







This Play Aid brought to you courtesy of Mark Pitcavage

Http://www.sff.net/people/pitman/asl/asl.htm





dr 1: Eliminates SMC, Dummy, Sniper; Stuns, Sniper (A14) Recalls CE crew; breaks MMC (or Reduces MMC that does not break); breaks Inherent crew of unarmored-vehicle/Partially-Armored-AFV; immobilizes unarmored vehicle.

dr 2: Eliminates Dummy; Wounds SMC; Stuns CE crew; pins MMC not immune to Pin results, Inherent crew of unarmored-vehicle/Partially-Armored-

14.4 SNIPER CHECK: After resolving effective Sniper attack, any unpinned, non-Π, armed Good Order Infantry/Cavalry unit in target Location which has not yet fired/moved may attempt to eliminate Sniper; needs Sniper Check Final DR of 2. Sniper Check Final DR of 3 pins Sniper. All eligible participating units in target

Location become TI, and must make one combined Sniper Check DR. Sniper Check or attack vs Sniper which eliminates a Sniper reduces that side's SAN by one for duration of scenario If SAN is reduced to 1, remove sniper from game.

DRM	SI	NIPER	CH	ECK:	DRM	s
+ _X		ership t				
-1	Per pa	articipa	ating	hero		
-1	Per pa	articipa	ting	crew/l	HS eq	uiv.

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_	in chigi	ore participating units in target
	DRM	SNIPER CHECK DRMs
		Leadership factor of one leader directing units other than himself
	-1	Per participating hero
	-1	Per participating crew/HS equiv.

Sniper (A14)

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DRM	SNIPER CHECK DRMs
+ x	Leadership factor of one leader
	directing units other than himself

Per participating hero

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