

## Advanced Squad Leader *United States 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                    |
| Sewer                 | NA                      | Hut                   | 2   | Orchard                          | Via Orchard: cumulative                           |
| 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 Weather/Towing/Convoy/SMOKE/Dust cost; F9.1.  
**xx:** No tankettes.

### D2.5 Excessive Speed Breakdown DRM

MP Gain  $\leq$  1/4 MP Allotment (FRD)  
**Breakdown:** DR + MP Gain (FRD) + ESB DRM  $\geq$  12  
 US Manufacturer ESB DRM: +0

### D4.22 Hull Down Maneuver Attempt

**2 extra MP, plus 1 MP to Stop**  
**dr 1:** 3 or less hexsides are HD  
**dr 2:** 2 or less hexsides are HD  
**dr 3:** 1 hexside is HD  
**drm:** +1 BU; +2 ; -1 in Setup; +x Armor Leader DRM

### F7.31 Sand Bog DR (Full Track)

Original DR  $\geq$  # = Bog (increase # by 1 if EC are Wed or Mud

| Ground Pressure | In Acc. Open Ground <sup>1</sup> |     |
|-----------------|----------------------------------|-----|
|                 | In Sand                          | Hex |
| Low             | 12 <sup>2</sup>                  | NA  |
| Normal          | 11 <sup>2</sup>                  | 12  |
| High            | 10 <sup>2</sup>                  | 11  |

<sup>1</sup>(EXC: hammada; sand)  
<sup>2</sup>Lower # by 1 if present hex was entered via Dune Crest (7.51) hexside.

### D28.21 Bog Check DRM (Fully Tracked Vehicles Only)

DR + DRM  $\geq$  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 <sup>1</sup> or trailer                                       |
| +1  | Ground is soft <sup>2</sup> , mud <sup>2</sup> , or snow-covered <sup>3</sup> |
| +1  | Ground is Deep Snow <sup>3</sup>  |
| +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).

<sup>1</sup>NA if ordnance is 76-107mm MTR.

<sup>2</sup>NA if on paved road or in bldg hex.

<sup>3</sup>NA if in bldg hex or on plowed road.

**Canister (C8.4):** No TH DR required; halved for BFF, in-Motion/non-Stopped, Intensive Fire, vs HIP(")? units. Resolved on IFT using DRM for TEM/LOS/Hindrance/CA changes. IFT DR also Ammo Depletion DR & ROF DR. Fired at common vertex & elevation shared by 3 hexes, closest of which are two hexsides from firer's hex. Affects all occupants of all target hexes at that elevation (and in firer's LOS; LOS to vertex is not required; if firer has LOS to both vertex and a Known enemy unit in a target hex, then vulnerable units in other two Locations which are out of LOS due only to SMOKE/LV Hindrances/NVR are attacked with halved FP (halved again for HIP(")?). Instead of firing at vertex, can also fire at 3 contiguous levels of bldg hex 2 hexes away.

### D8.3 Bog Removal

Freed on Colored dr of 1-4  
 Start MP = Colored dr x  
 White dr or ALL MP

| Colored dr                  | Result      |
|-----------------------------|-------------|
| 1-4                         | Freed       |
| 5                           | Mired       |
| 6                           | Immobilized |
| Mired: +1 drm to colored dr |             |
| CE AFV Assistance: -1       |             |

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| <b>C5 Firer-Based Hit Determination (Fully Tracked Vehicles) DRM:</b> |  |
|---|--|
| <b>A</b>  | T: +1/+1/+1<br>ST: +2/+1/+1<br>NT: +3/+1/+1<br>Firer outside CA (per hexspine changed)<br>(x2 if firer in woods/bldg/rubble) (NA to BFF)       |
| <b>B</b>  | +2<br>Fire in AFPH w/o entering hex that player turn   |
| <b>C</b>  | Case B plus [Stabilized Gun: +1] Bounding Firer<br>[T/ST: +2] [NT: +3]   |
| § <b>C<sup>1</sup></b>  | Case C +1<br>BFF, Restricted Aim (2.5-3 MP in LOS of target)   |
| § <b>C<sup>2</sup></b>  | Case C +2<br>BFF, Limited Aim (≤ 2 MP in LOS of target)  |
| § <b>C<sup>4</sup></b>  | [Stabilized Gun: C/C <sup>1</sup> /C <sup>2</sup> + 1]<br>Motion/Non-Stopped Firer<br>[Other: C/C <sup>1</sup> /C <sup>2</sup> & lower dr x 2] |
| § <b>E</b>  | +2<br>Fire w/in hex (x2 in woods/bldg/rubble; Cases J <sup>3</sup> , J <sup>4</sup> , L, M NA)   |
| <b>F</b>  | +2<br>Intensive Fire (B# -2; Case B, AFPH, stunned firer area NA)  |
| § <b>G</b>  | +5<br>Deliberate Immobilization (Range ≤ 6 hexes; Case N NA)   |
| <b>H</b>  | +2<br>Captured/Non-qualified Inf. (B# -2, red TH #) (+4 if both apply)   |
| <b>I</b>  | +1<br>BU AFV (MA only; RST/1MT must be BU to fire MA)  |
| <b>Other Firer Based DRM:</b>   |  |
| +1 per vehicle  | Overstacked  |
| +1  | Bypass TCA Change to/through side Target Facing (D2.321)   |
| +TH Case A, unless Case N applies                                     | Bypass TCA equals side Target Facing   |
| +1  | Stun (per each Stun result)  |
| +1  | Firer in Ocean during Heavy Surf if attack is on IFT   |
| +x  | Leadership   |
| <b>C6 Target-Based Hit Determination DRM</b>                          |  |
| <b>J</b>  | +2<br>Moving/Motion Vehicle or Dashing Infantry  |
| <b>J<sup>1</sup></b>  | Case J + 1<br>DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)   |
| <b>J<sup>2</sup></b>  | Case J + 2<br>DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)   |
| <b>J<sup>3</sup></b>  | -1<br>FFNAM (Case J is NA)   |
| <b>J<sup>4</sup></b>  | -1<br>FFMO (Case J is NA)  |
| <b>K</b>  | +2<br>vs. Concealed Target (or Area Fire; C.4)   |
| § <b>L</b>  | [-2: 1 hex range][-1: 2 hex range] Point Blank Range (Non-Stopped/Motion target NA)  |
| <b>M</b>  | -2<br>Bore Sighted Location (Case N, E is NA)  |
| <b>N</b>  | Per Acquisition Counter<br>Acquired Target (NA to Case G)  |
| <b>O</b>  | -2<br>Hazardous Movement   |
| <b>P</b>  | Per target counter<br>Target size modifier (-2 to +2)  |
| § <b>Q</b>  | Per TEM<br>TEM   |
| <b>R</b>  | Per hindrance<br>LOS/LV Hindrance  |
| <b>Other Target Based DRM:</b>  |  |
| -1 per overstacked squad  | vs. Overstacked Personnel  |
| -1  | vs. Motorcyclist   |
| -2  | vs. Cavalry  |
| +2  | vs. Wading Vehicle (G13.422)   |
| +1  | Target in Ocean during Heavy Surf if attack is on IFT  |
| <b>Notes</b>  |  |
| § NA when using Area Target Type                                      | HH Hull Hit required   |

| <b>Case D TK # Change (U.S. Tanks)</b> |     |    |     |      |       |       |       |       |       |       |       |       |       |       |       |     |
|--|-----|----|-----|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-----|
| Range                                  | 0-1 | 2  | 3-6 | 7-12 | 13-18 | 19-24 | 25-30 | 31-36 | 37-42 | 43-48 | 49-54 | 55-60 | 61-66 | 67-72 | 73-78 | 79+ |
| AP TK# Change 37mm                     | +1  | +1 | 0   | 0    | 0     | -1    | -2    | -2    | -3    | -4    | -4    | -5    | NA    | NA    | NA    | NA  |
| ≥ 65mm                                 | +1  | 0  | 0   | 0    | 0     | -1    | -1    | -2    | -2    | -3    | -3    | -4    | -4    | -5    | -5    | NA  |
| APCR TK# Change ≥ 75mm                 | +3  | +2 | +1  | 0    | -1    | -3    | -4    | -5    | -6    | -7    | NA    | NA    | NA    | NA    | NA    | NA  |

| <b>C3 To Hit Table (U.S. Tanks)</b>                   |     |      |       |       |       |       |       |       |       |     | <b>Red To Hit #s Pre 1944</b> |    |    |    |    |    |    |    |    |    |
|---|-----|------|-------|-------|-------|-------|-------|-------|-------|-----|-------------------------------|----|----|----|----|----|----|----|----|----|
| Target Type   | 0-6 | 7-12 | 13-18 | 19-24 | 25-30 | 31-36 | 37-42 | 43-48 | 49-54 | >54 |                               |    |    |    |    |    |    |    |    |    |
| <b>Vehicle</b>  | 10  | 10   | 9     | 8     | 8     | 7     | 7     | 6     | 6     | 5   | 6                             | 4  | 5  | 3  | 4  | 2  | 3  | 1  | 2  | 0  |
| <b>Infantry</b>                                       | 8   | 8    | 7     | 6     | 6     | 5     | 5     | 4     | 4     | 3   | 3                             | 2  | 2  | 1  | 1  | 0  | 0  | -1 | -1 | -2 |
| <b>Area (SMOKE)</b>                                   | 7   | 7    | 7     | 8     | 8     | 7     | 7     | 7     | 6     | 6   | 6                             | 6  | 5  | 5  | 5  | 5  | 5  | 5  | 5  | 5  |
| <b>C4 Gun &amp; Ammo Basic To Hit # Modifications</b> |     |      |       |       |       |       |       |       |       |     |                               |    |    |    |    |    |    |    |    |    |
| <b>* Gun</b>  | 0   | 0    | -1    | -1    | -1    | -1    | -1    | -1    | -1    | -1  | -1                            | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 |
| <b>L Gun</b>  | 0   | 0    | +1    | +1    | +1    | +1    | +1    | +1    | +1    | +1  | +1                            | +1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | +1 |
| <b>LL Gun</b>   | 0   | 0    | +1    | +1    | +2    | +2    | +2    | +2    | +2    | +2  | +2                            | +2 | +2 | +2 | +2 | +2 | +2 | +2 | +2 | +2 |
| <b>APCR</b>   | 0   | 0    | -1    | -1    | -2    | -2    | -2    | -3    | -3    | -3  | -3                            | -4 | -4 | -4 | -4 | -4 | -4 | -4 | -4 | -4 |
| <b>SMOKE</b>  | +2  | +2   | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0   | 0                             | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| <b>37mm</b>   | 0   | 0    | -2    | -2    | -3    | -3    | -3    | -4    | -4    | -4  | -4                            | -5 | -5 | -5 | -5 | -5 | -5 | -5 | -5 | -5 |

| <b>C7.31 To Kill Table (U.S. Tanks)</b>    |      |          |    |     |     |     |    |
|--|------|----------|----|-----|-----|-----|----|
| Gun Size                                   | 37LL | 75 Grant | 75 | 76L | 90L | 105 | FT |
| AP TK#                                     | 11   | 13       | 14 | 17  | 21  | —   | —  |
| APCR TK#                                   | —    | —        | —  | 22  | 27  | —   | —  |
| Flame TK#                                  | —    | —        | —  | —   | —   | —   | 8  |
| HEAT TK#                                   | —    | —        | —  | —   | —   | 15  | —  |
| HE TK#                                     | —    | —        | —  | —   | —   | 10  | —  |
| FT: Half if Long Range; +1 if CE; +2 if OT |      |          |    |     |     |     |    |

**Hit Location:** [Turret Hit: colored dr < white dr] [Hull Hit: colored dr ≥ white dr]  
**Multiple Hits:** Gun ≤ 40mm or US Vehicle Note R; any non-CH TH DR of Doubles yields choice of two resolution DR.  
**Ammo:** Overscore = AP NA; Underscore = HE NA.  
**OVR Attack:** ¼ MP (FRU) allotment (D7.1), plus COT to enter hex.

**Armor Factors:** 0, 1, 2, 3, 4, 6, 8, 11, 14, 18, 26

| <b>(D3) AFV PHASE/MOTION FIRE MODIFIERS</b> |             |                        |                                       |                 |       |
|---|-------------|------------------------|---------------------------------------|-----------------|-------|
| Phase                                       | Status      | MG                     | Ordnance                              | FT <sup>8</sup> | Notes |
| <b>PPPh</b>                                 | Stopped     | Full FP                | No DRM                                | Full FP         | —     |
|   | Motion      | Cannot fire any weapon | —                                     | —               | —     |
| <b>MPh</b>                                  | Stopped     | ½ FP                   | C, C <sup>1</sup> , or C <sup>2</sup> | Full FP         | 1,2   |
|   | Non-Stopped | ¼ FP                   | C <sup>4</sup>                        | ½ FP            | 1,2,3 |
| <b>DFPh</b>                                 | Stopped     | Full FP                | No DRM                                | Full FP         | 4     |
|   | Motion      | ½ FP                   | C <sup>4</sup>                        | ½ FP            | 1,3,4 |
| <b>AFPh</b>                                 | Stopped     | ½ FP                   | B or C                                | Full FP         | 5,6   |
|   | Motion      | ¼ FP                   | C <sup>4</sup>                        | ½ FP            | 1,3,6 |
| <b>CCPh</b>                                 | Stopped     | Full FP                | NA                                    | NA              | —     |
|   | Motion      | ½ FP                   | NA                                    | NA              | 7     |

**AFV Phase/Motion 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).  
3. To Hit DRM Case L NA.  
4. Also applies to units using DFF.  
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. FT TK # unaffected.