

# The Germans in ASL

Class	Squad	Broken Morale	Half Squad	Broken Morale	ELR Progression	Notes
E (SS)	6 <sup>2</sup> -5-8	9	3-4-8	8	ELR= 2 broken half squads	1. Disrupt/RtPh-Surrender NA vs. Russians (A15.5); may Massacre (A20.4); <b>Squad Assault Fire 1944+ (A25.11)</b> 2. Weapons/AFVs have +1 to Depletion #s because Elite (A25.11; C8.2).
E	8 <sup>3</sup> -3-8	8 (SS 9)	3-3-8	7	ELR= 2 broken half squads	8-3-8 have ELR 5 regardless of ELR of other MMC. However, only considered Assault Engineers by SSR (A25.12).
E	4 <sup>2</sup> -6-8	8 (SS 9)	2-4-8	7	4 <sup>1</sup> -6-7 > 4-4-7 > 4-3-6	
E	5 <sup>2</sup> -4-8	8 (SS 9)	2-3-8	7	4-4-7 > 4-3-6	
1	4 <sup>1</sup> -6-7	7	2-4-7	6	4-4-7 > 4-3-6	
2	4-4-7	7	2-3-7	6	4-3-6	
C	4-3-6	5	2-3-6	4	Disrupted	1. Lax (A11.18). 2. MF 3 (EXC: mounting/dismounting). 3. SW Breakdown # reduced by 1. 4. Covers 2 columns. 5. Must take IPAATC; -1 to CCV; -1 DRM to CC Capture attempts against.

APCR Gun Size	1941	1942	1943	1944	1945
50L	A5	A6	A5	A4	—
37L, 47L, 50, 88L	A4	A5	A4	A3	—
75L, 76L	—	A5	A4	A3	—

H1.531 AIR SUPPORT AVAILABILITY TABLE						
Year	1939-40	1941	1942	1943	1944	1945
Avail #	7 <sup>5</sup>	6 <sup>5</sup>	5 <sup>4</sup>	4 <sup>3</sup>	3 <sup>3</sup>	2 <sup>3</sup>

In pre-1944 scenario, if German player rolls < exponent, he receives 1 or more Stuka Dive Bombers; if he rolls = exponent, he receives 1 or more FB.  
\*Air Support Availability Number vs. Russians is one higher.

**German OBA:**  
Black #s, 8B/3R  
Radio Contact # 8; Phone # 11.

**HEAT HE Equivalency**  
PSK/Pfk: 12  
H#[9]: 12 (German 37mm AT/AA guns)  
PF: 16  
(only PSK can leave Residual FP)

**HOB DRM: 0**  
**Leader Creation drm (A18.2): -1**  
**Night:** Pre-1943 German MMC are Lax.  
**Extreme Winter:** Before April 1942, any Original Rally DR ≥ 11 (when unit is not in building/pillbox) suffers Casualty Reduction. Also, B#/X# of all ordnance/SW (EXC: DC) -2.  
**SS:** Disrupt/RtPh-Surrender NA vs Russians (A15.5); may Massacre (A20.4); Squad Assault Fire 1944+ (A25.11)  
**PF Inherent:** 10/43+ (7-9/43 by SSR; C13.3)  
**ATMM Inherent:** 1944+ (C13.7)  
**Smoke Grenades:** Smoke  
**MMG:** German dismantled MMG/HMG may fire as LMG.

PF/Pfk/PSK Chart (C13)					
Type	PF (C13.3)			Pfk <sup>5</sup> (C13.3)	PSK (C13.48)
Range	10/43+	6/44+	45		
0	10	10	10	10	11
1	8	8	8	8	9
2	NA	6	6	NA	8
3	NA	NA	4	NA	7
4	NA	NA	NA	NA	4
TK	31	31	31	22	26
HE equiv	16 <sup>1,3,4</sup>	16 <sup>1,3,4</sup>	16 <sup>1,3,4</sup>	12 <sup>1,3,4</sup>	12 <sup>3</sup>
Backblast	Y	Y	Y	Y	Y
Leader	Y <sup>6</sup>	Y <sup>6</sup>	Y <sup>6</sup>	Y <sup>6</sup>	Y
Notes	2, 7	2, 7	2, 7	2, 7	7

ATMM C13.7, SSR RB13			
Available to 1944-45 Germans, RB Elite German Inf.			
dr	Result	drm	Condition
1-3	Succeeds, -3 CC DRM	+2	SMC (not TH-Hero)
4-5	No ATMM	+1	HS/Crew
6	No ATMM, unit Pinned	+1	CX
		+1	Vs. non-armored vehicle

RB Elite Inf succeed only on dr 1; no drm apply. CCV lowered by 1 for Pinned units.

PF/Pfk Availability Final dr	Result
≤ 3	Successful
4-5	No effect
6	Pinned

PF/Pfk Availability dr Modifiers	Result
+1	Date is 8/43-9/43 (Pfk only)
-1	Date is 1945
+1	Target not AFV
+1	CX firer
+1	Firer is HS/Crew
+2	Firer is SMC

**Vehicles**  
**ESB DRM:** German +2, Czech(t) 0  
**Mechanical Reliability (Red MP):** Start DR 12 = Immobilization. All Axis vehicles (EXC: Motorcycles) in North African scenarios prior to October 1941 are assumed to have Red MP allotments (even wheeled vehicles).  
**Extreme Winter (E3.744):** In scenarios prior to April 1942, for each motorized vehicle set up onboard and not in motion, must make a dr before vehicle expends 1st Start MP. On a 6, it is immobilized.  
**sN/Nahverteidigungswaffe (July '44+; A11.622):** Can be used in CPh after it or its Escort has been attacked (EXC: if it ambushes the enemy). Makes 16 FP HE attack on IFT (AFV must be BU) on all unarmored units in Location (including friendly). Cannot combine with other FP. If IFT DR > Usage #, then no effect (see D13.34). TEM/SMOKE/LOS Hindrances are NA.  
**sN as vehicular smoke dispenser:** Must be BU (but still has +1 DRM for BU status). Places white dispersed smoke at Base Level of AFV's own hex (EXC: use during CC).  
**Sz/Schuerzen (March 43+; D11.2):** Only by SSR. Any HEAT round (including all SCW) hitting a Target Facing protected by Sz causes x2 of lower dr on To Kill DR. Turreted Sz AFVs have them on hull sides and turret sides and rear. NT Sz AFVs have them on sides of hull and superstructure. LOSS: automatically lost if AFV enters rubble/building/woods (EXC: trailbreak, road hexside).

**PF/Pfk:** Any unbroken German Infantry unit. Inherent capability—must make dr to use; see chart. **Original 6 dr pins firer (even Heroic, Beserk) or breaks firer already pinned (Casualty Reduction if Heroic, Berserk).** Total # PF/Pfk available depends on date: pre-1944 = # of squads in OB; 1944 = 1 1/2x # of squads in OB; 1945 = 2x # of squads in OB. NA as Subsequent First Fire or Final Protective Fire. Attempts to fire PF/Pfk counts as use of a SW; thus a squad may attempt to fire a second PF if it has not yet fired its inherent FP (but would thus lose its inherent FP because it fired two SW). If a dr results in availability, PF/Pfk **must** be fired.

**PF/Pfk/PSK NOTES:**

- Cannot leave Residual FP.
- Original TH DR 12 (≥ 11 for Inexperienced Infantry) results in Casualty Reduction for firer.
- HEAT may only be fired at vehicle/Gun or at Inf/Cav receiving a wall/roadblock/bldg/rubble/pillbox TEM.
- Barring Random Selection ties, only 1 Inf/Cav unit is affected if fired at a non-vehicle. Firer may choose unit to be affected if Known and manning a SW/Gun.
- Available 8/43+, by SSR only.
- A leader stacked with a PF firer may apply leadership DRM to the TH DR of one PF, but this would be his sole fire direction for that phase.
- Backblast/Desperation Penalty (C13.8): Units firing PF/Pfk/PSK from inside vehicle, rubble, pillbox, cave, sewer, or building (EXC: factory, rooftop) hex must take Desperation Penalty due to the backblast. All occupants in firing Location undergo attack on the **1 FP column** of the IFT **using only the colored dr of that TH DR. No DRM apply.** If unpinned firing unit is in ground-level rubble or ground floor of a bldg (ONLY), unit may avoid penalty by 1) using Opportunity Fire or 2) applying the Case C3 +2 To Hit DRM.