
Attacking In ASL – A Mid-Level Player’s Perspective

Description



Le Franc Tireur published my article *Attacking In ASL – A Mid-Level Player’s Perspective* in [From the Cellar #12](#). I am very happy with how the article turned out and I hope people find it helpful. I originally intended this article for my blog but publishing it in FTC gives me a wider audience. This article will eventually end up here but I want to give Xavier and the LFT crew time to make sales of their excellent magazine first. I will let you know when the article appears in my space.

Because the article started out as a blog post, there are many references to other articles available in other publications I intended to link to. I also refer to several articles or collections of articles on my blog. With print media, those links are simply not possible. As such, I am producing those links here so readers can have them gathered into one place.

My intent with these external sources was to not recreate the wheel. Each of these articles offers more in-depth discussion than I offer in my article. I could have included this information, but doing so would have made the article incredibly long. By providing the links and referring the reader to the articles, it is possible to provide a more comprehensive study of attacking in ASL.

Additionally, LFT included a slightly modified version of my original Maxims article since so much of my tactical application is derived from that analysis. As I continue to produce articles my hope is to tie all of these together into some holistic groupings, ultimately creating a how-to manual for ASL. Presently, not every document I would like to refer to is easily available on-line. I may have to either summarize them or create something similar to cover the point.

What Happened To The Post-Game Discussion?

I mentioned in paragraph three how I broke this article into three sections: Pre-Game, In-Game, and Post-Game. The article covers Pre- and In-Game but never discusses the Post-Game section. I must admit, I missed this artifact in editing. In the original concept for the article, there was a section on Post-Game but it had little to do with Attacking in ASL and everything to do with *learning* ASL.

During the editing process, reviewers repeatedly said the learning part did not seem to fit. I kept reworking it trying to make it fit but ultimately, I listened to the feedback and pulled that section from this article. I did save it however and worked it into a separate article about [getting better at ASL](#). Sorry I missed the reference in the LFT article but for those wondering what I was going to discuss, now you know.

Links Referred To In The Attacking Article

I tried to change the language in the article to remove missing links and direct people to this blog. I know I missed at least one instance and I apologize for that and any others missed. When in doubt, if a sentence in the article suggests something is “here”, chances are it’s intended to be a link. In those instances, come and check here to see what I am referring to. If you’re still unsure after that, leave a question below and I will try to sort you out.

Articles discussed:

- [A Player’s Guide to A Self Defense](#), From the Cellar #11 — This issue contains Toby’s article on defending in ASL.
- [Illuminating Rounds #63](#) — This episode contains the discussion between Martin, Dave, and Toby.
- [Hyper Sniper: A SANE look at this threat in ASL](#) by Mark Nixon
- [THE CLOSE COMBAT SIMULATOR - What To Expect When You’re ... Close Combating!](#) by Bruno Nitrosso
- [The Fine Art of Bushwhackin’](#) by Dave Ollie

Other good reference articles:

- The Agony of Defeat, [ASL Journal 8](#) by Mark Pitcavage
- Zen And The Art Of Using Armor, [ASL Journal 2](#), Matt Shostak



- Armored Tactical Examples, [ASL Journal 2](#), Chas Smith

Blog posts available on my site:

- [My ASL Tactical Maxims](#)
- [The Basics Of AFV Combat in ASL](#)
- [The Basics of Infantry Combat](#)
- [Defending Against Sleaze Freeze](#)
- [Vulnerability of AFVs in bypass](#)
- [Gun Duels](#)

Edit 7 July, 2022: A reader suggested I add this link to this article.

- [The Mechanics of Bounding First Fire](#)

Scenario analysis using my methodology:

- [ASL Maxims Tag](#)

Other External links:

- [ASL Player Ratings](#)
- [METT-T](#)

I have grouped all my scenario analysis articles under a common tag. Consequently, there is no need to click anything else to find one you're looking for as this collection expands.

An Appeal For More References

If you know of a helpful article I have not mentioned, please mention it in a comment below. I will consider adding the reference to this article. It is helpful if you can name the article, the author, and where it comes from. Preferably, the article is available on-line and easily accessible.

A Message To New Readers

For those of you discovering my blog through the LFT article, welcome. I hope you find more stuff on my blog to your liking. There is a notification service making readers aware of new posts. I tend to post about every two weeks so if you want to be notified, don't hesitate to subscribe. The subscribe option is on the left.



I encourage people to comment on my articles. If you spot a mistake, let me know about it. One of the reasons I post here is so mistakes can be fixed. Do not hesitate to point out errors or to provide your thoughts. Discussion is how we learn and grow as ASL players.

Finally, there are two links at the top; [Contact](#) and [Request](#). Contact is a way to send me a message. The Request link is a way for you to ask me to cover a topic you think needs discussed. I usually respond to either in less than 24 hours, even if only to say I need some time. Often, I respond within minutes. With Requests, expect me to ask some clarifying questions. If I opt not to write, it's likely because I know of a great article I can refer you to. Often, I respond within minutes. With Requests, expect me to ask some clarifying questions. If I opt not to write, it's likely because I know of a great article I can refer you to.

Parting Thoughts

I hope you enjoy the article. I know I enjoyed writing it. Thanks to Xavier and Toby for encouraging me to write it. I hope it provokes some discussion. ASL is a game best learned from other players. Players sharing experiences and stories is central to that. It is my hope that through discussion, all of our play can be elevated. Until next time. — jim