

# ESSENTIAL ADVANCED SEQUENCE OF PLAY

By the late Jim McLeod

As the title points out; the following is the Advance Sequence of Play chart, boiled down to the basic actions carried out in a game of ASL. Note – **A:** Attacker actions only; **D:** Defender actions only; **B:** Both Attacker & Defender actions.

## 1. RALLY PHASE (RPh)

### 1.1 Start of RPh

- 1.11A: Setup off board reinforcements
- 1.12A: Wind Change DR
- 1.13B: Recombine Good Order HS
- 1.14B: Attempt to Recover SW/Gun

### 1.2 During RPh

- 1.21A: Deploy Squads
- 1.22B: Repair and Transfer SW/Guns
- 1.23B: Rally Broken units (don't forget first MMC Self Rally)

### 1.3 End of RPh

- 1.31B: Roll for Shock/UK
- 1.32B: May Claim Wall Advantage (Attacker First)

## 2. PREP FIRE PHASE (PFPh)

### 2.1 Start of PFPh

- 2.11A: Remove Disperse Smoke
- 2.12A: Fire Ordnance Smoke
- 2.13A: Attempt Radio Contact

### 2.2 During PFPh

- 2.21A: Become TI and Mop Up and Entrench
- 2.22A: Fire Eligible units, Declare Opportunity Firers

### 2.3 End of PFPh

- 2.31A: Change CA of Guns eligible to do so

## 3. MOVEMENT PHASE (MPH)

### 3.2 Start of its MPH

- 3.21A: Move Berserkers able to do so
- 3.22A: Drop possession of a SW/Gun

### 3.3 During its MPH

- 3.31A: Move units that are allowed to Move; Declare attempts to Clear: Rubble, Wire, Mines, Set DC, Roadblock, Flame and become TI; May Claim Wall Advantage

## 4. DEFENSIVE FIRE PHASE (DFPh)

### 4.1 Start of DFPh

- 4.11D: Fire Ordnance Smoke (Dispersed)
- 4.12D: Attempt Radio Contact

### 4.2 During DFPh

- 4.21D: Make Defensive Fire attacks as are allowed

### 4.3 End of DFPh

- 4.31D: Change CA of Guns eligible to do so

## 5. ADVANCING FIRE PHASE (AFPh)

### 5.1 Start of AFPh

- 5.11B: During Mild Breeze, place drifting Smoke
- 5.12A: Fire Ordnance WP (Dispersed)
- 5.13A: During Gusts remove Dispersed Smoke and flip Smoke counters to Dispersed

### 5.2 During AFPh

- 5.22A: Fire units that are allowed to fire

### 5.3 End of AFPh

- 5.31B/5.32B: Resolve Fire/Blaze actions

## 6. ROUT PHASE (RtPh)

### 6.1 Start of RtPh

- 6.11B: Voluntary Breaks units
- 6.12B: Disrupt MMC Surrender as applicable

### 6.2 During RtPh

- 6.21B: Rout units

## 7. ADVANCE PHASE (Aph)

### 7.1 Start of Aph

- 7.11A: Transfer SW/Gun/Prisoners

### 7.2 During Aph

- 7.21A: Advance units eligible to do so. May claim Wall Advantage

## 8. CLOSE COMBAT PHASE (CCPh)

### 8.1 Start of Locations CCPh

- 8.11B: Place onboard under "?", all HIP units, if any are in CC Location. Reveal units strength factors of Concealed units, Eliminate Dummies
- 8.12B: Resolve Ambush (if applicable)
- 8.15B: Declare Intentions to Withdraw from "Melee" (Attacker first)

### 8.2 During CCPh

- 8.21B: Declare CC attacks (Attacker first)
- 8.24B: Resolve CC attacks

### 8.3 End of Locations CCPh

- 8.31B: Flip/Remove CC counters, or Retain/Remove Melee counters as appropriate

### 8.4 End of CCPh

- 8.42B: Resolve non-Flame Clearance Attempts
- 8.44A: Conceal units eligible to Conceal