

The ASL Tank Commander's Bible

SET UP

Hull Down Attempt (D4.22): May make attempt dr during setup (with -1 drm to a setup attempt) if in a hill Crest-Line hex.

Bore Sighting (C6.4): MA/SA (but not other weapons) of vehicles may Bore Sight (-2 TH DRM). As long as vehicle doesn't leave setup Location or change its VCA, it retains this DRM. It can still fire at other targets.

Motion (D2.4): Any vehicle that sets up *off-board* may set up in Motion.

BU/CE (D5.2-3): Vehicles may set up either BU/CE.

RALLY PHASE

Repair (D3.7): Remember to repair AFV weapons. *However, any vehicle whose MA and all SA (if any) are all permanently disabled is immediately Recalled (D5.341) unless it has Passenger/Towing Capacity. Sometimes having an AFV with no MA is better than running the risk of having it Recalled altogether.*

PFPh/DFF/DFPh

Starshells (E1.92): AFVs and CE Armor Leaders may fire Starshells. Usage dr for AFV is ≤ 2; CE AL is ≤ 4. Starshells may be fired in the PFPh or DFF/DFPh (by player performing that phase's functions).

ADVANCE PHASE

BU/CE (D5.2-3): A vehicle may go BU or CE in its APh.

DEFENSIVE TACTICS

YOUR TURN:

BU Open-Topped AFV (D5.3): OT AFVs may still be BU (and thus protect their crews). The limitation is that the only weapon it may use is a bow-mounted MG/FT.

Extra MP Expenditure (D2.18): A vehicle may expend more MP to enter a hex than minimum required by declaring a higher-than-necessary MP expenditure as it enters a new hex. *This may be useful if you do not wish to expend unused MP in a future hex (for example, one in enemy LOS).*

Hull Down attempt (D4.22): Must spend two extra MP in a hill Crest-Line hex to make attempt dr. DFF must await outcome of dr before resolution. Regardless of outcome, if still Mobile, vehicle must immediately end MPh

by expending a Stop MP.

Vehicular Smoke Dispenser (D13): One attempt per Player Turn during MPh if not stunned/shocked/broken and AFV/PRC have not yet fired any weapon. Costs 1 MP (no MP if unsuccessful). During enemy MPh, attempt can be made following any MP/MF expenditure by an opposing unit in LOS. BU AFV must add +1 to DR. *A good defensive tactic is to use an AFV's last MP to attempt to place Smoke in its own hex.*

Platoon Movement Sleaze (D14.2): Radioless AFVs must, and any other AFVs may, use Platoon Movement. Radio-Equipped AFVs must declare their attention to move as a Platoon at the start of their MPh; this lasts until start of their next MPh. *A peculiar feature of Platoon Movement rules is that all units in a Platoon's "multihex stack" must move one hex before any of them can be First Fired on at the end of the impulse. This means that enemy units cannot fire on you when you expend any other MP, such as starting up, changing CA, etc.—only after you enter a new hex.*

Gun Duel (C2.2401): If a non-concealed defender declares DFF against a vehicle, it may attempt to BFF its weapons at the defender first, provided 1) it need not change CA; 2) is not conducting OVR; 3) its total Gun Duel DRM (Firer-Based + Acquisition TH DRM) is less than Defender's; 4) Defender's attack is not Reaction Fire. If DRM are equal, the lower Final TH/IFT DR fires first (and voids opponent's return shot by eliminating/breaking/stunning/shocking it). If the DR are equal, shots are simultaneous.

ENEMY'S TURN:

Vehicular Smoke Dispenser (D13): During enemy MPh, attempt can be made following any MP/MF expenditure by an opposing unit in LOS, if not stunned/shocked/broken and AFV/PRC have not yet fired any weapon. BU AFV must add +1 to DR.

Motion Attempt (D2.401): Declarable by defending mobile vehicle (not marked with First/Final counter; limit one per turn) during enemy movement phase; must make Motion attempt dr ≤ #MF/MP expended in LOS by enemy unit. Enemy unit must be one that had not been in vehicle's LOS prior to entering it during that MPh. *Motion Status gives you a free VCA/TCA change. Even a vehicle already in Motion may make a Motion attempt to get this free change.*

Gun Duel (C2.2401, C5.33): The only time a defender may declare a Gun Duel is if a Bounding First Firer vehicle declares a shot prior to any MP expenditure.

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OFFENSIVE TACTICS (MOVEMENT)

BU/CE Status (D5.2-3): Must be CE to get road movement rate. May go BU or CE in MPh. *One slick trick is to CE in your movement phase to get extra road movement, then BU in Advance Phase to protect crew.*

Overruns (D7): Be on lookout for Overrun possibilities—especially enemy units in Open Ground (-1 IFT DRM) or low TEM. Cost: 1/4 MP + COT. FP Base: 4 FP (if MA is manned, functioning, and not MG/FT/MTR/ATR/IFE-capable) + FP of all manned/functioning MG/IFE (tripled, then halved). See D7.11 for FT/Passengers. Armor Leader DRM applicable.

Protecting Your Infantry

Vehicular Smoke Dispenser (D13): One attempt per Player Turn during MPh if not stunned/shocked/broken and AFV/PRC have not yet fired any weapon. Costs 1 MP (no MP if unsuccessful). BU AFV must add +1 to DR. *A good use of Smoke Dispensers is to place Smoke in key hexes to protect other units, such as infantry, that may move later in the phase.*

Armored Assault (D9.31): Infantry may move with AFV in combined stack if they begin MPh beneath that AFV. *AFV cannot move farther than accompanying infantry, but it need not move with infantry through their entire movement. It can diverge, as long as it does not move farther than it could if it were accompanied by the same Infantry throughout the move.* Infantry armor assaulting is not subject to FFMO but is subject to FFNAM (unless it declared Assault Movement). Gets +1 AFV TEM for total DRM of 0, even in subsequent DFPh (if AFV is Stopped).

Vehicle Bypass Sleaze (A7.212): A unit may not attack units in other Locations while its own Location is occupied by a Known enemy unit. *A slick trick is to use an AFV to prevent enemy units in a woods or building hex from firing outside that hex (allowing your other units to approach it or move past it, etc.). This is done by moving the AFV into that hex using bypass movement (to avoid MP costs, bog effects, etc.).* Enemy units may use CC Reaction Fire in response, so this shouldn't be attempted against dangerous enemy stacks.

Getting Off/Out of Vehicles

Loading/Unloading (D6.4-5): During MPh only; cost 1 MF per 1/4 of vehicle's MP spent. FFNAM applies.

Bailing Out (D6.21, 6.24): A turreted AFV may force its Riders to Bail Out by changing its TCA; *this can be a slick trick to squeeze some extra distance for your Riders.* Can even Bail Out in an enemy-occupied hex. Subject to FFNAM; must take a NMC; can't move/fire further during that phase (and is marked with Prep/Final Fire counter as appropriate). See 6.24 for effect on SW.

Abandonment (D5.4): Only during MPh, costs all crew's MF. Subject to FFNAM. Vehicle may not have moved/fired. May remove weapons: see D6.631 for halftracks, D6.83 for carriers, 10.5-.52 (Scrounging) for others.

FIRING HINTS

Smoke (C8.5): Don't forget SMOKE may be fired only at *start* of owner's PFPh/DFPh (WP may also be fired at *start* of any friendly fire phase). All SMOKE fired other than in PFPh is placed as white Dispersed SMOKE.

LOS (D3.51): A vehicle may use MG fire on a target it cannot affect; *you can use this to check a tricky LOS before firing your MA at the target.*

Armor Leader (D3.4): Don't forget your (possibly offboard) Armor Leader for MA DR, OVR DR.

Special Ammunition (C8): Don't forget to declare special ammo shots.

Elite Ammo Bonus (C8.2): Don't forget Depletion Number is increased by one for Elite forces: include SS, Russian Guards, and units specified by SSR.

ROF (C2.24): Don't forget to check your colored dr to see if you maintained your ROF. No ROF in AFPh. For BFF, a vehicle must expend at least one MP between shots.

Acquisition (C6.5): Don't forget to increase your acquisition (NA for Bounding First Fire w/o Gyrostabilizer) after firing. IFE cannot place/use/retain acquisition. Concealed target acquired only if using Area Target Type. *Warning: Be careful about firing a CMG at a target other than the acquired target; this causes loss of acquisition.*

Deliberate Immobilization (C5.7): Don't forget the option to make a Deliberate Immobilization TH DR. Like normal TH DR, but with +5 Case G To Hit DRM. Can only attempt if weapon's Basic TK# (for ammo type) is > target's lowest hull AF. Must have a hull hit at range ≤ 6 hexes. Not allowed against HD target or with MG/IFE or using Area Target Type. Acquisition DRM are NA (but this shot can be used to gain acquisition). A successful hull hit results in automatic immobilization and causes a Crew TC.

HE vs. AFV (C1.55): If you can't penetrate an AFV's armor, maybe firing HE (Area Target Type) can work. A Final KIA results destroys the AFV (Final DR ≤ half of the DR that corresponds to a K/# result creates a Burning Wreck). A Final DR that is a K/# or 1 > a K/# creates an automatic Shock (turret hit) or Immobilization (hull hit). Other results have no effect (EXC: Vulnerable PRC). IFT DR determines hit location; TEM applies to IFT DR (per C1.52/3.331); HD status has no effect. Other DRM: -1 if all AF ≤ 4; -1 if OT; +1 if all AF ≥ 8.

Intensive Fire (C5.6): Never forget to consider if Intensive Fire is warranted. You get one extra shot, but it comes with a Case F +2 TH penalty, and the weapon's B# is lowered by 2. A weapon fired during the AFPh cannot use Intensive Fire (EXC: Opportunity Fire).