

Fundamentals of Armor

Handout for the DC Conscripts workshop, “The Fundamentals of Armor” by Andy Goldin

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References:

1. ASL Rulebook, 2nd edition, Chapter D
2. Tank Commander cheat sheet from desperationmorale.com
3. Read-ahead: Historical Background: Armor in ASL

Definition. Armored Fighting Vehicle (AFV). In ASL terminology, an AFV is a vehicle which is (at least partially) armored and has one or more weapons. That is, it has at least one vehicle facing with an armor factor of zero or more.

Vehicle Walkthrough

1. Types of Armor status:
 - a. Unarmored (D1.21)
 - b. Partially armored (D1.22)
 - c. Open Topped (D1.23)
 - d. Closed Topped (D1.24)
 - e. Tank: fully tracked, armored
 - f. Halftrack: front wheel, track in rear
 - g. Armored Car: wheeled and armored
 - h. Truck
 - i. Scout car / Jeep
2. What's on the Counter? (Front)
 - a. Identity number
 - b. Ground Pressure
 - c. Mobility type (fully tracked, half track, wheeled)
 - d. Movement Points
 - i. Black
 - ii. Red
 - e. Turret Traverse (as applicable)
 - f. Target size
 - g. Armor factor (Front)
 - h. Armor factor (side/rear)
 - i. Superior/inferior armor
 - j. Machine Guns (Bow, Coaxial, Anti-Aircraft)
 - k. Gun Size /Infantry Firepower equivalent
 - l. Rate of Fire
 - m. Vehicle depiction and type
 - n. Exceptions

3. What's on the Counter? (Back)
 - a. Special ammunition depletion
 - b. Smoke depletion
 - c. Crew Survival / red crew survival number
 - d. Special indications:
 - i. Gyrostabilizer
 - ii. Radioless
 - iii. Morale
 - iv. Fire restrictions
 - v. Sz
 - vi. sN

4. Moving
 - a. Starting
 - i. Start MP
 - ii. Red MPs
 - b. Expending movement points (see Chapter B)
 - c. Stopping
 - d. Excessive Speed Breakdown
 - e. Bog

5. Shooting
 - a. Main Armament (See also Chapter C)
 - b. Machine Guns
 - c. Smoke
 - d. Special ammo
 - i. APCR/APDS
 - ii. HEAT
 - iii. Cannister

6. Communicating
 - a. Radios
 - b. Radioless AFVs / Platoon movement