

Up Close and Personal: Close Combat Dos and Don'ts

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The purpose of this handout is to provide an overview of Close Combat (CC) in Advanced Squad Leader, 2nd Edition. The relevant sections of the ASL rulebook are A11 Close Combat.

1. What are we simulating? The nature of Close Combat in WW2
 - a. Circumstances
 - b. Range/Distance
 - c. Weapons used

2. Close Combat Table A11.11
 - a. What are the odds?
 - b. Probability of an outcome
 - c. Improving your chances – CC or Firepower DRMs
 - d. Hand to Hand combat J2.31

3. Getting into CC
 - a. Advance Phase (APh) A4.7
 - b. Movement Phase: Berserk A15.432
 - c. Ambush A11.4
 - i. Woods or Building
 - ii. Die modifiers
 - iii. Effects: Sequential attack, -1/+1
 - d. Withdrawal A11.2 / A11.41

4. Commonly Used CC or Firepower DRMs
 - a. Ambush
 - b. CX
 - c. Vs Broken Unit
 - d. Vs Concealed unit
 - e. Infiltration A11.22

5. Close Combat vs Vehicles A11.5
 - a. Pre-AFV Attack Task Check (PAATC) / Consequences A11.6
 - b. Ambush
 - c. Sequential CC
 - d. CC values for infantry A11.5
 - e. CC vs AFV Modifiers A11.61
 - f. CC values for an AFV A11.62
 - i. CMG or AAMG
 - ii. Exceptions/special cases: IFE FP of turret mounted MA \leq 15mm, Riders, Close in Defense Weapon System, etc.
 - g. AFV vs Infantry CC modifiers