Introduction:

Welcome to the Expansion Pack #2 for Advanced Squad Leader Starter Kit (ASLSK). This Expansion Pack introduces additional nationalities to the Pacific Theater of Operations (PTO) beyond the Americans and Japanese, as well as a nationality new to ASLSK—the Chinese. However, this is the first large ASLSK package that does not include everything needed to play all the scenarios it contains. It requires the rules, counters, and charts included in ASLSK #4—PTO. Additionally, some of the scenarios require counters from prior modules, specifically board w and the British and Allied Minor counters in Starter Kit #2 and Starter Kit #3. We have limited the contents to keep costs low by reducing duplicate material. In addition to the new counters provided, there are also some new rules, which we present below.

7.14 Trucks: A vehicle classified as a Truck for movement purposes is recognizable by the white double circles "figure eight" symbol (representing two wheels) behind its MP number (EX: *Marmon-Herrington III(b)*).

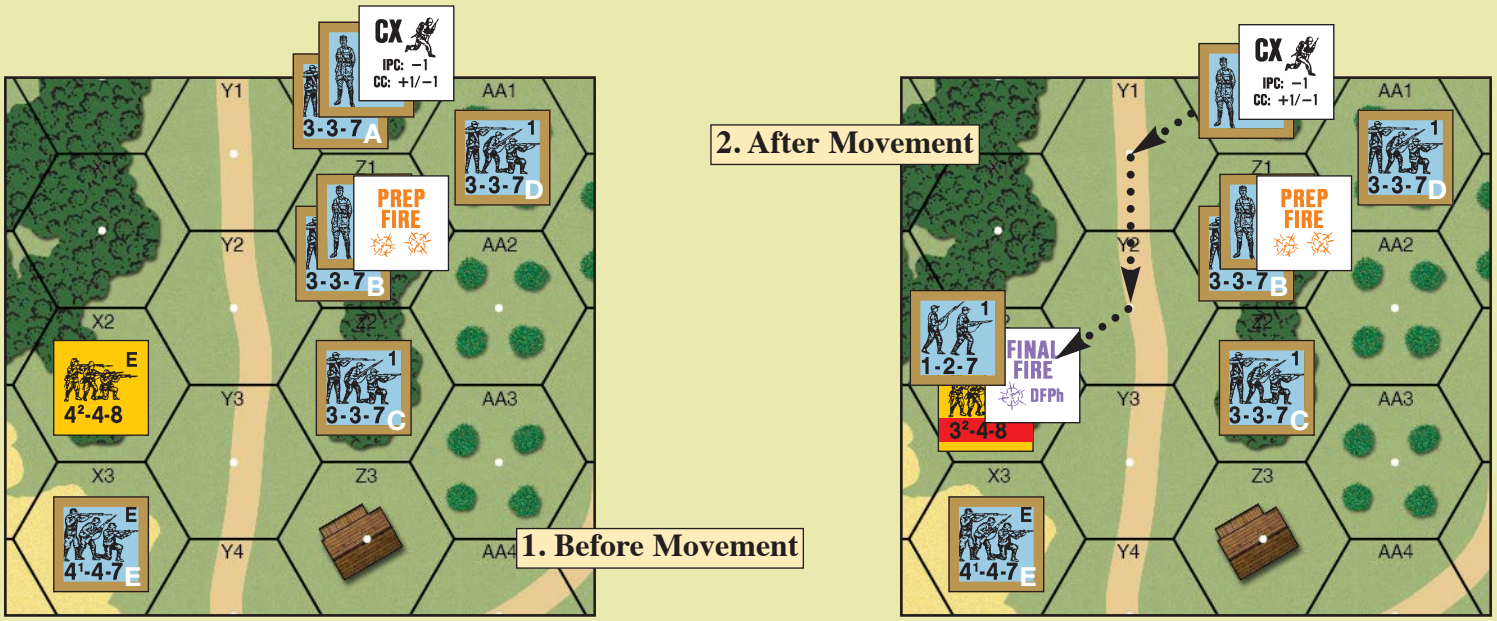
8.5 The Chinese: Chinese units and equipment are represented with two-tone blue-in-brown counters. Chinese MMC receive an additional +1 drm for Leader Creation purposes, and non-elite MMC must add a +1 to their PAATC DR. Chinese Guns and vehicles use red TH#s.

8.5.1 Human Wave: Chinese Infantry may conduct a Human Wave, which is treated like a Banzai Charge (8.1.8.6) except as stated otherwise. The Human Wave must consist of at least six MMC (and an average of at least two MMC per hex) in a contiguous chain of three or more hexes, none of which are adjacent to an enemy unit.

8.5.2 Dare-Death Squads: The Chinese player may, during setup, secretly designate 10% (fractions rounded up) of his non-5-3-7 squads (only) as Dare-Death Squads; record their IDs. If a Dare-Death Squad(s) (or its surviving HS) at the start of its MPh can move, is adjacent to (or in the same location as) a Good Order leader *not* marked with a Prep Fire or Pin counter, and is within 8 MF of a Known Enemy Unit (the target) in LOS of it and the leader, the MMC may go Berserk. The leader may go Berserk at the same time (but does not need to), but if it does, it must Charge the same target. All units in the same hex that go Berserk must Charge as a single stack.

Berserk units have 8 MF (unless wounded) which can never be increased, a Morale Level of 10, lose any Concealment (8.3), cannot use Assault Movement or expend MF for any reason except to enter a new hex, cannot advance in the APh, and must *immediately* (after dropping any Guns and SW greater than 1 PP) Charge the target in an attempt to enter their hex; taking the shortest (in MF) route. A Berserk unit that fails a MC is not broken but suffers Casualty Reduction instead. A Berserk unit never receives leadership benefit, or takes a PAATC or LLMC/LLTC, or cowers, or becomes pinned *except* due to collapsing Huts (8.2.1) or entering Bamboo. Berserk units lose Berserk status at the end of the Player Turn.

Dare-Death MMC enter into and resolve Hand-to-Hand CC as if they were Japanese (8.1.8.4). In addition, each *non*-Hand-to-Hand CC attack against Infantry in which an unpinned Dare-Death MMC participates receives an *extra* -1 DRM. When determining ambush, Berserk units receive both the +1 Inexperienced (5.4) drm and a +1 Berserk drm.



Dare-Death Example (Light jungle is in effect): It is the Chinese MPh, and all four 3-3-7s are Dare-Death Squads and want to Charge the Japanese 4-4-8 squad in X2. **Squad D** in AA1 cannot go Berserk, however, since it has no LOS to an enemy unit. **Squad C** in Z2 has LOS to the 4-4-8 but cannot go Berserk since the only leader adjacent to it is marked with a Prep Fire counter. **Squad B** cannot go Berserk since it is marked Prep Fire. **Squad A** and the **8-0 leader** in Z0 have LOS to and are within 8 MF of the 4-4-8, so **squad A** goes Berserk with the 4-4-8 as its target. The **8-0** could go Berserk but does not have to and so does not. **Squad A** loses its CX and spends 1 MF to enter Y1, using the shortest route in MF. The 4-4-8 First Fires with 4 FP and -2 DRM, rolling a 7 causing a 1MC, which **squad A** passes by rolling a 9 (10 morale, pin NA). **Squad A** must then move to Y2 (shorter in MF than X1), where the 4-4-8 Subsequent First Fires with 4 FP and -2 DRM, rolling another 7 for another 1MC. **Squad A** rolls a 10, suffering Casualty Reduction, and is replaced with an unbroken 1-2-7 HS. The **HS** must now enter the 4-4-8's hex, where the 4-4-8 *must* FPF with TPBF halved—6 FP with 0 DRM. The 4-4-8 rolls a 10, with no effect on the **HS** but Step-Reducing himself to a 3-4-8.

In AFPh, the **HS** attacks with TPBF halved at 1 FP, +1 DRM and gets no effect. There will be no Ambush in CC unless **squad E** in X3 advances into X2. When **squad E** does advance into CC in X2, the Japanese gets a -1 ambush drm while the Chinese get a +3 drm (+1 ATTACKER in jungle, +2 Berserk), but neither side achieves Ambush. Since the 1-2-7 is a Dare-Death MMC, the Chinese attack at 3-2 in Hand-to-Hand CC (5 FP to 3 FP) with a -1 DRM. The Japanese attack at 1-2 with -1 DRM for Hand-to-Hand CC.

©2020 Multi-Man Publishing, Inc.

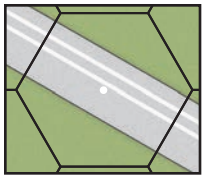
9.0 Overlays:

A scenario may require the modification of a mapboard prior to play by the placement of an overlay on that board in a specific location. Such a placement will be mentioned by SSR and indicated on the scenario's BOARD CONFIGURATION diagram.

9.1 Cutting Out Overlays: Cut each overlay ⅛" outside of the exterior hexside (approximately to the tip of its partial hexspines). Most overlays contain no hex coordinates, but the front of each multi-hex overlay contains a small "1" in one hex and a small "2" in an adjacent hex; these numbers are used to orient the overlay on its board. Pressing a few small pieces of plastic adhesive onto the back of the overlay, or placing the board and overlay carefully under plexiglass, or using non-sticky tape are easy and effective methods of attaching the overlay to the board.

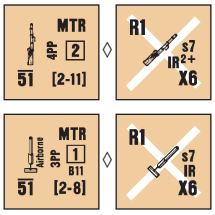
9.2 Overlay Placement: When an SSR calls for the use of one or more overlays, it will specify the board and hex(es) on which it will go. If a multi-hex overlay, it will list the coordinates of the two adjacent hexes that determine the overlay's orientation; the first hex listed is covered by the overlay hex that contains the "1", and the second hex is covered by the overlay hex that contains the "2". For single-hex overlays, the top of the alpha-numeric ID should be oriented with the grid coordinate of the hex.

9.3 Overlay Terrain



9.3.1 Runway: Any hex containing a gray road surface crossed by two parallel white lines is a runway hex. A Runway hex is treated as a paved road except as stated otherwise. The TEM of a Runway hex is -1 to all attacks on the IFT resolved against an unarmored target regardless of fire phase and is in addition to any DRM for FFMO/FFNAM.

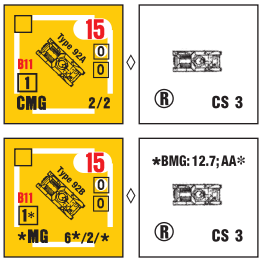
BRITISH ORDNANCE NOTES



OML 2-in. Mortars: The "Ordnance, Muzzle Loading, 2-in. Mortar" was derived from a Spanish design. The threatening international situation forced it into production in 1938 after only a minimum of testing, but nonetheless it performed well throughout WW2. Its short range was a drawback, but at least partially offset by its ability to fire smoke, and later, IR. One 2-in. mortar was allocated to the HQ of each infantry (including parachute and air landing) platoon, each mortar platoon, each assault troop in an infantry recce squadron, and each support troop in an AC squadron. In the latter half of 1943, each gun troop in an AT regiment was authorized two 2-in. mortars (those in a 17pdr troop, whether SP or towed, were carried in trucks). There were 14 variations of the 2-in. mortar, the most noteworthy of which being the Airborne version which was lighter and had a shorter barrel; it was used by parachute infantry.

JAPANESE VEHICLE NOTES

[For the sake of brevity, the following abbreviations are used herein: IJA Imperial Japanese Army; IJN Imperial Japanese Navy; IMB Independent Mixed Brigade; IMR Independent Mixed Regiment; SNLF Special Naval Landing Force.]



Types 92A & 92B Combat Cars: In the late 1920s the Japanese studied the use of armored cars by the cavalry; however, due to the paucity of roads on the Asian mainland they decided to produce a fully-tracked vehicle instead. This resulted in the Type 92 Combat Car, one of the earliest AFV of welded construction and probably the very first to use an air-cooled engine. Its standard BMG was a 13.2mm piece with special optics enabling it to engage low-flying aircraft (we have designated this Type "B"); however, a regular tank LMG was often installed in its place, due perhaps to an insufficient supply of the larger-caliber weapon (we have designated this Type "A," but its counter is not included here). During production the suspension of the Type 92 was altered, but its tendency to shred tracks was never fully rectified. Besides equipping the armored car company of certain cavalry brigades, the Type 92 served as a recon vehicle in some infantry divisions and was issued to a few tank units. It apparently only saw action in China. An amphibious version was built but never advanced beyond the prototype stage. The Type 92 was never produced in large numbers and was apparently withdrawn from service by 1941. Allied wartime intelligence erroneously called it the Type 93 (or M2593) Light Tank. "Combat Car" is actually a loose translation of *Jusokosha*, which literally means "Heavy Armored Car." Alternatively, the Japanese sometimes referred to the Type 92 as a "Light Armored Vehicle" (*Keisokosha*), their equivalent of the term "Tankette."

† For the *Type 92B*, whichever MG *fires* first in a phase is considered the MA for both that attack and the remainder of that phase (treating Defensive First and Final Fire as one phase). If both MG fire as a firegroup, before making that attack the owning player must declare one MG to be the MA for that phase; if he fails to do so, the MA is determined randomly. The *Type 92B* does not suffer Disabled MA Recall (7.10) until both of its MG are disabled.

† When the BMG of the *Type 92B* achieves an ordnance hit vs an AFV, use the 12.7 column of the AP To Kill table.

† The MA *and all MG* have B11. This is signified by "B11" in *red* on the counter.

† RF for both versions is 1.3 in 1937, and increases by .1 in each year thereafter *[EXC: use vs Russians in 1938 is NA]*. BPV of the *Type 92A* is 22 and of the *Type 92B* is 27.

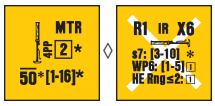
Chinese Nationality Chart

Squads and Half-Squads

Crews

Leaders (SMC)

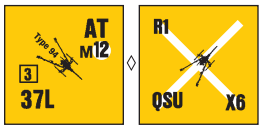
JAPANESE ORDNANCE NOTES



Type 89 Heavy Grenade Launcher: The Type 89 "knee mortar" was developed to provide the infantry with an indirect-fire capability at ranges out to 600m (the minimum range of the Year-11 Type 70mm mortar). Adopted in 1929, it replaced the older and much shorter-ranged Year 10 Type light grenade launcher. The Type 89 was unusual in having a rifled barrel and being trigger-fired, and unique in that range alteration was accomplished by turning a knob to move the firing pin up or down inside the barrel. Its projectiles included standard infantry HE and WP grenades (to which a finned propellant container would first be attached), and unfinned smoke and HE shells. Since a solider could carry the dismantled mortar strapped to his leg, the Japanese sometimes referred to it as the "leg mortar." However, a translation of this term as "knee mortar" led some Allied troops to believe it was meant to be fired with its curved baseplate resting on one's thigh—a notion that led to a number of shattered femurs. Initially two type 89 mortars were authorized per rifle platoon; about 1940 this allotment was increased to three (or in some cases four). One was also authorized in the infantry battalion headquarters. The Type 89 was used by both IJA and SNLF troops.

† The following special rules apply to the use of HE/SMOKE:

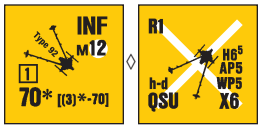
- When firing HE at a range of ≤ two hexes, the ROF is lowered to "1" for that shot and Air Bursts are NA.
- WP can be fired only at a range of 1-5 hexes, reduces the ROF to "1" for that shot, *is considered Dispersed even when fired in the PFPh*, and Air Bursts are NA.
- Smoke can be fired only at a range of 3-10 hexes.



Type 94 Rapid-Fire Gun: This gun was used for infantry support and AT defense. It was small and light, and could be dismantled for man- or animal-pack transport, but was not designed to be towed by a vehicle. In most infantry divisions, a company of 4-6 Type 94 was allotted to each infantry regiment, and another platoon was sometimes present in the divisional recon unit. In IMB and IMR, the infantry-gun company authorized in each independent infantry battalion sometimes contained a platoon of Type 94. There were also a number of independent rapid-fire gun companies (with eight guns) and battalions (with twelve guns) equipped with the Type 94. Two guns formed a platoon.

Following the crushing defeat inflicted on them by Russian tanks at Nomonhan, the Japanese purchased a number of PaK 35/36 37mm AT guns from Germany; after making minor modifications they designated them Type 1 Rapid Fire Guns, but it seems that few if any of these weapons actually saw combat.

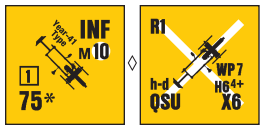
† Dates and RF for use in China is 1937-1945 (1.2) *[EXC: vs Russians they are 1938 (1.3), 1939 (1.0), and 8/45 (1.1)]*. For use elsewhere, 1941-45 (1.0). BPV is 31.



Type 92 Infantry Gun: Commonly referred to as the "battalion gun" (*daitai-ho*), the Type 92 was developed to replace the Year-11 Type 70mm mortar and Year-11 Type flat-trajectory infantry gun with a single weapon capable of both direct and indirect fire. Though much heavier than the other two guns, it was still extremely light for its caliber and could be rapidly manhandled from one position to another. In addition, it could be disassembled and animal-packed if necessary. Its short range was not even seen as a detriment, for it was to be used right up with the forward troops. Allied intelligence spoke of its unreliability and unpopularity, but its users do not seem to have shared these opinions. Each infantry battalion was authorized a platoon of two Type 92 in its infantry-gun company; sometimes two platoons were allotted, especially in independent infantry battalions. As originally organized, a SNLF battalion generally had one or two Type 92 platoons; however, by 1943 they were often replaced by coast-defense/AA artillery. After WW2 the Type 92 saw further action in the Chinese Civil War, and in the Korean, Indo-China, and Vietnam conflicts.

† This Gun may also fire like a Mortar, for which purpose its range is "3-70" hexes (otherwise, it has no such minimum range). However, it may not fire as both a Mortar and non-Mortar in the same phase (treating MPh and DFPh as one). Switching from Mortar to non-Mortar or vice-versa does not cause loss of Acquisition.

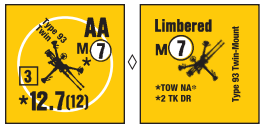
† RF is 1.0 1933-45 *[EXC: vs Russians in 1938 it is 1.3]*. BPV is 33.



Year-41 Type Mountain Gun: This was originally the Krupp Mod. 1908 mountain gun, which the Japanese modified to reduce weight and proceeded to license-build. It equipped mountain (i.e., pack) artillery units initially, but in 1936 was turned over to the infantry who authorized a company of four in each infantry regiment for direct-fire support (sometimes two companies were allotted). Appropriately, it came to be known simply as the "regimental gun" (*rentaiho*). As originally organized, a SNLF generally had one or two regimental gun platoons (each with two guns); however, by 1943 they were often replaced by coast-defense/AA artillery. Despite its design age, the Year-41 Type remained in production and was frequently encountered by the Allies. The game piece also represents the Type 94 Mountain Gun which, in addition to replacing the Year-41 Type in pack artillery units (which themselves were commonly used as divisional artillery), was issued to certain IMB and IMR.

† HEAT becomes available in 1944—as signified by the superscript "4+".

† RF is 1.3 for 1937, 1.2 for 1938, and 1.1 for 1939-45. BPV is 34.

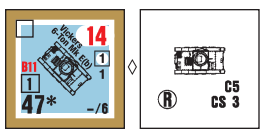


Type 93 Twin-Mount High-Angle Machine Gun: In 1933 the IJA adopted a licensed, modified copy of the Hotchkiss mle 1930 13.2mm machine gun, designating it the Type 93. (Which is actually represented in the game by the Japanese .50-cal HMG SW. Its caliber was actually 13.2mm like that of its French counterpart, but is considered 12.7mm for game purposes.) Also adopted, as the Type 93 Twin-Mount High-Angle MG, was another version with two Type 93 HMG mounted side by side on a 600+ lb. tripod that incorporated traverse and elevation gears and a seat for the gunner. Neither weapon was normally organic to IJA infantry units; rather, they were issued to independent AA companies and battalions. Both types were also used by IJN troops, with a company of ten Type 93 sometimes being organic to a SNLF. Apparently, two guns formed a platoon.

† Make two To Kill DR when using the 12.7 column of the AP To Kill Table; only one DR (firer's choice) is used. Maximum range for To Hit purposes is 16 hexes.

† RF is 1.4 for 1937-10/43 and 1.3 thereafter *[EXC: use vs Russians is NA in 1938-39]*. BPV is 34.

CHINESE VEHICLE NOTES



Vickers 6-Ton Mk E(b): The Vickers 6-tonner was one of the more influential tank designs of the 1930s. Although not adopted by the British, it was sold (in a number of different versions) to over a dozen countries and provided the basis for the Russian T-26 and Polish 7TP tanks. A total of twenty 6-tonners were purchased by China; sixteen of the Mk E type and four Mk F. Assigned to the 1st

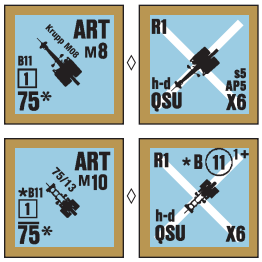
©2020 Multi-Man Publishing, Inc.

and 2nd Tank Battalions stationed at Shanghai, many were lost to the Japanese during the fighting around that city in 1937. This vehicle was not used by the Chinese in Burma.

† The MA *and all MG* have B11. This is signified by "B11" in *red* on the counter.

† RF is 1.2 for 1937, 1.4 for 1938, and 1.6 thereafter. BPV is 29.

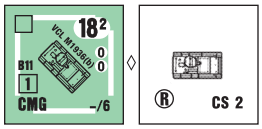
CHINESE ORDNANCE NOTES



7.5cm Krupp M08 & Obice da 75/13: The M1908 75mm mountain gun was one of several old Krupp artillery pieces used by the Nationalists, who even produced their own version of this particular model (one source states that in the 1930s up to 54 were built in Chinese arsenals). The game piece also represents other similar pre-WW1 guns acquired in fair numbers, such as the 76mm 00/02 P and the 75/27. China also purchased some Obice da 75/13 mountain guns; this piece is equivalent in game terms to the Krupp 7.7cm C 96 nA employed by the Nationalists. Chinese forces employed small numbers of captured Japanese mountain artillery as well. In mid 1942 the Nationalists possessed about 1,000 75mm guns and howitzers (probably inclusive of 76-77mm types as well).

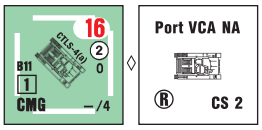
† RF is 1.4 1925-45. Dates for use in Burma are 3-5/42. BPV is 22.

DUTCH VEHICLE NOTES



VCL M1936(b): The Dutch had placed an order with Vickers Armstrong for 73 vehicles of the VCL Model B 1935 light tank in 1935. At war's outbreak, fewer than 25 of these tanks had been received and were designated VCL model 36 *vechtwagen* ("fighting vehicle"). The KNIL's *Mobiele Eenheid* ("Mobile Unit"; the only armored Dutch in Java) had 2 platoons of 7 vehicles, with 3 vehicles in reserve. The Japanese managed to capture 15 vehicles when the Dutch surrendered and immediately pressed them into service.

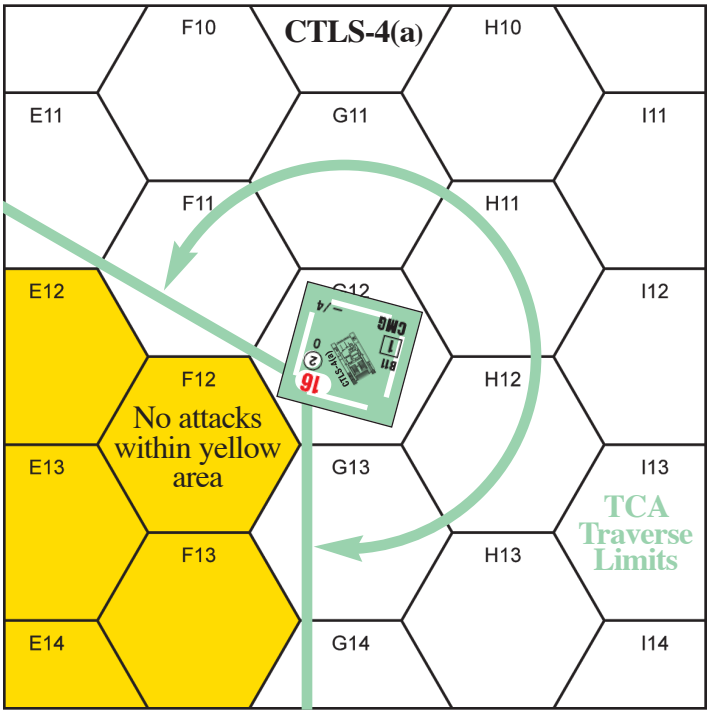
† RF is 1.5 in Java 40-3/42. BPV is 27.



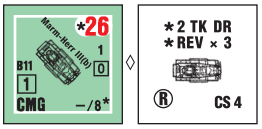
CTLS-4(a): In 1940, the KNIL began a major modernization program. With Europe, and the motherland itself, either actively preparing for war or actively fighting it, an alternate source of vehicles had to be found. This left only the U.S. as a procurement source, but most U.S. factories were already committed to the expansion of the American forces or to the newly-created Lend-Lease program. The search for a company with uncommitted capacity led to Marmon-Herrington and, in 1940, the KNIL ordered a total of 600 light tanks of various new models just entering production. The first to be produced was the CTLS-4 light tank. It was built in two versions, the difference being which side of the vehicle housed the driver (some sources say this was to cater to European countries whose civilian vehicles featured a right-side driver). Design and production problems delayed the initial order until just after war had broken out in the Pacific. The Japanese invaded the Dutch East Indies in January 1942. In mid-February, the first of twenty-four Marmon-Herrington CTLS-4 light tanks were delivered to the Dutch forces in Java. The tanks arrived without armament, but machine guns similar to the Browning .30 caliber were procured from the Dutch Air Force and used to equip the vehicles. The first seven crews to be trained in the tank were issued vehicles on February 27, the day before the Japanese invaded Java. The KNIL surrendered on March 8, 1942, and the Japanese occupation forces found over a dozen of these vehicles in working order and quickly put them into service.

† The CMG MA may not fire at a target that lies within the port side of the *CTLS-4's* VCA. In addition, the TCA may not move "across" that area when traversing. See the accompanying diagram and example. These restrictions are signified by "Port VCA NA" on the counter.

† RF is 1.5 in Java 2-3/42. BPV is 22.



EX: In the diagram above, the CTLS-4(a) can fire at a target in hex F11 or F10. It cannot fire at a target in E12 or F12. If it wishes to fire at a target in G13 or H13, it must traverse its turret clockwise; i.e., the turret may not traverse across hexside F11-F12.



Marmon-Herrington III(b) Armored Cars: The British supplied the Dutch East Indies with the Marmon-Herrington III MFF after the vehicles had finished service with the British army in the Libyan desert. Approximately 50 arrived prior to the Japanese invasion but they did so with no main armament. The KNIL improvised by mounting twin Vickers machine guns in the turrets. The *Depot Vechtwagen* had 10 MH III armored cars assigned to it and they were almost all eliminated on 5 March 1942 in a battle outside Bandoeng.

† Make two To Kill DR on the MG column when using the AP To Kill Table; only one DR (firer's choice) is used.

† RF is 1.4 in Java 2-3/42. BPV is 35.

ASL STARTER KIT EXPANSION PACK #2

RULES DESIGN: Ken Dunn (Special Thanks to Brian Youse, Perry Cocke, and Kevin Valerien)

RULES DEVELOPMENT: Ken Dunn, Perry Cocke, Klas Malmström

MAP DESIGN: Ken Dunn

MAPBOARD ART: Charlie Kibler

SCENARIO DESIGN: Ken Dunn, Brian Youse

COVER DESIGN: Nikolas Eskubi

LAYOUT: Chas Argent

PROOFING: Chas Argent, Perry Cocke, Ken Dunn, Klas Malmström, J.R. Tracy

PLAYTESTING: Chas Argent, Ed Barnes, Kevin Boles, Perry Cocke, Ken Dunn, Andy Goldin, Vincent Maresca, Steve Petras, Nick Richardson, Fred Timm, Kevin Valerien, Brian Youse