
ASL Starter Kit #2 Unofficial Errata

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ASL Starter Kit #2 Clarifications and Unofficial Errata



Even though it corrects much of the errata from ASLSK#1, ASLSK#2 contains a couple of regressions and typos in addition to some genuine errata of its own.

Road Bonus

In *1.1.1 Terrain Types*, the description of *Roads* should read "... Infantry that crosses only roads ..." (the sentence dropped a couple of words that appeared in ASLSK#1). As long as throughout your entire movement you cross from road hex to road hex via hexsides crossed by the same road, you gain a 1 MF bonus.

Smoke

Smoke adds an extra MF/MP to the entry cost of a SMOKE Location only during the Movement and Route Phases. It does not affect advance during the Advance Phase¹ (see *ASLRB A24.7*).

Quick Reference Data Chart (QRDC) and Gun Charts

- The QRDC incorrectly states in the IFT DRM table that fire by a CX unit conveys a -1 DRM. The DRM should be +1.
- Item 17 in the *To Hit Dice Roll Modifiers* list from the gun charts swapped the modifiers for small and large targets. The modifier for small targets should be +1 and the modifier for large targets should be -1 (see *ASLRB C2.271*).

Target Type TEM DRMs

In *3.2.4 To Hit Process* under *Effects*, the text contradicts the earlier description of TEM DRMs against the Infantry Target Type. The original description is correct. The Infantry Target Type applies TEM to the TH DR and not the Effects DR on the IFT (see *ASLRB C3.32, C3.33, C3.331, and C6.8*).

Mortars

A mortar cannot be fired from the inside of a building (see *ASLRB B23.423*). In full ASL, mortars can be fired from a rooftop.

¹In ASLSK#1 it wasn't possible for smoke to last beyond the movement phase, so MMP probably overlooked this discrepancy when updating the rules to reflect ASLSK#2 additions. However, the omission may have been intentional. Therefore, as with all unofficial errata and clarifications, be sure to verify the rule with the tournament director if playing in a tournament.