Description

The Last Hurrah is the 6th module for Advanced Squad Leader and introduces the Allied Minors that fell before the Nazi juggernaut. Includes 8 scenarios, Allied Minor infantry, support weapons and leaders, and two new boards (11 and 33) as well as a reprint of board 3 from the original Squad Leader game.

The premier tactical game system, ASL allows players to portray any platoon to regimental sized battle from World War II. Official ASL scenarios span from the Spanish Civil War and Japanese-Sino War to post World War II brushfire wars. The design your own rules makes for limitless play.

Each unit represents a squad, crew, leader or weapon. Each hexagon represents 40 meters of terrain. Each turn represents 2 minutes of time.

The ASL system is vast, with many modules available. Each module focuses on a particular theme and provide counters, maps and scenarios to play. For those new to the hobby, there are starter kits that allow players to become familiar with the core rules.

The Last Hurrah is not complete by itself, ownership of the ASL Rule Book, Beyond Valor and Yanks is required to play.