

## ASLOK 2009 Minis - Wednesday

### Wednesday

<b>Godzilla King of the Monsters</b>		
R1	A25	Cold Crocodiles
	U15	Battle for the Warta Line (German balance)
	AP48	Up Inferno Hill
R2	A47	White Tigers (Japanese balance)
	J24	Smashing the 3rd
	J19	Mershausen Zoo (US balance)
R3	ESG#46	"Mad Mike's" Finest Hour (British balance)
	U25	Breakout from Borisov (Russian balance)
	U28	Sowchos 79
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>AARP ASLers</b>		
R1	U31	The Front in Flames
	A	The Guards Counterattack
	AP50	Panzergeist (Russian balance)
R2	AP46	Red Comrades
	G6	Rocket's Red Glare (German balance)
	J23	Kampfgruppe at Karachev (Russian balance)
R3	AP42	Frontiers and Pioneers
	AP41	The Meat Grinder (German balance)
	A60	Totsugeki!
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>Gor-Gor Heretical Variant Mini</b>		
R1	A59	Death at Carentan
	CH41	Test of Nerves
	J43	3rd RTR in the Rain
R2	AP12	Cream of the Crop
	AP7	Directive Number 3
	FrF26	A Polish Requiem
R3	A70	Wintergewitter
	DB035	A Hotly Contested Crossroads
	SP158	The Fond Dagot Drag-Out
* Variant SSRs are in play for all scenarios - see SSR list.		

### Wednesday

<b>Welcome to the Jungle</b>		
R1	J9	A Stiff Fight
	J55	Matsumoto's Charge (Japanese balance)
	A111	Cattern's Position
R2	J84	Makin Taken (US balance)
	SP95	Burn Gurkha Burn!
	A60	Totsugeki!
R3	SP162	The Buddha's Belly
	A82	Orange at Walawbum (IJA balance) (+3 IJA MTRs)
	A115	Blockbusters
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>From Russia With Love</b>		
R1	RPT21	Gotterdammerung!
	FrF44	Anhalt Pandemonium
	J23	Kampfgruppe at Karachev (Russian balance)
R2	A107	The Red Wave (Russian balance)
	FrF34	The Jagdtiger Theory
	J8/133	Blockbusting in Bokruisk (German balance)
R3	135/A68	Acts of Defiance
	AP43	Escape From Encirclement (German balance)
	FrF38	Wunderwagen
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Wednesday

<b>Gunned Up in the Desert</b>		
R1	FrF25	Yasuoka's Tank Experience
	J81	Twisted Knickers (British balance)
	35	Blazing Chariots
R2	J47	"They're Here! Reverse!" (Italian balance)
	J79	Rommel's Remedy
	SP68	Foot-ing the Bill
R3	J80	Egypt's Last Hope (German balance)
	J91	The Sooner the Better
	37	Khamsin
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

## ASLOK 2009 Minis - Thursday

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<b>Night</b>		
R1	DB073	Urban Nightmare (German balance)
	AP39	Old Hickory
	NM1	A Midnight Clear (US vs. G b36)
R2	U29	Night Battle at Noromaryevka
	DB071	Hell's Point
	NM2	Now or Never (US vs. G b32, 18)
R3	U16	Under Cover of Darkness (German balance)
	DB070	Bloody Banzai
	NM3	Smoke on the Water (US vs. G b7, 56)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Deluxe</b>		
R1	J21	Scobie Preserves (Partisan balance)
	A103	Mayhem in Manila
	HS30	The Good Shepherd (British balance)
R2	DASL 1	Guryev's Headquarters (Balance to both sides)
	HP13	Radio Wars (Russian balance)
	ESG#23	Gak Gak the Ack Ack
R3	ESG#44	Testis Megalos
	J89	Himmler's House
	DASL A10	The Tiger of Toungoo (Kindling is NA)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Pacific</b>		
R1	J76	Ultimate Treachery
	A83	Last of Their Strength (US balance)
	A116	Tangled Up in Blue
R2	J9	A Stiff Fight
	A60	Totsugeki!
	ESG#?	Philippine Firemen
R3	J12	Jungle Fighters
	A103	Mayhem in Manila
	FrF17	The Marco Polo Bridge Incident
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Making of the Grofaz</b>		
R1	FrF27	Cocktails for Molotov (Polish balance) [XXIII]
	A	Guards Counterattack [86]
	T4	Shklov's Labors Lost (Russian balance) [87]
R2	SP146	Terrify and Destroy [XXII]
	WCW7	Eye of the Tiger [XVII]
	U10	Trial by Combat (US balance) [XV]
R3	A25	Cold Crocodiles [90]
	SP39	Down the Manipur Road [XIV]
	135/A68	Acts of Defiance [XIX]
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Australian Balance System</b>		
R1	G30	Morgan's Stand
	AP41	The Meat Grinder
	AP50	Panzergeist
R2	G28	Ramsey's Charge
	AP43	Escape From Encirclement
	AP37	Apples to Apples
R3	AP47	Insult to Injury
	AP49	Retrained and Rearmed
	G25	The T-Patchers
* <b>Bidding must occur</b> for all scenarios - See ABS List		

### Thursday

<b>Der Commisar's in Town</b>		
R1	ESG#42	Battle at Borodino
	J102	The Yelnya Bridge (Russian balance)
	AP13	Shielding Moscow (German balance)
R2	A107	The Red Wave (Russian balance)
	J103	Lenin's Sons (German balance)
	126/A80	Commando Schenke (Russian balance)
R3	AP12	Cream of the Crop
	AP51	Something to Prove
	FrF36	Newborn Partisans
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Barbarossa &amp; Beyond</b>		
R1	ESG#42	Battle at Borodino
	U31	The Front in Flames
	AP46	Red Comrades
R2	AP44	The Burial Mound (German balance)
	AP41	The Meat Grinder (German balance)
	A107	The Red Wave (Russian balance)
R3	U24	Traverse Right...Fire!
	AP42	Frontiers and Pioneers
	J103	Lenin's Sons (German balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Thursday

<b>Paper Tigers</b>		
R1	HP15	Moldavian Massacre
	J34	Men of the Mountains (Italian balance)
	G15	Bone of Contention
R2	A72	Italian Brothers (Italian balance)
	J48	Blood Enemies (Yugoslav balance)
	J109	Break For Hungary
R3	ESG#44	Testis Megalos
	J35	Siam Simbal
	FrF36	Newborn Partisans
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

## ASLOK 2009 Minis - Friday

### Friday

<b>Rumble in the Jungle</b>		
R1	A118	The Waterhole (US balance)
	HS5	Restoration (US balance)
	FrF37	Crossing Swords at Kyaukse
R2	G28	Ramsey's Charge (US balance)
	SP166	Blue Jacket Attack (US balance)
	J46	Strongpoint 11
R3	J2	Battlin' Buckeyes (US balance Baz+667)
	A60	Totsugeki!
	J35	Siam Simbal
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Friday

<b>Schwerpunkt #15</b>		
R1	SP170	Halfhearted Hiwis
	SP177	Tic Tac Toe
	SP179	Brittany Speared
	RPT38	Wolves in the Forest
R2	SP175	Tisza Tease
	SP176	Smiling Albert
	SP180	Encircle This!
	RPT37	Fury at Zhuri
R3	SP169	The Winnekendonk Cakewalk
	SP173	Der Letzte Geburtstag
	SP178	Chaing's Finest
	RPT32	Attack to Retreat

### Friday

<b>Biggest Loser No More</b>		
R1	RPT25	Cornwall's Rum Ration
	105/G35	Going to Church
	SP173	Der Letzte Geburtstag
R2	SP11	Pomeranian Tigers
	AP52	Into Vienna Woods
	J59	Friday the 13th
R3	FrF29	Sting of the Italian Hornet
	AP49	Retrained and Rearmed (German balance)
	J1	Urban Guerillas
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Friday

<b>Tortoise &amp; the Hare</b>		
R1	FrF26	Polish Requiem
	SP157	Edge of Extinction (German balance)
	23	Under the Noel Trees
R2	J2	Battlin' Buckeyes (US balance Baz+667)
	FrF34	The Jagdtiger Theory
	A44	Blocking Action at Lipki (Russian balance)
R3	ESG#39	The Grind
	U19	Hasty Pudding
	J90	The Time of Humiliations
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Friday

<b>Riding with the King</b>		
R1	110	North Bank
	SP11	Pomeranian Tigers
	ABTF7	Among the Bravest (British balance)
R2	SP145	The Reluctant Tiger (German balance)
	RPT36	The Kings are Dead
	134	Counterattack on the Vistula
R3	G33	The Awakening of Spring (No G may exit until T4)
	FrF34	The Jagdtiger Theory
	ESG#47	Shattered Bone and Burning Flesh
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Friday

<b>Back in the U.S.S.R.</b>		
R1	AP46	Red Comrades
	A70	Wintergewitter
	AP13	Shielding Moscow (German balance)
R2	J94	Kempf at Melikhovo
	FrF30	Bidermann's Escape
	SP163	The First to Fastov
R3	J23	Kampfgruppe at Karachev (Russian balance)
	AP41	The Meat Grinder (German balance)
	SP159	The Lisjanka Epitath
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Friday - Grofaz

<b>Best of the Best</b>		
R1	J43	3rd RTR in the Rain
	J63	Silesian Interlude (German balance)
	J100	For a Few Rounds More
R2	SP95	Burn Gurkha Burn!
	G6	Rocket's Red Glare (German balance)
	135/A68	Acts of Defiance
R3	J1	Urban Guerillas
	FrF29	Sting of the Italian Hornet
	J32	Panzer Graveyard
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

### Friday - Grofaz

<b>Best of '09</b>		
R1	FrF37	Crossing Swords at Kyaukse
	SP173	Der Letzte Geburtstag
	SP179	Brittany Speared
R2	FrF36	Newborn Partisans
	SP176	Smiling Albert
	ESG#?	Pulse of Steel
R3	SP180	Encircle This
	ESG#?	Madagascar Snake Pit
	FrF38	Wunderwagen
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

### Friday

<b>Decade of War (see Gary Fortenberry)</b>		
R1	AP54	800 Heroes
	AP59	Taking Heads
	AP61	Desobry's Defense
	AP62	Shouting Into the Storm
R2	AP55	The Generalissimo's Own
	AP57	Kleckerweise
	AP58	Sat Siri Akal!
R3	AP53	Far From Home
	AP56	Quagmire
	AP60	Nishne, Nyet!

## ASLOK 2009 Minis - Saturday

### Saturday

<b>King of the Jungle</b>		
R1	J9	A Stiff Fight
	SP177	Tic Tac Toe
	HS8	Bailey's Demise (Japanese balance)
R2	A111	Cattern's Position
	AP15	Broken Bamboo (Japanese balance)
	FrF17	The Marco Polo Bridge Incident
R3	SP178	Chiang's Finest
	A47	White Tigers (Japanese balance)
	A53	Smith & Weston
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Saturday

<b>Best New Artist</b>		
R1	FrF44	Anhalt Pandemonium
	SP173	Der Letzte Geburtstag
	ESG#?	Hack and Mangle
R2	FrF43	Forest Devil
	SP176	Smiling Albert
	SP179	Brittany Speared
R3	FrF40	Sporck's Eleven
	FrF38	Wunderwagen
	ESG#?	Pulse of Steel
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Saturday

<b>Water Tower 'Micro CG' Team</b>		
R1	<b>See Pete Shelling</b>	SAP6 For the Motherland
R2		SAP7 For the Fatherland
<i>Team event - both players play both rounds, once as each side inheriting your teammate's game. Top TEAM score wins.</i>		

### Saturday

<b>Chinese Fire Drill</b>		
R1	A60	Totsugeki!
	SP118	Seizing the Sittang Bridge (Chinese balance)
	FrF17	The Marco Polo Bridge Incident
R2	SP128	Rupee Reward
	A110	Shanghai In Flames (Japanese balance)
	SP178	Chiang's Finest
R3	J7	Slow and Steady (Japanese balance)
	SP80	Die Gurkha Die!
	WCW10	Stand & Die (Vehicles do not recall due to X'd MA)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Saturday

<b>Spitting into the Wind</b>		
R1	AP34	Bocage Blockage (US balance)
	A104	In Front of the Storm
	FrF44	Anhalt Pandemonium
R2	A113	Then Things Got Worse (German balance)
	J12	Jungle Fighters
	J67	The Lawless Roads
R3	AP48	Up Inferno Hill
	A74	Valhalla Bound
	J69	The Army @ the Edge of the World
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Saturday

<b>Chariots of Fire</b>		
R1	J22	Oh Joy! (Russian balance)
	J94	Kempf at Melikhovo
	J77	Moses' Blazes (German balance)
R2	J28	Inhumaine (German balance)
	J111	Prussia in Flames (Russian balance)
	SP123	The Badger's Breath
R3	AP48	Up Inferno Hill
	A25	Cold Crocodiles
	AP45	Reaping Rewards (Russian balance)
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

### Saturday

<b>ASL Starter Kit</b>		
R1	S30	Ripples on the Pond
	S21	Clash at Borisovka
	S23	Monty's Gamble
R2	S31	Going to New York!
	S14	88s at Zon
	S24	Shermans March West
R3	S9	Ambitious Assault
	S11	A Long Way to Go
	S20	Joseph 531
* All <b>balances</b> are <b>suggestions</b> & are not a requirement		

**ABS Directions:** Both players make a bid ranging from No Bid, Side Null thru Side 1 to 3 for the side they want to play. The bid should be for the side the player wishes to play in the amount of what they are willing to give up to play that side. For example in AP42 if one player bids G0 (Null bid) while the other bids G2, the player bidding G2 receives the Germans while the other gets the Russians with 4 "?" and a SAN of 4. If players bid opposite sides both players receives the results of the bid; e.g. if G1 is bid by one player while the other bids R2 in AP42, the Russians receive 4 "?" while the German SAN is 3 and Russian AFV crews are inexperienced. If both players make the same bid, players have the chance to rebid prior to risking a DR where the low roll gets choice of taking the side bid and giving up one more level of balance, for example if in AP42 both sides bid G1 initially, a rebid is done where a player can either back down thereby only risking G1 and taking the Russians, but if both sides maintain G1 as their bid then a DR is made where the low roll gets choice of either taking the Germans and giving up the G2 balance or taking the Russians and receiving the benefits of the G2 balance.

<p><b>Round 1</b></p> <p><b>AP42 The Meat Grinder</b></p> <p>G3 - G2 + Add one MMG to the at-start Russian OB.  G2 - G1 + Russian SAN is 4.  G1 - Add 4 "?" counters to the at-start Russian OB</p> <hr/> <p>R1 - German SAN is 3.  R2 - R1 + Russian AFV crews are Inexperienced (D3.45).  R3 - R2 + add an additional 8-0 and 467 to the T1 reinforcement</p>	<p><b>Round 2</b></p> <p><b>AP43 Escape From Encirclement</b></p> <p>G3 - G2 + Russian Groups enter on T 1, 2 &amp; 3  G2 - G1 + Delete last line of SSR 3.  G1 - Add a 2nd dm 50mm MTR to Group A</p> <hr/> <p>R1 - German SAN is 5 + add 8 "?" to German common OB.  R2 - R1 + In the VC, change "&gt;= 32 VP" to "&gt;= 36 VP"  R3 - R2 + add an additional 468 to both board 44 &amp; 48 OB:</p>
<p><b>AP50 Panzergeist</b></p> <p>G3 - G2 + additional 9-1 leader in T1 reinforcements  G2 - G1 + additional 458 in T1 reinforcements  G1 - Exchange both T-34 M43s for T-34/85s</p> <hr/> <p>R1 - German SAN is 4  R2 - R1 + Exchange one StuG IIIG for one PzKpfw VG  R3 - R2 + additional 468 in on-board force</p>	<p><b>AP37 Apples to Apples</b></p> <p>G3 - G2 + Delete one PSK from the German OB.  G2 - G1 + Add a BAZ44 to the US OB.  G1 - US ELR is 4.</p> <hr/> <p>US1 - Add 2 ATRs to the German OB.  US2 - US1 + Add 1 USoadblock to the German OB.  US3 - US2 + 8 additional "?" to German OB &amp; 8-0 to a 9-1</p>
<p><b>G30 Morgan's Stand</b></p> <p>US3 - US2 + add a -1 dr to the reinforcement roll in SSR3.  US2 - US1 + Reduce printed American SAN to 3.  US1 - In Germ Group 3 exchange 3x447 squads for 3x467's</p> <hr/> <p>G1 - Add "On Turn 3 and after" to the beginning of SSR 2.  G2 - G1 + Add a 9-1 AL to the US at start OB.  G3 - G2 + Exchange 3 of the at-start US 666's for 3x667's</p>	<p><b>G28 Ramsey's Charge</b></p> <p>US3 - US2 + exchange the IJA dm MMG for a dm HMG.  US2 - US1 + Exchange the IJA 8-0 for a 9-1.  US1 - Add a 447 squad to the IJA T2 reinforcements</p> <hr/> <p>J1 - Add a 667, horse counter and LMG to US reinforcements.  J2 - J1 + exchange the 2 b40 447 squads for 2x347.  J3 - J2 + US reinforcements enter on T2</p>

<p><b>Round 3</b></p> <p><b>AP47 Insult to Injury</b></p> <p>G3 - G2 + Exchange both 45LL's for 2x57LL (PTP obr. 43)  G2 - G1 + additional 8-1 and 447 to 25th Tank Brigade  G1 - Exchange a 45LL for a 57LL (PTP obr. 43)</p> <hr/> <p>R1 - Convert one German 8-0 into an 8-1  R2 - R1 + additional DC to T2 reinforcements  R3 - R2 + add one FT to the at-start German OE</p>
<p><b>AP49 Retrained and Rearmed</b></p> <p>G3 - G2 + Add an ATR to the at start Slovak OB.  G2 - G1 + Slovak SAN is 5.  G1 - Increase Minefields to 24 factors tota</p> <hr/> <p>R1 - JgPz38(t)s have HE10 instead of HE7.  R2 - R1 + Delete 2nd line of VC regarding HT elimination.  R3 - R2 + Delete last line of VC (Prisoners now count double</p>
<p><b>G25 The T-Patchers</b></p> <p>G3 - G2 + Delete SSR3.  G2 - G1 +delete the 50L AT gun from the German OB.  G1 - In Ami setup instructions change "&gt;= 5" to "&gt;= 2"</p> <hr/> <p>US1 - German T5 reinforcements enter on T3.  US2 - US1 + Remove the Ami 9-2 leader from the US OB.  US3 - US2 + change "&gt;= 40" to "&gt;= 30" in the VC</p>

Gor-Gor Heretical Variant Mini SSRs:

1. 3rd Die ROF – Use a separate die for ROF purposes. Using a different sized die makes 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. [Rationale: All it takes is for one guy to regain his senses to fire. Collecting enemy broken units won't have the same certainty. The latter part of this rule is intended to keep this SSR from being a way to deny the enemy prisoners.]
3. Repair – You may make the one repair attempt on a SW/Gun 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 in the same Player-Turn it malfunctions. [Rationale: This rule is intended to reduce player omniscience and add excitement to the process.]
4. Foxholes – When entering or leaving a Foxhole, the extra MF is considered to be expended as part of the hex entered if the unit declared an Assault Move. However, moving into or out of a Foxhole is eligible for concealment loss if the Foxhole is in Open Ground. (For example, a concealed squad in a Foxhole in OG Assault Moves to an adjacent Woods hex. The squad can only be fired upon in the Woods hex, but it is considered to expend 3 MF there. Also, the squad would lose concealment if the enemy has a unit with LOS to the Foxhole hex.) Note that Trenches are unaffected. [Rationale: Makes Foxholes useful.]
5. 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 during First Fire, Subsequent First Fire, Final Protective Fire and Final Fire (i.e., all forms of defensive fire). [Rationale: Makes the risk/reward for Sleaze Freeze more reasonable.]
6. 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  $\geq 6$  the AFV has no APCR. [Rationale: The rules as written encourage special ammo use when the TH roll is poor. This rule is intended to incent players to realistically use special ammo when their TH chances are best. The -1 DRM is intended to compensate for the lack of correlation between the Depletion DR and the TH DR.]
7. When successfully recovering from Shock/UK roll on the following table. +1 DRM when recovering from UK.
  - o 1 = NE (crew is temporarily shaken but unharmed)
  - o 2 = NE (crew is temporarily shaken but unharmed)
  - o 3 = +1 reverse side of stun (commander or loader is hit)
  - o 4 = +1 reverse side of stun and Disabled BMG (radio man hit)
  - o 5 = +1 reverse side of stun and Bogged (driver hit)
  - o 6 = +1 reverse side of stun and Malfunctioned CMG (gunner hit)
  - o 7 = +1 Recall reverse side of STUN (multiple casualties)
8. 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. [Rationale: This makes Berserkers more spontaneous and fun.]
9. 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.
10. OBA Transverse Drift – When OBA drifts, after the drift roll, make another dr and subtract 1. Move the AR clockwise around the “wheel” keeping the range constant to the original AR hex. [Rationale: Allows drifting off the “spokes”.]
11. Radio Repair – Radios repair on a 1 or 2 and will not be disabled on a 6. [Rationale: Losing OBA unbalances too much.]
12. Alternate HOB/Fate Results – When a unit rolls on the HOB table, ignore any Disrupted or Surrender result, treat those as No Effect. When an original 12 is rolled for a MC or Rally attempt, instead of automatically being casualty reduced roll a die; 1-3 NE, 4-6 casualty reduced. Then roll on the following Fate Table using all the DRM's from the Heat of Battle table. Also, ignore any ELR from the original 12 – only apply ELRs from the Fate Table. Apply the \* from the HOB table normally.

Fate Table

DR	Result
$\leq 3$	Roll on the HOB Table
4-6	ELR
7	ELR Twice
8-10*	Insta-Berserk!
11+	Surrender/Disrupt