

ASLOK 2018 Minis - Wednesday

Wednesday

<u>Godzilla King of the Monsters</u>		
R1	215	Red Devils (Chinese balance)
	AP129	A Polish Battlefield (German balance)
	J188	Grab and Go
R2	WO26	Phoenix Rising
	206	Hey, That Ain't a ROK! (US balance)
	DTF-2	Blitzkrieg! (FrFA/70/72/66/Wd1 + Fr/G)
R3	OS-5	Disaster at Schmidt
	AP87	Empire's Fall
	VotG24	Raid on Rodimtsev
* All balances are suggestions & are not a requirement		

Wednesday

<u>AARP ASLers</u>		
R1	188/A32	Zon with the Wind
	105	Going to Church (Canadian balance)
	J122	Bloody Bois Jacques
R2	FrF92	Arms Race
	AP127	The First Virtue (Free French balance)
	J175	Bedburg Bite
R3	FrF89	Red Tears Shed on Gray
	205	Super Bazooka
	DTF-4	Death to Fascism (17z/16 + X13/O2/B1 + AxM/G/R)
* All balances are suggestions & are not a requirement		

Wednesday

<u>Gor-Gor Heretical Variant Mini</u>		
R1	FrF96	The Flying Circus (70 + Wd3/Wd4 + G/R)
	WO24	Dew of Death
	YASL7	Making a Break For It
R2	FrF95	Blood Red Snow (48 + Hi11/Hi9/Hi10/OG5 + G/R)
	HF3	First Timers
	WO25	The Replacements
R3	FrF93	Wiener Walzer (4/22 + R/G)
	HF4	Liehr Launches First
	O14	Wiking Horde
* Variant SSRs are in play for all scenarios - see SSR list & PBS.		

Wednesday

<u>Welcome to the Jungle</u>		
R1	OB14	Pursuing Kobayashi
	AP86	Milling About
	FrF72	The Mubo Decision
R2	J117	The Triangle
	AP65	Baw Drop (British balance)
	FrF80	Breaking Bad
R3	AP125	Ambush on South Knob (Japanese balance)
	156	Broken Bamboo
	WO18	A Quick Strike
* All balances are suggestions & are not a requirement		

Wednesday

<u>From Russia With Love</u>		
R1	FT219	Koniev's Finest
	A	The Guards Counterattack
	WO20	Sealing Their Fate
R2	J120	Ishun Tank Traps (German balance)
	AP93	Best Think Again (Russian balance)
	FrF58	Order 831
R3	DTF-6	Magnificent Beast of Prey (10z/18 + B1 + G/R)
	AP117	Second City (Russian balance)
	FrF50	Pavlov's Dogs
* All balances are suggestions & are not a requirement		

Wednesday

<u>War Dogs</u>		
R1	J49	Desperate Dash (Russian bid - squads + horses)
	AP126	Maryuma's Stronghold (Chinese bid)
	FrF34	The Jagdtiger Theory (Russian bid)
R2	AP113	Maintaining the Box (Japanese bid)
	174	Lagus Assault Guns (Russian bid)
	J124	Cobra Kings (US bid)
R3	WO24	Dew of Death (Japanese bid)
	AP16	Danger Forward (Italian bid)
	136	The Agony of Doom (Russian bid)
* Each player will bid for the side in parentheses by indicating how many extra squads they would need to play that side. Low bidder gets the side with that many extra squads added to their OB's initial force. If the underdog has multiple squad types in its initial OB, the best (highest BPV) squad type is the one being bid on. Example: Danger Forward - Wild Bill bids 5 Italian squads to take the Italians while Wrongway bids 3.5 squads. Wrongway wins the bid and will play the Italians with 3.5 extra 347 squads in his initial OB thus starting the scenario with 9.5x347 and 16x346 rather than the normal OB of 6x347 and 16x346 squads. Squads are the only units which can be bid on, no support weapons etc. are received with them w/the exception of in Desperate Dash the Russians receive horses to match the extra squads.		

Wednesday

<u>Death to Fascism (2 Rounds)</u>		
R1	DTF-4	Death to Fascism (17z/16 + X13/O2/B1 + AxM/G/R)
	DTF-5	AK '44 (51 + Part/R/G)
	DTF-7	Fast and Furious (79/q/69/t + M1 + R/G)
R2	DTF-3	True Grit (8b/58 + M4/B3/B2 + AIM/IJA)
	DTF-6	Magnificent Beast of Prey (10z/18 + B1 + G/R)
	DTF-8	The Art of War (65/64 + O3/X17 + ROC/Ch)
Mini is only 2 rounds		
First Round should be finished by 4PM		
* All balances are suggestions & are not a requirement		

ASLOK 2018 Minis - Thursday

Thursday

<u>Darrell Wright Memorial Night</u>		
R1	213	It's So Easy! (US balance)
	OS-15	Nightlife is for the Junge
	WO8	Silent Night, Deadly Night
R2	DTF-1	Keren Masala (81/83 + It/Br)
	AP88	Full Moon Madness
	218	Siberia Diversion
R3	FrF91	Moonlight Drive
	209	A Line Too Thinly Held
	AP39	Old Hickory
* All balances are suggestions & are not a requirement		

Thursday

<u>Pacific</u>		
R1	SP276	Triumphant Return (Japanese balance)
	147/J9	A Stiff Fight
	AP84	Double Trouble
R2	FrF90	Speed is the Essence of War
	148	Ramsey's Charge
	AP83	Thai Hot
R3	SP268	The Tjiater Pass (Japanese balance)
	DTF-3	True Grit (8b/58 + M4/B3/B2 + AIM/IJA)
	158	Last of Their Strength
* All balances are suggestions & are not a requirement		

Thursday

<u>Deluxe</u>		
R1	DASLA3	Back to School (Change game length to 5.5 turns)
	OB10	The Men from Zadiq
	WO27	Checking Out (German balance)
R2	OB4	Headhunting for Bloody Huns
	WO24	Dew of Death (Japanese balance)
	J11	In the Old Tradition (Add 9-1/447/LMG to Brit OB)
R3	WO25	The Replacements (Russian balance)
	DASLA7	Lehr Sanction (+LMG/457 to Br, VC G win w/2 more buildings)
	J124	Cobra Kings (G 11x467, US 6x667/2x666 + 8-1 AL T1 OB)
* All balances are suggestions & are not a requirement		

Thursday

<u>Tincans & Popguns</u>		
R1	FrF86	Belgian Tigers
	SP255	Anatoly's Ambush
	DTF-7	Fast and Furious (79/q/69/t + M1 + R/G)
R2	FrF87	Mormal Forest (German balance)
	J113	Maczek Fire Brigade (German balance)
	AP7	Directive Number Three
R3	FrF90	Speed is the Essence of War
	WO25	The Replacements (Russian balance)
	AP122	Mechanized Sacrifice
* All balances are suggestions & are not a requirement		

Thursday

<u>It's Like Being There!</u>		
R1	HF1	Black Day In Hatten
	OS-14	Drive 'Em Out
	FB12	The Black Ravens Are Flying
R2	HF6	Jackpot Jones
	OS-8	Toehold
	FB10	Return of the Black Company
R3	HF8	Fahrenheit 352
	OS-9	Walk the Walk
	FB16	Crossing the Bloody Meadow
* All balances are suggestions & are not a requirement		

Thursday

<u>Attack of the Killer Hedge Rows</u>		
R1	FT214	A Grain of Sand
	186/AP4	L'Abbaye Blanche
	WO3	Counterattack at Carentan
R2	184/A59	Death at Carentan
	AP106	Helluva Patrol Leader (German balance)
	AP37	Apples to Apples
R3	185	Not Out of the Woods Yet
	AP32	Second Crack at Caumont
	AP128	Flight of Fancy (British balance)
* All balances are suggestions & are not a requirement		

Thursday

<u>Hawkeye & Hot Lips</u>		
R1	205	Super Bazooka
	208	The Grist Mill
	RPT144	Got Me a Tank (22/49 + KPA/US)
R2	212	First Bayonet Charge (UN balance)
	217	Gloster Hill (British balance)
	RPT143	Rebel's Roost (78 + US/KPA)
R3	WO28	Dean's Defiance
	216	Centurions Reverse! (CVPA setup change 81T4 to 83T4)
	RPT146	Plum Pudding Hill (81 + Br/KPA)
* All balances are suggestions & are not a requirement		

Thursday

<u>The Best of Friendly Fire</u>		
R1	FrF88	Panzer Shield
	J118	Elephants Unleashed (Russian balance)
	FrF17	The Marco Polo Bridge Incident (Japanese balance)
R2	FrF86	Belgian Tigers
	FrF72	The Mubo Decision
	FrF40	Sporck's Eleven
R3	FrF87	Mormal Forest (German balance)
	FrF19	About His Shadowy Sides (Russian balance)
	FrF29	Sting of the Italian Hornet
* All balances are suggestions & are not a requirement		

ASLOK 2018 Minis - Friday

Friday

<u>Land War in Asia</u>		
R1	AP91	Parting Shots (Japanese balance)
	AP54	800 Heroes
	RPT142	Commander for a Day (71 + US/KPA)
R2	145	Shanghai in Flames
	AP90	Smashing the Hook (British balance)
	J128	Opium Hill (Japanese balance)
R3	208	The Grist Mill
	153	Totsugeki!
	DTF-8	The Art of War (65/64 + O3/X17 + ROC/Ch)
* All balances are suggestions & are not a requirement		

Friday

<u>Biggest Loser No More</u>		
R1	HF3	First Timers
	FT213	Up the Liri Valley
	170	11th Company Counterattack
R2	HF7	Gotta Get Out
	AP116	Mook Point
	DTF-5	AK '44 (51 + Part/R/G)
R3	HF6	Jackpot Jones
	FrF86	Belgian Tigers
	126	Commando Schenke
* All balances are suggestions & are not a requirement		

Friday

<u>Like A Boss</u>		
R1	J193	Raff's Rules
	181	Gavin Take
	110	North Bank (British balance)
R2	195/G6	Rocket's Red Glare
	178	The Niscemi-Biscari Highway
	J188	Grab and Go
R3	HF8	Fahrenheit 352
	217	Gloster Hill (British balance)
	AP131	Crickets in Spring
* All balances are suggestions & are not a requirement		

Friday - Grofaz

<u>Best of the Best</u>		
R1	195/G6	Rocket's Red Glare
	FB12	The Black Ravens are Flying
	J167	Hart Attack
R2	AP131	Crickets in Spring
	FB10	Return of the Black Company
	160	Battlin' Buckeyes
R3	A25	Cold Crocodiles
	J1	Urban Guerrillas
	AP82	Coriano
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

Friday

<u>Schwerpunkt's Newest Hits</u>		
R1	SP270	A Small Stack and a Schnapps (German balance)
	RPT139	Mauled at Merdorp (German balance)
	RPT146	Plum Pudding Hill (81 Br/KPA)
R2	SP265	Defending Jandrain (German balance)
	RPT137	Chateau Gandelu
	RPT141	Volunteers Become Scarce (48/62 + NK/SK)
R3	SP266	The Hohenstaufen Hootenanny
	RPT135	The Outpost Line (German balance)
	RPT143	Rebel's Roost (61/78 + US/KPA)
* All balances are suggestions & are not a requirement		

Friday

<u>Paper Tigers</u>		
R1	SP275	The Battle of Mali Spadarit (Italian balance)
	137	Italian Brothers
	J34	Men of the Mountains (Italian balance)
R2	AP112	First Ally (Slovak balance)
	FT209	Euphrates Clash (Bedouin balance)
	J35	Siam Simbal
R3	SP266	The Hohenstaufen Hootenanny
	FrF36	Newborn Partisans (Russian balance)
	DTF-8	The Art of War (65/64 + O3/X17 + ROC/Ch)
* All balances are suggestions & are not a requirement		

Friday

<u>Heavy Metal</u>		
R1	SP270	A Small Stack and a Schnapps (German balance)
	FT219	Koniev's Finest
	OA18	Parry and Strike
R2	HF6	Jackpot Jones
	DTF-6	Magnificent Beast of Prey (10z/18 + B1 + G/R)
	FT223	The Kings of Bollersdorf
R3	HF4	Liehr Launches First
	RPT150	Diggers at Congju
	O14	Wiking Horde
* All balances are suggestions & are not a requirement		

Friday - Grofaz

<u>Best of 2018</u>		
R1	HF6	Jackpot Jones
	DTF-4	Death to Fascism (17z/16 + X13/O2/B1 + AxM/G/R)
	OS-14	Drive 'Em Out
R2	HF4	Liehr Launches First
	DTF-6	Magnificent Beast of Prey (10z/18 + B1 + G/R)
	OS-9	Walk the Walk
R3	HF8	Fahrenheit 352
	DTF-8	The Art of War (65/64 + O3/X17 + ROC/Ch)
	204	Human Bullets
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

ASLOK 2018 Minis - Saturday

Saturday

<u>The Emperor's Finest</u>		
R1	DB136	The Block on the Trail to Hell
	J189	Buckley's Block
	FrF17	The Marco Polo Bridge Incident (Japanese balance)
R2	WO16	Wildcat Strike
	SP95	Burn Gurkha Burn!
	AP59	Taking Heads
R3	154	Orange at Walawbum
	160	Battlin' Buckeyes
	AP89	To The Pain
* All balances are suggestions & are not a requirement		

Saturday

<u>New Kid in Town</u>		
R1	HF3	First Timers
	208	The Grist Mill
	RPT145	Bouncing Check (81/83 + US/KPA)
R2	HF7	Gotta Get Out
	DTF-7	Fast and Furious (79/q/69/t + M1 + R/G)
	RPT141	Volunteers Become Scarce (48/62 + NK/SK)
R3	HF5	Graveyard Shift
	DTF-4	Death to Fascism (17z/16 + X13/O2/B1 + AxM/G/R)
	O15	Highland Frank
* All balances are suggestions & are not a requirement		

Saturday

<u>Devil Squads</u>		
R1	HF7	Gotta Get Out
	187/G30	Morgan's Stand
	190	Scouts Out (US balance)
R2	HF1	Black Day in Hatten
	OS-1	Conscript Counter
	AP75	Gabriel's Horn
R3	HF5	Graveyard Shift
	208	The Grist Mill
	185	Not Out of the Woods Yet
* All balances are suggestions & are not a requirement		

Saturday

<u>Cold As Ice</u>		
R1	HF3	First Timers
	23	Under the Noel Trees
	212	First Bayonet Charge (UN balance)
R2	HF4	Liehr Launches First
	O16	Forced Crossing
	AP100	Coal in Their Stockings
R3	SP267	Death's Head Debut (Russian balance)
	HF2	Bertoldo the Brave
	AP130	Mageret Morning (US balance)
* All balances are suggestions & are not a requirement		

Saturday

<u>Squad Bleeder VI</u>		
R1	SqBl#12	Blücher's Blunder
		Japanese vs. Russians
		Boards 35/38/33/t
R2	SqBl#13	Fending Off Fritz
		Germans vs. Americans
		Boards 16/x/33/48
Mini is only 2 rounds		
First Round should be finished by 4PM		

Saturday

<u>Wrongway's Ready or Revise?</u>		
R1	Pynda	Avenged
		Italians vs Greeks (Allied Minor)
		Boards PS3/72/63 (PS3 provided)
R2	Ma Deuce	Delivers
		US vs. German
		Boards PS3/PS5 (Both PS maps provided)
R3	Shotgun	Shuffle
		USMC vs. Japanese
		Boards 73/69

Saturday

<u>Start Me Up</u>		
R1	S30	Ripples on the Pond
	S21	Clash at Borisovka
	S23	Monty's Gamble
R2	S31	Going to New York!
	S59	Mopping Up
	S24	Shemans March West
R3	S58	Exit No. 1
	S11	A Long Way to Go
	S20	Joseph 531
* All balances are suggestions & are not a requirement		

Gor-Gor Heretical Variant Mini SSRs:

1. **3rd Die ROF** – Use a separate die for ROF purposes. Use a different sized die to make processing the shot easier.
2. **Suppressed** – When a Good Order unit fails a MC by exactly one it becomes Suppressed instead of broken. Mark the Suppressed unit with TI and Pin counters. The effects of TI and Pin both apply during the CCPh. If a vehicle crew is Suppressed it immediately stops and ends its MPH in delay.
3. **FPF for Broken/Suppressed units** – A non-disrupted broken or Suppressed unit may FPF at half FP (not halved again for the Pin marker) 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.
4. **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.
5. **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.
6. **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.
7. **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. Concealment loss per the ASLRB.
8. **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. BMG are not considered "usable" in CC for A11.61 purposes. Infantry may take a PAATC to retain concealment as per A12.41 which overrides the provision of A12.42.
9. **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.
10. **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.
11. **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.
12. **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.
13. **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 halved for moving for any shot(s) taken in the same player turn. The now stopped vehicle is no longer considered a moving target.
14. **Shock/UK** – After 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 (driver hit)
6	+1 reverse side of stun and Malfunctioned CMG (gunner hit)
7	+1 Recall reverse side of STUN (multiple casualties)

Round 1

FrF96 The Flying Circus		
ID	Bid Points	German
A	1	Increase the Russian SAN to 3
B	1	Delete two German concealment counters
C	2	Add one 7-0 to the Russian OB
D	2	Add one 4-4-7 to the Russian OB
E	3	Replace the Russian 9-1 with a 9-2
ID	Bid Points	Russian
A	1	Increase the German SAN to 4
B	1	Replace one Russian 4-4-7 with a 2-3-7
C	2	Replace the German 7-0 with a 8-1
D	2	Delete one Russian 4-4-7
E	3	Replace the German MMG with a HMG
WO24 Dew of Death		
ID	Bid Points	Chinese
A	1	Increase the Japanese SAN to 4
B	1	Delete one Chinese LMG
C	2	Delete one 3-3-7 from the Chinese OB
D	2	In the VC change ">= 20 Exit VP" to ">= 18 Exit VP"
E	2	Add a DC to the Japanese Turn 1 reinforcements
ID	Bid Points	Japanese
A	1	Increase the Chinese SAN to 4
B	1	Delete one Japanese LMG
C	1	Replace two Japanese 4-4-7s with 3-4-7s
D	2	Japanese Leader Table dr (SSR 3) receive a cumulative +1 drmm
E	2	Replace one Chinese MMG with a HMG
YASL7 Making a Break for It		
ID	Bid Points	German
A	1	Increase the British SAN to 4
B	1	Add one LMG to the British OB
C	1	Add one DC to the British OB
D	2	Replace one 8-0 with a 9-1 in the British OB
E	2	In the VC change ">= 14" to ">= 12"
ID	Bid Points	British
A	1	Increase the German SAN to 5
B	1	Delete four concealment counters from the British OB
C	2	Delete one 3-3-8 from the British OB
D	2	Replace one 4-4-7 with a 6-5-8 in the German OB
E	2	Replace the MMG with a HMG in the German OB

PBS procedure: *IMPORTANT* The bids represent the number of points (integer bids only) worth of balance provisions they are willing to give up to their opponent to play that side. Each provision has a bid point value. If both players bid the same side then the higher bid gets that side. The OPPONENT decides which provisions will apply. Any number of balance provisions can be selected, but each balance provision can only be selected once. If players bid opposite sides both players receive the results of the bid. In this case, both sides simultaneously secretly determine which PBS provisions will apply and then reveal them. If both players make the same bid, a DR is used to randomly decide which player gets which side. Unless both players agree, bidding is done after Rubble generation.

Round 2

FrF95 Blood Red Snow		
ID	Bid Points	German
A	1	Increase the Russian SAN to 3
B	1	Add one DC to the Russian OB
C	2	Delete 3 AT mine factors from the German OB
D	2	Add one 4-4-7 to the Russian OB
E	3	Replace the Russian 8-1 with a 9-2
ID	Bid Points	Russian
A	1	Increase the German SAN to 4
B	1	Add one DC to the German Pioneer-Battlaion 672 OB
C	2	Add one 2-3-8 to the German Pioneer-Battlaion 672 OB
D	2	Delete one Russian 4-4-7
E	3	Add one 8-1 to the German OB on the Hill overlays
HF3 First Timers		
ID	Bid Points	German
A	1	Increase the American SAN to 4
B	1	Delete four concealment counters from the German OB
C	2	Delete one 4-4-7 from the German OB
D	2	Add one 6-6-6 to the American OB
E	3	Replace one MMG with a 0.50cal HMG in the American OB
ID	Bid Points	American
A	1	Increase the German SAN to 4
B	1	Add a DC to the German at-start OB
C	2	Replace the 8-0 with an 8-1 in the German OB
D	2	Replace two 4-4-7 with two 4-6-8 in the German OB
E	2	Replace the MMG with a HMG in the German OB
WO25 The Replacements		
ID	Bid Points	Russian
A	1	Increase the Italian SAN to 4
B	1	Delete one LMG from the Russian OB
C	1	Add one DC to the Italian Turn 1 reinforcements
D	2	Delete one ATR from the Russian OB
E	2	Replace one Italian 8-0 with a 9-1
ID	Bid Points	Italian
A	1	Increase the Russian SAN to 4
B	1	Add four concealment counters to the Russian OB
C	1	Add a 2-3-7 to the Russian OB
D	2	Italian reinforcements enter on Turn 4
E	2	Delete one 4-4-7 from the Italian Turn 1 reinforcements

Round 3

FrF93 Wiener Walzer		
ID	Bid Points	Russian
A	1	Increase the German SAN to 3
B	1	Add one DC to the German Turn 1 reinforcements
C	2	In the VC change "< 7" to "< 8"
D	2	Delete one 4-4-7 from the Russian Turn 2 reinforcements
E	2	Replace one Russian MMG with a LMG
ID	Bid Points	German
A	1	Increase the Russian SAN to 4
B	1	Add three concealment counters to the initial Russian OB
C	1	Delete the German 9-1AL
D	2	Add one 4-4-7 to the initial Russian OB
E	2	Replace the Russian 7-0 with a 9-1
HF4 Liehr Launches First		
ID	Bid Points	American
A	1	Increase the German SAN to 4
B	1	Add a DC to the German OB
C	2	Replace the 9-1 with a 9-2 in the German OB
D	2	Replace two 4-6-7s with two 5-4-8s in the German OB
E	2	Replace one MMG with a HMG in the German OB
ID	Bid Points	German
A	1	Increase the American SAN to 4
B	1	Delete the 8-1AL from the German OB
C	2	Replace one MMG with a HMG in the American OB
D	2	Add one BAZ 45 to the American at-start OB
E	2	Replace the 9-1 with a 9-2 in the American OB
O14 Wiking Horde		
ID	Bid Points	German
A	1	Decrease the German SAN to 3
B	1	Delete one LMG from the German OB
C	2	Replace the 9-1 with a 9-2 in the American OB
D	2	Delete the PSK from the German OB
E	2	Delete one SPW 250/1 from the German OB
ID	Bid Points	American
A	1	Decrease the American SAN to 2
B	1	In the VC change ">= 4" to ">= 5"
C	1	Delete three concealment counters from the German OB
D	2	Replace the German 8-0 with an 8-1
E	2	Add one 4-3-6 to the German OB