

Machine Guns in ASL

This handout steps through the rules for the use of machine guns in ASL. For a primer on their tactical employment, see David Garvin's article *Pick 'em Deep* in the [2nd Quarter 2018](#) edition of the Red Banner.

Purpose of machine guns: provide a large volume of direct fire to suppress or kill an enemy. In ASL, machine guns are unique in that they *could* fire multiple times per phase and leave a special form or residual fire called a *Fire Lane*. To be effective on either the attack or defense, a player must learn to master machine guns. Note that this handout is concerned with machine guns as infantry support weapons. Machine guns on Armored Fighting Vehicles (AFVs) have more limited capabilities as explained in Chapter D.

Infantry Machine Guns support weapons are explained in section A9 of the ASL Rulebook. Key capabilities are:

1. Firepower A9.1
2. Range A9.1
3. Rate of Fire A9.2
4. Usage (squad/halfsquad/SMC) A9.11, A9.12
5. Spray Fire A9.5
6. Sustained Fire A9.3
7. Field of Fire A9.21
8. Residual Firepower A9.222
9. Fire Lanes A9.22
10. Vehicular targets A9.6
11. Movement (no fire in AFPh)
12. Portage points
13. Dismantled (dm) A9.8
14. Malfunction A9.7
15. Repair A9.72

Sample Scenario: Scenario A The Guards Counterattack