

Gor-Gor Heretical Variant Mini SSRs:

1. **3rd Die ROF** – Use a separate die for ROF purposes. Using a different sized die makes processing the shot easier.
2. **FPF for Broken units** – A non-disrupted broken unit may FPF at half FP and with a +1 DRM. Any losses on the firing unit(s) from the FPF MC may be taken as prisoners by the moving side. If prisoners are not taken, this will not invoke No Quarter or Massacre. For example, a broken 4-6-7 firing at a unit moving in OG would be resolved as a 2FP (FPF, Broken, Point Blank) shot with a -1 DRM (FFMO, FFNAM, Broken); if the 4-6-7 rolled a 10 on the IFT DR, it would be immediately replaced with a 2-4-7 and the opposing side could optionally take the eliminated HS prisoner. [Rationale: All it takes is for one guy to regain his senses to fire. Collecting enemy broken units won't have the same certainty. The latter part of this rule is intended to keep this SSR from being a way to deny the enemy prisoners.]
3. **Detection Casualties** – When an Infantry unit attempts to move into a Concealed/HIP unit's Location (as per A12.15) roll for Search Casualties as per A12.154 only using the units that are actually revealed. If the Attacker was using non Assault Movement apply an additional -1 drm. SMC wound drm gets an extra +1. Regular Searching gets an additional +1 drm; however, an original 1 always results in casualties. [Rationale: The bump move makes Searching relatively rare.]
4. **Malfunction** – If a Weapon malfunctions while using Intensive Fire or Sustained Fire use the rules as written for repairing. Place an extra malfunction counter on the weapon to indicate this. Otherwise, all Weapons or Radios repair on a 1 or 2 [EXC: if the normal repair is 1-3, a 3 will still repair] and will not be disabled on a 6. [Rationale: This takes some of the diceyness out of small scenarios and adds a bit more risk to Intensive and Sustained Fire. This mixture will add some exciting game choices.]
5. **Repair Timing** – You may make the one repair attempt on a Weapon/Radio at ANY point in the Player Turn. I suggest making counters that say "Repair" on them and mark all of the eligible weapons at the beginning of the RPh. Remove the counter when the repair attempt is made. This way, there will be no confusion as to which units can still attempt repair and which ones may not. You may NOT attempt to repair a Weapon/Radio in the same Player-Turn it malfunctions. [Rationale: This rule is intended to reduce player omniscience and add excitement to the process.]
6. **Foxholes & Crest** – The 1 MF for exiting a Foxhole (or Crest as per B20.93) is considered spent in the next Location entered for DFF if the unit is Assault Moving. [Rationale: Makes Foxholes non-deathtraps.]
7. **Sleaze Freeze** – The +2 for motion does not apply when CCing a vehicle in bypass. Also, a unit that has an enemy vehicle in bypass of its Location may fire at an ADJACENT (note the CAPS) Location. [Rationale: Makes the risk/reward for Sleaze Freeze more reasonable.]
8. **Special Ammo** – Instead of the TH DR also being the same as the Depletion DR, make two separate DR. Apply a -1 DRM to the Depletion DR. For example: an AFV has an A4 depletion number; if the Depletion DR is 2-4 the AFV has APCR and it does not run out, if the DR is a 5 the AFV has APCR, but has run out; if the DR>=6 the AFV has no APCR . [Rationale: The ASLRB encourages special ammo use when the TH roll is poor. This rule is intended to incent players to use special ammo when their TH chances are best. The -1 DRM compensates for the lack of correlation between the Depletion and TH DRs.]
9. **Insta-Berserk!** – Except for the RPh, all Berserkers will charge instantly once the marker is placed. If a unit starts the turn Berserk, it will only charge at the normal time. Units that go Insta-Berserk! in the RPh will charge at the end of the RPh with the Phasing Player going first and alternating between players. Any unit that has prep fired or moved is assumed to be marked with a First Fire counter for fire purposes. [Rationale: This makes Berserkers more spontaneous and fun.]
10. **Pleva OBA Rule** – Every time you draw a red card (including the first red card), put it back along with another red card. The battery is never lost due to drawing two red cards. Extra card draw mechanics remain the same.
11. **OBA Transverse Drift** – When OBA drifts >1 hex, after the drift roll, make another dr and subtract 1. Move the AR clockwise around the "wheel" keeping the range equal to the original AR hex. [Rationale: Allows drifting off the "spokes".]
12. **Stop Attempt** – Works like a Motion attempt except in reverse [EXC: No free VCA facing change]. The now stopped vehicle must pay the appropriate case C modifiers for any shot(s) taken in the same player turn. MG/IFE FP is also halved for moving for any shot(s) taken in the same player turn. The now stopped vehicle is no longer considered moving for any shots against it.
13. **Shock/UK** – When successfully recovering from Shock/UK roll on the following table. +1 DRM when recovering from UK.

Dr	Result
1	NE (crew is temporarily shaken but unharmed)
2	NE (crew is temporarily shaken but unharmed)
3	+1 reverse side of stun (commander or loader is hit)
4	+1 reverse side of stun and Disabled BMG (radio man hit)
5	+1 reverse side of stun and Bogged (driven hit)
6	+1 reverse side of stun and Malfunctioned CMG (gunner hit)
7	+1 Recall reverse side of STUN (multiple casualties)