

SASL1. Solitaire ASL 2nd Edition

Solitaire II Markers

sasl2-01

Counter	No.	ID	Nationality	Notes
Allied VPO [Axis VPO]	9		SASL-Basic	
<i>Axis VPO [Allied VPO]</i>			<i>SASL-Basic</i>	
Booby Trap Level	1		SASL-Basic	
Enemy AC#	1		SASL-Basic	
Enemy RE#s	1		SASL-Basic	
Friendly RE#s	1		SASL-Basic	
In CMD [Panic]	9		SASL-Basic	
Letter Chit	34	A-Z; AA-HH	SASL-Basic	
<i>Move [Panic]</i>			<i>SASL-Basic</i>	
<i>Panic [In CMD]</i>			<i>SASL-Basic</i>	
Panic [Move]	60		SASL-Basic	
Possible Game End	1		SASL-Basic	
Suspect (Black) [Suspect (Yellow)]	40		SASL-Basic	
Suspect (Black) [Suspect (Gray)]	100		SASL-Basic	
<i>Suspect (Gray) [Suspect (Black)]</i>			<i>SASL-Basic</i>	
<i>Suspect (Yellow) [Suspect (Black)]</i>			<i>SASL-Basic</i>	

sasl2-02 Solitaire II System Counters

Counter	No.	ID	Nationality	Notes
Allied VPO [Axis VPO]	8		SASL-Basic	
<i>Axis VPO [Allied VPO]</i>			<i>SASL-Basic</i>	
In CMD [Panic]	20		SASL-Basic	
Letter Chit	12	II-TT	SASL-Basic	
<i>Move [Panic]</i>			<i>SASL-Basic</i>	
<i>Panic [In CMD]</i>			<i>SASL-Basic</i>	
Panic [Move]	30		SASL-Basic	
Suspect (Black) [Suspect (Blue)]	70		SASL-Basic	
Suspect (Black) [Suspect (Gray)]	40		SASL-Basic	
Suspect (Black) [Suspect (Green)]	80		SASL-Basic	
<i>Suspect (Black) [Suspect (Black)]</i>			<i>SASL-Basic</i>	
<i>Suspect (Gray) [Suspect (Black)]</i>			<i>SASL-Basic</i>	
<i>Suspect (Green) [Suspect (Black)]</i>			<i>SASL-Basic</i>	

**Scenarios**

Name		ID
Cautious Advance		SASL 01
Pockets		SASL 02
Recon		SASL 03
Bunker Busting		SASL 04
Take the Highway		SASL 05
The Fortress		SASL 06
Block Party		SASL 07
Patrol		SASL 08
Enemy Offensive		SASL 09
Hold the Line		SASL 10
Tank Attack!		SASL 11
Besieged		SASL 12
The Bridge		SASL 13
Human Wave		SASL 14
Pursuit		SASL 15
Airlanding		SASL 16
River Assault!		SASL 17
Bridgehead		SASL 18
Escape!		SASL 19
Amphibious Assault		SASL 20
Beach Defense		SASL 21
Assault on the Assembly Hall	J1	SASL RB1
Breakout!	J1	SASL RB2
Hold the Factory	J1	SASL RB3
Assault on Red Barricades	J1	SASL RB4
Hoch! Hoch!	J3	SASL JM1
Bloody Omaha	J4	SASL JM2