

## ASLOK 2023 Mark Nixon Minis - Wednesday

### Wednesday

<b>Godzilla King of the Monsters</b>		
R1	AP191	East Wind (G vs R, 91/q/78)
	SP11	Pomeranian Tigers
	184/A59	Death at Carentan (German balance)
R2	AP196	Silver & Bronze (US vs G, 92/64/65, Hi8/X18/X14/Hi12)
	DTF9	Mao's Iron Army
	AP119	Konev's Cross (Russian balance)
R3	J209	Corking the Chambois Bottle
	J194	A Real War
	FB19	War Brotherhood
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>AARP ASLers</b>		
R1	AP193	Hit It & Quit It (G vs. Part, 92, X14)
	FT219	Koniev's Finest
	179	Ranger Stronghold (American balance)
R2	AP195	Break In On Rollbahn A (G vs. US, n/67)
	J242	Courage of Cowan
	195	Rocket's Red Glare
R3	SP87	Fangs of the Tiger
	AP191	East Wind (G vs R, 91/q/78)
	J244	Bowden's Wood
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>Gor-Gor Heretical Variant Mini</b>		
R1	DB132	One Last Victory
	J212	Shoulder to Shoulder
	J231	Cooking Up a Storm
R2	ECZ8	A Hot Week In Sicily
	FT268	Spain's Crusaders
	J223	Latecomers
R3	231	In Front of the Storm
	FrF89	Red Tears Shed on Gray
	J236	Deadly Dexter
* Variant SSRs are in play for all scenarios - see SSR list.		

### Wednesday

<b>Rumble in the Jungle</b>		
R1	PK1	Down Number Two Road
	J236	Deadly Dexter
	SP125	Nunshigum (Gurkha balance)
R2	J240	Hurricane Biak
	J237	Commandos at Kaiapit
	SP126	Malignant Mahrattas
R3	J201	Careless at Bakri
	J231	Cooking Up a Storm
	DTF14	Pillbox Pains
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>Back in the U.S.S.R.</b>		
R1	FT307	Backstabbing Paratroopers
	FT71	The Last Circle
	SP36	Desantniki
R2	AP171	Pössi's Posse
	J203	Death at the Cement Plant (German balance)
	WO43	Hell's Headache
R3	J199	Too Rapid an Advance
	AP191	East Wind (G vs R, 91/q/78)
	J202	Down by the River
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>Candygram!</b>		
R1	O1	Go Big or Go Home (German balance)
	MM54	Lump Holds the Line
	J239	Shoot or Shovel
R2	AP176	Always Ready
	J203	Death at the Cement Plant (German balance)
	J242	Courage of Cowan
	J197	Death on the French Coast
	AP203	The Walled City (US vs. NK, l/e)
	FT213	Up the Liri Valley
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

## ASLOK 2023 Action Burk Thursday Theme Tournaments

### Thursday

<b>Night</b>		
R1	J216	First Action at Jinju
	J196	Blood Amongst the Pines
	AP202	Little Rat (US vs. NK, 78)
R2	SM6	Sound and Fury
	J224	Posts 9-11
	WO8	Silent Night, Deadly Night
R3	J222	Den Ouden Holds the Line
	AP111	The Katanas Come Out at Night (Russian balance)
	VotG23	Heroes of the Soviet Union
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Pacific</b>		
R1	156	Broken Bamboo (Japanese balance)
	J232	Aussie Spirit
	AP125	Ambush on South Knob (Japanese balance)
R2	SP95	Bum Gurkha Bum! (Gurkha balance)
	J234	Buckley's Chance
	DTF3	True Grit (Dutch balance)
R3	HazMo10	Fresh Grist
	J233	Roff Riders
	J238	Derrick's Show
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Tincans &amp; Popguns</b>		
R1	AP144	Ten-Ton Tank
	AP122	Mechanized Sacrifice
	BoF18/FRF30	Bidermann's Escape
R2	ecz2	Liberating Bukovina
	FrF88	Panzer Shield
	BoF2	A Polish Requiem (German balance)
R3	LC BFF#6	Stand at Rouen
	FrF93	Wiener Walzer
	AP191	East Wind (G vs R, 91/q/78)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Flame On! Sponsored by Zippo</b>		
R1	BoF21	Dying for Danzig
	SP96	Husum Hotfoot
	AP125	Ambush on South Knob (Japanese balance)
R2	SP95	Bum Gurkha Bum! (Gurkha balance)
	AP138	Red Horse Recon
	AP116	Mook Point
R3	SP108	Searing Soltau
	J203	Death at the Cement Plant (German balance)
	AP198	Hassle at Hasselt (G vs. Brit, 92/71, X19)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Deluxe</b>		
R1	J206	Collect Call (German balance)
	DASL32/J123	Charging Chaumont
	ESG97	Foot in the Door
R2	AP204	Southside Seesaw (NK vs. US, n/o, dx11/dx10)
	AP177	A Celebratory Mood (American balance)
	DASL36/A103	Mayhem in Manila (Japanese balance)
R3	AP203	The Walled City (US vs. NK, l/e)
	O18	Purple Heart Hill
	AP134	Death Takes a Toll (German balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>It's Like Being There! (HASL)</b>		
R1	SM7	One-Man Wrecking Machine
	J232	Aussie Spirit
	J22/RB11	Oh Joy!
R2	SM4	Raff's Dilemma
	J234	Buckley's Chance
	HazMo25	The Trial
R3	SM8	Without Thought of Numbers (American balance)
	J233	Roff Riders
	HazMo21	Goodbye Cruel World
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Rumble in the Rubble</b>		
R1	MM47	The Brickworks
	HF3	First Timers (German balance)
	J22/RB11	Oh Joy!
R2	SP180	Encircle This! (German balance)
	HF6	Jackpot Jones
	AP118	Wise's War (German balance)
R3	DB177	Ozerki
	BoF8	Sting of the Italian Hornet
	HazMo21	Goodbye Cruel World
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Journal-istic Integrity</b>		
R1	J244	Bowden's Wood
	J59	Friday the 13th
	J22/RB11	Oh Joy!
R2	J199	Too Rapid an Advance
	J152	Messenger Boys
	J32	Panzer Graveyard
R3	J243	Sore Thumbs
	J1	Urban Guerillas (German balance)
	J220	Battle of the Barricades
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

## ASLOK 2023 Mark Nixon Minis - Friday

Friday

<b>The Emperor's Finest</b>		
R1	AP192	Brush Off (IJA vs. USMC, 91)
	SP249	Non-Stop Gurkhas
	158	Last of Their Strength
R2	J239	Shoot or Shovel
	HazMo31	The Cloak of Disorder
	AP115	Bats Outta Hell
R3	J233	Roff Riders
	FrF72	The Mubo Decision
	BoF1	The Marco Polo Bridge Incident (Japanese balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Wittman Sampler</b>		
R1	SP154	On the Road to Hell
	AP169	The Beasts Have Arrived (German balance)
	SP259	Corridor to Extinction
R2	J245	Factory Fodder
	AP174	Forest Gumm
	SP131	Pocket Panzers
R3	J212	Shoulder to Shoulder
	J241	It's a Battlefield
	AP197	Killer Cats & Easy Eights (US vs. G, 92/69/44) (Use both balances)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Biggest Loser No More</b>		
R1	AP192	Brush Off (IJA vs. USMC, 91)
	DTF16	Panther Cull
	AP135	Fuller's Folly
R2	AP194	Not Fade Away (G vs. US, 91/92)
	BoF19	Bite of the Bassotto (NZ balance)
	AP183	Patton's Ghost
R3	AP193	Hit It & Quit It (G vs. Part, 92, X14)
	J246	Loser Takes All
	SP266	The Hohenstaufen Hootenanny
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Minor Adjustments</b>		
R1	PK2	Reckless Raid
	ecz1	The Bet
	FrF86	Belgian Tigers (German balance)
R2	J210	Moment of Truth (German balance)
	J227	Another Frustrating Day
	BoF13	Totensonntag (German balance)
R3	DB176	Ma'qil Melee
	SP231	Galician Persuasion
	FT260	Inainte!
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>In the Crosshairs</b>		
R1	PK4	Forest Brothers
	FrF52	Dying For Danzig
	J237	Commandos at Kaiapit
R2	DB178	Rock of Chickamauga
	J227	Another Frustrating Day
	AP195	Break In On Rollbahn A (G vs. US, n/67)
R3	SM3	The Roadblock
	AP200	Chuikov's Revenge (G vs. R, 23/45, X17/X15/X24, OG1/OG4)
	J1	Urban Guerillas (German balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday

<b>Like A Boss</b>		
R1	181/T1	Gavin Take
	110	North Bank (British balance)
	AP141	Currie's Favor (Brit entry is south/east edge(s))
R2	J238	Derrick's Show
	SP238	Inherent Systemic Violence (German balance)
	AP142	The Closer
R3	J241	It's a Battlefield
	AP200	Chuikov's Revenge (G vs. R, 23/45, X17/X15/X24, OG1/OG4)
	AP191	East Wind (G vs R, 91/q/78)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Friday - Grofaz

<b>Best of the Best</b>		
R1	AP163	Dingoes at Damour
	AP174	Forest Gumm
	HF6	Jackpot Jones
R2	AP62	Shouting Into the Storm
	J1	Urban Guerillas (German balance)
	37	Khamsin
R3	159	White Tigers
	A25	Cold Crocodiles (German balance)
	135/A68	Acts of Defiance (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 2023</b>		
R1	AP194	Not Fade Away (G vs. US, 91/92)
	J237	Commandos at Kaiapit
	J244	Bowden's Wood
R2	AP195	Break In On Rollbahn A (G vs. US, n/67)
	J243	Sore Thumbs
	AP198	Hassle at Hasselt (G vs. Brit, 92/71, X19)
R3	AP196	Silver & Bronze (US vs G, 92/64/65, Hi8/X18/X14/Hi12)
	AP200	Chuikov's Revenge (G vs. R, 23/45, X17/X15/X24, OG1/OG4)
	J233	Roff Riders
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		
+ Grofaz Minis count in the Grofaz toumey, both Ws & Ls		

## ASLOK 2023 Mark Nixon Minis - Saturday

Saturday

<b>Land War in Asia</b>		
R1	147/J9	A Stiff Fight
	STL2	Nothing Ventured
	153	Totsugeki!
R2	AP201	Goodbye, Geishas (US vs. NK, 85)
	AP113	Maintaining the Box (Japanese balance)
	DB178	Rock of Chickamauga
R3	AP204	Southside Seesaw (NK vs. US, n/o, dx11/dx10)
	ecz13	Leaving Changsha
	J12	Jungle Fighters
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Bill Sisler Memorial</b>		
R1	AP193	Hit It & Quit It (G vs. Part, 92, X14)
	AP192	Brush Off (IJA vs. USMC, 91)
	PK2	Reckless Raid
R2	AP199	Nord's End (G vs. US, 92/68)
	J245	Factory Fodder
	DB178	Rock of Chickamauga
R3	AP197	Killer Cats & Easy Eights (US vs. G, 92/69/44)
	J244	Bowden's Wood
	J219	Back in the Saddle
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Tommy Can You Hear Me?</b>		
R1	J43	3rd RTR in the Rain
	FT171	Getting Your Bell Rung
	SP115	The Five Pound Prize (German balance)
R2	AP170	Never On Time (German balance)
	ecz11	Blood and Brine
	SP108	Searing Soltau
R3	J221	Hill 1277
	AP198	Hassle at Hasselt (G vs. Brit, 92/71, X19)
	SP34	Frankforce
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Rain on the Scarecrow</b>		
R1	J43	3rd RTR in the Rain
	AP31	First Cristot (British balance)
	NTX03	The Scugnizzi Boys
R2	AP137	Fear Naught (British balance)
	246/J69	The Army at the Edge of the World
	AP82	Coriano
R3	AP203	The Walled City (US vs. NK, I/e)
	AP198	Hassle at Hasselt (G vs. Brit, 92/71, X19)
	158	Last of Their Strength
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Bridge of Sorrows</b>		
R1	FrF58	Order 831 (Russian balance)
	BoF10	To Have and To Hold (German balance)
	231/A104	In Front of the Storm (French balance)
R2	DB175	Take and Hold
	BoF12	Forging Spetsnaz (Russian balance)
	AP181	No Dunkirk (North Korean balance)
R3	SP2	Holding the Hotton Bridge
	SP118	Seizing the Sittang Bridge (Chinese balance)
	DTF7	Fast and Furious (Polish balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

Saturday

<b>Wrongway's Ready or Revise?</b>		
R1	See Pete Shelling	Not Much of a Soldier [Bocage] German vs. American Boards 84/55
R2		Hoppers and Hardy [Glider Landing] Partisan/American vs. German Boards 14/54, Overlay O2
R3		Half Measures Russian vs. Hungarian Boards 35/7

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.