

These are taken from Steve Pleva's set for full ASL

1. 3rd Die ROF

Use a separate die for ROF purposes. Using a different sized die makes processing the shot easier.

2. FPF for Broken Units

A broken unit may FPF at half FP and with a +1 DRM.

For example, a broken 4-6-7 firing at a unit moving in OG would be resolved as a 2FP (FPF, Broken, Point Blank) shot with a -1 DRM (FFMO, FFNAM, Broken); if the 4-6-7 rolled a 10 on the IFT DR, it would be immediately replaced with a 2-4-7.

Rationale: All it takes is for one guy to regain his senses to fire. Collecting enemy broken units won't have the same certainty.

3. Repair Any Time

You may make the one repair attempt on a SW/Gun at ANY point in the Player Turn. I suggest making counters that say "Repair" on them and mark all of the eligible weapons at the beginning of the RPh. Remove the counter when the repair attempt is made. This way, there will be no confusion as to which units can still attempt repair and which ones may not. You may NOT attempt to repair a weapon in the same Player-Turn it malfunctions.

Rationale: This rule is intended to reduce player omniscience and add excitement to the process.

4. Special Ammo

Instead of the TH DR also being the same as the Depletion DR, make two separate DR. Apply a -1 DRM to the Depletion DR.

For example: an AFV has an A4 depletion number; if the Depletion DR is 2-4 the AFV has APCR and it does not run out, if the DR is a 5 the AFV has APCR, but has run out; if the DR \geq 6 the AFV has no APCR .

Rationale: The ASLSK RB encourages special ammo use when the TH roll is poor. This rule is intended to incent players to use special ammo when their TH chances are best. The -1 DRM compensates for the lack of correlation between the Depletion and TH DRs.

5. Shock/UK

When successfully recovering from Shock/UK roll on the following table. +1 DRM when recovering from UK.

- o 1 = NE (crew is temporarily shaken but unharmed)
- o 2 = NE (crew is temporarily shaken but unharmed)
- o 3 = +1 reverse side of stun (commander or loader is hit)
- o 4 = +1 reverse side of stun and Disabled BMG (radio man hit)
- o 5 = +1 reverse side of stun and Bogged (driver hit)
- o 6 = +1 reverse side of stun and Malfunctioned CMG (gunner hit)
- o 7 = +1 Recall reverse side of STUN (multiple casualties)

6. Stop Attempt

Works like a Motion attempt except in reverse [EXC: No free VCA facing change]. The now stopped vehicle must pay the appropriate case C modifiers for any shot(s) in the same player turn. MG/IFE FP is halved for moving.

For Decision at Elst ONLY:

7. OBA Draw Rule

Every time you draw a red card (including the first red card), put it back along with another red card. The battery is never lost due to drawing two red cards. Extra card draw mechanics remain the same.

8. OBA Transverse Drift

When OBA drifts, after the drift roll, make another dr and subtract 1. Move the AR clockwise around the "wheel" keeping the range constant to the original AR hex.

Rationale: Allows drifting off the "spokes".

9. Radio Repair

Radios repair on a 1 or 2 and will not be disabled on a 6.

Rationale: Losing OBA unbalances too much.