

## **ABS IT-ASL-IA 2009**

### **FrF 30 Bidermann's escape**

G3 G2 + exchange two 447 for two 458 in Russian OB  
G2 G1 + exchange three 467 for three 447 in German OB  
G1 add a 228 crew to Russian onboard force  
R1 delete 2 x ? from Russian OB  
R2 R1 + exchange two 467 for two 468 in German OB  
R3 R2 + exchange Russian 8-1 for a 8-0

### **MwT 10 Party boys**

*Errata: Building 10 oCC4 (and not building 43 oCC4)  
is worth 2 VP*

G3 G2 + delete the DC in the German OB  
G2 G1 + add a Hero to Canadian OB  
G1 add a PIAT to Canadian OB  
Can 1 delete SSR3  
Can 2 Can 1 + lower SAN to 3  
Can 3 Can 2 + add a 9-1 AL to German OB

### **110 North Bank**

G3 G2 + shorten the scenario to 6 turns  
G2 G1 + lower German SAN to 2  
G1 add 1 338 to the British OB  
B1 add a 9-1 AL to the German OB  
B2 B1 + delete the 8 "?" from the British OB  
B3 B2 + lower British SAN to 5

### **FRF 23 Elephants Unleashed**

G3 G2 + add 6 AP mines to the Russian OB  
G2 G1 + exchange the 9-2 AL for a 9-1 AL  
G1 add a wire counter to the Russian OB  
R1 decrease Russian SAN to 3  
R2 R1 + add a LMG to the German OB  
R3 R2 + exchange a 467 for a 468 in the German OB

### **FrF24 Forging Spetsnaz**

J3 J2 + delete one 336 squad  
J2 J1 + exchange two 447 squad for two 347 in the reinforcement group  
J1 exchange one Russian 7-0 for an 8-1  
R1 add a LMG to Japanese OB and Battle Harden two squads  
R2 R1 + The 75\* INF gun may set up HIP  
R3 R2 + delete one 527 squad from Russian OB

### **PB 19 House of Pain**

*Clarification: The Commonwealth side wins controlling at game end at least any  
two buildings listed in the VCs*

See scenario's sheet for ABS.

### **FrF14 Patton Breaks loose**

*Tournament SSR addition: Crews cannot voluntary abandon their AFVs*

I3 I2 + Italian crews are inexperienced (D3.45)

I2 I1+ Replace 3 X 447 with 3 X 347 in the Italian OB

I1 the Italian ELR is 0

US 1 lower American SAN to 2

US 2 US 1 + delete one 666 squad from the American OB

US 3 US 2 + exchange the 8-1 for a 8-0 in the American reinforcement group

### **AP 23 Agony at Arnatuovo**

*Clarification: Partisans are "Russian" for control building purpose.*

I3 I2+ Replace the Russian 9-1 with a 9-2

I2 I1+ delete 4X "?" in the Italian OB

I1 Replace 2 X 447 with 2 X 458 in the Russian OB

R1 Delete one MMG in the Russian OB

R2 R1 +Replace the 8-1 Partisan Leader with a 7-0

R3 R2 + Increase Italian SAN to 5 in game turns 4,5,6,7,8

### **AP 19 winter of their discontent**

*Clarification: "Units", for Russian entry conditions, are AFVs, MMCs and SMCs*

I3 add 4 VP to the Russian Total at Game End

I2 add 2 VP to the Russian Total at Game End

I1 add 1 VP to the Russian Total at Game End

R1 Subtract 1 VP to the Russian Total at Game End

R2 Subtract 2 VP to the Russian Total at Game End

R3 Subtract 4 VP to the Russian Total at Game End

### **NQNG-6 One eye to the West**

*Clarification: IT-ASL-IA 2009 adopts the HOB "All time Favorites" free downloadable version of the scenario*

G3 add 6 VP to the Russian Total at Game End

G2 add 4 VP to the Russian Total at Game End

G1 add 2 VP to the Russian Total at Game End

R1 all German 838 are Fanatic

R2 R1 + Subtract 1 VP to the Russian Total at Game End

R3 R1 + Subtract 3 VP to the Russian Total at Game End

### **SP 11 Pomeranian Tigers**

*(Ignore the ABS in the scenario sheet).*

Errata: replace "cmI" with "CHXu" and "Grgg" with "Grgg" in the scenario sheet. Also, replace "co o q" with "co o q" and "r wtr qug" with "r wtr qug".

G3 G2 + Cancel SSR 5

G2 G1+ exchange the MMG in the Russian OB for a HMG

G1 Russian can HIP 1 squad any SMC and SW stacked with it.

R1 Germans wins exiting > 38 VPs

R2 R1 + Add a 548 to the German reinforcement group  
R3 R2 + Russian reinforcements enter on turn 5 or later

### **WCW 7 Eye of the Tiger**

G3 G2 + Russian may use HIP for one MMC and any SMC/SW setup with it  
G2 G1 + add 5 "?" to the Russian OB  
G1 add 2 CVP to the Russian total at Game End  
R1 subtract 3 CVP to the Russian total at Game End  
R2 R1 + Exchange the German 8-1 for a 9-2  
R3 R2 + delete the 9-1 AL and Exchange the SU -85 for a T34-M43

### **FF10 Blackjack is Back**

*Clarification: IT-ASL-IA 2009 adopts the "FF 10" version of the scenario from the Waffen SS II Pack by the HOB.*

G3 add 5 to the CVP/EVP the American must earn more than the SS player to win at the end of the game and to the total of CVP/EVP he must gain to have an immediate Victory.

G2 add 4 to the CVP/EVP the American must earn more than the SS player to win at the end of the game and to the total of CVP/EVP he must gain to have an immediate Victory.

G1 add 2 to the CVP/EVP the American must earn more than the SS player to win at the end of the game and to the total of CVP/EVP he must gain to have an immediate Victory.

A1 Subtract 2 to the CVP/EVP the American must earn more than the SS player to win at the end of the game and to the total of CVP/EVP he must gain to have an immediate Victory.

A2 Subtract 4 to the CVP/EVP the American must earn more than the SS player to win at the end of the game and to the total of CVP/EVP he must gain to have an immediate Victory.

A3 Subtract 5 to the CVP/EVP the American must earn more than the SS player to win at the end of the game and to the total of CVP/EVP he must gain to have an immediate Victory.

### **J43 3<sup>rd</sup> RTR in the Rain**

G3 G2 + lower German SAN to 2  
G2 G1 + Exchange the 8-0 in the British OB for a 8-1  
G1 add a 247 HS to the British OB  
B1 add a 468 to the German OB  
B2 B1 + Exchange a LMG with a MMG in the German OB  
B3 B2 + add a 8-1 AL to the German OB

### **J28 Inhumaine**

*Clarification: HIP Units are "counters" for SSR 3 purpose, but not "?" placed for A12.12 after the setup is complete.*

US3 US2 + Exchange a MMG in the German OB for a HMG  
US2 US1 + add a 8-0 to the German OB  
US1 add a 248 to the German OB  
G1 Exchange the 9-2 leader in the American OB for a 10-2  
G2 G1 + delete one LMG in the German OB  
G3 G2 + add a 747 in the American OB

### **CH 6 Armored Probe**

See scenario's sheet for ABS

### **SP 95 Burn Gurkha Burn**

J3 J2 + Exchange a MMG in the Gurkha OB for a HMG  
J2 J1 + delete a 447 in the Japanese OB  
J1 Exchange the "non-Gurkha" 8-0 in the Gurkha OB for a "non-Gurkha" 8-1  
Gu 1 delete 4 "?" From the Gurkha OB  
Gu 2 Gu 1 + add a LMG to the Japanese OB  
Gu 3 Gu 2 + Exchange one of the Japanese reinforcement 9-0 leaders for a 10-1

### **SP 125 Nushingum**

*VC Clarification: Gurkha must clear from good order Japanese MMC both level 1 AND level 2 hills in the Victory Area to fulfill VC.*

J3 J2 exchange a 9-1 for a 8-0 in the Japanese OB  
J2 J1 + BS is NA  
J1 exchange the 448 for a 447  
Gu 1 delete a 338 in the Gurkha OB  
Gu 2 Gu + lower Gurkha SAN to 2  
Gu 3 Gu 2 + exchange a 447 for a 448