

ASLOK 2021 Minis - Wednesday

Wednesday

Godzilla King of the Monsters	
R1	HazMo1 Bom Again AP169 The Beasts Have Arrived AP131 Crickets in Spring
R2	AP182 Sabres Crossed (79/87/88 + US/NK) DTF13 The Living Dead (RB + G/R) A25 Cold Crocodiles
R3	HazMo5 The Blood of Lambs HazMo3 Seaside Retreat E Hill 621 (German balance)
* All balances are suggestions & are not a requirement	

Wednesday

AARP ASLers	
R1	AP173 The Bend AP52 Into Vienna Woods DTF-16 Panther Cull (24/67 + X14/X16 + G/Br)
R2	AP187 Home By Christmas? (80/81 + ComCh/US) DTF-11 A Greek Tragedy (FrFA/4 + X13/Hd10/Rv1 + It/AIM) AP138 Red Horse Recon
R3	AP183 Patton's Ghost (49/68 + NK/US) AP82 Coriano ROMA4 Mountain Marines
* All balances are suggestions & are not a requirement	

Wednesday

Gor-Gor Heretical Variant Mini	
R1	AP168 Nameless Hill DB164 Try at Trentlehof HazMo7 Left Behind
R2	HazMo10 Fresh Grist J188 Grab and Go Q15 Mantles Meet Up (For VC Smoke does not count for LOS)
R3	BoF16 Saluting a General (with German balance) DB159 Autumn Approach (with British balance) MM66 Brazil's Here
* Variant SSRs are in play for all scenarios - see SSR list & PBS.	

Wednesday

Land War in Asia	
R1	AP180 East Bank (67 + US/NK) SP250 Dare-Death and the Iron Division AP86 Milling About
R2	AP178 Walker's Orders (3/17z + US/NK) SP178 Chiang's Finest (IJA balance) AP54 800 Heroes
R3	AP179 Garry Owen! (78/86 + US/NK) DTF-9 Mao's Iron Army (2/57/67/70 + IJA/Part) AP55 The Generissimo's Own
* All balances are suggestions & are not a requirement	

Wednesday

Back in the U.S.S.R.	
R1	FrF30/BoF18 Bidermann's Escape SP266 The Hohenstaufen Hootenanny SP181 The Elephant of Surprise
R2	SP255 Anatoly's Ambush AP171 Possl's Posse FrF64/BoF17 No Time to Bleed (German balance)
R3	DTF-12 Not One Step Back! (3/v + Hi9/OW1 + G/R) AP169 The Beasts Have Arrived AP123 Busting in Balta
* All balances are suggestions & are not a requirement	

Wednesday

Death to Fascism - NOSB! (2 Rounds)	
R1	DTF-11 A Greek Tragedy (FrFA/4 + X13/Hd10/Rv1 + It/AIM) DTF-14 Pillbox Pains (37/62 + IJA/US) DTF-16 Panther Cull (24/67 + X14/X16 + G/Br)
R2	DTF-12 Not One Step Back! (3/v + Hi9/OW1 + G/R) DTF-15 Storming Lommel (56/79 + Wd2 + Br/G) DTF-9 Mao's Iron Army (2/57/67/70 + IJA/Part)
Mini is only 2 rounds First Round should be finished by 4PM	

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Thursday

<u>Night</u>	
R1	AP175 Hold Your Horses (38/75 + US/IJA) OA23 A Midnight Clear (German balance) VotG23 Heroes of the Soviet Union
R2	DTF-1 Keren Masala PB2 Howard's Men FrF48 Bad Moon Rising (Russian balance)
R3	AP185 Unsanity (13b/68/76 + X17 + ComCh/US) H Escape from Velikiye Luki PP9 Night Hodgepodge
* All balances are suggestions & are not a requirement	

Thursday

<u>Pacific</u>	
R1	SP183 The Last Full Measure SP125 Nunshigum FrF80 Breaking Bad
R2	AP177 A Celebratory Mood (b/d + dx21/dx14/dx17 + US/IJA) SP118 Seizing the Sittang Bridge (Chinese balance) BoF1/FrF17 The Marco Polo Bridge Incident (Japanese balance)
R3	AP91 Parting Shots DTF-14 Pillbox Pains (37/62 + IJA/US) BoF24/FrF60 A War of Their Own
* All balances are suggestions & are not a requirement	

Thursday

<u>Tincans & Poppuns</u>	
R1	FrF30/BoF18 Bidermann's Escape BoF5/FrF20 Adolf's Amateurs FrF77 Ghostbusters
R2	AP160 Carrier Hill SP186 Beaufort's Feast (German balance) BoF2/FrF26 A Polish Requiem (German balance)
R3	DTF-2 Blitzkrieg! AP163 Dingoes at Danmour AP89 To The Pain
* All balances are suggestions & are not a requirement	

Thursday

<u>Scandinavian Skirmishes</u>	
R1	AP144 Ten-Ton Tank AP154 Mexico and Morocco (Russian balance) 170 11th Company Counterattack
R2	AP150 Norwegian Edelweiss AP156 Swede Revenge 162 Armored Car Savikurki (Russian balance)
R3	AP145 The Swedish Voluntary Corps AP157 Trap by Mishap 163 Stopped Cold
* All balances are suggestions & are not a requirement	

Thursday

<u>Deluxe</u>	
R1	HS23 Tussle at Thomashof (British balance) RPT164 Let's Shoot the S.O.B.'s DASL22 In the Old Tradition
R2	AP177 A Celebratory Mood (b/d + dx21/dx14/dx17 + US/IJA) TAP21 Last Message Home Q11/RP1-6 Slam Dance
R3	HP13 Radio Wars (Russian balance) News44 Cornered Tigers (British balance) DB30 88 Alley (US balance)
* All balances are suggestions & are not a requirement	

Thursday

<u>It's Like Being There! (HASL)</u>	
R1	RO6 The Playing Field FB12 The Black Ravens Are Flying AP173 The Bend (German balance)
R2	RB3 Bread Factory #2 FB10 Return of the Black Company HF6 Jackpot Jones
R3	RO7 Stone Age Caves FB18 Red Banner Days (errata - updated VC: Only G count for cap) DTF13 The Living Dead (RB, G/R)
* All balances are suggestions & are not a requirement	

Thursday

<u>Across the 38th Parallel</u>	
R1	208 The Grist Mill RPT144 Got Me a Tank RPT142 Commander for a Day (US balance - errata, SSR 4 10-2 heroic) AP180 East Bank (67 + US/NK)
R2	203 Hard ROK (SK balance) WO32 Corps Value RPT141 Volunteers Became Scarce (NK balance) AP181 No Dunkirk (6a + NK/US)
R3	RPT149 Rakkasan Ruckus RPT161 21 Cans of Beer AP178 Walker's Orders (17z/3 + US/NK) AP179 Garry Owen! (78/86 + US/NK)
* All balances are suggestions & are not a requirement	

Thursday

<u>The Friendliest of Fire</u>	
R1	BoF21/FrF52 Dying for Danzig FrF27/BoF14 Cocktails for Molotov BoF23/FrF44 Anhalt Pandemonium
R2	BoF24/FrF60 A War of Their Own FrF51/BoF19 Bite of the Bassotto (NZ balance) BoF2/FrF26 A Polish Requiem (German balance)
R3	FrF30/BoF18 Bidermann's Escape BoF5/FrF20 Adolf's Amateurs BoF1/FrF17 The Marco Polo Bridge Incident (Japanese balance)
* All balances are suggestions & are not a requirement	

ASLOK 2021 Minis - Friday

Friday

Rumble in the Jungle		
R1	AP168	Nameless Hill
	SP126	Malignant Mahrattas
	147/J9	A Stiff Fight (Japanese balance)
R2	AP176	Always Ready (73/79 + IJA/US)
	AP164	Sparrow Force
	SP65	Ayo Gurkhali (Gurkha balance)
R3	AP166	Aussie Alamo (Australian balance)
	SP80	Die Gurkha Die! (Japanese balance)
	DTF-3	True Grit (Dutch balance)
* All balances are suggestions & are not a requirement		

Friday

Embracing Variance		
R1	AP141	Currie's Favor (errata Brit entry south/east edge(s))
	FB12	The Black Ravens Are Flying
	DTF-16	Panther Cull (24/67 + X14/X16 + G/Br)
R2	FB10	Return of the Black Company
	DTF-15	Storming Lommel (56/79 + Wd2 + Br/G)
	AP135	Fuller's Folly
R3	AP62	Shouting Into the Storm
	AP173	The Bend (German balance)
	AP184	The Order of War (2a/15a/85/18 + Hi8/Hi9 + NK/US/SK)
* All balances are suggestions & are not a requirement		

Friday

Sam Belcher Memorial Biggest Loser No More		
R1	188/A32	Zon with the Wind
	AP143	Late For Chow
	ROMA2	Second Hand News
R2	AP172	Hickory Lickin' (US balance)
	187/G30	Morgan's Stand
	AP135	Fuller's Folly
R3	AP186	The Horse They Never Rode (61 + US/ComCh)
	195/G6	Rocket's Red Glare (German balance)
	HazMo6	Great Vengeance
* All balances are suggestions & are not a requirement		

Friday

Back to the Beginning		
R1	A	The Guards Counterattack
	V	Auld Lang Syne
	U7	Han-Sur-Neid (US balance)
R2	A44	Blocking Action at Lipki (Russian balance)
	U15	Battle for the Warta Line
	U5	Point D'Appui (US balance)
R3	D	The Hedgehog of Piepsk (Russian balance)
	F	The Paw of the Tiger (German balance)
	133/J8	Block Busting in Bokruisk
* All balances are suggestions & are not a requirement		

Friday

Le Franc Tireur's Greatest Hits		
R1	FT168	By Dawn's Early Light
	FT213	Up the Liri Valley
	FT271	The Lock of Colmar (German balance)
R2	FT171	Getting Your Bell Rung
	FT219	Koniev's Finest
	FT215	Ghostly Attack
R3	FT174	Green Berets
	FT259	Alcazar!
	FT223	The Kings of Bollersdorf (Russian balance)
* All balances are suggestions & are not a requirement		

Friday

Like a Boss		
R1	AP164	Sparrow Force
	181/T1	Gavin Take
	DTF-16	Panther Cull (24/67 + X14/X16 + G/Br)
R2	195/G6	Rocket's Red Glare (German balance)
	DTF-15	Storming Lommel (56/79 + Wd2 + Br/G)
	AP174	Forest Gumm (US balance)
R3	AP170	Never On Time
	202/L	Hitdorf on the Rhine
	AP184	The Order of War (2a/15a/85/18 + Hi8/Hi9 + NK/US/SK)
* All balances are suggestions & are not a requirement		

Friday - Grofaz

Best of the Best		
R1	AP62	Shouting Into the Storm
	195/G6	Rocket's Red Glare (German balance)
	HF6	Jackpot Jones
R2	AP60	Nishne, Nyet!
	37	Khamsin
	J1	Urban Guerrillas (German balance)
R3	AP80	A Bloody Waste
	159	White Tigers
	135/A68	Acts of Defiance (German balance)
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

Friday - Grofaz

Best of 2021		
R1	AP163	Dingoes at Damour
	AP176	Always Ready (73/79 + IJA/US)
	HazMo6	Great Vengeance
R2	AP179	Gary Owen! (78/86 + NK/US)
	AP171	Possl's Posse
	DTF-15	Storming Lommel (56/79 + Wd2 + Br/G)
R3	AP189	Bona Fide Effort (9b/2/50 + OC1/OC2/Hi9 + ComCh/US)
	AP169	The Beasts Have Arrived
	HazMo7	Left Behind
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

ASLOK 2021 Minis - Saturday

Saturday

The Emperor's Finest		
R1	SP249	Non-Stop Gurkhas A115 Blockbusters AP165 The Chocos (Australian balance)
R2	SP95	Bum Gurkha Bum! (Gurkha balance) DB162 Delayed at Cogon FrF72 The Mubo Decision
R3	SP144	One More Day of Freedom (US balance) A116 Tangled Up In Blue HazMo10 Fresh Grist
* All balances are suggestions & are not a requirement		

Saturday

Bill Sisler New Kid in Town		
R1	AP181	No Dunkirk (6a + NK/US) AP168 Nameless Hill DTF-16 Panther Cull (24/67 + X14/X16 + G/Br)
R2	DTF-11	A Greek Tragedy (FrFA/4 + X13/Hd10/Rv1 + It/AlM) AP170 Never On Time DB159 Autumn Approach
R3	AP188	The Cost of a Cross (87/88 + ComCh/US) AP174 Forest Gumm (US balance) HazMo10 Fresh Grist
* All balances are suggestions & are not a requirement		

Saturday

Thunder From Down Under		
R1	AP161	ANZAC Boys (ANZAC balance) FrF51/BoF19 Bite of the Bassotto (NZ balance) FrF72 The Mubo Decision
R2	AP163	Dingoes at Damour RPT19 Mercury Rising (German balance) AP165 The Chocos (Australian balance)
R3	AP162	The Governor (Australian balance) J184 Dayan to Meet You AP164 Sparrow Force
* All balances are suggestions & are not a requirement		

Saturday

Land of the Ice & Snow		
R1	AP144	Ten-Ton Tank SP243 Konrad Three FrF66/BoF20 Between the Devil and the Deep Blue Sea (German balance)
R2	AP174	Forest Gumm (US balance) AP145 The Swedish Voluntary Corps SP110 The Chemiivo Shuffle
R3	AP187	Home By Christmas? (80/81 + ComCh/US) AP188 The Cost of a Cross (87/88 + ComCh/US) DTF10 Five To One (2/74/x/FrFA + B1/B4 + R/Fin)
* All balances are suggestions & are not a requirement		

Saturday

Squad Bleeder VII		
R1	SqBl#14	Head on Collision US vs. North Koreans Boards 58/61/88/m/69/73
R2	SqBl#15	Shocking the Bridgehead German vs. Russian Boards 4/17/63/70
Mini is only 2 rounds First Round should be finished by 4PM		
See ASLOK TD		

Saturday

Wrongway's Ready or Revise?		
R1	South Side Seesaw	US vs. NKPA Board 2
R2	Shoulder to Shoulder	Germans vs. US Board 10b
R3	Rock of Chiamauga	US vs. NKPA Boards 57/88 + Overlays G5/Wd5
See Pete Shelling		

Saturday

Start Me Up		
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 balances are suggestions & are not a requirement		

Gor-Gor Heretical Variant Mini SSRs 2021:

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-Melee, non-Disrupted single broken MMC may FPF with IFP at half FP and with a +1 IFT DRM. Leadership is NA. 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 nor 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 an 8 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/Radios/Phones 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. Phones do not Disable on a DR=12, they instead Malfunction.
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 [EXC: A Depletion DR = 12 runs out of ammo after that shot if the Depletion # =12] to the first 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 and no shot occurs.
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** – When successfully recovering from Shock/UK roll on the table below. +1 drm when recovering

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 and Malfunctioned SA (radio man hit)
5	+1 reverse side of stun and Bogged (driver hit)
6	+1 reverse side of stun and Malfunctioned CMG and extra dr = 5-6 Malfunctioned MA (gunner hit)
7	+1 Recall reverse side of STUN (multiple casualties)

from
UK.