

Reaching Out: Fundamentals of Guns, Part 1

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The purpose of this handout is to provide an overview of Guns in Advanced Squad Leader, 2nd Edition. The relevant sections of the ASL rulebook are C2-C11. This workshop will focus on the fundamentals of Guns: Gun types C2, the To Hit Process C3, Dice Roll Modifiers (DRMs) (C4, C5, C6).

1. What are we simulating? Guns in WW2
 - a. Direct Fire
 - b. Rate of Fire

2. C.2 Ordnance defined, “Any weapon that must secure a hit on a To Hit Table before resolving the effect on the IFT or To Kill Table is termed ordnance.”

3. C2 Gun Classifications (5/8” counter)
 - a. Calibre
 - b. Type (MTR, AT, INF, ART, RCL, AA)
 - c. C2.24 Rate of Fire (ROF)
 - d. C2.241 First/Final Fire
 - e. C2.26 Special Ammo
 - f. C2.27 Manhandling Number
 - g. C2.271 Gun Target Size
 - h. C2.28 Breakdown
 - i. C2.29 Infantry Firepower Equivalent:
 - i. Use directly on IFE
 - ii. Reduced ROF
 - j. C2.5 Conditional ROF: ROF lowered by one when changing covered arc
 - k. Prohibited Hexes

4. C3 To Hit Process
 - a. C3.2 Covered Arc (CA), changing CA
 - b. Target Types
 - i. C3.31 Vehicle
 - ii. C3.32 Infantry
 - iii. C3.33 Area:
 1. always when firing mortars, half FP
 2. ROF loss for Guns
 - c. C3.5 FP Modifiers: generally not modified
 - d. C3.6 Improbable Hits
 - e. C3.7 Critical Hit
 - f. C3.8 Multiple Hits
 - g. C3.9 Location of Vehicular Hit: turret/upper body if colored die < white die

5. C4 Gun & Ammo To Hit Number Modifiers
 - a. Barrel Length
 - b. Small Calibres
 - c. Special Ammo (APCR, APDS, SMOKE)

6. C5 Firer-Based to Hit Modifiers
 - a. Case A: Fire outside CA
 - b. Case B Fire in AFPh
 - c. Case D Pinned Firer
 - d. Case F Intensive Fire
 - e. Case H Captured Gun

7. C6 Target-Based To Hit Modifiers
 - a. Case J: Moving/Motion vehicle
 - b. Case K: Concealed Target
 - c. Case L: Point Blank Range
 - d. Case M: Bore Sighted Location
 - e. Case N: Acquired Target
 - f. Case O: Hazardous Moement
 - g. Case P: Target Size
 - h. Case Q: Terrain Effects Modifiers (TEM)
 - i. Case R: Hindrance

8. Effects on Target
 - a. Firepower
 - b. DRMs