AFPh =3.5FP, Then +1 for Assault Bonus (AB) =4.5FP, and FRU to **5FP**. P5 has two 747s in it. We calculate for one of them and finally double it as follows: P5(747x2) has 7FP/2 for AFPh =3.5FP, x2 for PBF =7FP, +1 for AB =8FP (no fraction to round up), x2 units as such =**16FP**. Next Q5(747) calculates exactly as *one* of the two units just calculated in P5, for **8FP**. Adding all together we have 5FP+16FP+8FP=**29FP!** Now the American has to think, and realizes, there is no 29FP column; he's one short for 30FP, so will have to use the 24FP column, but that's a waste of 5FP! Fortunately, the extra 5FP are at the *end* of the FG in hex O6 and can be shot *separately* as a *second* attack with a resulting loss of only 1FP, as it would be executed on the 4FP column. So the American first Advancing Fires with a FG of P5(16FP)+Q5(8FP)=24FP. DRM is +3 for sBldg: 24FP/+3. And the DR is ... 4,3=7, +3=10 for a 1MC. First the Pinned Ldr checks, DR =3,6=9,+1=10, and breaks (by excess of only 2 [no ELR reduction]). Flip the Ldr counter and place under the broken 237 on the bottom, so now both those units are

under the blue DM counter. Also remember that since this leader has a higher ML than the units with it, after this fire is resolved, they will all have to undergo a Leader-Loss [Pin] Task Check (LLTC, see the penultimate paragraph of page 5), unless they're already broken (worse than Pinned) by then. And if the leader ends up later being *eliminated*, then any surviving units will have to undergo a Leader Loss MC (LLMC, see the *antepenultimate* paragraph of page 5). Continuing the attack resolution: Pinned 467#1, rolls ... 5,2=7,+1=8 and breaks [but no ELR reduction]. Flip and place on the bottom of the stack. Pinned 467#2 rolls ... 6,5=11,+1=12, which breaks and suffers ELR reduction (for failing by more than 3) to a 447 2<sup>nd</sup> line squad (see the Nationality Chart on back cover of Rules to see the devolution of quality). Therefore, remove the 467 and replace at the bottom of the stack with a broken (flipped) 447 squad. Now the broken 237 half squad checks, and rolls ... 1,5=6, +1=7, breaking again (since its broken ML is ~~only~~ 6). On page 5, 3<sup>rd</sup> column, top paragraph, the rules state that, "an already broken unit that fails a MC suffers casualty reduction." Then see on the same page under "**K/#**" that "Casualty reduction eliminates a HS, reduces a squad to a HS, and wounds a SMC." Therefore the broken 237 HS is eliminated. The Pin counter is no longer meaningful, so remove. Finally, since the squads are *broken* (worse than Pinned), there is no point to undergoing the Leader Loss [Pin]Task Check (LLTC), and it is forsaken. Now mark P5 and Q5 with Prep Fire counters (so not to forget that they Advancing Fired).

Now O6 attacks with 4FP/+3 (calculated earlier above), and rolls ... 2,1=3, +3=6! For a NMC. Place PF. The leader rolls first and gets ... 2,6=8, breaking again. We just quoted moments ago that "casualty reduction ... wounds a SMC." Now we add, "A wounded SMC must immediately take a



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wound severity dr; a 1-4 indicates a light wound (Wound counter), and a 5-6 eliminates the SMC." The leader rolls and gets, dr=4. Place a wound counter on the broken leader. Next the broken 467 (broken ML7) rolls 3,1=4, passing the NMC and remains broken. The broken 447 (broken ML7) rolls 5,4=9, breaking again and therefore suffering casualty reduction to a HS, but not ELR reducing. Therefore, the 447 2<sup>nd</sup> line squad is replaced by a broken 237 2<sup>nd</sup> line half squad.

S6(747) decides to get in on the action. 4FP/+3, just like O6. The DR=5,4=9,+3=12, for no effect. Mark them with a Prep fire counter, then remove all the Prep Fire counters to end the AFPh. Wow! What a phase!

**AT2 RtPh:** Best if you read 3.6 and the Rout Phase Example on page 9 first. The American routs first since he is the ATTACKER (this is the American turn). Broken 8-0 Ldr in Q5 with DM counter routs, R4(MF1, and is NOT subject to interdiction by unit in L2 because beyond *normal* range), S4(MF2), T3(MF3), U3(MF4-5) and ends rout. As for the German broken units, if they were to step into any of the open hexes around them (P6, Q7, R6, and R5), they would move *closer* to known enemy units in their LOS, yet they cannot stay where they are since they are adjacent to enemy units. Therefore, they have NO possible rout, and are all eliminated for Failure to Rout! Finally, the Schwerpunkt falls! Clear the hex of counters. <In the full blown ASL, there is also surrender, taking of prisoners, and of giving no quarter.>

**AT2 APh:**  
M4(337)->L3,  
O6(747)->N6,  
747#1(P5)->O6,  
747#2(P5)->P6,  
Q5(747)->Q6,

S6(747)->R6, and finally  
U6(747x2)->T5.

**AT2 CCPH:** None possible and no Pin counters to remove either.

This ends AT2 and Game turn 2. Flip the turn marker back to front side and place on "3" for German Turn3.

<At this point, at least 95% of the rules (without support weapons) have been practiced. We have yet to see (Road Bonus in moving, Close Combat (CC), Ambush and Melee, Interdiction, LLMC, Field Promotion (possible in CC and MMC self-rally), and some smoke grenades!>

**GT3 RPh:** Place the reinforcing German units entering this turn along the east edge of the board. Otherwise, there are no German units to rally (unfortunately). So now the American may try. The American has only one unit broken, a SMC, the 8-0 Ldr in U3. He is in a great place to rally (buildings and woods have a -1 Rally Bonus), but trying to rally yourself is tough and always suffers a +1 Self-Rally penalty. This 8-0 Ldr has just arrived from his fretful rout and is still shook up badly (i.e., has a DM counter on him), making it *much* harder (DRM of +4) to rally. But he tries. With broken ML of 8, and net DRMs of +4, he must roll  $\leq 4$  to rally; not likely. He rolls ... 2,3=5, +4=9! So close ... but no bananas. No other activity for this RPh. At the end of the RPh the DM counters are removed. Ah, that Ldr is feeling better already!

**GT3 PFPPh:** Again, don't forget: if they Prep (provide covering fire) then they don't move. The squads surrounding L3 are not interested in moving ... or are they? Being adjacent to one another AND the enemy, they can bring a FG with 4FP x3 units, x2 for PBF = 24FP, with very good chances that they could eliminate the HS. However, there's always a chance that the attack

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might go FUBAR, and that the defending HS may not lose their discipline. So the German is thinking that he could also get a good 16FP shot using only K3 and K4, leaving L2 freedom to Assault move to M3 in case the HS doesn't get eliminated, so they can advance into M4 to surround the HS and claim a victory condition building at the same time. (I let the die make this decision, 1<sup>st</sup> approach odd, second even, and it came up even.)

K4(447)+K3(447)->L3(337), 16FP/+3, and the DR= 3,3=6, +3=9 but Cowers to 12FP column, for a NMC (the other attack would have resulted in a 1MC given same DR). Mark K3 and K4 with Prep Fire counters. The 337 squad checks for a NMC with a DR of ... 4,3=7, again *barely* passing and becoming pinned! Place Pin marker on them.

Units in L7 are looking along the eastside of the village at a six-hex 42FP FG!! They also know that more of their Fallschirmjäger buddies are approaching from the east and may get mowed down by same. They want to break that FG up by attacking right at its center as best they can.

L7(9-1/548x2)->P6(747), 8FP/+2 (sBld and Ldr), and the DR is ... 4,2=6, +2=8, for a NMC. Mark L7 with Prep. P6 checks with DR=4,4=8, breaking [but no ELR *ever* for the American 747s because their ML is underlined [see last sentence of 5.1]]! Success for the German Commander! Flip and DM the unit in P6. No other Prep Fire from the German.

**GT3 MPh:** I7(548) gets cocky and *moves*, not *Assault Moves*, into J6(MF1), ... and the American screams "I kill you!" N6(747)->J6(548) with D1F, 6FP/-2 (-1 for FFMO and -1 for FFNAM), and rolls ... 5,3=8,-2=6 for a 1MC. Mark N6 with a First Fire marker. German rolls ... 3,2=5+1=6, passing handsomely. Place a 2FP residual

fire counter on the hex (6FP/2=3FP but there is no 3 so gets a 2FP). Continuing their move: K6(MF2-3) and end (remember, the Residual Fire counter is in the hex (J6), not on the squad (now in K6)).

Now L2(447) Assault Moves to M3. The American tries to *do something!* L3(Pinned 337)->M3(447), 2FP/-1 (for FFMO only), and rolls ... 4,4=8,-1=7, for nada, even before adjusting for having cowered. Mark the American with **Final** (not First) Fire counter (because they cowered) and place a 1FP resid counter in M3. But wait ... that attack gets the attention of the troopers in T5, who attempt to help their comrades. T5(747x2)->M3(447), 6FP/-1 (7FPx2units, /2 for LRF =7, goes on 6FP column) The Germans says, "Through the orchard, I think, for a +1 Hindrance you're shooting!" They check, and at least on my map, the line only touches tangentially the vertex of Q4/Q5/R4, not *entering* or even riding "along a hexside" [see *Inherent Terrain* in 2.0]. Therefore there is unhindered LOS, and they proceed with the DRM of -1 for FFMO. The DR is ... 3,4=7,-1=6, for a 1MC. Place First Fire on American, flip the 1FP residual counter to the 2FP side (6/2=3->2, which is greater than the 1 there already). German 447 checks for a 1MC and rolls ... 3,4=7+1=8!, breaking [only by one so no ELR]. Flip and place DM on them. Amazing! <For the record, this is worlds of fun SOLO!>

Now for more Germans. This is an easy tactical question, at least for me, once you think about it. Basically, the reinforcements will either battle for N5/N6, the approach against which is over much open ground and possibly against several powerful squads of paratroopers, or high-tail-it over to the far side with less exposure, to battle for L3/M4. To win, all they have to do is deny the Americans the Victory Conditions. As I read them, there must not be good order (GO) German Units in *any* of the four structures! So if there is a GO German unit

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in any *one* of them, the American fails to meet the criteria and the German wins. OK, now we're getting nasty and personal! Given these facts, the German reinforcements chose to double-time it over to the far side: 9-1/548x2 declare "Double Time!" (place CX on them, they now have 8MF all together [see the MF/PP Chart (top row) on the QRDC]: I10(MF1), I9(MF2), I8(MF3-4), I7(MF5), J6(MF6), they must first undergo a 2FP Residual Fire attack: 2FP/-2 (-1 each for FFNAM/FFMO), and the DR is ... 5,1=6,-2=4 for a 1MC! Oh, oh! Leader 9-1, checks first and rolls ... 4,6=10+1=11, and fails/breaks [by 2 so no ELR reduction]! Flip and place DM. This has HUGE consequences, for no matter what else, the leader cannot proceed WITH the squad to its ultimate objective of J4, so they lose the 2MF leader bonus in movement, and are left with that of only a MMC that is double-timing, i.e., 4MF (MMC) +2MF (Double Timing)=6MF, which is exactly what they have spent thus far, and can move no further!! Additionally, after everything else, the squads may face a LLTC too (if they don't break in the next moment)! Now for the squads' 1MC check: 548#1 rolls ... 4,1=5,+1=6, passing handsomely! 548#2 rolls ... 2,2=4+1=5, passing impressively! Way to show your leader, guys!

But now comes the LLTC. Remember that any negative leadership modifier is used against the squad as a positive DRM. In essence, the better the leader that breaks or dies, the harder it is on the guys with him [doesn't this game have beautiful logic?!]. The squads have a ML of 8. 548#1 rolls ... 1,1=2,+1 (for -1Ldr)=3. These guys must get medals after today. 548#2 rolls ... 2,6=8,+1=9! They fail and are Pinned! Place a Pin counter on them. I have my stack arranged thusly from the bottom up: broken leader, DM, 548, Pin, 548, CX, and 2FP residual fire marker. The Americans, however, are not done yet with these guys.

Now R7 opens with D1F!  
R7(8-1/747)->J6(contents just described), 2FP/-3. Hope you can figure why by now. <<If not: 7FP/2 for LRF=3.5FP, resolved on 2FP column. The DRMs are -1 each for FFMO/FFNAM, plus -1 for American Leader directing fire.>> The American rolls ... 5,4=9,-3=6, for another 1MC. Place a First Fire counter on them. No residual counter is placed because 1FP, from this fire, is less than the 2FP already there.

The leader checks first again (why? What if he dies this time?), and rolls 5,6= 11 (original), +1=12(final) [failing by 3, the max allowed by his ELR of 3. If he had rolled an *original* 12, he would have been eliminated]. You may remember that a broken unit that breaks again suffers Casualty reduction, and that SMCs do so by wounding (or dying, depending on the die (not dice)-roll (dr)). The leader rolls and gets, dr=4. Place a Wound counter on him directly. This status is summarized on the counter itself, and says 3MF (limiting his movement severely), and ML/LD -1 (reducing BOTH his moral level and leadership by one, in this case to that of an 8-0 leader. The only part not included, is that he suffers a +1 die (not dice)-roll-modifier (drm) for any further wound checks because he is wounded already.] Next the pinned squad rolls ... 3,5=8, +1=9 failing [only by 1 so no ELR] and breaks. Flip them, discard the Pin marker, and place them under the broken leader and DM marker. Now the last 548, rolls ... 1,4=5,+1=6, passing yet again!

This ends the GT3 MPh. Remove the Residual Fire markers.

**GT3 DFPh:** The American has no possible shots because the units not already marked have no targets in their LOS, and because those marked with First Fire can only fire at adjacent targets. If only L3 had not cowered, thereby getting a *Final Fire*

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marker instead, they might have tried again against M3. Remove all First/Final Fire markers.

Wow! What a turn of events! The GT3 MPH demonstrated some important principles: some of which include Leadership (especially when helping direct fire, but also its effect when lost), the value of low FP shots if also benefiting from negative DRMs, situational awareness, the attrition caused by repeated attacks upon a unit, and how military planning can evaporate under the cauldron of battle.

**GT3 AFPh:** The only units that can do anything are K6 and unbroken squad in J6. K6(548)->L3(337), 4FP/+4. <<5FP/2 for AFPh=2.5FP, +1 [Assault Bonus]=3.5, FRU to 4FP. DRMs = +3sBldg, +1 Orchard Hindrance=+4.>> And the DR is ... 4,2=6, +4=10, for nada. Mark them with Prep Fire counter.

Now J6(CX'd 548)->N6(747), 4FP/+4 (don't forget +1 for CX'd), and the DR is ... 2,5=7, +4=11, for nada. Mark with Prep Fire (PF). End of AFPh. Remove all PF markers.

**GT3 RtPh:** German, as current ATTACKER, goes first. M3->M2, L1, K2 (no closer to L3 in hexes than L1) and equal expenditure of MFs (4) than if routing to L0 (woods). <Note: the American Pinned HS in L3 is not capable of Interdicting the routing German squad [see 3<sup>rd</sup> full paragraph of page 9.]> Next, J6 (broken wounded-leader and squad only, not the CX'd 548) to I6 (rather than J7 because out of LOS and fire). Then the American: P6 (could technically stay put because no adjacent enemy, but prefers to get out of the LOS and fire of bad guys) to P5. He can now see the Germans in K4. End of RtPh

**GT3 APH:** K3(447) and K4(447) to L3. Place Red-on-White "CC" counter on top of stack.

**GT3 CCPh:** Best that you read the pertinent rules section now. See 3.8. First we determine if one side ambushed the other. The only die-roll-modifier (drm) in play here is +1 for the American for Pinned status. The German rolls: 5; the American rolls 6+1(Pinned)=7, a difference of two. The German missed ambushing the American by one, so there is no Ambush. The German may not do two separate attacks, because "no unit attacks or is attacked more than once per CCPh." The American must decide whether he wants to attack both of the squads, or only one squad this time, and he quickly decides to attack only one squad. The American HS is suffering the effect of being Pinned, which results in Half FP for their *attack* calculation, but not their *defense* calculation. Though this is not clear in the ASLSK rules, consider that even *broken units* defend [at full strength, 3.8 P3], therefore it is inconceivable that pinned units would *defend* at less FP than broken units! [Unfortunately, this is not made any clearer in the rules for ASLSK#2 (Guns) or ASLSK#3 (Tanks), but is explicitly clear in ASL.] Therefore the German Attack-to-American defense FP ratio is 8:3, which is more than a 2-to-1 odds ratio (6FP:3FP), but insufficient for a 3-to-1 odds ratio (9FP:3FP), and will therefore be resolved under 2-to-1 odds ratio with Kill # of 7. The German qualifies for none other of the FP/DR Modifiers listed on the Close Combat Table (CCT) on the QRDC. The American's attack is focused only against one German squad, so its pinned attack ratio is 1.5FP:4FP, which is better than 1-to-4 odds ratio (1:4) but not sufficient to qualify for 1-to-2 odds ratio (2:4), therefore is resolved under the 1-to-4 column with a Kill # of 3. The German rolls 4,2=6, which is less than their kill #, for a kill. The American rolls 5,2=7, way over their kill # for nada. The American HS is eliminated. Remove the CC and Pin counters. End of CCPh and the GT3.

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You may have thought, "That HS should have run for their life!" And you would be right. If only they had come from an ASL box instead of an ASLSK box, they would have had that ability! Flip the turn counter over for AT3. We are now exactly half way through the available turns for resolution of this battle.

**AT3 RPh:** Place the approaching reinforcements along the north board edge to remind the American to move them in the MPh. Since the American is the ATTACKER for this RPh, he may attempt one and only one **MMC self-rally** in addition to the regular SMC self-rallies. The leaderless squad in P5 is DM (+4), attempting self-rally (+1), in a building (-1), for a net DRM of +4. With a broken ML of 8, they'll have to roll  $\leq 4$  to rally, They roll ...2,5=7,+4=11 and fail to self-rally.

The SMC in U3 now attempts self-rally with following DRMs: self-rally (+1), building (-1), for net of DRM=0. He rolls ... 4,2=6, and rallies (flip him over to good side). <Having that extra time to settle your nerves (read: lose the DM counter!) is very helpful in rally attempts.>

Now the German attempts self-rally of wounded leader in I6. Remember, his ML is lowered by one (to 8) secondary to his wounded status. His DRMs are DM (+4), Self-rally (+1) and building (-1) for net DRM=+4. He must roll  $\leq 4$  to rally, and rolls ... 3,6=9, +4=13 (way over 8) and fails to rally. The squad with him is stuck because there is no good order (GO) leader present with them to attempt unit-rally.

Next the 7-0 in K2 attempts to rally the broken 447 (broken ML of 7). DRMs = -1 for building and nothing else. They roll ... 3,6=9, -1=8, just missing by one! If only they had had a better leader. End of RPh, so remove all DM counters!

**AT3 PFPPh:** This is a critical tactical moment for the American. He has to decide whether he wants to consolidate his hold on the central building area, or move those forces to try and recapture the southwesterly victory-condition (VC) buildings. Should the approaching reinforcements (which include the finest leader in this battle) hustle to occupy those VC buildings before those nasty 548s to the south, or help in town? Should he pace himself (having three turns including this one) or snatch and try to hold on? The options are beginning to look like a football play diagram! The American determines that he has too much need for moving to spare any Prep fire.

**AT3 MPh:**  
O6(747) moves: N5(MF1-2) and pauses for the German to consider. Note that the American did not declare "Assault Movement," prior to moving so it seems to the German that he will continue moving. If he shoots on him now, he cannot affect the leader in the same hex; in order to do that he would need to wait for the DFPh. If the American is proceeding into the street, that will be a desirable -2DRM (for FFNAM and FFMO) shot. The German decides to wait for the next move. The American then declares that the squad will proceed to spend MF3-4 by attempting smoke placement in the M5 adjacent hex! The American squads have a "3" smoke exponent on their "7" Fire factor (see counter), meaning that if they roll  $\leq 3$  with one die, they successfully place smoke. No drm applies in this case (leaders do not affect smoke placement, [why would they?], and the squad is not CX'd). They roll ... 2, and are successful! Place a green smoke counter in hex M5. The German is baffled and doesn't know whether he should fire at the squad in N5 for D1F (placing smoke expends MFs and qualifies for D1F attacks) or wait for coming move

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sure to be screened by smoke. ... He decides to save his fire for expected move.

Simultaneously, the squad in R6 attempts to “pop smoke” in Q7 (MF1-2), and roll ... 3, successfully placing smoke! Place smoke counter in Q7, and then R6 moves to Q7(MF3-4, smoke costs 1MF more to move *into*) and ends its move. <Note: many players find it convenient to rotate the orientation of moved counters so as to distinguish easily those that have moved from those which haven’t, reorienting them at end of MPh.> The German is baffled by all the smoke, and a bit frustrated.

Q6(*unmoved* 747), P5(MF1-2), O5(MF3), N4(MF4) and stop. K6 thinks it sees movement through the smoke and opens fire. K6(548)->N4(747), 4FP/+1 (-1 FFNAM, +2 smoke hindrance [no FFMO because of the hindrance modifier]), and rolls ... 4,6=10, +1=11 for no effect. Place a 2FP residual fire counter in target hex and mark firers with First Fire marker. <However, see the *unofficial* errata referenced at the opening, under Residual Firepower, 3<sup>rd</sup> bullet. This is included in the ASLSK#2 rule book, and therefore was likely an unintentional omission in the first kit. The result in this case would be the placement of OFP residual fire because this Residual fire would have to shift *two* columns to the left (resulting in no FP) for the +2 hindrance modifier of the smoke. You should learn to play it this way in the future.>

T5(747#1) declares double time (place CX on them) and runs: S6(MF1), R5(MF2), Q5 (MF3), P4(MF4), ... drawing fire from L3. The American objects “No LOS because of M4.” They check and it seems there *is* LOS, so attack proceeds. L3(447x2)->P4(CXd747), 8FP/-2, (-1 each for FFMO and FFNAM). The DR is ... 6,4=10, -2=8 for a NMC. The squad checks and rolls ... 1,1=2! Place a 4FP residual counter on P4 and mark L3 with First Fire. Move continues to O5(MF5),

N4(MF6) ending move and undergoing residual fire attack with same +1DRM as before (for -1 FFNAM and +2 smoke hindrance), but on 2FP. The DR is ... 1,5=6, +1=7 for no effect. Make sure only one 747 (the bottom one) is marked with CX.

Now the American must make an EXTREMELY IMPORTANT observation! Note first that N5 is visible from both K6 and, through the smoke, from L3, and is at range of 3 hexes from each. Second, realize that both of those hexes are marked with First Fire counters, limiting them to only SFF which *disallows* any SFF at targets greater than this range (“not at a range greater than that to the closest enemy unit”). Those units are essentially “fixed” on N5 until someone else gets at least that close to them. Therefore, T5(747) now moves: S5(MF1), R4(MF2), Q4(MF3), P3(MF4) and stop.

Then N6 assault moves to O6. Then R7 orders “Double Time!” Place CX on them. They move R6(MF1) ... and the German declares D1F from L7, as he sees his targets disappearing. The American objects “No LOS,” then very importantly requires the German player to identify the specific firing units *before* checking for LOS. The German thinks he has LOS and declares “the whole stack.” Now they check, and sure enough, LOS is BLOCKED! Place a First Fire marker on L7 for ALL its units. The Americans keep moving: Q6(MF2-3), P5(MF4-5), O6(MF6-7) and ends (with 1MF left over). Make sure the non-CX’d squad already there is placed *on top of* the CX counter, not under it. Now the leader in U3 moves directly SE to P5(MF1-6). Then the entire reinforcing platoon arrives *en masse* along the road: V4, U4, T4, S5, R4, Q4 (having spent 6MF thus far), and P3 (spending the Road Bonus extra MF). The German player is observant and objects, “You are overstacking!” (see “Stacking Limits” in 2.0), and the American is required to back up one hex and cannot

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redeem the extra speed on the road because his *ending* hex would be overpopulated! Rats! (Alternatively, if the German player was agreeable, and this was a *friendly* game (not a tournament, which occurs all over the world for ASL) the American could redo this entire last move.) This completes the MPH. Remove all the "green" *information* counters (i.e. smoke and residual fire counters), and reorient the moved unit counters if you rotated them.

**AT3 DFPH:** The German has no possible attacks (the First Fired units may fire only at adjacent targets (none) and the unit in J6 (CXd) has no targets in LOS (thanks to some more skulking by the American). Remove violet First/Final Fire counters.

**AT3 AFPh:** Q4(9-2/747x2,337x2)->L3(447x2), 4FP/+1 (20FP/2 for AFPh=10FP, /2 for LRF(Assault Bonus not possible)=5FP, resolve on 4FP. DRM= +3(sBldg)-2(Ldr)=+1). DR= ... 6,1=7, +1=8 for no effect. Mark with PF counter.

Now P3(747)->L3(447x2), 4FP/+3 (this one can use the Assault Bonus (AB) because target in normal range. 5FP resolved on 4 column). DR= ... 2,3=5, +3=8 for no effect (NE). Mark them with PF counter.

The squads in N4 and N5 are adjacent and have LOS to K6, BUT ... one squad in N4 is CX'd and has a +1 DRM that the others do not have. Unfortunately, a FG suffers any positive DRMs of its member units. Furthermore, "if units in the same hex are going to attack the same unit, they must do so as a FG, they may not make separate attacks." This requirement is known as "Mandatory FG." The end result is that N4 *must* fire at K6 *as a FG* that is penalized by the +1 for CX of only one of its squads; and if they join with N5 for a larger FG, the entire FG suffers the same penalty. The American will split his attack by hexes. N4(747,CXd747)->K6(548), 8FP/+4 (10FP

with AB resolved on 8FP, +3sBldg +1CX'd), DR= 5,2=7, +4=11 for nada. Mark with PF.

Now N5(8-1,747)->K6(548), 4FP/+2 (5FP with assault bonus resolved on 4FP), DR= ... 4,5=9, +2=11 and cowers, for NE. Mark with PF. End of AFPh. Remove all PF markers.

**AT3 RtPh:** There are no routs required or possible.

**AT3 APh:**

747(N4)->M4,  
CXd747(N4)->N3,  
P3->O4,  
Q4(entire stack)->P3,  
747 only (N5)->M6,  
747(O6)->N5,  
CXd:8-1/747(O6)->N6,  
Q7->P6. End APh.

**AT3 CCPh:** None available. No pin counters to remove either.

End of AT3 and Game Turn 3. Flip and advance the turn counter. For the coming game turns, no more explanations for attack FP and DRMs will be explained, with possible exception. You should know it pretty well by now. Additionally, information counters will now be only mentioned, and you'll have to put them yourself on the units or hexes that require them.

As a check, all units and markers currently on the board and ready to begin GT4, are listed below from the bottom up:

German

I6: Brk:548,9-1,Wound

J6: 548,CX

K6: 548

K2: Brk447;7-0

L7: 548x2,9-1

L3: 447x2

American

M6: 747

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M4: 747  
N6: 747,8-1,CX  
N5: 747,8-1  
N3: 747,CX  
O4: 747  
P6: 747  
P5: Brk747;8-0  
P3: 337x2,747x2,9-2

**GT4 RPh:** Since the broken squad in I6 is together with a broken leader, he cannot attempt MMC self-rally (it is the German's Turn now) because if he fails, and then the leader rallies, the leader would want to attempt unit rally of the same squad, but units are only allowed to attempt rally once per turn. MMC self-rallies are limited to MMCs out there by themselves. So now the German proceeds with other self-rally.

The leader in I6 is wounded (reducing his broken ML from 9 to 8. He is not DM'd (thank God), is in a building (-1), but is attempting self-rally (+1) for net DRM=0. He rolls ... 6,3=9 and fails to rally. The squad in I6 is stuck broken because they're not going to do what their leader doesn't do.

Now the 7-0 in K2 attempt to rally broken 447 (broken ML 7) with DRMs of -1 (building) and rolls ... 3,3=6, -1=5 and rallies. Flip them to front side. End of RPh and there are no DM counters to remove.

**GT4 PFPh:** The German has many options to consider. The units in L3 are facing a *huge* FG, or are they? If the American were to use a FG of M4, N3, O4, P3, the *entire* FG would suffer a +1 DRM because of the one CX'd unit for reasons that are not illuminated in the ASLSK#1 rules, but is clearly stipulated in the errata for the ASL RB(Rule Book) 2<sup>nd</sup> Edition [ASLRB2] for rule A7.52: "Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3)." Anyway, even though this isn't clear in the rule book provided, you would find great frustration when you tried to

calculate and resolve such fire, thereby revealing the error of the way. Therefore, the American can still use the huge FG, but will have to add +1 for CX; the German doesn't know what the American is thinking, however. The German can attempt to break up the FG by harming unit in L4 or O4. He may try with both 447s or with one, and then attack the adjacent unit in M4 with the other. The guys in K2 are preparing to move.

Finally, one 447 in L3 attacks O4(747) thinking that the CX'd unit in N3 is already suffering a +1 DRM, so maybe he can spread the damage. 4FP/+0, DR = 3,5=8, for NE. Mark with PF (one unit only please).

Then other 447 in L3 attacks adjacent 747. 8FP/+3, with DR=3,2=5, +3=8 for NMC. Mark with PF (put both 447s under same counter). 747 checks with DR=2,2=4 and keeps their discipline! The German shifts attention to other side of town where he will attempt to break M6 with fire from L7, then lay smoke in L5 with K6 to provide protection from the O4 area, and then move same to L6, hopefully surviving fire from N6 due to ML of 8 and CX status of attackers. Hopefully, hopefully, ...

L7(9-1/548x2)->M6(747),8FP/+2, DR=4,2=6, +2=8, for NMC. Mark with PF. Squad checks and rolls ... 1,1=2! Wow! (In ASL [rule A15.1], this would result in a *Heat of Battle* check, usually resulting in some improvement of the unit!) The guys in K6 are very disappointed, but proceed with the *Übermensch* plan. End of PFPh.

**GT4 MPh:** K2(7-0/447) bravely Assault Move to K3. P3 responds with D1F (place First Fire):  
P3(9-2/747x2,337x2)->K3(7-0/447), 8FP/-3, DR=3,3=6, -3=3 (no cower) for K/2 result! Place 4FP residual. Think of the K as meaning "Kasualty reduction." Review "K/#" on the QRDC under the IFT. Now for



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**Random Selection:** There are only two units in the hex so we'll assign the colored die to the leader and the white die to the squad. We roll both, and whichever is higher suffers casualty reduction. If the highest rolls are a tie, all tying units suffer reduction. And the DR (2 simultaneous dr's) is ... 1,1 (TIE! Believe me!) so *both* suffer casualty reduction. <<Let me explain again. Pretend there were four units undergoing this test. You would roll 4 different colored dice together, assigning a color for each unit (or a single die four times, once for each unit). Pretend that the results are 1,2,5,5. Both dr=5 units are casualty reduced. But let's say the results are 1,4,4,5, then only the dr=5 unit (the highest) is casualty reduced. Thus Random Selection.>> First apply the casualty reductions. The leader has to undergo a wound check and rolls, dr=5 (fatal wound), thereby being eliminated outright. Remove his cardboard carcass from the field of battle (no LLMC at the end because his ML was not *higher* than that of the units with him). Per the Nationality Chart, the corresponding 2<sup>nd</sup> line HS for a German 2<sup>nd</sup> line 447 squad is a 2-3-7. Replace with same (front side up). Now the +2MC (from the K/2 result). The squad rolls ... 6,4=10, +2=12, failing [by 2 more than ELR limit of 3] AND suffering ELR. Replace with 2-3-6 HS and flip to broken side with a DM.

N3(CXd747)->K3(Brk/DM:236), 6FP/+0 (Ok, the -1FFMO is negated by CXd +1 DRM to IFT rolls), and rolls ... 3,3=6 but cowers to 4FP column, for an NMC. (No resid because it would be less than that already there.) The poor broken 236 squad has a broken ML of 4, and rolls ... 6,2=8, breaking again and suffers casualty reduction, which eliminates a HS. Goodbye! Mark firer with First Fire.

K6 (smoke exponent of 2, see counter) attempts to lay smoke in L5 (MF1-2), dr=2, successfully! Place smoke counter.

Anticipating a move out of the building, the American holds fire. Sure enough, the 548 continues with his arrogant move to L6 (MF3) and ends his move. M4 opens fire.

M4(747)-> L6(548), 6FP/+1 (-1 for FFNAM but not FFMO 'cause of the smoke hindrance modifier, and +2 smoke hindrance). DR= 3,5 =8, +1=9, for NE. Mark First Fire and place 2FP resid. Now N6 fires at same target.

N6(CXd: 8-1/747)->L6(548), 6FP/-2, (DRMs of -2 for FFMO/FFNAM, -1LDr and +1CX) with DR = 2,3 =5, -2=3 for a K/2! Mark with First fire. First the squad suffers its "Kasualty reduction" for the "K" result, and is reduced to a 248 HS. Then the HS undergoes the 2MC and rolls ... 5,2=7, +2=9 failing and breaking. Flip and DM.

Now the *coup de grâce*:

M6(747)->L6(Brk/DM 248), 12FP/-2!, Death roll = 3,4=7, -2=5 for a 2MC. Mark with First Fire and replace resid with a 6FP one. The half squad rolls ... 5,2=7, +2 =9 and suffers Casualty reduction which eliminates them.

J6(CXd548) assault moves into K6 (MF1-2). O4 opens with D1F. 6FP/+5, DR= 1,1=2, +5=7, for an NMC!!! Mark with First Fire. The squad checks and rolls ... 6,4=10, breaking [no ELR]. Flip and DM, and remove the CX [it's superfluous if they break or Prep Fire; not mentioned but that's how it's done per A4.51 of ASLRB2]. Place 2FP resid. <If O4 wanted to SFF (against incredible odds) on them due to the expenditure of 2MFs in entering K6, they would not be allowed to do so due to the presence of the closer enemy in L3.

End of MPh. Remove residual counters and the smoke clears, to reveal a lot of hurt for the Germans.

**GT4 DFPh:**

N5(8-1/747)->L3(447x2), 6FP/+2, DR= 5,4=9, +2=11 for NE. Mark with *Final* Fire.

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Now M4(1<sup>st</sup> Fired 747) at adjacent L3(447x2), 6FP/+3, (FP is halved for already First fired and doubled for PBF). DR = 6,4=10, +3=13 for NE. Flip to Final Fire side. End of DFPh; remove all First/Final fire counters.

**GT4 APh:** None possible. Remove all PF counters.

**GT4 RtPh:** K6 wants out. Because of the orchard hindrance in K5, J5 is not considered Open Ground for purpose of Interdiction. Also, the CXd squad in N6 cannot interdict (due to CX status) in hex J6. The squad feels they have better cover (no LOS) from M6 if they take the J6 route, so they rout J6 (MF1) (and in fact the LOS is blocked), I6 (MF2-3). Place on bottom of stack so as to not indicate that the other broken units there already are mistakenly DM'd. End of RtPh.

**GT4 APh:** German refuses to advance into M4 for CC, hoping he can just hold L3! L7 dares not step out after all they just witnessed. End of APh.

**GT4 CPh:** None. No Pin counters to remove either.

End of GT4. Flip counter for AT4.

**AT4 RPh:** American attempts unit rally in P5. DRM=-1 for building. DR = 2,6=8, -1=7 and rallies. Flip to good side.

Wounded German leader in I6 (broken ML of 8 for wounded) attempts self-rally. DRM=+0 (building vs self-rally). He rolls 3,3=6 and rallies! Flip to good side but keep the wound counter. He now attempts unit rallies, but remember that his Leadership is also suffering reduction by one for wounded status (in this case from -1 to 0). First the non-DM'd squad (broken ML=8). The attempt has DRM of -1 for building, +0 for Leader= -1. He rolls 3,4=7, -1=6, for success! Now the DM'd squad. The DRM is

same as above except +4 for DM is added to the mix for a net DRM of +3. DR= 6,6=12 (original) +3=15 (final), for elimination (already-broken unit rolls original 12=death!). Remove that squad and its DM counter. End of RPh.

**AT4 PPh:** P3(9-2,747x2,337x2)->L3(447x2), 16FP/+1 (the HSs are at Long range). DR=5,1=7, +1=7 for a 2MC. Mark with PF. 1<sup>st</sup> 447 DR= 1,2=3, +2=5 for nice pass! 2<sup>nd</sup> 447 rolls ... 4,6=10, +2=12 (final). They break and ELR to a broken and DM'd 436 conscript squad.

M6(747)+N5(747) FG->L3(447,Bk/DM436), 12FP/+3, DR=5,4=9, +3=12 for NE. Mark with PF.

Now M4(747)-> L3(447,Bk/DM436), 12FP/+3, DR= 2,3=5, +3=8 for 1MC. Place PF. 447 rolls ... 1,4=5, +1=6 for pass. Broken 236 (with ML5) rolls and gets ... 2,1=3, +1=4, also amazingly passing! American ends PF.

**AT4 MPh:** (Remember, you can rotate the *moving* unit counters for clarity throughout the phase.) O4(747) moves: N4(MF1), M4(MF2-3) and stops. L3 declares D1F against same (only the *moving* unit). L3(447)->M4(m747), 8FP/+2, DR = 4,6=10, +2=12 for NE. Place First Fire and 4FP Resid. Since the 747 spent 2MFs in entering M4, the German may fire a second time on them with the same unit using SFF from L3, and attempts to do so.

L3(1<sup>st</sup> Fired 447) SFF->M4(m747), 4FP/+2, DR= 3,4=7, +2=9 for NE. Flip the First to the Final side.

Now P5(747 only) moves: O5(MF1), N4(MF2), M4(MF3-4), and undergoes 4FP/+2 Residual attack. DR= 1,5=6, +2=8 for NE.

Then L3 declares Final Protective Fire (FPF) against same *moving* unit. 4FP/+2, and the DR is ...2,3=5 (original) +2=7 for a PTC. The

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American checks with DR= 3,1=4 and is not pinned! Now the *original* DR of this attack is applied to the defending German unit as a NMC (for FPF) and they are found to have passed (rolled original 5 against ML7). Residual fire is same as there already.

Now that L3 has been softened up as such, N3(CXd747) assault moves to M3, and L3 declares FPF on it. 4FP/-1, DR= 2,5=7 (original), -1(FFMO)=6 (final), for a NMC. Place a 2FP resid. The 747 checks and rolls ... 3,5=8, and breaks. Remove the CX, flip and place DM. Then the German defender's original IFT (FPF) DR is applied to them as a NMC as penalty for FPF. In this case it is 7, which *equals* their ML, and therefore Pins them. Place Pin counter (under the Final Fire counter).

Next, P6(747) assault moves to O6.

Then P5(8-0) assault moves to O6.

Finally, Remove the CX counter from N6. End of MPH; remove all residual fire (no smoke this time) counters, and reorient moved counters if applicable.

**AT4 DFPh:** L7(9-1,548x2)->N6(8-1/747), 8FP/+2, DR= 5,1=6, +2=8, for a NMC. The American leader rolls 2,4=6 and passes. The squad rolls 1,6=7, -1(Ldr)=6 and passes equally. Mark L7 with Final fire. End DFPh; remove violet First/Final Fire counters.

**AT4 AFPh:** M4(747x2 that moved) -> L3(Pinned 447,Brk/DM 436), 16FP/+3. (OK, the FP calculation is such: 7FP/2 (AFPh) =3.5FP, x2 for PBF =7FP, +1 for Assault Bonus =8FP and no fraction to round up, times two such units =16FP!). And the Death Roll is ... 4,4=8, +3=11, and *cowers* for a NE! Those lucky dogs! Place them under the PF counter too. End of AFPh. Remove all PF counters.

**AT4 RtPh:** American first. M3 routs N2(MF1 and L3 cannot interdict because they are

Pinned), O2(MF2), and P1(MF3-4) and end their rout. Now the German broken unit in L3 routs K4 (MF1-2) and stops.

**AT4 APH:**

N5(8-1/747) to M6;  
O6(747 only) to N6.

Then, smacking their lips, all three 747s of M4 advance to L3, place red CC (Close Combat) counter on the hex.

Last, P3 (entire stack) advances to O4.

**AT4 CCPh:** First check for Ambush. The German has a drm of +1 for Pinned; none for American. German rolls 6+1=7, and American rolls 3, for a difference  $\geq 3$ , and the Americans ambush the Germans! The German FP is halved in calculating their attack but not their defense in CC for being Pinned. *Remember: Though this is not clear in the ASLSK rules, consider that even broken units defend [at full strength, 3.8 P3], therefore it is inconceivable that pinned units would defend at less FP than broken units! [Unfortunately, this is not made any clearer in the rules for ASLSK#2 (Guns) or ASLSK#3 (Tanks), but is explicitly clear in ASL.]*

The Americans are granted a -1 drm for ambush[ing] status. The American to German attack ratio is 21FP to 4FP, good for a 4:1 odds ratio, with a Kill# of 9. The German will attack only with any surviving units if any (due to being ambushed). The American rolls ... 3,5=8, -1=7 and eliminates the German squad. If there had not been an ambush, the German attack would be 2FP (FP halved for pinned status) to 7FP (attacking only 1 American squad by choice), for a 1:4 odds ratio. End of AT4 CCPh. Flip the Turn counter and advance for start of GT5.

The German Leaders in I6(wounded) and L7, having witnessed the slaughter, signal each other, realizing they cannot stem this tide, and decide to retreat, leaving the broken

unit in K4 to a sure similar fate. German player concedes victory to the American player ... for now.

This example (an actual solo play) failed to demonstrate an instance of *Interdiction* being applied to a routing unit, or the condition of *Melee*, neither of which are difficult to understand. They will be demonstrated in the EOP for ASL scenario S2, *War of the Rats*, featuring Russian and German units in an urban setting of Stalingrad, and which will feature several support weapons (SW) including machine guns (not inherent sub-machine gun types, but the heavier dual-manned versions), terrorizing flame throwers, and sneaky demolition charges. All the stuff you learned here will largely (but not entirely) be assumed, and explanations will concentrate on the new technical issues of using SWs. Now you're ready to play *Retaking Vierville* for yourself. Good luck! I leave you with this assurance: the battle will *never* go the same way twice!

<If you found an error, please shoot me an email with it.>