

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 AP58 if one player bids B0 (Null bid) while the other bids J2, the player bidding J2 receives the Japanese while the other gets the British with an 8-1 instead of 8-0 + 8-1 2x4584. If players bid opposite sides both players receive the results of the bid; e.g. if B1 is bid by one player while the other bids J1 in AP42, the British receive an 8-1 replacing the 8-0 while the Japanese receive a 9-1 & the British lose AP mines. If both players make the same bid, low DR plays the side and level bid; high DR plays the other side at Level 0.

Round 1	Round 2
TX-1 Beware the Hare G3 - G2 + R2 + Add an ATR to Russian OB G2 - G1 + Add 6x? To Russian OB G1 - Exchange 2x447 in Russian OB for 2x458 R1 - German is Elite (C8.2) and add 8-1 AL to T1 German OB R2 - R1 + Russian may not boresight R3 - R2 + Increase the CVP cap to 36	AP43 Escape From Encirclement G3 - G2 + Russian Groups enter on T 1, 2 & 3 G2 - G1 + Delete last line of SSR 3. G1 - Add a 2nd dm 50mm MTR to Group A. R1 - German SAN is 5 + add 8 "?" to German common OB. R2 - R1 + In the VC, change ">= 32 VP" to ">= 36 VP" R3 - R2 + add an additional 468 to both board 44 & 48 OBs.
AP79 Rude Mood G3 - G2 + in the VC change "> 5 times" to "> 4 times" G2 - G1 + add one M5(a) Halftrack to the T1 reinforcements G1 - Exchange 4x457 for 5x458 in the at-start Free French OB F1 - Free French reinforcements enter on T3 F2 - F1 + decrease game length to 5 1/2 turns F3 - F2 + add one 467 to the German OB	AP59 Taking Heads J3 - J2 + Add a Field Phone to the US OB (70+mm OBA; HE only) J2 - J1 + exchange the American 9-1 for a 9-2 J1 - Add one 447 to the American OB US1 - Delete SSR3 US2 - US1 + extend game length to 7.5 Turns US3 - US2 + add a 9-1 to the Japanese OB
G30 Morgan's Stand 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. 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.	AP73 Happy Valley G3 - G2 + add 2x9-1 armor leaders to the US OB G2 - G1 + add 1 M3A1 Light tank to the on board HIP group G1 - Add 1 M3A1 Light Tank to the T1 reinforcement group US1 - Increase the game length to 7.5 turns US2 - US1 + add 1 PzKpffw IVF2 to the Axis OB US3 - A2 + add one 9-2 Armor Leader to the Axis OB

Round 3
J2 Battlin' Buckeyes US3 - US2 + US reinforcements enter on T3. US2 - US1 + Exchange IJA 10-0 for a 10-1 leader. US1 - Delete 1st line of SSR4 (IJA may HIP) J1 - Add 667 + BAZ 45 to US initial OB J2 - J1 + Japanese SAN is 3 + delete last line SSR4 (no IJA Booby Traps) J3 - J2 + Increase Game Length to 7 Turns.
AP58 Sat Sri Akai! B3: B2+British Reinforcements enter on T4. B2: B1 + delete the AP mines in the British OB. B1: Add a 2nd 9-1 leader to the IJA OB. J1: Exchange 1 British 8-0 for an 8-1. J2: J1 + add 8-1, 2x458 to the T3 British reinforcements. J3: J2 + delete the FT & 1 MTR from the IJA OB.
AP75 Gabriel's Horn G3 - G2 + American ELR is 3 G2 - G1 + exchange 3x536 for 3x666 in US Co. A G1 - Delete SSR3 US1 - Add 1 HMG & 1 467 to the German OB US2 - US1 + delete the American's Co. D M2 60mm Mortars US3 - US2 + exchange all German squads for 468s