

DRAFT Advanced Squad Leader (Non-building) Location Primer

Note: This ASL Play Aid contains an array of useful information about the ASL concepts of "Locations" and "Quasi-Locations," which represent multiple same-hex terrain features that may result in some units being treated differently from other units in the hex. These concepts are difficult to grasp, and the rules governing them are scattered throughout many chapters. This Play Aid gathers and condenses much of this information. It is NOT a comprehensive guide to all rules governing these terrain types, especially the most complicated types. It concentrates on rules governing movement and interaction between hexes and locations within them.

General Concepts

Location: A hex or any of the following sub-divisions of a hex: sewer, upper/lower building or bridge level, pillbox, cave.

Quasi-Location: Terrain types that create different "terrain features" in a hex, but not separate Locations. Examples include: Shellhole, Foxhole/Trench, Wire, Paddy. Units in Quasi-Locations engage in CC normally.

In/Into (A.6): Depression hexes can contain units either/both at ground level (Crest status) and at the bottom of the Depression. Units at the bottom are referred to as being IN or going INTO the Depression hex (as opposed to "in" or "into"). Similarly, many other terrain types (Paddies, Culverts, etc.) may possess similar distinctions between different Locations/Quasi-Locations in their hex; these are also referred to as IN/INTO.

ADJACENT (A.8): Locations are considered "ADJACENT" only if there is LOS between the two Locations and a player could hypothetically move an Infantry unit between them during the APh. In advance phase (A4.7), units may not change both Locations and hexes.

Leadership: A leader in one location cannot affect the performance of units on another level (Examples: fire direction, movement bonus).

DFF: MF/MP expenditure to enter/leave a Location or Quasi-Location qualifies it as target for DFF.

Enemy Units: Infantry may not move into the same *Location* containing an un concealed enemy unit during the MPH (there are exceptions; see A4.14), but may do so during the APh. This implies that Infantry may move into a hex whose only enemy units are in a Location within that hex, such as a cave.

TPBF: TPBF applies only vs. units in the same Location as the attacker, or vs. PRC in the same HEX.

Snipers: If a target hex (landed on by Random Location DR, not Alternate Target) contains > one Location occupied by eligible targets, the Sniper player selects which Location to attack. Units in subterranean locations (EXC: Caves) are not eligible.

Target Selection Limits: Units may not attack units in other Locations while its own Location is occupied by a Known enemy unit. Whenever a unit is eligible for TPBF vs. Known enemy units, it can attack only those units.

Control: Subterranean enemy units do not prevent a side from gaining Control of a Location/hex/building (A26.11). Bridges: A Good Order Infantry MMC in either Bridge/Depression Location of a bridge hex can gain Control of that hex. Pillbox Hex: Control is gained by controlling pillbox Location and occupying hex with armed Good Order Infantry MMC while hex is devoid of armed enemy ground units.

Recombining: Units in an entrenchment w/a leader may not Recombine with units outside that entrenchment in the same hex, even though they are in the same location (A2.8).

Berserk: Berserk units in the same Location must move as a combined stack, unless they will require different MF expenditures to exit their location (such as units in and out of a foxhole). When determining Berserk charge path, Wire counters are counted as 1 MF only.

Specific Location/Quasi-Location Terrain Types (*Italicized* Terrain Types are Locations; non-italicized Terrain Types are Quasi-Locations)

Bridges (B6; see R1 for Arnhem Bridge): Units on bridges (other than pontoon) are in a separate Location from units not on the bridge. There is no LOS between units on bridge and units beneath it. Entrance/exit from a bridge Location can occur only by crossing a road hexside on that bridge (EXC: Scaling). Units beneath bridge are depicted by placement beneath a bridge counter.

Caves (G11): Cave counters represent separate subterranean Locations with above-ground entrances in/IN their hexes. See G1.2 for Cave Complexes. Caves are rally bonus and concealment terrain. The CA of a Cave counter EXCLUDES all (even Aerial) Locations in that Cave Counter's hex, other than that of the cave itself (EXC: the CA of a Cave counter IN a depression includes the area IN its hex). A hex half in/ half out of a CA is considered completely w/in CA for purposes of C.5B only. Broken Japanese units rout to caves.

Setup: See G11.1 for placement restrictions. Only Infantry/SW/non-vehicular Guns may set up in a cave. The non-hidden contents of a cave are placed onboard beneath a Cave counter, while all aboveground contents of the hex are placed above all Cave counters in that hex.

Stacking: Each cave has a stacking capacity of 1 squad-equivalent (overstacking is possible). Stacking limits of a Cave Complex equal 2x # of Cave counters in its boundaries. Overstacking can occur in a Cave Complex (NA setup) but no unbroken unit/stack may enter an already overstacked complex. Cave/tunnel/pillbox stacking within the boundaries of a Cave Complex are NOT part of that complex and don't count towards stacking.

Adjacent/Accessible: A unit is ADJACENT to a cave if Japanese Infantry in/IN that unit's Location would have a LOS to that cave and could advance directly into it. Each cave is accessible to all other caves that lie in/IN the same hex with it AND w/in one level of it. Each cave is also accessible to its Cave Complex, if any, and vice versa. Cave Complexes are also accessible to each other Complex it touches and to each other

Location connected to it by a tunnel. However, a unit may not move from one Cave Complex to another via the APh.

Entry: A cave may be entered from aboveground only from its Entrance Hex, and below ground only from an Accessible cave/cave complex. Only Japanese Infantry may enter caves; this normally costs 2 MF (infantry that enter a non-hidden cave expend NO MF to do so if they remain hidden [G11.75] when they enter it. Infantry entering hidden caves expend no MF) Entry of a cave complex costs no MF. See G11.71 for entering a cave from other caves in the same hex.

Exit: Infantry caves in non-Depression hexes exit directly to above-ground; normal hex-entry principles and MF costs apply. Exiting directly to above-ground from a cave IN a Depression leaves Infantry IN that hex; this costs 1 MF.

Caves and Pillboxes/Tunnels: See G11.932-933.

Crest Status (B20.9): Can be gained by any Infantry in any Depression hex (EXC: ford, bridge, Depression Cliff hexside), creating a separate Location.

Gaining Crest Status: Good Order Infantry IN a Depression hex may claim it during APh or during MPH by expending two MF. Good Order Infantry outside a Depression hex may claim Crest Status in hex it enters (along the hexside it enters) by expending one less than normal COT of hex (middle of Crest counter must be hexside through which hex was entered). This option cannot be used when entering a Depression via a Depression hexside. Units may begin a scenario already in Crest status.

Effect: Infantry in Crest status are considered entrenched (per foxhole/trench) one level higher than the Depression against Direct Fire attacks across front three hexsides, if not crossed by a Depression hexside. Benefits do not apply to indirect fire, OVR, or to Direct Fire from a position w/LOS INTO the Depression hex, or to fire at Crest target that is not traced through protected Crest hexside. Crest Infantry firing at target not w/in their protected front fire as Area Fire; may fire only inherent FP, LMG, DC, LATW, FT. Crest Infantry in CC are subject to -2/+2 vs/by DRM. Non-vehicular guns may utilize Crest status in Wadis; see F5.43.

Movement: Infantry may not move directly from one Crest status to another (even in APh) Crest Infantry may exist the Depression hex to a non-Depression hex on same side of Depression as if they were leaving a foxhole (1 MF & COT). Crest Infantry moving to any other hex must first move/advance out of Crest status in their hex. Broken units must leave Crest Status during RtPh.

Stacking: Unlike other separate same-hex locations, both Depression and Crest units count towards total hex stacking limits.

Culvert (Red Barricades, O7; Kampfgruppe Peiper, P4.2): Red Barricades has a Culvert (D38-E39) representing a subterranean gully (but Crest status may never be gained in a Culvert or gully-Culvert hexside). It is open ground at Level 0. A unit IN a Culvert is placed beneath a Culvert counter and has LOS only to ADJACENT gully/Culvert locations. Overstacking may never occur IN a Culvert. Infantry enter a Culvert as if entering INTO a gully but may do so only from IN an ADJACENT gully/Culvert location. No Vehicle/Cavalry/Horse/mounted-Cycle may enter INTO a Culvert. Cycles may be portaged INTO a Culvert, but not mounted. MTRs and small target INF/AT guns are the only Guns that may be setup-in/Manhandled INTO a Culvert. A Mortar may not fire from IN a Culvert; Indirect Fire does not affect units IN a Culvert (nor are they targets for Sniper attacks). Kampfgruppe Peiper has Stream Culvert hexes (EX: ChLL7; LgL5) representing a man-made subterranean passage for a stream. A unit IN a Stream Culvert is placed beneath a Culvert counter. It is open Ground and has LOS only to ADJACENT stream and Stream Culvert Locations. The normal stacking limit in a Stream Culvert is one squad-equivalent. No unit/Equipment/Fortification may be set up IN a Stream Culvert. Infantry may enter as if entering INTO another hex of that stream; entry is allowed only from IN an ADJACENT stream (or Stream Culvert) Location (EXC: entry NA if stream flooded). No 5/8" vehicle/gun counter may enter a Stream Culvert. Crest status may not be gained in a Stream Culvert hex nor along a stream and Stream Culvert hexside. Units IN a Stream Culvert at the end of a Player Turn are subject to Replacement/Disruption just as if they were IN a frigid Water Obstacle. Nothing IN a Stream Culvert is affected by Indirect Fire or Aerial attack; units IN a Stream Culvert are not eligible for Sniper attack.

Foxholes/Trenches (B26, B27; see T6.33 for Tarawa trenches): Do not create a different Location within the hex. Nevertheless, solely for purposes of weapon Recover or TEM, a unit in a foxhole is not considered in the same Location as a unit outside it. To move beneath a foxhole counter in a Location, Infantry must pay one additional MF separately after payment of COT to enter the hex (and after suffering any DFF for entering hex, with FFMO if applicable). However, during the RtPh, the cost to enter/exit a foxhole/trench may be combined with the entrance cost of the next hex, thereby escaping interdiction in the foxhole/trench. A unit may move/advance beneath a foxhole even if an enemy unit exists in that foxhole; the capacity of a foxhole counter is per side. **Trenches:** Because adjacent trench counters are considered connected, infantry may move between them w/o paying any extra MF; such infantry are never subject to FFNM/FFMO, Snap Shots, Interdiction, or minefield attacks. Cost to enter a connecting trench is always one MF (EXC: x2 for higher elevation), regardless of Wire, walls, hedges. Units may use non-Assault Movement w/o loss of concealment. See B27.6 for lower level locations.

Panjis (G9): Panji counters are similar in concept to Wire counters, but are in some respects nastier. Panji counters do NOT create a new Location in its hex; a “panji Location” simply refers to a Location that contains a Panji counter. Panjis have covered hexsides much like HD hexsides or Crest hexsides. Broken units need not rout through Panji hexsides if they have alternate legal rout paths.

Entry: A Panji counter does not alter MF/MP cost of its Location (EXC: prohibits road bonus), except that it prohibits Bypass and Bank counters. Non-Dummy units that enter a Panji location are placed above the Panji counter if they cross a Panji covered hexside (EXC: trench, subterranean passage). Each Infantry unit so entering must IMMEDIATELY (before fire, mines, other attacks) take a Panji MC unless using Assault Movement, Armored Assault, Low Crawl, or a normal advance, or was forced back out of location because of a concealed unit, required to take a Panji TC (see below), or entered via trench/subterranean passage. After this is resolved, all other attacks/actions occur; afterwards, units that can do so may spend 1 extra MF to be placed under Panji counter.

Exit: Units above Panji counters cannot directly exit those hexes; they must first move beneath counter, then may exit as if no Panji counter were present.

Stacks: If a non-Aerial stack moving/advancing across a road/path/depression/TB hexside is required to take a Panji MC, the ATTACKER randomly selects one non-prisoner unit in stack to take it; after resolution, other units in stack not exempt from PTC must take a normal PTC that leadership can modify (EXC: for berserk/human wave/banzai charge, normal Panji MC rules apply).

Above/Beneath: Only fully tracked AFV/dozers, Infantry, “led” horses, and Cavalry may change position above/below Panji counters. The cost is 1 MF/MP; this does not cause a Panji MC or other panji-caused penalty. Infantry may not advance/withdraw off a Panji counter. Items unpossessed above a Panji counter remain above it. Infantry above a Panji may not recover/transfer, (un)dismantle, repair, or voluntarily malfunction/disable a SW/Gun. A vehicle above a Panji counter may not change VCA and cannot be scrounged (see G9.52 for gun). Units above Panji counter are always concealed. Fortifications are considered beneath Panji counters and can only be entered/exited from beneath Panji counter (EXC: trench, subterranean passage).

Other Rules: Guns/Vehicles/Horses/Bicycles/PRC, G9.411-9.423; Columns, G9.44; Bypass G9.46; Arial (parachute), G9.47.

Pillboxes (B30; see R5 for Arnhem Bridge Blockhouse; T6.31-6.51 for Tarawa)

Pillboxes: Units in a pillbox are placed beneath the Pillbox counter. Overstacking in a Pillbox NA. Units in an adjacent, ground-level Location within a Pillbox’s CA are treated as ADJACENT to units in pillbox for PBF, FPF, DM, rout, and DC Placement vs. pillbox.

In-hex: Fire from inside a pillbox to its own hex is limited to CC, SMOKE grenade placement, Thrown DCs, or to vertices of its CA, or to PBF vs. units currently crossing CA hexsides of its own hex. *Because enemy units never co-exist in the same Location with a friendly-occupied pillbox, TPBF and Target Selection limits do not apply.*

Movement: MF expenditure (1 MF; exc: tunnel, bunker) to enter/exit a Pillbox Location is a separate action and un combinable with other MF expenditures (EXC: during RtPh, cost to enter/exit a pillbox *may* be combined with the entrance cost of the next hex, thereby escaping interdiction in the pillbox hex). If a unit becomes pinned/broken outside pillbox, it cannot enter pillbox Location during current MPH. Pillboxes are equivalent to a building for rout/rally purposes, but broken units in pillboxes are never forced to rout. **Attacks:** Since a pillbox is a separate Location, each attack (EXC: bombardment, residual FP, area target type, aerial bomb, OBA) can only affect pillbox/contents if pillbox is predesignated target. A predesignated attack vs. the pillbox Location cannot affect other Locations in hex (EXC: spraying fire, cannister). OVR has no effect. A pillbox Location may never contain SMOKE, but pillbox contents are affected normally by non-Indirect-Fire WP CH in hex if placing/firing unit is ADJACENT/within-CA-of the pillbox. **Enemy Units:** A unit may not move/rout/advance/withdraw into/out of a pillbox Location if an enemy ground unit exists in same hex outside pillbox (EXC: units may advance out of pillbox into pillbox hex; also very narrow exceptions; see B30.42, B30.6). Infantry, even berserk, may never enter a pillbox Location with enemy Infantry. A Berserk unit must remain in pillbox hex and attack until it eliminates enemy or is eliminated itself. **CC:** CC is resolved normally between Infantry in and outside a pillbox, even though they are separate Locations. However, Hand-to-Hand CC is NA and Melee is NA. Units in pillboxes cannot be attacked in CC if there are friendly ground units in the hex outside the pillbox. CC is NA between vehicle/PRC and units in a pillbox.

Rice Paddies (G8): Rice Paddies consist of two parts: the interior and the banks. Units in the interior of a paddy are IN it, while those on its banks are placed above a Bank counter in the hex. A Bank counter does not create a new location or change stacking limits. Being “in” a paddy hex refers to being in either/both positions. A unit above a Bank counter may not recover/scrounge anything IN a paddy, nor transfer, set a DC, or guard a prisoner IN the paddy. Nor may it ever become TI.

Penalties: Infantry units above a Bank counter are subject to Hazardous Movement. Units above Bank counters that become broken/pinned, enters into Melee, or its column disbands, are forced INTO the paddy hex; it is no longer subject to Hazardous Movement, but unless pinned is subject to FFNAM. Infantry above a Bank counter may use only Inherent FP, LMG, LATW (EXC: 20mm AATR), FT, and/or Thrown DC. Non-CC attacks by such units are treated as Area Fire (EXC: Thrown DC). Units above Bank counters receive +2 drm to Ambush dr, and +1/-1 CC attack by/vs DRM.

Entry: A unit enters a paddy hex either onto its banks or INTO its interior. Generally, the only units that may set up In or enter INTO a paddy are Infantry/Cavalry/Cycle Riders/fully tracked vehicles. COT of paddies depend on Rice Paddy State. The only

units that may cross a bank hexside are those allowed to enter INTO a paddy (EXC: bicyclists; see G8.21). Low-Crawl onto a Bank counter NA. Infantry may freely enter/onto/exit/off Bank Counters during APH.

Movement (Infantry; see G8.21, G8.2112 for bicycles)

Units in a non-paddy hex 1) may enter directly onto a Bank counter in adj paddy hex provided it crosses a bank hexside as it enters that hex (cost: 1 MF to cross bank hexside + 1MF to enter onto Bank counter; mud can apply); 2) may enter directly INTO an adj paddy hex (cost: 1 MF if crossing a bank hexside plus the in-hex COT of hex; mud can apply); 3) may directly enter an adjacent non-paddy hex (cost: 1MF to cross bank hexside plus COT of non-paddy hex; mud can apply); 4) may enter directly onto a Bank counter in that same hex (cost: 1MF; mud never applies).

Units currently IN a paddy 1) may enter directly onto a Bank counter in adj paddy hex provided it crosses a bank hexside as it enters that hex (cost: 1 MF to cross bank hexside + 1MF to enter onto Bank counter; mud can apply); 2) may enter directly INTO an adj paddy hex (cost: 1 MF if crossing a bank hexside plus the in-hex COT of hex; mud can apply); 3) may directly enter an adjacent non-paddy hex (cost: 1MF to cross bank hexside plus COT of non-paddy hex; mud can apply); 4) may enter directly onto a Bank counter in that same hex (cost: 1MF; mud never applies).

Units currently on a Bank Counter 1) may enter directly onto a Bank counter in an adjacent paddy hex, provided it crosses a bank hexside as it enters that hex (cost: 1MF; mud can apply); 2) may enter directly INTO an adjacent paddy hex, provided it crosses a bank hexside as it enters that hex (cost: 1MF to cross bank hexside, plus IN-hex COT of that hex; mud can apply); 3) may directly enter an adjacent non-paddy hex (cost: 1MF to cross bank hexside, plus COT of non-paddy hex; mud can apply); 4) may enter directly INTO that hex (cost: IN-hex COT of that hex; mud never applies).

Sangars (F8): Generally, as per 1S foxholes. A Sangar’s capacity is the *total* number of units/Guns allowed beneath it, rather than “per side.” A Sangar may contain one non-vehicular Gun; if so, it may not contain more than one half squad or crew as well. See B27.6 for lower elevation locations. Trenches and Sangars accessible to each other provide the same movement, etc., benefits as if both were trenches; see F8.6.

Sewers (B8): By SSR only. Entrance/exit limited to Manhole Locations (which only occur in hexes marked with black Manhole circle on Deluxe Boards, and on other boards, also in paved road hexes in which 3 hexsides are crossed by roads). The only effect of Manhole Locations is to allow movement in/out of Sewer Locations; they are not separate Locations within hexes. Sewer Locations are 1 level lower than Manhole Locations; they are out of LOS of enemy units other than those in an above Manhole Location (IF enemy unit has “discovered” them; B8.42) and/or units in Sewer Locations in same/adjacent hex. Units in a sewer can attack units in Manhole Location only during APH and if “discovered.” Units can enter into Close Combat with adjacent sewer units; since they are always concealed, they are never locked in Melee—during next MPH, ATTACKER must move to a new Sewer Location. Sewer locations may never be overstacked; units in a Sewer may not portage more than IPC or push a Gun; cannot be used to move beneath a Water Obstacle hex. **Sewer Entrance:** Start of MF from Manhole Location at cost of all MF. **Sewer Movement Procedure:** See B8.41-8.42. **Sewer Exit:** If allowed by Sewer Emergence dr, emerge concealed during APH.

Shellholes (B2): Units may enter a shellhole hex by paying 1 MF (in which case it is not using shellholes for cover and is subject to FFMO/Interdiction) or 2 MF (in which it is considered in a shellhole and not subject to FFMO). Units STARTING the phase in a shellhole are considered in a shellhole. It does not cost extra to leave a shellhole, nor may units “enter” or “leave” shellholes in their hex by expending MF.

Sunken Roads (B4): Sunken Roads/Lanes are Depression hexes; units within may claim Crest status.

Tunnels (B8.6): Exist by SSR, w/Japanese pillboxes (G1.632), or by forfeiting an allowed Fortified Bldg Location to have access to a tunnel. A tunnel consists of two entrance Locations w/in 3 hexes of each other (see rules for allowable hexes). Movement: Only Good Order/dummy Infantry of owning side may enter tunnel; at start of its MPH is placed beneath a “Sewer?” counter in the *other* entrance hex at cost of all MF; must advance out, concealed, during subsequent APH (even if occupied by enemy units and Fortified). Tunnel may not be overstacked; units in a tunnel may not portage more than IPC or push a Gun. If Location left was Encircled, units become pinned & CX upon advancing out. See B8.62 for routing.

Wire (B26): Units on Wire counter and Units beneath Wire counter are in the same Location; a leader on Wire can still direct/rally/etc. a unit beneath Wire & vice versa. No additional cost to enter a Wire Location, but entering units are placed *on top* of the Wire counter and must remain there until they expend MF sufficient to move *beneath* the Wire. Units may move beneath Wire only during MPH/RtPh. Only units beneath Wire may exit hex. **Moving Beneath Wire:** A unit must make a dr and expend that number of MF to move beneath wire; remaining MF may be used normally. *Double Time/Dash NOT allowed.* It may declare Assault Movement but if it uses all its MF to get beneath Wire, this status is voided. If Exit dr > MF, unit is hung up on Wire and cannot leave that phase. A unit may decide *after* an Exit dr whether to leave excess PP on top of wire in order to move beneath it. SW/Gun on Wire counter is not recoverable by unit beneath, & vice versa. **Routing (B26.41):** Units prevented by Wire from routing away from an ADJACENT enemy may be eliminated/subject to surrender. A broken unit in Open Ground w/in Normal Range of a Known enemy unit or ADJACENT to a known/armed/unbroken enemy unit, which fails to pass Wire exit dr w/enough MF remaining, is eliminated for Failure to Rout.