

Minefields B28

DC Conscripts July 30 2022

Purpose. This guide provides a synopsis of the key points about minefields in Advanced Squad Leader. This is not a comprehensive look but intended to provide an overview of the essential elements needed to play.

Setup and Placement (B28.1)

- The type, Location, and strength of minefields are secretly recorded prior to the start of play by the owning player
- Minefields may not be placed in a bridge, paved road, runway [EXC: Non-hidden A-T Mines; 28.53], sewer, marsh, crag, Interior Building Hex, rubble, or Water Obstacle hex
- The presence of a minefield is not revealed until a unit susceptible to that type of attack enters that minefield Location or an MMC discovers it by Searching. The minefield's strength is not revealed if the minefield attack results in no effect.

Anti-Personnel (AP) Mines

- An Anti-Personnel (A-P) minefield must be constructed with a strength of 6, 8, or 12 factors
- An A-P minefield attack affects only moving/routing/advancing units and those withdrawing from CC. Any other unit in the same Location is not affected.
- AP vs Armor: Vehicles entering or leaving an A-P minefield hex also undergo attack on the IFT. A-P minefield attacks are always resolved before A-T minefield attacks, and if they result in Immobilization they cancel any yet-to-be resolved A-T minefield attack vs the same vehicle. Unarmored vehicles use the H Vehicle line of the IFT normally. Armored vehicles do not use the H Vehicle line but are unaffected by minefield attacks resulting in other than a KIA; a KIA result immobilizes an AFV.

Anti-Tank (AT) Mines B28.5

- A player may exchange AP mine factors for AT mine factors. Every 3 AP mine factors forfeited allows 1 AT mine factor. An AT Minefield may be from 1 to 5 factors.
- A-T Mines are not detonated by traversing Infantry/Cavalry. Only a wagon or a vehicle [EXC: *motorcycles*] may trigger an A-T Mine attack.
- A-T Mines may also be placed on a bridge, paved road, ice, or runway where A-P minefields are not allowed, but they must be in full view (i.e., their presence must be marked with an A-T Mine counter although the number of A-T Mine factors is revealed per A12.33) and are eliminated at the end of the MPh by any Infantry expending an additional MF in that hex for that purpose which is not pinned, broken, or eliminated in that hex prior to or during that MF expenditure.
- The number of A-T Mine factors per hex is the number which must be rolled \leq with one die after a vehicle enters/exits an A-T minefield hex in order to cause an A-T Mine attack.

- Each A-T Mine attacks on the 36+ column of the IFT. No TEM are applicable. Vs an AFV a 4 KIA results in a Burning Wreck, a KIA results in elimination, and any other result causes Immobilization. The Aerial AF (C7.12) corresponding to the AFV's lowest hull AF is used as an IFT positive DRM for KIA purposes only. Versus an unarmored vehicle (including any AFV with a hull AF of 0; 28.42), elimination is automatic, but a Burning Wreck applies only on a Final DR of ≤ 6 (i.e., ≤ 1 KIA)

Clearance (B28.74)

- Unpinned, Good Order Infantry in a minefield Location (but not on top of a Wire counter) which has not fired (or directed fire) during that Player Turn and becomes TI during its MPh in an attempt to clear mines may clear a lane through a minefield with a successful Clearance DR at the end of its Player Turn's CCPh.
- However, any Original Minefield Clearance DR of 12 (11 or 12 if Inexperienced) results in Casualty Reduction vs the clearing unit(s). If successful, the minefield hex is marked with a TB counter across any two hexsides of the ATTACKER's choice (28.61).