

The inspiration for this essay is the corresponding Advanced Squad Leader by Mike McGrath, *Tactics 101: 13 Steps Closer to Improving Your ASL Game*; which appeared in THE GENERAL Magazine, volume 30, Number 2, page 53. There are many similarities in both the Squad Leader Series and Advanced Squad Leader making some the ASL items still applicable to SQL. The below listing are some guidelines (rules of thumb) to be considered by the new SQL player to accelerate their path to greater proficiency.

1. Know your probabilities. Two die probabilities, hit/kill combinations, chances of breaking/KIA targets for given af or DRM. Not necessary to know numbers but a developed 'game sense' will determine fire selection, whether to shoot or move etc.. A good summary of these tables is in first General magazine introducing Squad Leader (Volume 14#5) or <http://www.wargameacademy.org/Probabilities/index.html>
2. Attack opponent's weakest link. Russians Leaders (not enough of them); Germans (squads; lots of toys less bodies); Americans 6 moral squads (2xBK=KIA).
3. 80 and lesser leaders should not be in the front line. 81's are marginal; only if in good cover or in critical situation. Such leaders are best kept at rally points outside of the field of power.
4. Keep leaders in cover; the TEM should be greater leader modified incoming shot (ex.: +1 woods is poor if -2 leader is directing incoming fire).
5. Keep rout locations in mind when doing a setup. If the required rout hex is also in the same field of fire, consider a different setup hex.
6. Don't shoot at broken Russians if they have no chance to rally as they may go berserk.
7. Try to kill units by blocking rout paths, more enemy units can be eliminated in this manner than direct fire attacks.
8. For tube weapons (AFVs & Artillery), the best choice is often smoke ammunition.
9. The best method to negate an opponents OBA is smoke and entrenchments.
10. Use smoke to block incoming fire so you can localize your attack in one direction where you have the advantage.
11. Engineers with FT should use there smoke as it does not affect their FT only the enemy rifle.
12. More than one smoke in a hex is allowed, however the maximum smoke DRM on any shot is +6.
13. Close combat only when modified CC attacks in your favor.
14. Russian always try to CC as trading squads is to Russian advantage and enemy leaders die with their squads for free.
15. When choosing your options in a CCPh, evaluate not only your odds for the different possibilities but the impact to the game's outcome of the different attacks.
16. Russian leaders should not be used in CC as too valuable only desperate.
17. The best way to kill a strong enemy leader is in CC, however one must typically attack the entire stack at lower odds.
18. When shooting at an enemy stack that has a leader with a negative leadership modifier, take your best shot first. If you can break the leader, his leadership no longer benefits the target squads.
19. Give the enemy no targets or lots of targets (more than he has shots else you are allowing him to reduce your force).
20. Never move in the open unless desperate. Take the benefits from hedges, walls, shellholes, AFVs, and smoke to offset the -2 drm.
21. Never place your AFVs near enemy 628, 847, 838; especially if they have smoke.

- Use your engineers to get into CC with his tanks.
22. Best way to deal with a powerful enemy stack is to move adjacent with many small stacks and getting some into CC. Alternate is to advance all adjacent for upcoming defensive. Either case he cannot shoot at all your guys if given more targets than he has shots.
 23. If target in positive TEM, one large attack is usually best. If he is in 0 TEM or moving, many smaller attacks have better chance for KIA or twice broken.
 24. When shooting at an enemy stack with a leader with a negative modifier, take your best shot first to negate the leadership before the lesser shots are taken.
 25. Leaders with radios are priority targets, breaking the leader gives you a chance to capture/destroy radio and its artillery.
 26. Destroy all captured SW you cannot use or expect to hang onto. If yours, you can elect to change their status as malfunctioned it to make it useless to enemy but gives you the chance to fix it latter.
 27. Russian LMG use is best used only for CC or in critical shots due to high breakdown.
 28. Do not use more SW than needed if will not change IFT column.
 29. Use captured MG first before your own if same attack factor.
 30. Engineers with smoke are priority targets.
 31. Assign -2 leaders to engineers with DC/FT as they can use them in event engineer breaks.
 32. Engineer must shoot at same hex as FT/DC. You should move against him from 2+ hexes (instead of one large stack) as he can shoot at only one hex.
 33. Keep broken units DM to reduce chance to rally. 1af+5drm is sufficient to keep DM.
 34. American leaders are subject to DM not squads or crew; keep them DM as loss is greater due to their high rate of rally of non DM units.
 35. American leaders should not be in front line unless in good cover due to low squad morale and broken leader induced MC.
 36. Don't be afraid to run American/Russian vehicles in woods/bldg. as only 16% chance of immobilization. Not a good idea for Germs as 33% chance.
 37. Spread your AT fire out so enemy you get a flank shot. If all frontal shots, it's just a matter of luck unless someone has an advantage of number or armor dr.
 38. Approach vehicles from flank for CC (moving target; pivot modifiers) preferably from several hexes.
 39. Overrun guns as first movement from outside their covered arc preferably a multiple number of times.
 40. If you can get enemy to commit his DEF fire tank/gun against your first tank; you can move adjacent to side/rear with rest (beware of the same).
 41. Often wise to voluntary break to avoid unfavorable CC. Especially with lone leaders. Remember, if you were not shot at since previous rally you are not DM. Also you are allowed to rout turn you break even if no-one shot at you.
 42. Killing units my multiple shots
 43. Always take the little shots 2af+3 if there is nothing at risk to break down. The odd good result may break your opponent's morale.
 44. It is often best not to stack multiple squads in the same hex when the same firegroup can be achieved by multiple adjacent hexes. If you only give the opponent one stack to break, only one attack is needed.
 45. Always grow concealment for any unit that can at the end your turns. Do not assume your opponent will not enable a LOS & fire during their turn.
 46. AMBUSH TRICKS ALLOWED BY RULES; these are prohibited in later rule-sets and SQLA conventions. (As SQLA Rule Conventions apply to all SQLA events such as Avaloncon, World Boardgame

Championships, and WBC & SQLA PBEM events, these 'tactics' are not valid', in addition to to many other house rules new players attempt to import.

1. a) Can advance into staircase and change levels putting you into close combat. You avoid Def fire. Ex. your in M2.2; I am in N2.1 after movement. I can advance into M2.2 for close combat and you did not see me coming. Rules do not say you can change levels and advance into adjacent hex.
2. b) Panzergrenadier assault: You are in 2W9. My tank with passengers move Y10 and Y9. I advance fire tank vs. some target on hill which unloads pass into X9. They advance into Close Combat at W9 never receiving defensive fire.