

## ASLOK 2022 Mark Nixon Minis - Wednesday

### Wednesday

<b>Godzilla King of the Monsters</b>	
R1	WO42 Spartan Style 257 Circle the Wagons! AP62 Shouting Into the Storm
R2	WO41 7-10 Split AP60 Nishne, Nyet! HazMo24 Comfortably Numb
R3	HazMo27 The Show Must Go On SF25 A Change In Government AP77 Texas Flood
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Wednesday

<b>AARP ASLers</b>	
R1	FrF52 Dying for Danzig A The Guards Counterattack FT213 Up the Liri Valley
R2	187/G30 Morgan's Stand FrF26 A Polish Requiem HazMo6 Great Vengeance
R3	286 Danger Forward HF1 Black Day in Hatten HazMo7 Left Behind ( <a href="#">Russian balance</a> )
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Wednesday

<b>Gor-Gor Heretical Variant Mini</b>	
R1	FT304 Loosening the Noose HazMo16 L'Inferno Fascista ON10 Chateau of Death
R2	DTF9 Mao's Iron Army FT316 Operation Munchen J127 Messervy's Men ( <a href="#">British balance</a> )
R3	DB81 Lack of Discernment ( <i>no Mechanical Reliability DR on Turn 1</i> ) HazMo25 The Trial HP34 Big, Bad, Gun
* Variant SSRs are in play for all scenarios - see SSR list.	

### Wednesday

<b>Bushido - Way of the Warrior</b>	
R1	FrF80 Breaking Bad SP249 Non-Stop Gurkhas RPT186 The Nut Lane Blockhouse
R2	DTF14 Pillbox Pains SP95 Bum Gurkha Bum! ( <a href="#">Gurkha balance</a> ) RPT188 Plugged by Vlug
R3	SF16 Struggle Without End AP59 Taking Heads RPT189 Manila Madness
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Wednesday

<b>From Russia With Love</b>	
R1	FT219 Koniev's Finest BoF21 Dying for Danzig AP122 Mechanized Sacrifice
R2	HazMo25 The Trial AP171 Possl's Posse FrF40 Sporck's Eleven
R3	HazMo28 Righteous Red Scythe AP157 Trap by Mishap FrF22 Wunderwaffe
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Wednesday

<b>Gunned Up in the Desert</b>	
R1	35 Blazin' Chariots ( <a href="#">British balance</a> ) 261 Across the Wire 271 Twisted Knickers
R2	256 The Golden Mountain ( <a href="#">Ethiopian balance</a> ) CH49 High Danger ( <a href="#">German balance</a> ) 269 Rommel's Remedy
	37 Khamsin 264 They're Here! Reverse! CH123 The Bardia Waterworks

## ASLOK 2022 Action Burk Thursday Theme Tournaments

### Thursday

<u>Night</u>	
R1	266 Nocturnal Attrition AP88 Full Moon Madness ( <a href="#">British balance</a> ) AP39 Old Hickory ( <a href="#">German balance</a> )
R2	273/G38 Castello Fatato AP175 Hold Your Horses ( <a href="#">Japanese balance</a> ) 85 No Way Out ( <a href="#">DB3 Update</a> )
R3	40 Fort McGregor ( <a href="#">Hollow v3 Update</a> ) AP111 The Katanas Come Out at Night ( <a href="#">Russian balance</a> ) SF6 Deliver Us From Evil
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>Deluxe</u>	
R1	DASL30 The Road to St. Lo 36/A103 Mayhem in Manila DASL33 Cobra Kings
R2	DASL1 Guryev's Headquarters ( <a href="#">Russian balance</a> ) DASL37 Brave Little Emchas ( <a href="#">German balance</a> ) WO39 Shotgun Shuffle
R3	AP134 Death Takes a Toll ( <a href="#">German balance</a> ) DASL32 Charging Chaumont FT199 Playing Uno
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>Pacific</u>	
R1	SF4 Light 'Em Up ( <a href="#">Japanese balance</a> ) AP165 The Chocos 147/J9 A Stiff Fight ( <a href="#">Japanese balance</a> )
R2	SF14 The Price of Postage FrF17/BoF1 The Marco Polo Bridge Incident WO39 Shotgun Shuffle
R3	SF8 Meeting at the Elk's Club ( <a href="#">Japanese balance</a> ) A111 Catterm's Position ( <a href="#">Australian balance</a> ) DTF3 True Grit ( <a href="#">Dutch balance</a> )
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>It's Like Being There! (HASL)</u>	
R1	SF4 Light 'Em Up ( <a href="#">Japanese balance</a> ) FB12 The Black Ravens Are Flying RB11/J22 Oh Joy!
R2	SF14 The Price of Postage FB10 Return of the Black Company HF6 Jackpot Jones
R3	SF8 Meeting at the Elks Club HF4 Liehr Launches First RO6 The Playing Field
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>Tincans &amp; Poppuns</u>	
R1	RPT172 L'Embuscade Du Geneste ( <a href="#">German balance</a> ) HazMo16 L'Inferno Fascista ( <a href="#">Italian balance</a> ) J43 3rd RTR in the Rain
R2	FT308 <i>Luchs</i> on the Lookout HazMo11 The Beleagured Capital ( <a href="#">Nationalist balance</a> ) 77 Le Herisson
R3	DB168 What's Up Yours? HazMo12 Foreign Legions ( <a href="#">Republican balance</a> ) AP7 Directive Number Three
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>Action Burk</u>	
R1	AP146 Absolut Markajarvi AP165 The Chocos AP4/186 L'Abbaye Blanche
R2	AP154 Mexico and Morocco AP170 Never On Time AP12 Cream of the Crop
R3	AP163 Dingoes at Damour AP32 Second Crack at Caumont AP82 Coriano
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>Colonel Klink</u>	
R1	AP146 Absolut Markajarvi AP165 The Chocos 183/T5 The Poupeville Exit
R2	DTF5 AK '44 ( <a href="#">German balance</a> ) AP154 Mexico and Morocco AP143 Late For Chow
R3	DTF11 A Greek Tragedy ( <a href="#">Italian balance</a> ) FrF19 About His Shadowy Sides ( <a href="#">Russian balance</a> ) 54 Bridge to Nowhere ( <a href="#">Hollow v3 Update</a> )
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

### Thursday

<u>From the Old Country</u>	
R1	FT168 By Dawn's Early Light BoF21 Dying for Danzig FT213 Up the Liri Valley
R2	FT171 Getting Your Bell Rung FrF17 The Marco Polo Bridge Incident DTF4 Death To Fascism
R3	FT152 Avanti! FrF2 Maczek Fire Brigade DTF2 Blitzkrieg!
* All <b>balances</b> are <b>suggestions</b> & are not a requirement	

## ASLOK 2022 Mark Nixon Minis - Friday

Friday

<b>Jungle Love</b>		
R1	ANZAC J9	Commandos at Kaiapt (JA vs. Brit, 5b/62 + O5/Wd5 - new ARog) 153 Totsugeki! AP125 Ambush on South Knob (Japanese balance)
R2	AP166	Aussie Alamo (Australian balance) 156 Broken Bamboo 158 Last of Their Strength
R3	FrF72	The Mubo Decision RPT187 Herman's Heater AP115 Bats Outta Hell
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Battling Buckeyes</b>		
R1	275/AP18	Village of the Damned AP41 The Meat Grinder (German balance) FB12 The Black Ravens Are Flying
R2	53	A High Price to Pay (Hollow v3 Update) BoF17 No Time to Bleed AP12 Cream of the Crop
R3	279	Ghost Riders AP183 Patton's Ghost AP7 Directive Number Three
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Biggest Loser No More</b>		
R1	AP52	Into Vienna Woods 275/AP18 Village of the Damned FrF30 Bidermann's Escape
R2	188/A32	Zon with the Wind 178 The Niscemi-Biscari Highway DB169 Sternbeck's Sortie
R3	AP183	Patton's Ghost HazMo25 The Trial 195/G6 Rocket's Red Glare (German balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Great Patriotic War</b>		
R1	FT307	Backstabbing Paratroopers 275/AP18 Village of the Damned FrF23 Elephants Unleashed
R2	FT308	Luchs on the Lookout HazMo25 The Trial AP169 The Beasts Have Arrived
R3	FT306	Stalin's Orders 54 Bridge to Nowhere (Hollow v3 Update) J103 Lenin's Sons
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Vive la Resistance!</b>		
R1	DB167	Blow That Bridge! AP96 Food Fight HazMo13 Tin Men in Tianmen (Commie bal)(err-Ford M8/S2, 8-0 not W)
R2	DTF5	AK '44 (German balance) CH11 Rite of Passage HazMo14 A Sisyphean Task (GDA balance)
R3	HazMo20	60 Seconds of Sacrifice FT256 Radio X-Mas 265 Men of the Mountains (Italian balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Across the 38th Parallel</b>		
R1	RPT141	Volunteers Become Scarce (North Korean balance) RPT167 Meatchoppers with Knives (use UN reinforce enter T2) RPT146 Plum Pudding Hill
R2	AP181	No Dunkirk (North Korean balance) 208 Grist Mill AP179 Garry Owen! (US balance)
R3	RPT170	Fighting Filipinos (UN balance) 217 Gloster Hill (British balance) AP183 Patton's Ghost
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday - Grofaz

<b>Best of the Best</b>		
R1	FrF23	Elephants Unleashed AP40 The Head of the Mace AP169 The Beasts Have Arrived
R2	FB2	The Devil's Free to Have a Try AP100 Coal in their Stockings J24 Smashing the 3rd (Russian balance)
R3	AP61	Desobry Defiant HF8 Fahrenheit 352 A25 Cold Crocodiles (German balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

Friday - Grofaz

<b>Best of 2022</b>		
R1	HazMo25	The Trial RPT187 Herman's Heater WO39 Shotgun Shuffle
R2	SF19	Fortress Within a Fortress RPT189 Manila Madness HazMo28 Righteous Red Scythe
R3	HazMo27	The Show Must Go On DB169 Sternbeck's Sortie HazMo24 Comfortably Numb
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

## ASLOK 2022 Mark Nixon Minis - Saturday

Saturday

<b>Samurai of the Rising Sun</b>		
R1	RPT183	The Gotanda Gambit
	RPT181	Changsha Chainsaw
	AP86	Milling About
R2	SF20	Through the Breach, Into the Fire (Japanese balance)
	SP14	The Green House
	HazMo10	Fresh Grist
R3	SF22	Bamboo Spear Banzai
	AP176	Always Ready
	RPT190	Tenacious Takikawa
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Bill Sisler Memorial</b>		
R1	SF22	Bamboo Spear Banzai
	RPT181	Changsha Chainsaw
	FT311	Five-Oh-Sink
R2	SF20	Through the Breach, Into the Fire (Japanese balance)
	DB167	Blow That Bridge!
	HazMo25	The Trial
R3	SF24	Dash For the Stairs
	DB168	What's Up Yours?
	FT307	Backstabbing Paratroopers
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Jumbo Jets</b>		
R1	DTF16	Panther Cull
	SP51	Stryker's Charge
	FT311	Five-Oh-Sink
R2	188/A32	Zon with the Wind
	AP176	Always Ready
	195/G6	Rocket's Red Glare (German balance)
R3	SP41	Bloody Gulch
	184/A59	Death at Carentan (German balance)
	FT168	By Dawn's Early Light
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Blowin' in the Wind</b>		
R1	SF22	Bamboo Spear Banzai
	BoF23	Anhalt Pandemonium
	231/A104	In Front of the Storm (French balance)
R2	SF15	No Greater Love
	FrF51	Bite of the Bassotto
	SP74	The Last Tiger
R3	SF13	You Can Fight City Hall
	275/AP18	Village of the Damned
	37	Khamsin
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Schwerpunkt's Greatest Hits</b>		
R1	SP61	Objective Exodus
	SP36	Desantniki
	SP14	The Green House
R2	SP38	Led to the Slaughter
	SP96	Husum Hotfoot
	RPT180	Rapidement Vaincu (German balance)
R3	SP80	Die Gurkha Die! (Japanese balance)
	SP34	Frankforce
	SP11	Pomeranian Tigers
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Wrongway's Ready or Revise?</b>		
See Pete Shelling	R1	Hell's Headache
		Russians vs. German Board R1 (new board - will be provided)
	R2	Little Village
	German vs. Russian Board R2 (new board - will be provided)	
R3	The Walled City	
	NKPA vs. US Boards l/e (deluxe)	

Saturday

<b>Start Me Up</b>		
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 <b>balances</b> are <b>suggestions</b> & are not a requirement		

**Gor-Gor Heretical Variant Mini SSRs 2022:**

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.