

SK1. Starter Kit #1

ASL Starter Kit #1 Counters

Counter	No.	ID	Nationality	Notes
10-2	1		American	Maj K. Tyson
9-2	1		German	Maj Pigott
9-2	1		American	Cpt Dunn
9-2	1		Russian	Capt Gorelov
9-1	2		German	Capt Weiss, Lt Praun
9-1	1		American	Lt Dalton
9-1	2		Russian	Lt Dremov, Lt Karskala
8-1	3		German	Lt Freitag, Sgt Alonzo, Sgt Harpe
8-1	3		American	Sgt Grantham, Sgt O'Brien, Cpl Highsmith
8-1	2		Russian	Sgt Valerien, Sgt Zygin
8-0	2		German	Sgt Krause, Cpl Gruber
8-0	3		American	Sgt Lloyd, Cpl Mei, Cpl Tracy
8-0	2		Russian	Sgt Evich, Sgt Worron
7-0	3		German	Sgt Baumann, Cpl Koch, Cpl Plassmann
7-0	1		American	Col Aaron
7-0	2		Russian	Cpl Bessorov, Cpl Youssevich
6+1	2		German	Col Burdach, Col Lorenz
6+1	1		American	Col Boscurt
6+1	1		Russian	Col Pokovich
<u>7</u> ³ - <u>4</u> - <u>7</u> Elite	10	A-J	American	
<u>6</u> ³ - <u>6</u> - <u>7</u> Elite Square	1	A	American	
<u>6</u> ³ - <u>6</u> - <u>6</u> 1st Line	14	A-N	American	
<u>4</u> ² - <u>6</u> - <u>8</u> Elite Square	10	A-J	German	
<u>5</u> ² - <u>4</u> - <u>6</u> 2nd Line	7	A-G	American	
<u>5</u> ² - <u>3</u> - <u>6</u> Green	2	A-B	American	
4-5-8 Elite Square	14	A-N	Russian	
<u>5</u> ² - <u>4</u> - <u>8</u> Elite Circle	6	A-F	German	
<u>4</u> ¹ - <u>6</u> - <u>7</u> 1st Line	10	A-J	German	
4-4-7 Elite Square	5	A-E	Russian	
4- <u>4</u> - <u>7</u> 2nd Line	14	A-N	German	
<u>5</u> - <u>2</u> - <u>7</u> 1st Line	3	A-C	Russian	
4- <u>3</u> - <u>6</u> Conscript	14	A-N	German	
4-2-6 Conscript	6	A-F	Russian	
3-3- <u>7</u> Elite HS	8	A-H	American	
3-4-7 Elite Square HS	1	A	American	
3-4-6 1st Line HS	13	A-M	American	
2-4-8 Elite Square HS	4	A-D	Russian	
2-4-8 Elite HS	4	A-D	German	
2-3-8 Elite Circle HS	3	A-C	German	
2-4-7 1st Line HS	5	A-E	German	

Counter	No.	ID	Nationality	Notes
2-3-7 2nd Line HS	6	A-F	German	
2-3-7 Elite Square HS	3	A-C	Russian	
2-3-6 Conscript HS	5	A-E	German	
2-3-6 2nd Line HS	5	A-E	American	
2-2-7 1st Line HS	2	A-B	Russian	
2-2-6 Green HS	2	A-B	American	
2-2-6 Conscript HS	3	A-C	Russian	
HMG Browning M2 .50 cal	1	A	American	
HMG MG42	1	A	German	
MMG MG34 or MG42	2	A-B	German	
MMG Browning M1919A4	3	A-C	American	
MMG PM obr. 1910	1	A	Russian	
LMG MG34	4	A-D	German	
LMG DP 1928	3	A-C	Russian	
DC	2	A-B	German	
DC	1	A	Russian	
FT FIW 41	1	A	German	
FT M2-2	2	A-B	American	

Markers

Counter	No.	ID	Nationality	Notes
CC [Melee]			Game-Basic	
CX [DM]			Game-Basic	
CX [Prep Fire]			Game-Basic	
DM [CX]	8		Game-Basic	
DM [Prep Fire]			Game-Basic	
Final Fire [First Fire]			Game-Basic	
First Fire [Final Fire]	8		Game-Basic	
Melee [CC]	4		Game-Basic	
PIN	5		Game-Basic	
Prep Fire [CX]	3		Game-Basic	
Prep Fire [DM]	2		Game-Basic	
Prep Fire [Smoke Grenade +2]	2		Game-Basic	
Residual Fire 1 [2]	5		Game-Basic	
Residual Fire 12 [8]			Game-Basic	
Residual Fire 2 [1]			Game-Basic	
Residual Fire 4 [6]	4		Game-Basic	
Residual Fire 6 [4]			Game-Basic	
Residual Fire 8 [12]	1		Game-Basic	
Smoke Grenade +2 [Prep Fire]			Game-Basic	
Smoke Grenade +2 [Wound]	3		Game-Basic	
Wound [Smoke Grenade +2]			Game-Basic	



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Scenarios

Maps

Thin Mapboards

Name	ID	ID	Description
Retaking Vierville	ASL S01	x	Village; level 1 bldgs, orchards, woods, grainfields
War of the Rats	ASL S02	z	City; stone multi-level buildings, orchards
Simple Equation	ASL S03		
Welcome Back	ASL S04		
Clearing Colleville	ASL S05		
Released from the East	ASL S06		
Operations SK1 Scenarios	ID	Issue #	
Prelude to Festung Brest	ASL S07	OP 46	
Ad Hoc at Chef-du-Pont	ASL S08	OP 47	