

ASLOK 2019 Minis - Wednesday

Wednesday

<u>Godzilla King of the Monsters</u>		
R1	RPT167	Meatchoppers with Knives (61/44/57/70 + UN/CPVA)
	RO6	The Playing Field
	BoF8	Sting of the Italian Hornet
R2	AP140	Misty Morning Mayhem (54/71/55 + US/G)
	RO1	Blood on the Tracks (German balance)
	AP119	Konev Cross (Russian balance)
R3	RB1	One Down, Two to Go
	OB7	Crisis at Kasserine
	FB19	War Brotherhood
* All balances are suggestions & are not a requirement		

Wednesday

<u>AARP ASLers</u>		
R1	AP141	Currie's Favor (12a + G/Br)
	RB6	Turned Away (German balance)
	J118	Unlephants Unleashed (Russian balance)
R2	HF1	Black Day in Hatten
	181/T1	Gavin Take
	AP142	The Closer (12a + Br/G)
R3	AP135	Fuller's Folly (55/84 + G/US)
	RB3	Bread Factory #2
	AP82	Coriano
* All balances are suggestions & are not a requirement		

Wednesday

<u>Gor-Gor Heretical Variant Mini</u>		
R1	DB067	Let's Dance
	FT226	Veni Venezia
	J156	Mageret Mixer
R2	A70	Wintergewitter
	FT230	Italian Behemoth
	KE21	Franzen's Roadblock
R3	SP223	Road Warriors
	FrF5	The Valley of Death
	FT232	Heart of Darkness
* Variant SSRs are in play for all scenarios - see SSR list & PBS.		

Wednesday

<u>Bushido - Way of the Warrior</u>		
R1	J150	The Sangshak Redemption
	SP125	Nunshigum (Gurkha balance)
	FrF72	The Mubo Decision
R2	WO16	Wildcat Strike
	148	Ramsey's Charge (US balance)
	AP65	Baw Drop (British balance)
R3	AP86	Milling About
	160	Battlin' Buckeyes (US balance)
	145	Shanghai in Flames (Japanese balance)
* All balances are suggestions & are not a requirement		

Wednesday

<u>Mother Russia</u>		
R1	RB3	Bread Factory #2
	J118	Elephants Unleashed (Russian balance)
	AP41	The Meat Grinder
R2	RPT155	Schutzstaffel Shindig
	RB6	Turned Away (German balance)
	J103	Lenin's Sons
R3	FrF93	Wiener Walzer
	RB4	To the Rescue
	J188	Grab and Go
* All balances are suggestions & are not a requirement		

Wednesday

<u>Gunned Up in the Desert</u>		
R1	OB6	First Clash in Tunisia (British balance)
	CH123	The Bardia Waterworks
	35	Blazin' Chariots
R2	J79	Rommel's Remedy (Axis balance)
	A90	Cutting Out a Strongpoint (SAfrican balance)
	TAC40	Scottish Nightmare
R3	42	Point of No Return (British balance)
	37	Khamsin
	CH49	High Danger
* All balances are suggestions & are not a requirement		

ASLOK 2019 Minis - Thursday

Thursday

<u>Night</u>		
R1	VotG23	Heroes of the Soviet Union
	FrF48	Bad Moon Rising
	AP39	Old Hickory
R2	DTF-1	Keren Masala
	J169	Few and Far Between (Russian balance)
	VotG25	Urban Nightmare
R3	AP132	Night of Nights (11a/12a/64/65 + G/US)
	AP111	The Katanas Come Out at Night (Russian balance)
	AP120	Kingston of the Hill
* All balances are suggestions & are not a requirement		

Thursday

<u>Pacific</u>		
R1	208	The Grist Mill
	AP54	800 Heroes (Japanese balance)
	BoF1	The Marco Polo Bridge Incident (Japanese balance)
R2	RPT153	Run Gurkha Run (Gurkha balance)
	AP90	Smashing the Hook (British balance)
	153	Totsugeki!
R3	J116	Brigade Hill
	AP59	Taking Heads
	J159	Tropic Lightning
* All balances are suggestions & are not a requirement		

Thursday

<u>Deluxe</u>		
R1	RPT164	Let's Shoot the S.O.B.'s (k/l + US/NKPA)
	J123	Charging Chaumont
	J158	It Don't Come Easy (US balance)
R2	AP134	Death Takes a Toll (i/f/k + Br/G)
	J65	Brave Little Emchas (Russian balance)
	ESG97	Foot in the Door
R3	A103	Mayhem in Manila (Japanese balance)
	DASL1	Guryev's Headquarters (Both balances suggested)
	ESG108	Frosty the Deadman
* All balances are suggestions & are not a requirement		

Thursday

<u>Tincans & Poppuns</u>		
R1	RPT139	Mauled at Merdorp
	FT91	"Ne Pas Subir"
	FrF77	Ghostbusters
R2	FrF93	Wiener Walzer
	J167	Hart Attack
	AP7	Directive Number Three
R3	RPT152	Shaken Not Stirred
	DTF-2	Blitzkrieg! (German balance)
	AP122	Mechanized Sacrifice
* All balances are suggestions & are not a requirement		

Thursday

<u>It's Like Being There!</u>		
R1	RB11/J22	Oh Joy!
	HF3	First Timers
	FB12	The Black Ravens Are Flying
R2	HF6	Jackpot Jones
	RO3	Defenders of Stalingrad (German balance)
	FB4	HKL 259 (Russian balance)
R3	HF1	Black Day in Hatten
	RO6	The Playing Field
	FB10	Return of the Black Company
* All balances are suggestions & are not a requirement		

Thursday

<u>Battle in the Bocage</u>		
R1	AP135	Fuller's Folly (55/84 + G/US)
	AP138	Red Horse Recon (54 + X22/Hd3 + G/US)
	AP141	Currie's Favor (12a + G/Br)
R2	AP133	Two the Hard Way (3/66 + G5/X7/O2 + G/US)
	AP136	Second to None (72/84 + G/US)
	AP142	The Closer (12a + Br/G)
R3	AP134	Death Takes a Toll (i/f/k + Br/G)
	AP137	Fear Naught (24/43 + G/Br)
	AP139	Emergency Surgery (79/71 + G/US)
* All balances are suggestions & are not a requirement		

Thursday

<u>Wicked Sensitive Crew</u>		
R1	J193	Raff's Rules
	188/A32	Zon with the Wind
	AP141	Currie's Favor (12a + G/Br)
R2	AP133	Two the Hard Way (3/66 + G5/X7/O2 + G/US)
	J167	Hart Attack
	J59	Friday the 13th
R3	FrF99	Boy Soldiers (Russian balance)
	153	Totsugeki!
	J32	Panzer Graveyard
* All balances are suggestions & are not a requirement		

Thursday

<u>From the Old World</u>		
R1	J193	Raff's Rules
	FT43	Infantry Probe at Argentan
	BoF1	The Marco Polo Bridge Incident (Japanese balance)
R2	FrF97	Wrecking the Rentals
	BoF8	Sting of the Italian Hornet
	J103	Lenin's Sons
R3	FrF93	Wiener Walzer
	DTF-3	True Grit
	FrF68	A Hasty Farewell
* All balances are suggestions & are not a requirement		

ASLOK 2019 Minis - Friday

Friday

<u>Jungle Love</u>		
R1	J189	Buckley's Block (US balance)
	OB14	Pursuing Kobayashi
	147/J9	A Stiff Fight (Japanese balance)
R2	SP95	Bum Gurkha Bum! (Gurkha balance)
	156	Broken Bamboo
	AP125	Ambush on South Knob (Japanese balance)
R3	WO18	A Quick Strike
	154	Orange at Walawbum
	SP80	Die Gurkha Die! (Japanese balance)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Friday

<u>Rumble in the Rubble</u>		
R1	RB11/J22	Oh Joy!
	HF3	First Timers
	SP180	Encircle This! (German balance)
R2	AP118	Wise's War (German balance)
	RB6	Turned Away (German balance)
	HF6	Jackpot Jones
R3	RO6	The Playing Field
	HF8	Fahrenheit 352
	FT196	Spittelmarkt (Russian balance)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Friday

<u>Biggest Loser No More</u>		
R1	J183	A Real Bam Burner (German balance)
	U39	The Clearing
	AP143	Late For Chow (4/54 + US/G)
R2	AP135	Fuller's Folly (55/84 + G/US)
	184/A59	Death at Carentan
	FrF45	Totensonntag
R3	AP136	Second to None (72/84 + G/US)
	J179	Resignation Supermen
	195/G6	Rocket's Red Glare
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Friday

<u>Battling Buckeyes</u>		
R1	AP41	The Meat Grinder
	FB12	The Black Ravens Are Flying
	AP141	Currie's Favor (12a + G/Br)
R2	AP18	Village of the Damned
	AP131	Crickets in Spring
	AP142	The Closer (12a + Br/G)
R3	AP140	Misty Morning Mayhem (54/71/55 + US/G)
	187/G30	Morgan's Stand
	J188	Grab and Go
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Friday

<u>Fight the Power</u>		
R1	OB10	The Men From Zadig
	J174	Heart of Athena (Partisan balance)
	J34	Men of the Mountains (Italian balance)
R2	DTF-5	AK '44 (German balance)
	AP86	Milling About
	FrF36	Newborn Partisans
R3	J191	Rebels Without a Pause
	AP91	Parting Shots (Japanese balance)
	AP139	Emergency Surgery (79/71 + G/US)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Friday

<u>Heavy Metal Poisoning</u>		
R1	RPT158	Hungarian Hetzers (Hungarian balance)
	HF7	Gotta Get Out (US balance)
	SP11	Pomeranian Tigers
R2	RPT159	Lesson Learned in Lessin
	HF6	Jackpot Jones
	AP142	The Closer (12a + Br/G)
R3	RPT162	Armor at Kumch'on (10a/11a + NKPA/US)
	HF8	Fahrenheit 352
	199	Ace in the Hole
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Friday - Grofaz

<u>Best of the Best</u>		
R1	HF6	Jackpot Jones
	153	Totsugeki!
	FrF58	Order 831
R2	HF4	Liehr Launches First
	AP80	A Bloody Waste
	J1	Urban Guerrillas
R3	AP61	Desobry Defiant
	AP62	Shouting Into the Storm
	135/A68	Acts of Defiance (German balance)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

Friday - Grofaz

<u>Best of 2019</u>		
R1	WO30	As Luck Would Have It
	AP138	Red Horse Recon (54 + X22/Hd3 + G/US)
	RPT163	Seoul Searching (51/45 + NKPA/US)
R2	RPT162	Armor at Kumch'on (10a/11a + NKPA/US)
	AP139	Emergency Surgery (79/71 + G/US)
	AP141	Currie's Favor (12a + G/Br)
R3	RO6	The Playing Field
	AP142	The Closer (12a + Br/G)
	AP140	Misty Morning Mayhem (54/71/55 + US/G)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

ASLOK 2019 Minis - Saturday

Saturday

<u>Samurai of the Rising Sun</u>		
R1	SP249	Non-Stop Gurkhas
	J76	Ultimate Treachery
	RPT73	Sausage Hill
R2	AP83	Thai Hot
	158	Last of Their Strength
	FrF60	A War of Their Own
R3	RPT151	Luodian Lament
	DTF-3	True Grit
	152	Munda Mash
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Saturday

<u>New Kid in Town</u>		
R1	RPT153	Run Gurkha Run (<u>Gurkha balance</u>)
	AP138	Red Horse Recon (<u>54 + X22/Hd3 + G/US</u>)
	AP135	Fuller's Folly (<u>84/55 + G/US</u>)
R2	AP133	Two the Hard Way (<u>3/66 + G5/X7/O2 + G/US</u>)
	WO32	Corps Value
	RPT160	Willie Und Fritz (<u>Russian balance</u>)
R3	AP140	Misty Morning Mayhem (<u>54/71/55 + US/G</u>)
	RPT157	Ozarks and Frundsbergers
	WO31	Ma Deuce Delivers (<u>Geman balance</u>)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Saturday

<u>ANZACs Attack</u>		
R1	Mini-1	The Glasgow Twins
		<u>French vs. Australians</u>
		<u>Boards 35/58</u>
R2	Mini-2	Kanga Force
		<u>Japanese vs. Australians</u>
		<u>Boards 18/37</u>
R3	Mini-3	From Desert to Jungle
		<u>Japanese vs. Australians</u>
		<u>Board 5a</u>
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Saturday

<u>Dust in the Wind</u>		
R1	J161	Riding to the Rescue (<u>British balance</u>)
	AP79	Rude Mood
	FrF51	Bite of the Bassotto
R2	AP83	Thai Hot
	BoF5	Adolf's Amateurs (<u>German balance</u>)
	YASL#9	Rack 'Em Up!
R3	RPT159	Lesson Learned in Lessin
	AP123	Busting in Balta (<u>Russian balance</u>)
	148	Ramsey's Charge (<u>US balance</u>)
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Saturday

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

Saturday

<u>Wrongway's Ready or Revise?</u>		
R1	Two If By Sea	<u>US vs. German</u>
		<u>Board 6, Overlays O2/X27</u>
R2	Death Beckons	<u>USMC vs. Japanese</u>
		<u>Boards 38/73, Overlay 1</u>
R3	Custer's Ghost	<u>US vs. NKPA (Russians)</u>
		<u>Boards k/i/b</u>

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	Shermans March West
R3	S58	Exit No. 1
	S11	A Long Way to Go
	S20	Joseph 531
* All <u>balances</u> are <u>suggestions</u> & are not a requirement		

Gor-Gor Heretical Variant Mini SSRs:

1. **3rd Die ROF/Concealment Loss** – Use a separate die for ROF and Concealment Loss Table Case G purposes. Use a different sized die to make 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.
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.
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.
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.
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. Concealment loss per the ASLRB.
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. 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.
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.
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.
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.
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 halved for moving for any shot(s) taken in the same player turn. The now stopped vehicle is no longer considered a moving target.
13. **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

DB067 Let's Dance		
ID	Bid Points	German
A	1	Increase the British SAN to 4
B	1	Remove four Concealment counters from the German OB
C	1	Delete one LMG from the German OB
D	2	Delete one 3-4-8 from the German OB
E	3	Replace the German 10-2 with a 9-1
ID	Bid Points	British
A	1	Increase the German SAN to 4
B	1	Remove one LMG from the British OB
C	2	Remove one 8-0 from the British OB
D	2	Replace the 10-2 with an 8-1 in the British OB
E	3	Delete one 4-5-8 from the British OB
FT226 Veni Venezia		
ID	Bid Points	Greek
A	1	Increase the Italian SAN to 3
B	1	Delete four Concealment counters from the Greek OB
C	2	Replace the 9-1 with an 8-0 in the Greek OB
D	2	Add one 8-1 to the Italian OB
E	3	Delete one 4-5-7 from the Greek OB
ID	Bid Points	Italian
A	1	Increase the Greek SAN to 5
B	1	Add one LMG to the Greek OB
C	2	Delete the second sentence of SSR3
D	2	Replace one MMG with a HMG in the Greek OB
E	3	Delete two 3-4-6s from the Italian OB
J156 Magaret Mixer		
ID	Bid Points	German
A	1	Increase the American SAN to 3
B	1	Delete four Concealment counters from the German OB
C	1	Replace the 6+1 with a 7-0 in the American OB
D	2	Add one 7-0 to the Turn 1 American reinforcements
E	2	Replace two 5-4-6s with 6-6-6s in the American OB
ID	Bid Points	American
A	1	Increase the German SAN to 4
B	1	Add four Concealment counters to the German OB
C	1	Delete one BAZ 44 from the Turn 1 American reinforcements
D	2	Add one 4-6-7 to the German OB
E	2	Replace the 8-0 with a 9-1 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

A70 Wintergewitter		
ID	Bid Points	Russian
A	1	Decrease the Russian SAN to 3
B	1	Delete one LMG from the Russian OB
C	1	Add one DC to the German OB
D	2	Replace the 8-1 with an 8-0 in the Russian OB
E	2	Add one 10-2 AL to the German OB
ID	Bid Points	German
A	1	Replace one 2-3-7 with a 2-4-8 in the Russian OB
B	1	Add six Concealment counters to the Russian OB
C	1	Delete one LMG from the German OB
D	2	Replace one 4-4-7 with a 4-5-8 in the Russian OB
E	2	Replace the 9-2 with a 9-1 in the German OB
FT230 Italian Behemoth		
ID	Bid Points	South African
A	1	Increase the Italian SAN to 3
B	1	Add one LMG to the Italian OB
C	2	In the VC change "16" to "14" and change "6" to "5"
D	2	Add one 3-4-6 to the Italian OB
E	3	Add one L3/35 to the Italian OB
ID	Bid Points	Italian
A	1	Increase the South African SAN to 4
B	1	Replace one 3-4-7 with a 3-4-6 in the Italian OB
C	1	Add one 2-3-7 to Lt Lawrence's Platoon
D	2	Add one ATR to Lt Lawrence's Platoon
E	2	Replace the 8-0 with an 8-1 in the South African OB
KE21 Franzen's Roadblock		
ID	Bid Points	German
A	1	Increase the British SAN to 3
B	1	Add one LMG to the British OB
C	2	Replace the 7-0 with an 8-1 in the British OB
D	2	Add one 51mm (non-Airborne) MTR to the British OB
E	3	Replace two 4-5-7s with 4-5-8s in the British OB
ID	Bid Points	British
A	1	Increase the German SAN to 4
B	1	Add four Concealment counters to the German OB
C	2	Replace one LMG with a MMG in the German OB
D	2	In the VC change "14" to "12"
E	3	Replace the 9-1 with a 9-2 in the German OB

Round 3

SP 223 Road Warriors		
ID	Bid Points	Russian
A	1	Increase the German SAN to 3
B	1	Add a LMG to the German at start OB
C	1	Replace one Russian 4-5-8 with a 4-4-7
D	2	Add an ATR to the German at start OB
E	2	Replace the German MMG with a HMG
ID	Bid Points	German
A	1	Increase the Russian SAN to 4
B	1	Replace one Russian 4-4-7 with a 4-5-8
C	1	Add 4 Concealment counters to the Russian at start OB
D	2	Replace the Russian MMG with a HMG
E	2	Delete one 4-6-8 from the German at start OB
FrF5 The Valley of Death		
ID	Bid Points	Russian
A	1	Increase the Axis SAN to 3
B	1	Replace one 4-5-8 with a 4-4-7 in the Russian OB
C	2	Replace two 3-4-6s with 3-4-7s in the Italian OB
D	2	Axis reinforcements set up onboard w/ Italian restrictions
E	2	Replace the 8-0 with a 9-1 in the Italian OB
ID	Bid Points	Axis
A	1	Increase the Russian SAN to 4
B	1	Delete one LMG from the Italian OB
C	1	Add one LMG to the Turn 3 Russian reinforcements
D	2	Russian reinforcements enter on Turn 2
E	2	Replace the 8-0 with a 9-1 in the Russian OB
FT232 Heart of Darkness		
ID	Bid Points	South African
A	1	Replace one 4-5-7 with a 4-4-7 in the South African OB
B	1	Replace the 7-0 with an 8-0 in the Italian OB
C	2	In the VC change "4" to "6"
D	2	Add one LMG to the Italian OB
E	3	Add one 3-4-7 to the Italian OB
ID	Bid Points	Italian
A	1	Replace the 2-4-7 with a 2-4-8 in the South African OB
B	1	Replace the 7-0 with an 8-0 in the South African OB
C	1	Replace one 3-4-7 with a 3-4-6 in the Italian OB
D	2	Replace one 4-5-7 with a 4-5-8 in the South African OB
E	3	Replace the 9-1 with an 9-2 in the South African OB