

## SASL1. Solitaire ASL 2nd Edition

Revised 11/21

### Solitaire II Markers

sas12-01

| Counter                            | No. | ID            | Nationality | Notes |
|------------------------------------|-----|---------------|-------------|-------|
| Allied VPO [Axis VPO]              | 9   |               | SASL-Basic  |       |
| Booby Trap Level                   | 1   |               | SASL-Basic  |       |
| Enemy AC#                          | 1   |               | SASL-Basic  |       |
| Enemy RE#'s                        | 1   |               | SASL-Basic  |       |
| Friendly RE#'s                     | 1   |               | SASL-Basic  |       |
| In CMD [Panic]                     | 9   |               | SASL-Basic  |       |
| Letter Chit                        | 34  | A-Z;<br>AA-HH | SASL-Basic  |       |
| Panic [Move]                       | 60  |               | SASL-Basic  |       |
| Possible Game End                  | 1   |               | SASL-Basic  |       |
| Suspect (Black) [Suspect (Yellow)] | 40  |               | SASL-Basic  |       |
| Suspect (Black) [Suspect (Gray)]   | 100 |               | SASL-Basic  |       |

### sas12-02 Solitaire II System Counters

| Counter                           | No. | ID    | Nationality | Notes |
|-----------------------------------|-----|-------|-------------|-------|
| Allied VPO [Axis VPO]             | 8   |       | SASL-Basic  |       |
| In CMD [Panic]                    | 20  |       | SASL-Basic  |       |
| Letter Chit                       | 12  | II-TT | SASL-Basic  |       |
| Panic [Move]                      | 30  |       | SASL-Basic  |       |
| Suspect (Black) [Suspect (Blue)]  | 70  |       | SASL-Basic  |       |
| Suspect (Black) [Suspect (Gray)]  | 40  |       | SASL-Basic  |       |
| Suspect (Black) [Suspect (Green)] | 80  |       | SASL-Basic  |       |

**Scenarios**

| Name                         |     | ID       |
|------------------------------|-----|----------|
| Cautious Advance             |     | SASL 01  |
| Pockets                      |     | SASL 02  |
| Recon                        |     | SASL 03  |
| Bunker Busting               |     | SASL 04  |
| Take the Highway             |     | SASL 05  |
| The Fortress                 |     | SASL 06  |
| Block Party                  |     | SASL 07  |
| Patrol                       |     | SASL 08  |
| Enemy Offensive              |     | SASL 09  |
| Hold the Line                |     | SASL 10  |
| Tank Attack!                 |     | SASL 11  |
| Besieged                     |     | SASL 12  |
| The Bridge                   |     | SASL 13  |
| Human Wave                   |     | SASL 14  |
| Pursuit                      |     | SASL 15  |
| Airlanding                   |     | SASL 16  |
| River Assault!               |     | SASL 17  |
| Bridgehead                   |     | SASL 18  |
| Escape!                      |     | SASL 19  |
| Amphibious Assault           |     | SASL 20  |
| Beach Defense                |     | SASL 21  |
| Assault on the Assembly Hall | J1  | SASL RB1 |
| Breakout!                    | J1  | SASL RB2 |
| Hold the Factory             | J1  | SASL RB3 |
| Assault on Red Barricades    | J1  | SASL RB4 |
| Hoch! Hoch!                  | J3  | SASL JM1 |
| Bloody Omaha                 | J4  | SASL JM2 |
| The Last Train Out           | MMP | SASL v1  |
| The Ferry Landings           | MMP | SASL v2  |
| The Naked Prey               | MMP | SASL v3  |
| The Department Store         | MMP | SASL v4  |