

ASLSK #3 SEQUENCE OF PLAY

RALLY PHASE – RPh (3.1)

START of RPh:

- ATTACKER rolls for any provisional (**SSR**) reinforcements and sets up off board all forces due to enter this Player Turn. All vehicles that start off board start in Motion.
- Good Order units may attempt to **recover SW** in the same hex: $dr < 6$. +1 if CX. (ATTACKER first)
- Repair of Broken Weapons:** $dr \leq R\#$, 6 = eliminate Weapon. Good Order Vehicles may attempt to **repair MG or MA:** $dr = 1$ repair, 6 = eliminate Weapon.
- Transfer of Weapons:** between Good Order units in the same location.

DURING RPh:

- Self Rallies:** units with boxed moral (ATTACKER first). Leaders not applies their leadership modifiers, any unit +1 DRM. ATTACKER may attempt to Self Rally one other MMC.
Original DR 2 = Field Promotion (5.3).
- Unit Rallies:** both sides (ATTACKER first) may attempt to rally broken units stacked with a Good Order Leader.
- Vehicle Shock:** Roll for shock / unconfirmed kill AFV recuperation: SHOCK dr : 1-2 = shock removal, 3-6 = Shock flipped to UK. UK dr : 1-3 = UK removal, 4-6 = Wrecked Vehicle.

END of RPh:

- Remove all DM counters** (unless adjacent to KEU). Broken Units may opt to keep DM, unless in woods or building.

PREPARE FIRE PHASE – PFPh (3.2)

START of the PFPh:

- Remove Placing Player's Dispersed Smoke counters,** flip his SMOKE counters to their Dispersed side (1.2.5).

DURING PFPh:

- The ATTACKER may fire units & weapons. Marked fired units / weapons with Prep Fire / Intensive Fire markers/markers.
- May fire Ordnance SMOKE** (+3 full smoke counter, +2 if WP). Place Prep Fire as required.
- No MOTION AFV weapons may fire during PFPh.
- Triple Point Blank Fire (TPBF):** MG / ATR / IFE and MMC's FP X 3 vs. targets in same hex. MUST fire inside hex if applicable. CE AFV only.

END of PFPh:

- ATTACKER may change CA of Gun(s) presently able to fire without using Intensive Fire.

MOVEMENT PHASE – MPh (3.3)

START of the MPh:

- Remove CX counters.** No Double Time allowed.
- BOG removal:** spend START MP = colored dr X white dr (2x if non-tracked). If colored $dr = 1 - 4$, freed ; 5, mired; 6, immobile.

DURING MPh:

INFANTRY MOVMENT (3.3.1)

- Move any Good Order unit/stack not marked with Prep Fire. SMC = 6 MF (3 MF if wounded), MMC = 4 MF, Inexperienced = 3 MF.
- Infantry may declare **Double Time** (+2 MF, place CX counter) or **Assault Movement** (avoids FFNAM).
- Infantry may **Manhandling DR** ($DR \leq$ modified manhandling #) or **placing DC**.
- May attempt to place SMOKE** grenade: $dr \leq$ smoke exponent, +1 if CX, $dr = 6$: end move. 1 MF in same hex, 2 MF in adjacent hex. +2 DRM / hex.
- Recover SW in same hex** as unit. 1 MF and $dr = 6$, +1 if CX.
- Units may drop Weapons.

VEHICLE MOVMENT (3.3.2)

- Must expend full MP allowance.** All remaining MPs assumed used in last hex.
- VCA change** = 1 MP / hexspine change, 2 MP in woods/building.
- Not in Motion:** 1 MP to start (in current hex), 1 MP to stop.
- May enter AFV / wreck hex (+1 MP, +2 MP if hex entered road hexside at road rate, +4 MP in woods), but must be only one non-wrecked vehicle / hex at end of MPh, or wreck occurs.
- Motion:** AFV used entire MP allotment without expending 1 MP to stop or delay at end of MPh is marked with MOTION counter.
- Red MP# = Mechanical Reliability:** Any start MP expenditure or Motion Attempt must make DR. If 12 (11 for some Russian vehicles) = immobilized.
- Enter Woods or Building hex** = BOG check (Modified $DR \geq 12$, mark with BOG counter, stop, end MPh).

3.3.2.1 MOTION STATUS ATTEMPT

- May be made during MPh of enemy ground unit by defending mobile vehicle. AFV must make $dr \leq$ # of MF / MP expended by enemy unit while in LOS (enemy unit must not have been in LOS at beginning of turn).
- AFV can only make one attempt per MPh, may not if marked with First Fire.
- If successful, place MOTION counter on AFV.

3.3.2.2 BOUNDING FIRST FIRE

- Vehicle may move and fire in MPh including vs. units in own hex. Place Bounding Fire counter. May expend delay MPs to reduce Firer based TH DRM, but must announce individually and suffer Defensive Fire if applicable.
- Vehicle may move again if MPs left.
- MG / IFE FP halved in MPh, quartered if Non-stopped.
- Vehicle can only fire in MPH AND AFPh if it fires ONLY its MA in MPH and retains ROF, then may fire once during AFPh.**

END of MPh:

- Remove all Residual FP and 1/2" Smoke grenade counters.**

Special DR/dr Rolls to Watch For:

- DOUBLES** during (non-leader directed) attack Cowers Attacker (shift one or two (Green or Conscript) columns left on IFT).
- 12 ON MC OR RALLY** = Casualty reduction or elimination.
- 12 ON RED MP #** = Mechanical Reliability.
- 2 DURING MMC SELF RALLY OR ANY MMC CC DR** = Possible leader creation.
- UNBROKEN UNIT FAILS MC BY > ELR** = drop in unit quality.
- Rolling exact morale during MC = Pin
- ROLLING \geq SW X** (breakdown) number during fire = Broken SW
- ROLLING \leq SW ROF** number on red die when firing = Maintain ROF.

Vehicle TargetType To Hit and To Kill Summary:

- Select Ammo and Vehicle Target Type.
- Select target and calculate range.
- Cross reference range and target type with firing weapon gun size and length.
- Roll dice and add appropriate To Hit DRMs.
- If hit occurs, determine location of hit – hull / turret and front / rear / side.
- Determine TK# by cross referencing Ammo and gun size, length and range.
- Roll dice and add results to AF of location hit. Consult appropriate AFV Destruction Chart based on ammo type (AP, Heat, APCR/APDS, HE, MG).

DEFENSIVE FIRST FIRE (3.3.3)

- **DEFENSIVE FIRST FIRE:** Defender may fire on moving attacker units (only). **Mark firing units (and Weapons that lose ROF) with a First Fire marker.**
- **SUBSEQUENT FIRST FIRE:** Defender may fire with units already marked with a First Fire marker. Target can only be moving units within normal range, where there is no closer target. Fire at 1/2 FP. Flip First Fire to Final Fire. MGs B# -2, no ROF.
- **FINAL PROTECTIVE FIRE (FPF):** Defender may fire units marked with a Final Fire marker. **Target can only be at units that move adjacent to defender. Fire at 1/2 FP, double FP for PBF. Defender uses IFT DR as result for NMC. MGs B# -2, no ROF.**
- **First Fire, Subsequent First Fire and FPF leaves Residual FP counter in hex.**

REACTION FIRE (3.3.4)

- Good order, unpinned infantry attacks moving vehicle in hex.
- **PAATC check** (DR ≤ morale, +1 inexperienced or 1st line Italian), then CC vs. AFV (3.8)

DEFENSIVE FIRE PHASE – DFPh (3.4)

START of the DFPh:

- **May fire Ordnance Dispersed SMOKE** (+2 Dispersed Smoke counter / +1 if WP).

DURING DFPh:

- May fire any unfired units at full FP. No FFMO / FFNAM. MG with ROF may use ROF. Mark with Final Fire.
- May fire units marked with First Fire markers at adjacent enemies at **1/2 FP. No FFMO / FFNAM. MGs B# -2, no ROF. Mark with Final Fire.**

END of DFPh:

- DEFENDER may change CA of Gun(s) presently able to fire without using IF.
- **Remove all First Fire and Final Fire counters.**

ADVANCING FIRE PHASE – AFPh (3.5)

DURING of the AFPh:

- ATTACKER may fire units not marked with Prep Fire / Intensive Fire markers at 1/2 FP (Ordnance: +2 TH).
- Eligible units may use **Assault Fire** (underlined AF).
- HMG / MMGs / Mortars / Guns that moved may not fire. Weapons cannot use ROF / IF.
- Vehicle that has moved uses Bounding Fire, no Advancing Fire if fired any weapon other than MA during MPH.

END of the AFPh

- ATTACKER may change CA of Gun(s) presently able to fire without using IF.
- **Remove all Prep Fire / Bounding Fire / Intensive Fire markers.**

ROUT PHASE– RtPh (3.6)

BOTH players rout eligible units. Attacker rout first.

- Check for DM. Mark affected units with a DM counter.
- Broken units not in melee under DM must rout away or be eliminated
- Check for Interdiction while units rout.

ADVANCE PHASE – APh (3.7)

ATTACKER may move unpinned and Good Order infantry units one hex, including into enemy-occupied hexes.

Start of the APh

- ATTACKER may transfer SW between Good Order units.

DURING of the APh

- Attacker may move unpinned & Good Order 1 hex.
- Place CC counter on units that advance into an enemy-occupied hex.
- Place CX counter on units that use all MF to enter hex.

- Advance into enemy AFV hex, unit must pass PAATC (DR ≤ Morale, +1 inexperienced or 1st line Italian).
- AFV may CE / BU.

CLOSE COMBAT PHASE (3.8)

- Both players resolve Close Combat between units in the same hex.
- Attacker specifies the order in which CC are to be resolved.
- Check for possible Ambush.
- Attacker declares all attacks first then the Defender.
- CC in vehicle hexes: Non-vehicular player first, both players must declare attacks sequentially.
- **Original DR 2 = Field Promotion (5.3).**

END of the CCPH

- Place Melee counter on hexes where CC continues (vehicles not marked).
- **Remove all Pin markers.**

TURN RECORD CHART (3.9)

- Reverse the role of Attacker and Defender. Advance turn marker if necessary.

Special DR/dr Rolls to Watch For:

- **DOUBLES** during (non-leader directed) attack Cowers Attacker (shift one or two (Green or Conscript) columns left on IFT).
- **12 ON MC OR RALLY** = Casualty reduction or elimination.
- **12 ON RED MP #** = Mechanical Reliability.
- **2 DURING MMC SELF RALLY OR ANY MMC CC DR** = Possible leader creation.
- **UNBROKEN UNIT FAILS MC BY > ELR** = drop in unit quality.
- Rolling exact morale during MC = Pin
- **ROLLING ≥ SW X** (breakdown) number during fire = Broken SW
- **ROLLING ≤ SW ROF** number on red die when firing = Maintain ROF.

Route Phase Summary:

- Routing may use 6 MF (wounded SMC only have 3 MF).
- Must rout if adjacent to an unbroken enemy unit.
- Must rout from its starting hex if a hypothetical unit routing through that hex would be subject to Interdiction.
- May rout if under DM.
- When routing, must rout towards the nearest building or woods that is not closer to a KEU. The routing unit may ignore any building hex that is part of a building already in.
- **Interdiction can occur if routing in Open Ground, normal range, and unhindered LOS of enemy unit without using Low Crawl.**
- Low Crawl is a rout of one hex consistent with above rules that protects against Interdiction.
- Units that must rout but cannot are eliminated.
- If woods / building cannot be reached in a single RtPh, (i.e. more than 6 MF away) unit may rout to any terrain consistent with all other requirements.
- A routing MMC possessing a weapon carry as close to 3 PP (without exceeding 3 PP or 1 PP for SMC) as it can. A weapon exceeding the PP allowance is dropped before a unit routs.