

## ASLOK 2011 Minis - Wednesday

### Wednesday

| <b>Godzilla King of the Monsters</b>                                 |                        |  |
|--|------------------------|--|
| R1   | WO5<br>SP182<br>AP70   | Astride Hell's Highway<br>Vlasov's Fist<br>Sons of Slava                                   |
| R2   | 37<br>AP61<br>RPT26    | Khamsin<br>Desobry Defiant<br>A Cross in Gold  |
| R3   | ESG72<br>VotG24<br>RB2 | Brutality Alley<br>Raid on Rodimtsev<br>Blood and Guts ( <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   | DB012<br>FT165<br>J72  | First Clash in Tunisia<br>Shopino Struggle<br>Cahier Carriers                          |
| R2   | AP31<br>CH6<br>FrF52   | First Cristot ( <a href="#">British balance</a> )<br>Armored Probe<br>Dying for Danzig |
| R3   | AP69<br>DB067<br>SP170 | Uncommon Misery<br>Let's Dance<br>Halfhearted Hiwis                                    |
| * Variant SSRs are in play for all scenarios - see SSR list. |                        |  |

### Wednesday

| <b>Back in the U.S.S.R.</b>  |                         |  |
|--|-------------------------|--|
| R1   | FT165<br>VotG9<br>AP41  | Shopino Struggle<br>Eviction Notice<br>The Meat Grinder ( <a href="#">German balance</a> ) |
| R2   | FrF50<br>SP181<br>FrF49 | Pavlov's Dogs<br>The Elefant of Surprise<br>One Last Mighty Hew                            |
| R3   | FrF55<br>SP184<br>ESG74 | Forsthaus Clash<br>Cornered Beasts<br>Scorpions in a Bottle                                |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                         |  |

### Wednesday

| <b>AARP ASLers</b>   |                     |   |
|--|---------------------|---|
| R1   | WO3<br>G6<br>23     | Counterattack at Carentan ( <a href="#">US balance</a> )<br>Rocket's Red Glare ( <a href="#">German balance</a> )<br>Under the Noel Trees |
| R2   | FrF52<br>ESG75<br>A | Dying For Danzig<br>Chopped Off at the Knees ( <a href="#">Vichy balance</a> )<br>The Guards Counterattack                                |
| R3   | AP71<br>75<br>SP181 | Head In the Noose<br>Strangers in a Strange Land<br>The Elefant of Surprise   |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                     |   |

### Wednesday

| <b>Welcome to the Jungle</b>   |                       |   |
|--|-----------------------|---|
| R1   | J9<br>ASLUG12<br>J135 | A Stiff Fight<br>One-Log Bridge ( <a href="#">US balance J2</a> )<br>Diversion  |
| R2   | DB042<br>AP65<br>OA30 | Pursuing Kobayashi ( <a href="#">Japanese balance</a> )<br>Baw Drop<br>Raider Ridge   |
| R3   | SP190<br>A111<br>J116 | Bottcher's Corner ( <a href="#">Japanese Balance</a> )<br>Cattern's Position ( <a href="#">British balance</a> )<br>Brigade Hill ( <a href="#">Japanese balance</a> ) |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                       |   |

### Wednesday

| <b>Desert Rats</b>   |                        |  |
|--|------------------------|--|
| R1   | FrF25<br>AK62<br>DB090 | Yasuoka's Tank Experience<br>Swanning About'<br>Bedouin Blitz                        |
| R2   | AK70<br>35<br>HP32     | Ciao Time<br>Blazing Chariots<br>Sweet Surrender                                     |
| R3   | J81<br>AK15<br>37      | Twisted Knickers ( <a href="#">British balance</a> )<br>Kircheims Command<br>Khamsin |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                        |  |

## ASLOK 2011 Minis - Thursday

### Thursday

| <b>Night</b>   |                            |  |
|--|----------------------------|--|
| R1   | AP39<br>FT156<br>MwT-28    | Old Hickory<br>Leonov's Hill<br>The Guns of Cape Krestovyi (Rus vs. G b2)                                      |
| R2   | HC5<br>VotG23<br>Marvie PT | The Sand Spit (US balance)<br>Hereos of the Soviet Union<br>Silent Night, Deadly Night (US vs. G b46/Marvie a) |
| R3   | J133<br>FrF48<br>Pete PT   | One Miserable Night<br>Bad Moon Rising<br>Glimmer of Hope (Poles vs. G b20/Z/8)                                |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                            |  |

### Thursday

| <b>Pacific</b>   |                       |   |
|--|-----------------------|---|
| R1   | FrF17<br>BRT7<br>A116 | The Marco Polo Bridge Incident<br>Didn't Have to be There<br>Tangled Up in Blue |
| R2   | G28<br>J128<br>AP54   | Ramsey's Charge (US balance)<br>Opium Hill<br>800 Heroes                        |
| R3   | DB091<br>J134<br>AP59 | Atrocities Beget Atrocities<br>Kerry's Crossing<br>Taking Heads                 |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                       |   |

### Thursday

| <b>The Whites of Their Eyes</b>                                      |                         |  |
|--|-------------------------|--|
| R1   | 110<br>VotG22<br>1      | North Bank<br>Bark You Dogs!<br>Fighting Withdrawal  |
| R2   | VotG13<br>KGP8<br>FrF57 | Escape from Komsomol Park (German balance)<br>Les Montis<br>Warsaw in Flames               |
| R3   | OA28<br>KGP7<br>AP40    | Where Iron Crosses Grow (Russian balance)<br>The Bridge at Cheneux<br>The Head of the Mace |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                         |  |

### Thursday

| <b>Cut Them Down Sons of the North!</b>                              |                          |   |
|--|--------------------------|---|
| R1   | FrF18<br>1<br>SV11       | Through Fire and Ice (Russian balance)<br>Fighting Withdrawal<br>Swede Revenge                        |
| R2   | A91<br>SV13<br>CH101     | The Road to Gora (Russian balance)<br>Rather Uncoordinated (Axis balance)<br>In the Ruins of a Church |
| R3   | CH40<br>FrF35<br>124/A16 | Nordic Twilight<br>Skiing in Laponia (Finnish balance)<br>On the Borderline                           |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                          |   |

### Thursday

| <b>Deluxe</b>  |                         |  |
|--|-------------------------|--|
| R1   | DB030<br>J123<br>ESG?   | 88 Alley (US balance)<br>Charging Chaumont<br>Savage Struggle                        |
| R2   | BFP-66<br>A103<br>ESG23 | Signal Hill (Aussie balance)<br>Mayhem in Manila<br>Gak Gak the Ack Ack (US balance) |
| R3   | ESG?<br>J124<br>DB061   | Blunt Force Trauma<br>Cobra Kings (US balance)<br>Housing Crash (German balance)     |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                         |  |

### Thursday

| <b>Revolution</b>  |                          |   |
|--|--------------------------|---|
| R1   | J139<br>J34<br>A99       | Light Aid Detached (Brit/Partisan balance)<br>Men of the Mountains (Italian balance)<br>To Clear a Roadblock (Partisan balance) |
| R2   | FT162<br>BFP-52<br>FrF57 | Assault On District Rovno<br>Kachin Rangers (US balance)<br>Warsaw in Flames  |
| R3   | AP49<br>ESG77<br>RPT46   | Retrained and Rearmed (German balance)<br>The Trouble with Tito (Axis balance)<br>Ghosts at Meximieux                           |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                          |   |

### Thursday

| <b>Street Fighting Man</b>   |                         |  |
|--|-------------------------|--|
| R1   | FrF52<br>FrF44<br>FrF30 | Dying For Danzig<br>Anhalt Pandemonium<br>Bidermann's Escape |
| R2   | FrF50<br>J32<br>FrF27   | Pavlov's Dogs<br>Panzer Graveyard<br>Cocktails for Molotov   |
| R3   | DB092<br>SP180<br>FrF57 | The Streets of Kharkov<br>Encircle This!<br>Warsaw in Flames |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                         |  |

### Thursday

| <b>Battlin' Buckeyes</b>   |                       |  |
|--|-----------------------|--|
| R1   | AP18<br>SP180<br>AP41 | Village of the Damned (Italian balance)<br>Encircle This!<br>The Meat Grinder (German balance) |
| R2   | AP12<br>AP13<br>SP178 | Cream of the Crop<br>Shielding Moscow (German balance)<br>Chiang's Finest                      |
| R3   | J2<br>J1<br>AP4       | Battlin' Buckeyes (US Add 667+Baz to initial OB)<br>Urban Guerrilas<br>L'Abbaye Blanche        |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                       |  |

## ASLOK 2011 Minis - Thursday

Thursday

| <b>Roads Through Rome (AP8)</b> |      |                |
|---------------------------------|------|----------------|
| R1                              | AP74 | Batty-P        |
|                                 | AP80 | A Bloody Waste |
|                                 | AP82 | Coriano        |
| R2                              | AP76 | Smoke 'em      |
|                                 | AP75 | Gabriel's Horn |
|                                 | AP73 | Happy Valley   |
| R3                              | AP81 | Lost Highway   |
|                                 | AP79 | Marochinate    |
|                                 | AP78 | Crossfire      |
|                                 | AP77 | Texas Flood    |

## ASLOK 2011 Minis - Friday

### Friday

| <b>Jungle Love</b>   |       |   |
|--|-------|---|
| R1   | DB083 | Block To Bataan<br>J132 Jungle Infiltration (US balance)<br>HC2 Bailey's Demise |
| R2   | SP190 | Bottcher's Corner (Japanese Balance)<br>AP68 Odd Angry Shot<br>A60 Totsugeki!   |
| R3   | AP65  | Baw Drop<br>A83 Last of Their Strength (US balance)<br>J135 Diversion           |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |       |   |

### Friday

| <b>Schwerpunkt #17</b> |       |  |
|------------------------|-------|--|
| R1                     | SP194 | Requiem for a Dreadnaught<br>SP196 Hussars and Hounds<br>SP197 The Clinch<br>RPT58 Sikh Defiance |
| R2                     | SP193 | Kamikaze Gorge<br>SP199 Para-Trap<br>SP202 Fiery Finale<br>RPT52 Death Rattle                    |
| R3                     | SP195 | Retreat From Hannut<br>SP198 Fish in a Barrel<br>SP200 Three Card Monty<br>RPT57 Easy Riders     |

### Friday

| <b>Biggest Loser No More</b>   |      |  |
|--|------|--|
| R1   | A32  | Zon with the Wind<br>G6 Rocket's Red Glare (German balance)<br>SP194 Requiem for a Dreadnaught                       |
| R2   | RB3  | Bread Factory #2<br>FrF47 Cutting Off a Hydra's Head (Russian balance)<br>J34 Men of the Mountains (Italian balance) |
| R3   | AP68 | Odd Angry Shot<br>BFP-38 Sugar Cane Shuffle (US balance or bid VP, Hi bid IJA)<br>FrF58 Order 831                    |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |      |  |

### Friday

| <b>From the Old Country</b>  |       |   |
|--|-------|---|
| R1   | J118  | Elephants Unleashed (Russian balance)<br>J113 Maczek Fire Brigade<br>J140 All Down The Line |
| R2   | FrF45 | Totensonntag<br>FrF58 Order 831<br>J103 Lenin's Sons  |
| R3   | AP34  | Bocage Blockage<br>FrF49 One Last Mighty Hew<br>J128 Opium Hill                             |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |       |   |

### Friday

| <b>Happiness is a Warm Gun</b>                                       |      |   |
|--|------|---|
| R1   | WO3  | Counterattack at Carentan (US balance)<br>A32 Zon with the Wind<br>J20 The Guns of Naro (US balance)    |
| R2   | OA31 | With Friends Like These<br>FrF22 Wunderwaffe<br>A60 Totsugeki!  |
| R3   | J143 | Circle of Doom (US balance)<br>OA22/ShS: After the Disaster<br>J111 Prussia in Flames (Russian balance) |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |      |   |

### Friday

| <b>The Fool on the Hill</b>  |       |   |
|--|-------|---|
| R1   | SP183 | The Last Full Measure (Japanese balance)<br>J34 Men of the Mountains (Italian balance)<br>SP179 Brittany Speared (US balance) |
| R2   | AP68  | Odd Angry Shot<br>AP52 Into Vienna Woods<br>SP193 Kamikaze Gorge  |
| R3   | SP191 | Tatra Salad<br>J116 Brigade Hill (Japanese balance)<br>SP199 Para-Trap  |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |       |   |

### Friday - Grofaz

| <b>Best of the Best</b>  |      |   |
|--|------|---|
| R1   | J113 | Maczek Fire Brigade<br>AP52 Into Vienna Woods<br>SP95 Burn Gurkha Burn!                         |
| R2   | J100 | For a Few Rounds More<br>J1 Urban Guerillas<br>SP180 Encircle This!                             |
| R3   | AP62 | Shouting Into the Storm<br>BFP-30 Melee Near the Coast<br>A68 Acts of Defiance (German balance) |
| * 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 2011</b>  |       |   |
|--|-------|---|
| R1   | FrF53 | Raid Into the Reich<br>BFP95 Obian Highway<br>SP194 Requiem for a Dreadnaught |
| R2   | FrF55 | Forsthaus Clash<br>ESG? Focused Fury<br>SP202 Fiery Finale                    |
| R3   | SP198 | Fish in a Barrel<br>BFP99 Ivanoskii<br>FrF58 Order 831                        |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |       |   |
| + Grofaz Minis count in the Grofaz tourney, both Ws & Ls             |       |   |

## ASLOK 2011 Minis - Friday

Friday

| <b>Roads Through Rome (AP8)</b> |      |                |
|---------------------------------|------|----------------|
| R1                              | AP74 | Batty-P        |
|                                 | AP80 | A Bloody Waste |
|                                 | AP82 | Coriano        |
| R2                              | AP76 | Smoke 'em      |
|                                 | AP75 | Gabriel's Horn |
|                                 | AP73 | Happy Valley   |
| R3                              | AP81 | Lost Highway   |
|                                 | AP79 | Marochinate    |
|                                 | AP78 | Crossfire      |
|                                 | AP77 | Texas Flood    |

## ASLOK 2011 Minis - Saturday

### Saturday

| <b>Samurai of the Rising Sun</b>                                     |                       |   |
|--|-----------------------|---|
| R1   | AP65<br>J131<br>ESG?  | Baw Drop<br>First Love<br>Savage Struggle   |
| R2   | DB091<br>J128<br>AP54 | Atrocities Beget Atrocities<br>Opium Hill<br>800 Heroes   |
| R3   | AP55<br>J132<br>AP69  | The Generalissimo's Own<br>Jungle Infiltration (US balance)<br>Uncommon Misery (Japanese balance) |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                       |   |

### Saturday

| <b>A Little Night Music</b> |                   |  |
|-----------------------------|-------------------|--|
| R1                          | See Pete Shelling | Cancel Christmas (G vs. US, Marvie Maps) |
| R2                          |                   |  |
|                             |                   |  |

### Saturday

| <b>Son of Squad Bleeder</b> |              |                      |
|-----------------------------|--------------|----------------------|
| R1                          | See ASLOK TD | (Russian vs. German) |
| R2                          |              | (British vs. German) |
|                             |              | (US vs. Japanese)    |

### Saturday

| <b>Best New Artist</b>   |                         |   |
|--|-------------------------|---|
| R1   | BFP90<br>ESG?<br>FrF58  | Early Morning Action<br>Savage Struggle<br>Order 831  |
| R2   | FrF53<br>BFP95<br>ESG?  | Raid Into the Reich<br>Obian Highway<br>It's Not Over |
| R3   | FrF55<br>SP198<br>BFP99 | Forsthaus Clash<br>Fish in a Barrel<br>Ivanoskii      |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                         |   |

### Saturday

| <b>Who'll Stop the Rain?</b>   |                         |   |
|--|-------------------------|---|
| R1   | J9/147v2<br>KGP4<br>J43 | A Stiff Fight<br>Chapelle S <sup>te</sup> Anne<br>3rd RTR In the Rain         |
| R2   | FrF53<br>A83<br>SP163   | Raid Into the Reich<br>Last of Their Strength (US balance)<br>First to Fastov |
| R3   | J142<br>DB067<br>J90    | Penny Packets (US balance)<br>Let's Dance<br>The Time of Humiliations         |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                         |   |

### Saturday

| <b>Tommy</b>   |                      |   |
|--|----------------------|---|
| R1   | AP65<br>105<br>SP196 | Baw Drop<br>Going to Church<br>Hussars and Hounds                               |
| R2   | J137<br>J128<br>J140 | No Mercy in Burcy<br>Opium Hill<br>All Down the Line                            |
| R3   | J138<br>AP64<br>AP69 | Point To Make<br>A Well-Engineered Ambush<br>Uncommon Misery (Japanese balance) |
| * All <b>balances</b> are <b>suggestions</b> & are not a requirement |                      |   |

### Saturday

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

**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 & 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. [Rationale: Makes Foxholes non-deathtraps.]
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. [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 ASLRB encourages special ammo use when the TH roll is poor. This rule is intended to incent players to use special ammo when their TH chances are best. The -1 DRM compensates for the lack of correlation between the Depletion and TH DRs.]
7. **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.]
8. **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.
9. **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. [Rationale: Allows drifting off the "spokes".]
10. **Radio Repair** – Radios repair on a 1 or 2 and will not be disabled on a 6. [Rationale: Losing OBA unbalances too much.]
11. **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 also halved for moving for any shot(s) taken in the same player turn. The now stopped vehicle is no longer considered moving for any shots against it.
12. **Shock/UK** – When successfully 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)       |