

SK2. Starter Kit #2

Revised 07/19

ASL Starter Kit #2 Sheet 1

Counter	No.	ID	Nationality	Notes
9-2	1		American	Lt Gorham
9-2	1		Commonwealth	Lt Wyman
9-1	2		American	Lt Hively, Lt Johnson
9-1	2		Commonwealth	Lt Hopkinson, Lt Pond
8-1	1		Allied Minor	Sgt Barbe
8-1	2		American	Sgt Anderchuk, Sgt Richards
8-1	2		Commonwealth	Sgt Argent, Sgt Todd
8-1	1		German	Sgt Fulriede
8-0	3		Allied Minor	Sgt Bogdas, Sgt Emge, Sgt Tsolako
8-0	2		American	Sgt Hipp, Sgt Moody
8-0	2		Commonwealth	Sgt Higgins, Sgt Kimball
8-0	2		German	Sgt Boehland, Sgt Siebt
7-0	2		Allied Minor	Cpl Cixi, Cpl Pitsikas
7-0	2		American	Cpl Andrés, Cpl Phillips
7-0	2		Commonwealth	Cpl Lambour, Cpl Smyth
7-0	2		German	Cpl Grinke, Cpl Heilmann
6+1	1		Allied Minor	Col Porcu
6+1	1		American	Col Youse
6+1	1		Commonwealth	Col Gibson
6+1	2		German	Col Conrath, Col Ruge
7 ³ -4-7 Elite	11	K-U	American	
6 ³ -6-6 1st Line	3	O-Q	American	
6 ² -4-8 Elite	4	A-D	Commonwealth	
5 ² -4-8 Elite Circle	8	G-N	German	
5 ² -4-6 2nd Line	6	H-M	American	
5 ² -3-6 Green	4	C-F	American	
4 ² -5-8 Elite Square	10	A-J	Commonwealth	
4 ² -5-7 1st Line	7	A-G	Commonwealth	
4 ¹ -6-7 1st Line	7	K-Q	German	
4-5-7 1st Line	11	A-K	Allied Minor	
4-4-7 2nd Line	4	A-D	Commonwealth	
4-4-7 2nd Line	10	O-X	German	
4-3-7 Green	5	A-E	Allied Minor	
4-3-6 Conscript	6	O-T	German	
4-3-6 Green	2	A-B	Commonwealth	
3-4-7 1st Line Square	10	A-J	Italian	
3-3-8 Elite HS	2	A-B	Commonwealth	
3-3-7 Elite HS	5	J-N	American	
3-4-6 1st Line HS	5	N-R	American	
3-4-6 1st Line	10	A-J	Italian	
3-3-6 Conscript	6	A-F	Italian	
2-4-8 Elite Square HS	5	A-E	Commonwealth	

Counter	No.	ID	Nationality	Notes
2-3-8 Elite Circle HS	6	D-I	German	
2-4-7 1st Line HS	5	A-E	Commonwealth	
2-4-7 1st Line HS	5	G-K	German	
2-3-7 1st Line HS	7	A-G	Allied Minor	
2-3-7 2nd Line HS	2	A-B	Commonwealth	
2-3-7 2nd Line HS	8	G-K; K-M	German	Note: Duplicate counters for K
2-3-6 2nd Line HS	7	F-L	American	
2-3-6 Conscript HS	5	F-J	German	
2-2-7 Green HS	2	A-B	Allied Minor	
2-2-6 Green HS	4	C-F	American	
2-2-6 Green HS	2	A-B	Commonwealth	
1-3-7 1st Line Square HS	5	A-E	Italian	
1-3-6 1st Line HS	6	A-F	Italian	
1-2-6 Conscript HS	3	A-C	Italian	
2-2-8 Infantry crew	3	1-3	Commonwealth	
2-2-8 Infantry crew	3	1-3	German	
2-2-7 Infantry crew	3	1-3	American	
HMG MG42	2	B-C	German	
MMG Browning M1919A4	2	D-E	American	
MMG Vickers Mk I	1	A	Commonwealth	
MMG(a) Browning M1919A4	1	A	Commonwealth	
MMG MG34 or MG42	2	C-D	German	
LMG Madsen M24	3	A-C	Allied Minor	
LMG Bren Mk IV	4	A-D	Commonwealth	
BAZ 43 M1A1	2	A-B	American	
BAZ 44 M6A1	4	A-D	American	
BAZ 45 M9A1	1	A	American	
DC	1	A	American	
DC	2	C-D	German	
MTR 60* M2 60mm Mortar	2	A-B	American	1.
MTR(a) 60* M2 60mm Mortar	1	A	Commonwealth	1. American
MTR 50* 5cm leGrW 36	1	A	German	1.

ASL Starter Kit #2 Sheet 2

Counter	No.	ID	Nationality	Notes
9-1	1		German	Lt Schmalz
8-1	1		Italian	Sgt Granieri
8-0	2		German	Sgt Mauke, Sgt Stahel Errata: Sgt Stahel has broken morale level of "9" in some printings
8-0	2		Italian	Sgt d'Andretta, Sgt Rossi
7-0	1		Commonwealth	Cpl Heistand
7-0	3		Italian	Cpl Callo, Cpl Damiani, Cpl Papini
6+1	1		American	Col Dike
6+1	1		Commonwealth	Col Vassey

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Counter	No.	ID	Nationality	Notes
6+1	2		Italian	Col Isaja, Col Romano
2-3-7 2nd Line HS	1	C	Commonwealth	
1-2-6 Conscript HS	2	D-E	Italian	
2-2-8 Infantry crew	2	1-2	Russian	
HMG Breda M37	1	A	Italian	
MMG Fiat M35	1	A	Italian	
LMG MG34	4	E-H	German	
LMG Breda M30	3	A-B; A	Italian	Note: 2nd "A" counter should be labeled "C"
PSK	2	A-B	German	
DC	1	E	German	
MTR 51 OML 2-in. Mortar	1	A	Commonwealth	1.
Target Acquisition	2	A-B	Game-Veh/Ord	(Red)
Target Acquisition	2	A-A	Game-Veh/Ord	(Light Blue) Note: 2nd counter should be labeled "B"
DM [CX]	4		Game-Basic	
DM [Smoke Grenade +2]	3		Game-Basic	
First Fire [Final Fire]	10		Game-Basic	
Gun Malfunction [Intensive Fire]	3		Game-Veh/Ord	
Melee [CC]	5		Game-Basic	
PIN	5		Game-Basic	
Prep Fire [CX]	5		Game-Basic	
Prep Fire [DM]	5		Game-Basic	
Residual Fire 1 [2]	5		Game-Basic	
Residual Fire 4 [6]	3		Game-Basic	
Residual Fire 8 [12]	2		Game-Basic	
Turn	1		Game-Basic	German, Italian/Allied Minor, American, Commonwealth
Wound [CX]	1		Game Basic	
Wound [Smoke Grenade +2]	2		Game Basic	
Area Acquisition	2	A-B	Game-Veh/Ord	(Red)
Area Acquisition	2	A-B	Game-Veh/Ord	(Light Blue)
Smoke +3 [Dispersed Smoke +2 (White)]	5		Game-Terr	
WP +2 [Dispersed WP +1 (White)]	3		Game-Terr	
MTR 81* M1 81mm Mortar	1	A	American	3.
MTR 76* OML 3-in. Mortar	1	A	Commonwealth	2.
MTR 81* 8cm GrW 34	1	A	German	2.
MTR 82* 82mm BM obr. 37	1	A	Russian	2.
AT 57L M1 57mm AT Gun	2	A-B	American	7.
AT 75L 7.5cm PaK 40	1	A	German	10.
AT 45L 45mm PTP obr. 32	1	A	Russian	7.
ART 105 M2A1 105mm Howitzer	2	A-B	American	14.
ART 155 M1 155mm Howitzer	1	A	American	18.
ART 76L 76.2mm PTP obr. 39	1	A	Russian	15.
AA 40L QQF 40mm Bofors AA	3	A-C	Commonwealth	21.
AA 20L 2cm FlaK 38	1	A	German	26.
AA 37L 3.7cm FlaK 36 o. 37	2	A-B	German	28.

Counter	No.	ID	Nationality	Notes
AA 88L 8.8cm FlaK 18 o. 36	2	A-B	German	30. Errata: Missing 360° icon on limbered side

Scenarios

Mapboards

SK Style

Name	ID	ID	Description
Ambitious Assault	ASL S09	w	Village; level one hills, town square and intersections
Paper Army	ASL S10	x	Open Country; large grainfields, orchards, woods
A Long Way to Go	ASL S11		
Over Open Sights	ASL S12		
Priority Target	ASL S13		
88s at Zon	ASL S14		
Hammer to the Teeth	ASL S15		
Legio Patria Nostra	ASL S16		
Operations SK2 Scenarios	ID	Issue #	
A Ridge too Far	ASL S17	OPS 48	
Baking Bread	ASL S18	OPS 49	
No Monumental Acclaim	ASL S29	OPS 52	
Going to New York!	ASL S31	OSI 1	
Göring's Men	ASL S32	OPS 53	
Operation Natzmer	ASL S54	S.OPS4	
Haase to Hold On	ASL S57	S.OPS5	
Exit No. 1	ASL S58	S.OPS6	
Mopping Up	ASL S59	S.OPS6	
Operation Niwi	ASL S60	S.OPS7	