

Advanced Squad Leader Tank (Fully Tracked Vehicle) Play Aid

Terrain	Tank MP Cost	Terrain	Tank MP Cost	Terrain	Tank MP Cost
Open Ground	1	Water Obstacle	NA	Kunai	2
Road	1/2 [BU: 1]	Stream/Woods	M Bog/Z & 3 [3 if IN Stream]	Swamp	NA
Woods/Pine Woods	All Bog Z D R	Stream/Brush	5 [3 if IN Stream]	Cactus Hedge	W
Wall	1 + COT	Stream/Orchard	4 [3 if IN Stream]	Vineyard	2 Bog R
Hedge	1+ COT	Crag	NA	Cactus Patch	3 R
Brush	2	Graveyard	Z Bog [1 via g-y road]	Olive Grove	2 R
Orchard	1 R	Valley	DOT	Desert Open Ground	1 bb R
Wooden Building	Z Bog	Cliff	NA	Scrub	2 bb R
Stone Building	Z Bog	Sunken Road	NA R D	Hammada	2 1 R
Marsh	NA	Elevated Road	5 R D	Deir	DOT bb h
Grain	1	GL Railroad	2 [1+COT crossing non-RR hexside]	Wadi	2+COT bb R
Hill	DOT H	Em Railroad	2 Z D [2+COT crossing non-RR hexside]	Hillock	DOT bb L
Bocage	Z & COT Bog	El Railroad	2 Z D O [5+COT, +1 Bog crossing non-RR hexside]	Sand	2+COT b R (Wet/Mud EC: 1 less)
Shellholes	COT	Su Railroad	2 S [NA crossing non-RR hexside]	Dune Crest	1 + COT
Rubble	Z Bog	Tower	Z Bog	Sangar	COT (x2 if accessible trench present; F8.5)
Entrenchment [Trench]	COT [Bog]	RB Debris	1/4 MP + Bog	Track	T
Minefield	COT	RB Factory	1/4 MP + Bog (ZZ)	Broken Ground	2 b R
Roadblock	NA	Culvert	NA	Slope Hexside	1+COT for Upslope
Pillbox	COT	RB Storage Tank	VBM Only	Barbed Wire Fence	Bog (No DRM)
Fire (Blaze)	NA	RB Railway Embankment	1 + COT	Narrow Street	1/2 VBM Cost
Wire	2 & COT Bog	Light Jungle	1/2 or all/Bog	Irrigation Ditch	2+COT Bog (Q1.43)
Wreck	DOT +1/veh [+2 by road]	Dense Jungle	1/2 or all/Bog xx	Partial Orchard	As Orchard or Open Ground, as per hexside entered
Bridge	NA R D	Bamboo	1/2 or all/Bog xx	Irrigation Ditch/Partial Orchard	3 Bog
Runway	1 R	Palms	1	Stream/Partial Orchard	Via Stream: normal Stream cost Via Orchard: cumulative
Sewer	NA	Hut	2		
Hillside Wall/Hedge	W				
Gully	2 & COT				
Stream	2 & COT BB				

NOTES

Bog: Bog DR to enter/change VCA in.

BB: Requires Bog DR to exit via non-depression hexside.

Bb: Requires Sand Bog DR to enter/change VCA w/in (even if scrub is present), unless on road or track.

Z: Half of MP Allotment.

R: or per Road cost if through Road/Runway, or track cost if through track, hexside.

D: MP penalties for entering a hex with wreck/vehicle (or changing VCA in) are doubled.

H: +4 MP per full level higher elevation entered (+2 MP via road).

W: Entry as per wall/hedge.

M: Minimum Move required.

ZZ: To exit, must pay normal bldg costs +bog/rubble, unless exiting through vehicle exit.

I: Hammada Immobilization DR required unless on road/track (F3.31).

h: 1 MP + COT if leaving deir hex via Lip hexside; otherwise, cost is COT (usually Open Ground).

L: 1 MP + COT if entering a higher elevation; otherwise COT.

T: If crossing Track hexside, reduce *total* MP cost by 1 (to min of 1) before adding any Weather/Towing/Convoy/SMOKE/Dust cost; F9.1.

xx: No tankettes.

This ASL Play Aid was brought to you by Mark Pitcavage.

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Tank Notes		(D3) AFV PHASE/MOTION FIRE MODIFIERS						D4.22 Hull Down Maneuver Attempt	
C3.9 Vehicular Hit Location (TH DR)	Turret Hit: colored dr < white dr Hull Hit: colored dr ≥ white dr	Phase	Status	MG	Ordnance	FT⁹	Notes	2 extra MP, plus 1 MP to Stop	
C3.6 Improbable Hits (Original TH DR 2)	<i>Subsequent dr:</i> 1: Critical Hit 2: Turret Hit 3: Hull Hit 4-6: Miss	PFPPh	Stopped	Full FP	No DRM	Full FP	—	1:	3 or less hexsides are HD
C3.8 Multiple Hits	Any non-Critical Hit TH DR (Gun must be ≤ 40 of Doubles yields choice of mm or U.S. and two resolution DR. British Vehicle Note R, Chinese Vehicle Note 7)	MPh	Stopped	½ FP	C, C ¹ , or C ²	Full FP	1,2	dr	2 or less hexsides are HD
Lowered ROF	-IFE (C2.29) -Captured/non-qualified use	DFPh	Stopped	Full FP	No DRM	Full FP	4	2:	1 hexside is HD
Lost ROF	-Non-Mortar using Area Target -Non-Opportunity Fire in AFPh	AFPh	Stopped	½ FP	B or C	Full FP	5,6	3:	drm: +1 BU; +2 Russian CT AFV; +x Armor Leader DRM; -1 in Setup
C3.7 Critical Hits	-Area/Vehicle Target Type: Original TH DR of 2 (NA Deliberate Immob) -Infantry Target Type: Final TH DR < half of Modified TH#, or 2 TH DR & subsequent dr of 1 or ≤ half of Modified TH#	CCPh	Stopped	Full FP	NA	NA	—		
C2.21 Ammo	Overscore: AP NA Underscore: HE NA	Motion	Motion	½ FP	C ⁴	½ FP	1,3,4		
Minimum Move	All MP plus end MPh in Motion Status	Motion	Motion	¼ FP	C ⁴	½ FP	1,3,6		
Reverse Move	4 x MP Entrance Cost	Motion	Motion	½ FP	NA	NA	7,8		
OVR Attack	¼ MP (FRU) allotment (D7.1), plus COT to enter hex	Notes: 1: Area Target Type NA (C3.33), Acquisition lost unless Stabilized Gun (C6.55). 2: To Hit DRM Case A NA (CA must be changed by expending MP) (D3.51). 3: To Hit DRM Case L NA 4: This line also applies to units using Defensive First Fire. 5: Ordnance uses Case B if vehicle has not moved to a new hex/or used VBM during that Player Turn. If it has moved, vehicle uses Case C (C5.3). 6: Multiple ROF/Intensive Fire NA (C5.2, C5.6). 7: Enemy Infantry not held in Melee (A11.7). 8: FP of Nahverteidigungswaffe (sN) not halved (A11.622). 9: FT TK # unaffected.							
		Armor Factors: 0, 1, 2, 3, 4, 6, 8, 11, 14, 18, 26						D28.21 Bog Check DRM (Fully Tracked Vehicles Only)	
		Gun Elevation/Depression: Range must be ≥ Elevation Difference unless AA capable or MTR.						DR + DRM ≥ 12 results in Bog	
								DRM Cause	
								+1 Normal Ground Pressure (no symbol around Vehicle ID)	
								+2 High Ground Pressure (circled Vehicle ID)	
								+1 Towing ordnance ¹ or trailer	
								+1 Ground is soft ² , mud ² , or snow-covered ³	
								+1 Ground is Deep Snow ³	
								+1 Abrupt Elevation Change	
								+1 Exiting Deep Stream & vehicle is neither amphibious nor waterproofed	
								+1 Gaining elevation & entering woods	
								+2 Moving into Wire	
								+3 *Entry of woods, graveyard, wooden building, or rubble at half MP allotment	
								+4 *Entry of stone building at half MP allotment	
								*+1 instead if moving from Factory hex to non-rubble hex w/in the same Factory (B23.742). ¹ NA if ordnance is 76-107mm MTR. ² NA if on paved road or in bldg hex. ³ NA if in bldg hex or on plowed road.	
		D8.3 Bog Removal		D2.5 Excessive Speed Breakdown DRM					
		Freed on Colored dr of 1-4 Start MP = Colored dr x White dr or ALL MP		MP Gain ≤ ¼ MP Allotment (FRD)					
		Colored dr Result		Breakdown: DR + MP Gain + ESB DRM ≥ 12					
		1-4 Freed		Black MP (FRD) Red MP (FRU)					
		5 Mired		ESB Manufacturer Nationality DRM					
		6 Immobilized		0 U.S.(a), Czech (t)					
		Mired: +1 drm to colored dr		+1 Russian (r)					
		CE AFV Assistance: -1		+2 British (b), German (g)					
				+3 French (f), Italian (I), all others					