

ASLOK 2017 Minis - Wednesday

Wednesday

Godzilla King of the Monsters		
R1	AP123	Busting in Balta (r/7/56/57 + R/G)
	AP121	Along the Vistula (20/22/49/79 + A/Min/G)
	135/A68	Acts of Defiance
R2	AP129	A Polish Battlefield (44/78 OW1/O5 + Br/G)
	A25	Cold Crocodiles (German balance)
	J1	Urban Guerrillas
R3	AP77	Texas Flood
	E	Hill 621
	A117	Maggot Hill
* All balances are suggestions & are not a requirement		

Wednesday

AARP ASLers		
R1	195/G6	Rocket's Red Glare (German balance)
	J183	A Real Barn Burner
	AP127	The First Virtue (5a/78 O2 + G/Br)
R2	AP116	Mook Point
	RB3	Bread Factory #2
	AP130	Magaret Morning (19/57/78 + US/G)
R3	FrF88	Panzer Shield (FrFA/33 + G/R)
	A	The Guards Counterattack
	AP129	A Polish Battlefield (44/78 OW1/O5 + Br/G)
* All balances are suggestions & are not a requirement		

Wednesday

Gor-Gor Heretical Variant Mini		
R1	BFP114	Engineering Defeat
	FrF89	Red Tears Shed on Gray (1/71 X15/X21/O4 + R/Axis Minor)
	PAD4	Iron Coffins
R2	BFP118	Kazina Clash
	FrF86	Belgian Tigers (23/68 O1/O2/X9/X11/X13 + A/Min/G)
	J189	Buckley's Block
R3	CH157	Armored Probe
	FrF87	Mormal Forest (42/63 + Fr/G)
	SP263	Snova Snare
* Variant SSRs are in play for all scenarios - see SSR list & PBS.		

Wednesday

King of the Jungle		
R1	DB136	The Block on the Trail to Hell
	J131	First Love (Japanese balance)
	153	Totsugeki!
R2	J116	Brigade Hill
	A111	Cattern's Position
	156	Broken Bamboo
R3	J117	The Triangle
	SP95	Burn Gurkha Burn!
	148	Ramsey's Charge
* All balances are suggestions & are not a requirement		

Wednesday

Der Kommissar's in Town		
R1	J185	The Haunted Castle (German balance)
	FrF27	Cocktails for Molotov
	SP264	Meet the Old Boss
R2	AP93	Best Think Again (Russian balance)
	RB3	Bread Factory #2
	FrF88	Panzer Shield (FrFA/33 + G/R)
R3	AP123	Busting in Balta (r/7/56/57 + R/G)
	WO22	The Cost of Non-Compliance (Russian balance)
	SP266	Anatoly's Ambush
* All balances are suggestions & are not a requirement		

Wednesday

Gunned Up in the Desert		
R1	DB012	First Clash in Tunisia
	CH49	High Danger
	MM33	Ariete on Totensonntag
R2	J186	Castles on the Horizon (German balance)
	SP25	Two Pounds in Return
	MM35	10th Panzer Takes the High Ground
R3	37	Khamsin
	J91	The Sooner the Better
	MM36	The 9th Sees the Elephant
* All balances are suggestions & are not a requirement		

Wednesday

T-Mini (using T-Cards)		
R1	RPT12	Retreat from Bairak
	FrF89	Red Tears Shed on Gray (1/71 X15/X21/O4 + R/Axis Minor)
	SP227	Party Boys (Canadian balance)
R2	AP106	One Helluva Patrol Leader
	J63	Silesian Interlude
	OB12	Block at Ville-sur-illon
R3	BFP105	The Winter City
	FrF68	A Hasty Farewell
	110	North Bank
* All balances are suggestions & are not a requirement		

ASLOK 2017 Minis - Thursday

Thursday

Night		
R1	FrF91 VotG23 AP39	Moonlight Drive (v/61 + US/J) Heroes of the Soviet Union Old Hickory
R2	AP88 J169 AP97	Full Moon Madness Few and Far Between (Russian balance) Strike Up the Band
R3	FrF48 AP111 MM38	Bad Moon Rising The Katanas Come Out at Night (Russian balance) Eliminating the LVR
* All balances are suggestions & are not a requirement		

Thursday

Pacific		
R1	AP125 J150 A116	Ambush On South Knob (78 US/J) The Sangshak Redemption Tangled Up in Blue
R2	AP126 A115 WO16	Maryuma's Stronghold (38/56 RR8/RR9/RR11/X13/X24 + J/Ch) Blockbusters Wildcat Strike
R3	AP54 AP65 BRT7	800 Heroes Baw Drop (British balance) Didn't Have to be There
* All balances are suggestions & are not a requirement		

Thursday

Deluxe		
R1	J158 J65 DASLA1	It Don't Come Easy Brave Little Emchas (Russian balance) L'ecole Normale (German balance)
R2	DASL1 DASL15 A103	Guryev's Headquarters (Both balances suggested) Barkmann's Corner Mayhem in Manila (Japanese balance)
R3	DASLC DASL18 J123	Smoke the Kents King of the Hill Charging Chaumont
* All balances are suggestions & are not a requirement		

Thursday

Tincans & Poppuns		
R1	AP122 BoF3/FrF9 FrF86	Mechanized Sacrifice (13/78 R/G) The Abbeville Bridgehead Belgian Tigers (23/68 O1/O2/X9/X11/X13 + AIMin/G)
R2	SP254 BoF2/FrF26 FrF88	Propitious Arrival A Polish Requiem Panzer Shield (FrFA/33 + G/R)
R3	FrF87 WO22 J113	Mormal Forest (42/63 + Fr/G) The Cost of Non-Compliance (Russian balance) Maczek Fire Brigade
* All balances are suggestions & are not a requirement		

Thursday

Rebels With a Cause		
R1	J109 J34 A99	Break for Hungary Men of the Mountains (Italian balance) To Clear a Roadblock (Partisan balance)
R2	J191 J85 J174	Rebels Without a Pause Ptichin' In Heart of Athena (Partisan balance)
R3	WO21 J87 MM40	Bolder Than Before (Ukrainian balance) Flames of Unrest (Partisan balance) Ochota Revenge (German balance)
* All balances are suggestions & are not a requirement		

Thursday

From the Old World		
R1	FrF85 170 J193	Junkers Junkyard (1b/14/43 X14 + G/AIMinor) 11th Company Counterattack (Finnish balance) Raff's Rules
R2	BoF8/FrF29 FrF40 J178	Sting of the Italian Hornet (Canadian balance) Sporck's Eleven Old Friends
R3	J113 163 FrF88	Maczek Fire Brigade Stopped Cold Panzer Shield (FrFA/33 + G/R)
* All balances are suggestions & are not a requirement		

Thursday

Action Burk		
R1	AP122 186/AP4 AP18	Mechanized Sacrifice (13/78 R/G) L'abbaye blanche Village of the Damned
R2	AP125 AP41 AP118	Ambush On South Knob (78 US/J) The Meat Grinder (German balance) Wise's War (German balance)
R3	AP126 AP121 AP12	Maryuma's Stronghold (38/56 RR8/RR9/RR11/X13/X24 + J/Ch) Along the Vistula (20/22/49/79 + AIMin/G) Cream of the Crop
* All balances are suggestions & are not a requirement		

Thursday

Fighting for the Fatherland		
R1	J193 RPT101 DB135	Raff's Rules Kibizov's Kibosh The Krinkelterwald
R2	AP118 J179 J146	Wise's War (German balance) Resignation Supermen Ragnarok
R3	J100 J175 DB138	For a Few Rounds More Bedburg Bite (British balance) Die Verdammten
* All balances are suggestions & are not a requirement		

ASLOK 2017 Minis - Friday

Friday

Stealth of the Ninja		
R1	AP86 147/J9 J128	Milling About A Stiff Fight Opium Hill (Japanese balance)
R2	AP59 BFP67 SP126	Taking Heads Coke Hill Malignant Mahrattas
R3	AP55 STL6 BFP30	The Generalissimo's Own A Rising Tide Melee Near the Coast
* All balances are suggestions & are not a requirement		

Friday

Schwerpunkt's Hurricane of Hits (was #23)		
R1	SP247 SP126 SP97	The Golden Arrow Malignant Mahrattas Twilight of the Reich
R2	SP95 SP108 SP115	Burn Gurkha Burn! Searing Soltau The Five Pound Prize
R3	SP80 SP11 SP255	Die Gurkha Die! Pomeranian Tigers Anatoly's Ambush
* All balances are suggestions & are not a requirement		

Friday

Biggest Loser No More		
R1	J183 J122 105	A Real Barnburner Bloody Boy Jacques Going to Church
R2	AP127 126 195/G6	The First Virtue (5a/78 + G/Br) Commando Schenke Rocket's Red Glare (German balance)
R3	AP131 J167 AP124	Crickets in Spring (11/64/65 + R/G) Hart Attack Lunch in Luga (r/78/79 + R/G)
* All balances are suggestions & are not a requirement		

Friday

Mother Russia		
R1	SP255 J118/FrF23 J106	Anatoly's Ambush Elephants Unleashed (Russian balance) Marders Not Martyrs (German balance)
R2	AP122 J103 J188	Mechanized Sacrifice (13/78 R/G) Lenin's Sons Grab and Go
R3	AP60 FrF89 AP124	Nishne, Nyet! Red Tears Shed on Gray (1/71 O4/X15/X21 + R/AxM) Lunch in Luga (r/78/79 + R/G)
* All balances are suggestions & are not a requirement		

Friday

Absolute Beginners		
R1	AP13 FrF24/BoF12 FT177	Shielding Moscow (German balance) Forging Spetznaz (Russian balance) Bloodier Than D-Day
R2	FT174 AP75 AP18	Green Berets (Add 236 + 2x? To G group A, Br earn VP N of road) Gabriel's Horn Village of the Damned
R3	WO23 163 J179	A Simple Solution (US balance) Stopped Cold Resignation Supermen
* All balances are suggestions & are not a requirement		

Friday

Young Americans		
R1	AP106 J20 188/A32	Helluva Patrol Leader The Guns of Naro Zon with the Wind
R2	AP59 J51 AP34	Taking Heads Canicatti Bocage Blockage
R3	J142 AP32 AP37	Penny Packets Second Crack at Caumont Apples to Apples
* All balances are suggestions & are not a requirement		

Friday - Grofaz

Best of the Best		
R1	J179 J63 147/J9	Resignation Supermen Silesian Interlude A Stiff Fight
R2	J175 J1 132/T7	Bedburg Bite (British balance) Urban Guerrillas Hill 253.5 (German balance)
R3	AP62 135/A68 159	Shouting Into the Storm Acts of Defiance White Tigers
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

Friday - Grofaz

Best of 2017		
R1	J183 FrF88 AP127	A Real Barn Burner Panzer Shield (FrFA/33 + G/R) The First Virtue (5a/78 + G/Br)
R2	J188 FrF92 AP130	Grab and Go Arms Race (FrFA/23/71 + G/Br) Magaret Morning (19/57/78 + US/G)
R3	J189 FrF87 AP131	Buckley's Block Mormal Forest (42/63 + Fr/G) Crickets in Spring (11/64/65 + R/G)
* All balances are suggestions & are not a requirement		
+ Grofaz Minis count in the Grofaz tourney, both Ws & Ls		

ASLOK 2017 Minis - Saturday

Saturday

Bushido - Way of the Warrior		
R1	AP84	Double Trouble (British balance)
	158	Last of Their Strength
	BoF1/FrF17	The Marco Polo Bridge Incident
R2	FrF90	Speed is the Essence of War (32/34/66 OG5/P1/P3 + Br/J)
	145	Shanghai in Flames
	160	Battlin' Buckeyes
R3	AP89	To the Pain
	J69	The Army at the Edge of the World
	J189	Buckley's Block
* All balances are suggestions & are not a requirement		

Saturday

Tommy Can You Hear Me?		
R1	SP258	Operation Blackwater
	J43	3rd RTR in the Rain
	110	North Bank (British balance)
R2	AP128	Flight of Fancy (49/79 + G/Br)
	FrF92	Arms Race (FrFA/23/71 + G/Br)
	J32	Panzer Graveyard
R3	MM39	Bicycle Race
	AP82	Coriano
	J175	Bedburg Bite (British balance)
* All balances are suggestions & are not a requirement		

Saturday

Squad Bleeder V		
R1	SqBI#10	Achtyrka Seesaw
		Russians vs. Germans
		Boards 70/4/16/19
R2	SqBI#11	Taking Back Ubach
		Americans vs. Germans
		Board 51
		Mini is only 2 rounds
		First Round should be finished by 4PM
See ASLOK TD		

Saturday

New Kid in Town		
R1	AP125	Ambush On South Knob (78 US/J)
	FrF92	Arms Race
	J185	The Haunted Castle (German balance)
R2	AP128	Flight of Fancy (49/79 + G/Br)
	FrF89	Red Tears Shed on Gray (1/71 X15/X21/O4 + R/Axis Minor)
	J193	Raff's Rules
R3	FrF90	Speed is the Essence of War (32/34/66 OG5/P1/P3 + Br/J)
	J191	Rebels Without a Pause
	AP122	Mechanized Sacrifice (13/78 + R/G)
* All balances are suggestions & are not a requirement		

Saturday

Purple Rain		
R1	J43	3rd RTR in the Rain
	158	Last of Their Strength
	AP31	First Cristot (British balance)
R2	TX5	Rush Hour
	HS25	Lambs Led to the Slaughter
	J189	Buckley's Block
R3	AP82	Coriano
	J69	The Army at the Edge of the World
	135/A68	Acts of Defiance
* All balances are suggestions & are not a requirement		

Saturday

Wrongway's Ready or Revise?		
R1	Moment of Truth	
		German vs Slovak (Axis Minor)
		Board 5b
R2	Texas Trickle	
		Japanese vs. US/KNIL (Allied Minor)
		Boards 38/57 + Overlays O2/OG2
R3	Fine Work	
		US vs. German
		Boards 17z/53
See Pete Shelling		

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 114 Engineering A Defeat			CH157 Armored Probe		
ID	Bid Points	Polish	ID	Bid Points	American
A	1	Delete two concealment counters from the Polish OB	A	1	Replace one 4-4-7 with a 4-4-8 in the Japanese turn 3 reinforcements
B	1	Replace the German 7-0 with a German 8-0	B	1	Replace the Japanese 8+1 with an 8-0
C	2	Replace the Polish 10-1 with a 8-1	C	2	Add a DC to the Japanese turn 3 reinforcements
D	2	Replace one German 4-6-7 with a 4-6-8	D	2	Replace the American 9-2 with an 8-1
E	3	Replace one German MMG with a HMG	E	3	Add a 4-4-7 to the Japanese turn 1 reinforcements
ID	Bid Points	German	ID	Bid Points	Japanese
A	1	Add four concealment counters to the Polish OB	A	1	Decrease the Japanese ELR to 3 and SAN to 4
B	1	Replace one German MMG with a LMG	B	1	Delete one LMG from the Japanese turn 1 reinforcements
C	1	Replace the Polish 7-1 with 9-1	C	2	In the Objectives change "32" to "36"
D	2	Battle Harden one Polish MMC	D	2	Add a BAZ 44 to the American onboard OB
E	3	Delete one German FT	E	3	Add a 6-6-7 to the American onboard OB
FrF89 Red Tears Shed on Gray			FrF86 Mormal Forest		
ID	Bid Points	Russian	ID	Bid Points	French
A	1	Increase Rumanian SAN to 4	A	1	Increase German SAN to 3
B	1	Delete three Russian concealment counters	B	1	Delete the two French concealment counters
C	2	Add a DC to the Rumanian OB	C	2	Replace two French 4-5-8s with 4-5-7s
D	2	Add a 3-4-7 to the Rumanian OB	D	2	French turn 2 reinforcements enter on turn 3
E	3	Replace the Rumanian 9-1 with a 9-2	E	3	Add a DC and 2-4-8 to the German OB
ID	Bid Points	Rumanian	ID	Bid Points	German
A	1	Add three concealment counters to the Russian OB	A	1	Increase French Sniper to 4
B	1	Add a 2-2-7 to the Russian reinforcements	B	1	Add four French concealment counters
C	2	Add a LMG to the Russian OB	C	2	Add one 4-5-7 to the French onboard OB
D	3	In the mission, Change "10" to "11"	D	2	Add one MMG to the French onboard OB
E	4	Rumanian reinforcements Enter on Turn 3	E	2	Replace the R-35 with a R-35(L) and replace the 9-1 AL with a 9-2 AL
PAD4 Iron Coffins			SP263 Snova Snare		
ID	Bid Points	Greek	ID	Bid Points	Russian
A	1	Delete the Greek DC	A	1	Russian player secretly deletes any four concealment counters
B	1	Reduce the Greek ELR to 3 and SAN to 4	B	1	Add a 2-4-7 to the German turn 1 reinforcements
C	1	Delete three Greek concealment counters	C	2	Replace two German 4-6-7s with 4-6-8s
D	2	Replace two Greek 4-5-8s with 4-5-7s	D	2	Replace two Russian 4-5-8s with 4-4-7s
E	3	Add a 9-1 to the Italian OB	E	3	Replace the German 8-1 with a 9-2
ID	Bid Points	Italian	ID	Bid Points	German
A	1	In the VC change "18" to "21"	A	1	Increase the Russian SAN to 4
B	1	Delete one Italian LMG	B	1	Delete one LMG from the German turn 1 reinforcements
C	2	Delete one Italian 3-4-7	C	2	Replace the German HMG with a MMG
D	3	Replace the Greek MMG with a HMG	D	2	Replace the Russian 8-0 with a 9-1
E	4	Delete one Italian L3/35	E	3	Add 6AP mines to the Russian group north of the stream

Round 2

BFP118 Kazina Clash		
ID	Bid Points	Polish
A	1	Increase the German ELR to 4 and SAN to 3
B	1	Replace one German 4-6-7 with a 4-6-8
C	2	Add a 9-1 AL to the German OB
D	2	Replace the Polish 9-1 with an 8-0
E	2	Add a 4-6-7 to the German OB
ID	Bid Points	German
A	1	Add four concealment counters to the Polish OB
B	1	Replace one German 4-6-7 with a 2-4-7
C	2	Add an 8-1 AL to the Polish onboard OB
D	2	Add one 2-4-8 to the Polish onboard OB
E	3	Delete SSR 2
FrF87 Belgian Tigers		
ID	Bid Points	Belgian
A	1	Delete four concealment counters from the Belgian OB
B	1	Decrease Belgian SAN to 2
C	2	Add a LMG to the German force east of the road
D	2	Replace one German 8-0 with an 8-1
E	3	Increase by one the Smoke Exponent of German 5-4-8 squads
ID	Bid Points	German
A	1	Add four concealment counters to the Belgian OB
B	1	In the mission, change "6" to "7"
C	2	The Belgian secretly Battle Hardens three units
D	2	Add a 4-5-7 to the Belgian onboard OB
E	3	Belgian turn 2 reinforcements enter on turn 1 with half MP
J189 Buckley's Block		
ID	Bid Points	American
A	1	Increase Japanese SAN to 3
B	1	Add a LMG to the Japanese OB
C	2	Delete SSR 2
D	2	Replace one American 6-6-8 with a 3-4-8
E	3	Add Half a Game Turn
ID	Bid Points	Japanese
A	1	Add three concealment counters to the American OB
B	1	Delete one Japanese LMG
C	2	Delete one Japanese dm MTR
D	2	Delete one Japanese DC
E	2	Add one 3-4-8 to the American OB

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.