

ASLOK 2016 Minis - Wednesday

Wednesday

Godzilla King of the Monsters		
R1	BFP112	Killer Carp
	DB130	Tigers and Flames
	199	Ace in the Hole
R2	BFP110	Polish Panzerjagers (Polish balance)
	AP119	Konev Cross
	J172	Ramcke's Redoubt
R3	FB19	War Brotherhood
	BFP123	Asphalt Soldiers
	BFP121	Old Friends
* All balances are suggestions & are not a requirement		

Wednesday

AARP ASLers		
R1	WO20	Sealing Their Fate (Russian balance)
	178	The Niscemi-Biscari Highway
	188/A32	Zon With the Wind
R2	J179	Resignation Supermen (US balance)
	BFP147	The Commissar's Folly
	180	The T-Patchers
R3	FrF26	A Polish Requiem
	J165	Among the Dead
	BFP112	Killer Carp
* All balances are suggestions & are not a requirement		

Wednesday

Gor-Gor Heretical Variant Mini		
R1	BFP140	Iron Greeting
	J167	Hart Attack
	SP223	Road Warriors
R2	WO18	A Quick Strike
	YASL6	Hein Olshana
	ESG12	Road Kill
R3	BFP107	Costly Baptism
	SP154	On the Road to Hell
	J175	Bedburg Bite
* Variant SSRs are in play for all scenarios - see SSR list & PBS.		

Wednesday

The Emperor's Finest		
R1	DB131	A Thorn In the Side
	J166	Maximum Aggression (British balance)
	RPT73	Sausage Hill
R2	WO19	Through the Dragon's Teeth
	RPT80	Hot Boxing (Japanese balance)
	AP65	Baw Drop (British balance)
R3	160	Battlin' Buckeyes
	RPT83	Mile Peg 61
	SP95	Burn Gurkha Burn! (Gurkha balance)
* All balances are suggestions & are not a requirement		

Wednesday

Back in the U.S.S.R.		
R1	FrF23	Elephants Unleashed
	J146	Ragnarok (German balance)
	RPT107	Meet Me at the Station (Russian balance)
R2	FrF78	No Glory In War (Russian balance)
	SP110	The Chernichivo Shuffle
	126	Commando Schenke
R3	FrF22	Wunderwaffe
	133/J8	Block Busting in Bokruisk
	J103	Lenin's Sons
* All balances are suggestions & are not a requirement		

Wednesday

Flame On! Sponsored by Zippo		
R1	J103	Lenin's Sons
	SP96	Husum Hotfoot
	MM28	Sonderkommando Benesch
R2	AP116	Mook Point
	DB132	One Last Victory
	126	Commando Schenke
R3	AP114	A Lion in the Field
	BFP114	Engineering Defeat
	133/J8	Block Busting in Bokruisk
* All balances are suggestions & are not a requirement		

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Thursday

Night		
R1	AP88	Full Moon Madness
	AP39	Old Hickory
	OA12/AD11	Sicilian Midnight
R2	61	Shoestring Ridge
	G38	Castello Fatato (Italian balance)
	VotG6	Enter Dragan
R3	J169	Few and Far Between
	AP111	The Katanas Come Out at Night
	FrF48	Bad Moon Rising
* All balances are suggestions & are not a requirement		

Thursday

Pacific		
R1	FrF80	Breaking Bad
	RPT130	Stumbling Through the Steigerald (J vs. US)
	SP125	Nunshigum
R2	FrF72	The Mubo Decision
	158	Last of Their Strength
	SP126	Malignant Mahrattas
R3	154	Orange at Walawbum
	J150	The Sangshak Redemption
	J116	Brigade Hill
* All balances are suggestions & are not a requirement		

Thursday

Deluxe		
R1	OB10	The Men From Zadig
	J57	Guards Artillery (British balance)
	ESG#108	Frosty the Deadman
R2	OB4	Headhunting For Bloody Huns
	ESG#127	Torch and Blast (Italian balance)
	J123	Charging Chaumont
R3	YASL#12	Sorry, Mac!
	ESG#97	Foot in the Door
	FT197	Spoiled Afternoon
* All balances are suggestions & are not a requirement		

Thursday

Tincans & Poppuns		
R1	BFP116	Stop, Turn, Fight! (German balance)
	OB3	Brasche Encounter
	YASL#2	Initial Skirmish
R2	DB134	March on Marche
	FrF77	Ghostbusters (German balance)
	J43	3rd RTR in the Rain
R3	SP241	Esebeck's Pursuit
	YASL#3	To the Bitter End (French balance)
	AP7	Directive Number Three
* All balances are suggestions & are not a requirement		

Thursday

Paper Tigers		
R1	J109	Break for Hungary
	AP96	Food Fight (Russian balance)
	BFP146	Szacked
R2	J34	Men of the Mountains (Italian balance)
	AP112	First Ally (Slovakian balance)
	BFP105	The Winter City
R3	28	Ambush!
	RPT3	Varosmajor Grange
	J148	Last Minute War (Slovak balance)
* All balances are suggestions & are not a requirement		

Thursday

Battling Buckeyes		
R1	AP13	Shielding Moscow (German balance)
	AP18	Village of the Damned
	186/AP4	L'Abbaye Blanche
R2	AP12	Cream of the Crop
	AP116	Mook Point
	J174	Heart of Athena (Partisan balance)
R3	FB12	The Black Ravens Are Flying
	AP114	A Lion in the Field
	J175	Bedburg Bite
* All balances are suggestions & are not a requirement		

Thursday

Bringing It All Back Home		
R1	RPT17	Hetzer Hunters
	FrF40	Sporck's Eleven
	BFP105	The Winter City
R2	J167	Hart Attack
	BFP146	Szacked
	VotG27	Drama, The Park, and Deadly Things
R3	BFP116	Stop, Turn, Fight! (German balance)
	AP114	A Lion in the Field
	J159	Friday the 13th
* All balances are suggestions & are not a requirement		

Thursday

Friendly Fire's Greatest Hits		
R1	FrF40	Sporck's Eleven
	FrF23/J118	Elephants Unleashed
	FrF78	No Glory in War (Russian balance)
R2	FrF2/J113	Maczek Fire Brigade
	FrF17	The Marco Polo Bridge Incident
	FrF69	To Ashes
R3	FrF67	Collecchio
	FrF52	Dying for Danzig
	FrF19	About His Shadowy Sides (Russian balance)
* All balances are suggestions & are not a requirement		

ASLOK 2016 Minis - Thursday

Thursday

My Little Ponyri	
R1	
R2	
R3	

See Pete Shelling

ASLOK 2016 Minis - Friday

Friday

Rumble in the Jungle		
R1	WO18	A Quick Strike
	YASL#5	Patrols on the Trail to Hell
	147/J9	A Stiff Fight
R2	OB14	Pursuing Kobayashi
	156	Broken Bamboo
	AP86	Milling About
R3	152	Munda Mash
	SP65	Ayo Gurkhali!
	J69	The Army at the Edge of the World
* All balances are suggestions & are not a requirement		

Friday

Biggest Loser No More		
R1	179	Ranger Stronghold
	170	11th Company Counterattack
	FrF84	Bazooka Town (German balance)
R2	AP118	Wise's War
	190	Scouts Out
	J102	The Yelnya Bridge
R3	SP247	The Golden Arrow (US balance)
	BFP147	The Commissar's Folly
	195/G6	Rocket's Red Glare
* All balances are suggestions & are not a requirement		

Friday

Heavy Metal Poisoning		
R1	SP243	Konrad Three (German balance)
	J63	Silesian Interlude
	SP97	Twilight of the Reich
R2	SP11	Pomeranian Tigers (G balance R1)
	J100	For A Few Rounds More (German balance)
	RPT101	Kibizov's Kibosh
R3	J119	Sovkhoz Haystacks
	YASL#8	Ass Backwards
	J178	Old Friends (US balance)
* All balances are suggestions & are not a requirement		

Friday - Grofaz

Best of the Best		
R1	FrF72	The Mubo Decision
	J167	Hart Attack
	FrF23/J118	Elephants Unleashed
R2	195/G6	Rocket's Red Glare
	135/A68	Acts of Defiance
	J32	Panzer Graveyard
R3	J1	Urban Guerillas
	J24	Smashing the Third
	102/G31	Point of the Sword
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

Friday

Schwerpunkt - Catch #22		
R1	SP259	Corridor to Extinction (Russian/German)
	SP257	Jerry By the Bushel (British/German)
	RPT130	Stumbling Through the Steigerwald (US/IJA)
	RPT124	The Undaunted
R2	SP255	Anatoly's Ambush (Russian/German)
	SP263	Snova Snare (Russian/German)
	RPT122	Let'er Buck (US/German)
	RPT128	Hubba Hubba One More Time (US/G)
R3	SP258	Operation Blackwater (British/German)
	SP256	DeVeer's Counterattack (Dutch/IJA)
	RPT123	Holding Korte (US/G)
	SP254	Propitious Arrival (Fr/G)

Friday

I'll Be Back!		
R1	SP115	The Five Pound Prize
	190	Scouts Out
	SP251	Kettenkrad Blitz
R2	MLR03	Mooshof Melee
	J179	Resignation Superman (US balance)
	187/G30	Morgan's Stand
R3	AP117	Second City (Russian balance)
	FrF29	Sting of the Italian Hornet
	184/A59	Death at Carentan
* All balances are suggestions & are not a requirement		

Friday

Candygram!		
R1	SP249	Non-Stop Gurkhas
	DB133	A Deadly Landscape
	105	Going to Church (Canadian balance)
R2	195/G6	Rocket's Red Glare
	VotG26	Bad Day for the Luftwaffe (Russian balance)
	FrF67	Collechio
R3	BFP114	Engineering Defeat
	WO18	A Quick Strike
	J121	Schloss Hemingstein
* All balances are suggestions & are not a requirement		

Friday - Grofaz

Best of 2016		
R1	J175	Bedburg Bite
	BFP115	The Winter City
	YASL#6	Hein Olshana
R2	SP255	Anatoly's Ambush (R vs. G)
	WO18	A Quick Strike
	J167	Hart Attack
R3	BFP114	Engineering Defeat
	SP263	Snova Snare (R vs. G)
	J166	Maximum Aggression (British balance)
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

ASLOK 2016 Minis - Saturday

Saturday

Samurai of the Rising Sun		
R1	SP249	Non-Stop Gurkhas
	J76	Ultimate Treachery
	SP256	DeVeer's Counterattack (<i>Dutch vs. IJA</i>)
R2	153	Totsugeki!
	148	Ramsey's Charge
	CH#97	Final Crisis at Blackpool
R3	FrF60	A War of Their Own
	145	Shanghai in Flames
	J181	The Deadly Line
* All balances are suggestions & are not a requirement		

Saturday

New Kid in Town		
R1	BFP116	Stop, Turn, Fight! (<i>German balance</i>)
	YASL#9	Rack 'Em Up!
	SP258	Operation Blackwater (<i>Br vs. G</i>)
R2	WO20	Sealing Their Fate (<i>Russian balance</i>)
	J174	Heart of Athena (<i>Partisan balance</i>)
	SP259	Corridor to Extinction (<i>R vs. G</i>)
R3	BFP112	Killer Carp
	SP254	Propitious Arrival (<i>Fr vs. G</i>)
	J179	Resignation Supermen (<i>US balance</i>)
* All balances are suggestions & are not a requirement		

Saturday

China Girl		
R1	RPT72	Yangtze Doodle
	153	Totsugeki!
	LM1	Recruiting Tactics
R2	FrF17	The Marco Polo Bridge Incident
	ESG#36	Havoc in Shanghai
	SP118	Seizing the Sittang Bridge (<i>Chinese balance</i>)
R3	RPT78	Bounty Hunters
	145	Shanghai in Flames
	SP80	Die Gurkha Die! (<i>Japanese balance</i>)
* All balances are suggestions & are not a requirement		

Saturday

Don't Spit Into the Wind		
R1	FrF51	Bite of the Bassotto (<i>New Zealand balance</i>)
	YASL#9	Rack 'Em Up!
	AP79	Rude Mood (<i>Free French balance</i>)
R2	FrF82	Riders on the Storm
	148	Ramsey's Charge
	YASL#10	Dropping Topside
R3	J177	Coup De Main at Hamminkeln
	BFP126	Give 'Em Some Flak
	FrF20	Adolf's Amateurs
* All balances are suggestions & are not a requirement		

Saturday

Squad Bleeder V		
R1	See ASLOK TD	_____
R2		_____

Saturday

Wrongway's Ready or Revise?		
R1	See Pete Shelling	_____
R2		_____
R3		_____

Saturday

Start Me Up		
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 balances are suggestions & 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. **Suppressed** – When a Good Order unit fails a MC by exactly one it becomes Suppressed instead of broken. Mark the Suppressed unit with TI and Pin counters. The effects of TI and Pin both apply during the CCPh. If a vehicle crew is Suppressed it immediately stops and ends its MPH in delay. [Rationale: The Suppressed result fills in the relatively big hole in the Morale system between Pinned and Broken. Make custom Suppressed counters to complete the experience.]
3. **FPF for Broken/Suppressed units** – A non-disrupted broken or Suppressed unit may FPF at half FP (not halved again for the Pin marker) 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 SSR keeps this from being a way to deny the enemy prisoners.]
4. **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. [Rationale: The bump move makes Searching relatively rare.]
5. **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 or Radios 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. [Rationale: This takes some of the diceyness out of small scenarios and adds a bit more risk to Intensive and Sustained Fire. This will add some exciting game choices.]
6. **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. [Rationale: This rule is intended to reduce player omniscience and add excitement to the process.]
7. **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. [Rationale: Makes Foxholes non-deathtraps.]
8. **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. Finally, Infantry may take a PAATC to retain concealment as per A12.41 which overrides the provision of A12.42. [Rationale: Makes the risk/reward for Sleaze Freeze more reasonable.]
9. **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>=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.]
10. **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.]
11. **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.
12. **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".]
13. **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 a moving target.
14. **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)

PBS (Pleva Bidding System)

Round 1

Round 3

BFP 140 Iron Greeting		
ID	Bid Points	Russian
A	1	Increase the Polish SAN to 4
B	1	Replace the Polish 7-1 with a 9-1
C	1	Add one LMG to the Polish OB
D	2	Replace one Polish MMG with a HMG
E	2	Delete one Russian 4-4-7 from the Turn 3 reinforcements
ID	Bid Points	Polish
A	1	Increase the Russian SAN to 4
B	1	Delete the Polish Armor Leader
C	1	Replace the Russian 7-1 with a 9-1
D	2	Delete one 4-5-7 from the Polish OB
E	2	Replace the Russian MMG with a HMG
J 167 Hart Attack		
ID	Bid Points	German
A	1	Add a LMG to the British OB
B	1	Delete the DC from the German OB
C	1	Delete the ATR from the German OB
D	2	Replace two British 4-5-7s with 4-5-8s
E	2	Delete one 2-3-8 from the German OB
ID	Bid Points	Allies
A	1	Delete the ATR from the British OB
B	1	Add four Concealment counters to the German OB
C	1	Replace one British 4-5-7 with a 2-4-7
D	2	Replace one German MMG with a HMG
E	2	Delete one 4-5-7 from the British OB
SP 223 Road Warriors		
ID	Bid Points	Russian
A	1	Increase the German SAN to 3
B	1	Add a LMG to the German at start OB
C	1	Replace one Russian 4-5-8 with a 4-4-7
D	2	Add an ATR to the German at start OB
E	2	Replace the German MMG with a HMG
ID	Bid Points	German
A	1	Increase the Russian SAN to 4
B	1	Replace one Russian 4-4-7 with a 4-5-8
C	1	Add four Concealment counters to the Russian at start OB
D	2	Replace the Russian MMG with a HMG
E	2	Delete one 4-6-8 from the German at start OB

BFP 107 Costly Baptism		
ID	Bid Points	Polish
A	1	Delete four Polish Concealment counters
B	1	Add a 2-4-7 to the German OB
C	2	Replace one German LMG with a dmMMG
D	2	Replace the Polish HMG with a MMG
E	2	Replace the German 8-0 with an 8-1
ID	Bid Points	German
A	1	In the VC change ">=3" to ">=4"
B	1	Replace one German 4-6-7 with a 2-4-7
C	1	Delete one LMG from the German OB
D	2	In the VC change ">=3" to ">=5" (supercedes A)
E	2	Add one 2-2-8 to the Polish OB
SP 154 On the Road to Hell		
ID	Bid Points	German
A	1	Increase the Allied SAN to 3
B	1	Add a DC to the Queens Battalion
C	2	Add a PIAT to the Queens Battalion
D	2	Replace one German MMG with a LMG
E	2	Add a 2-2-7 to the American OB
ID	Bid Points	Allies
A	1	Increase the German SAN to 4
B	1	Add a DC to the German Turn 2 reinforcements
C	1	Delete the British 9-1 AL
D	2	Replace the 9-1 with a 9-2 from the German Turn 2 reinforcements
E	2	Replace two German 4-6-7s with 4-6-8s
J 175 Bedburg Bite		
ID	Bid Points	German
A	1	Increase the Canadian SAN to 3
B	1	Add one DC to the Canadian OB
C	2	Replace one German MMG with a LMG
D	2	Delete 6 minefield factors from the German OB
E	2	Replace two German 4-6-8s with 4-6-7s
ID	Bid Points	Canadian
A	1	Increase the German SAN to 5
B	1	Add four Concealment counters to the German at start OB
C	1	Delete one Canadian PIAT
D	2	Replace one German MMG with a HMG
E	2	Delete one Canadian 4-5-8

Round 2

WO 18 A Quick Strike		
ID	Bid Points	Japanese
A	1	In the VC change ">=16" to ">=15"
B	1	Delete one Japanese LMG
C	1	Add one 3-4-6 to the American OB
D	2	Add one FT to the American OB
E	2	Add one 6-6-6 to the American OB
ID	Bid Points	American
A	1	Add four Concealment counters to the Japanese OB
B	1	Delete one DC from the American OB
C	1	Increase the Japanese SAN to 5
D	2	Delete one 6-6-6 from the American OB
E	2	Replace one Japanese MMG with a HMG
YASL 6 Hein Olshana		
ID	Bid Points	Russian
A	1	Delete one LMG from the Russian OB
B	1	Delete one 2-3-7 from the Russian OB
C	2	Add one PSK to the German at start OB
D	2	Add one 4-4-7 to the German at start OB
E	2	Replace the 9-1 AL with a 10-2 AL in the German OB
ID	Bid Points	German
A	1	Add four Concealment counters to the Russian at start OB
B	1	Increase the Russian SAN to 4
C	2	Add a MMG to the Russian at start OB
D	2	In the Battle Objectives change ">=20" to ">=18"
E	2	Delete one 4-4-7 from the German OB
ESG 12 Road Kill		
ID	Bid Points	German
A	1	Delete one German LMG
B	1	Increase the American ELR to 4
C	1	Replace the German 8-1 with an 8-0
D	2	Delete one German 4-4-7
E	2	Replace two American 6-6-6s with 6-6-7s
ID	Bid Points	American
A	1	Replace the American 10-2 AL with a 9-1 AL (Gyro still available from SR 5)
B	1	Delete one BAZ 44 from the American 5th Division
C	2	Replace one German MMG with a HMG (German player's choice)
D	2	Replace the German 9-1 with a 9-2
E	2	Replace two American 6-6-6s with 3-4-6s

PBS procedure: *IMPORTANT* The bids represent the number of points (integer bids only) worth of balance provisions they are willing to give up to their opponent to play that side. Each provision has a bid point value. If both players bid the same side then the higher bid gets that side. The OPPONENT decides which provisions will apply. For example in Acts of Defiance, if player A bids R6 and player B bids R5, player A is the Russian and player B is the German. Player B then selects up to 6 points of balance provisions (in this case Player B selected B, C and D, but other combinations are possible). Any number of balance provisions can be selected, but each balance provision can only be selected once. If players bid opposite sides both players receive the results of the bid. In this case, both sides simultaneously secretly determine which PBS provisions will apply and then reveal them. If both players make the same bid, a DR is used to randomly decide which player gets which side. Unless both players agree, bidding is done after Rubble generation.