

ABS IT-ASL-IA 2010

ROUND 1

FrF 44 Anhalt Pandemonium (Ger – Rus 14/21- 6,39 T 4,5)

G3 G2 + Add one 4-4-7 squad to the Russian OB.

G2 G1+ Replace the Russian 8-0 leader with a 8-1 leader.

G1 Delete one LMG from the German OB.

R1 add a 348 to the German OB

R2 R1 + Replace the German 8-0 leader with a 8-1 leader.

R3 R2 Delete one 4-5-8 squad from the Russian OB.

RPT 4 Transylvania 6-5000 (Hun –Rus 32/34- 6,6 T 5,5)

H3 H2 + delete the 8-1 AL in the Hungarian OB

H2 H1+ exchange the 8-1 in the Hungarian OB for a 8-0

H1 delete a LMG in the Hungarian OB

R1 delete the 4 “?” in the Russian OB

R2 R1 + add a PSK to the Hungarians

R3 R2 + delete the 50mm mrt in the Russian OB

SP 173 Der Letzte Geburtstag (Ger – Rus 7/4 – 5,92 T 4,5)

G3 G2 + delete 6+1 leader

G2 G1 + delete one 247 from German OB

G1 Exchange two 527 for two 628

R1 delete the 8-1 AL

R2 add a 247 to German OB

R3 add a PSK to German OB

ROUND 2

WeW 1 We Will Fight ... Eradicated (Pol –Ger 60/68- 6,71 T 7)

G3 subtract 3 VPs to the German VPs total

G2 subtract 2 VPs to the German VPs total

G1 subtract 1 VP to the German VPs total

P1 add 1 VP to the German VPs total

P2 add 2 VPs to the German VPs total

P3 add 3 VPs to the German VPs total

SP 136 Orczy Square (Hun –Rus 11/21- 6,59 T 5,5)

H3 H2 + Exchange the 8-1 with a 8-0 in the Hungarian at start OB

H2 H1 + lower Hungarian SAN to 3

H1 Exchange a Russian 426 for a 447

R1 delete a 426

R2 R1 + Exchange two 347 for two 447 in the Hungarian OB

R3 R2 + Russian reinforcements enter on Turn 4

FT 64 Savnik (Par – Ger 3/6- 6,58 T 5,5)

P3 P2 + delete 4 X “?” in the Partisan OB

P2 P1 + Exchange ≥ 16 CVPs with ≥ 19 CVPs in the VCs

P1 Exchange ≥ 9 Buildings with ≥ 8 Buildings in the VCs

G1 Exchange the 7-0 Partisan leader for a 8-1

G2 G1 + an AFV counts 3 CVPs (5 CVPs if the Crew is eliminated)

G3 G2 + Exchange the MMG for a LMG in the SS OB

ROUND 3

DB 38 Centauro on a Flank (It – Yug 13/28- 5,93 T 7)

Y3 Y2 + add a 8-1 to the Italian OB

Y2 Change in the VC ≥ 9 with ≥ 7

Y1 Change in the VC ≥ 9 with ≥ 8

I1 add 4 X “?” to the Allied Minor OB

I2 I1 + delete the Italian AL

I3 I2 + Change the 7-0 in the Italian OB with a 6+1

J34 Men of the Mountains (It- Par 42/65 – 6,74 T7)

ITASLIA SSR :

1) Reduce game length to 7 Turns

2) In SSR 3 add: “ The Gun cannot be permanent disabled by a repair attempt dr”

P3 P2 + delete 1 X 337 in the at start Partisan OB

P2 P1 + Change the MMG in the Italian OB with a HMG

P1 The Italian L3/35 may begin the game manned

I1 Partisan Reinforcements enter on Turn 2

I2 I1 + lower Italian SAN to 2

I3 I2 + delete the 45mm mrt in the Italian OB

FT 56 Primo Contatto (It –Rus 2/8 – 6,83 T6)

R3 R2 + Delete one MMG in the Russian OB

R2 R1 + Delete 4X “?” in the Russian OB

R1 Change in the VCs 16 CVP with 13 CVP

I1 Change the 7-0 in the Reinforcement Group with a 6+1

I2 I1 + replace 1 T37 with 1 T40 in the Russian OB

I3 I1 + replace 2 X T37 with 2 X T40 in the Russian OB

ROUND 4

27 The Liberation of Tulle (Par – Ger 68/40- 5,78 T8)

P3 P2 + exchange the 8-0 Partisan leader in board 2 with a 6+1

P2 P1 + delete the six “?” in the Partisan OB

P1 delete one 337 from the Partisan force on board 2 and another 337 from the Partisan force on board 22

G1 add 4X “?” to the Partisan OB on board 22

G2 G1 + delete a LMG from the German OB

G3 G2 + delete a 436 from the German OB

MP 11 Vulcan’s Forge (Ger – Rus 23/33 - 7,54 T7)

ITASLIA SSR : Change in the “Objective” “6” with “8”

G3 at game end add three controlled stone locations to the Russian total

G2 at game end add two controlled stone locations to the Russian total

G1 at game end add one controlled stone location to the Russian total

R1 at game end subtract one controlled stone location to the Russian total

R2 at game end subtract two controlled stone locations to the Russian total

R3 at game end subtract three controlled stone locations to the Russian total

FrF2 Makzec Fire Brigade (Pol – Ger 35/31- 7,33 T5,5)

P3 P2 + add a LMG to the German OB

P2 at game end add two controlled buildings to the German total

P1 at game end add one controlled building to the German total

G1 at game end subtract one controlled building to the German total

G2 at game end subtract two controlled buildings to the German total

G3 G2 + delete a LMG from the German OB

ROUND 5

DB 40 Riding the Coattails (Pol – Slov 19/23- 6,68 T 6,5)

P3 at game end add 4VPs to the Slovak

P2 at game end add 3VPs to the Slovak

P1 at game end add 1 VP to the Slovak

Sl1 at game end add 1VP to the Polish

Sl2 at game end add 3 VPs to the Polish

Sl3 at game end add 4 VPs to the Polish

FrF 41 Romania Mare (Rus –Rum 16/7- 6,16 T 5,5)

Rum 3 Rum 2 + delete one DC in the Rumanian OB

Rum 2 Rum 1 + delete the 137 HS

Rum 1 replace one Romanian 347 with a 137 HS

Rus 1 delete one LMG from the Russian OB

Rus 2 Rus 1 + delete one 447 in the Russian OB

Rus 3 Rus 2 + change in the “Mission” ≥ 6 Rubble/Building hexes with > 5 Rubble/Building hexes

SP 180 Encircle this! (Ger – Rus 7/10- 7,00 T 6,5)

G3 G2 + add a 458 to Russian OB
G2 G1 + add six ? to Russian OB
G1 add a DC to Russian OB
R1 add a DC to German OB
R2 R1 + exchange three 467 for three 468
R3 R2 + add a 467 to German OB

ROUND PTO

FT 137 300 (Jap- Chi 2-2 -7 T6)

Jap 3 Jap 2 + add a hero to the Chinese OB
Jap 2 Jap 1 + replace a Chinese leader 8-0 with a 8-1
Jap 1 add 3 X “?” to the Chinese OB
Chi 1 add a third “Type 94” tankette to the Japanese OB
Chi 2 Chi 1 + delete SSR 3
Chi 3 Chi 2 + delete first sentence of SSR 2

FRF 17 The Marco Polo Bridge Incident (Jap- Chi 18-23 – 6,84 T5)

Jap3 Jap1+ add “ 2” to the number of buildings the Japanese must control to win
Jap2 Jap1 + add “1” to the number of buildings the Japanese must control to win
Jap1 Increase Chinese San to 4
Chi1 Replace the Japanese leader 8+1 with a 10-0 leader
Chi2 Chi1 + subtract “ 1” to the number of buildings the Japanese must control to win
Chi3 Chi1 + subtract “2” to the number of buildings the Japanese must control to win

BFP 30 Melee Near The Coast (Jap- Chi ---- T7)

Chi 3 Chi 2 + Japanese must control at game end ≥ 9 buildings to win
Chi 2 Chi 1 + add a 237 to the Japanese OB
Chi 1 add a 8+1 leader to the Japanese OB
Jap 1 replace a LMG with a HMG in the Chinese OB and add a 227
Jap 2 Jap 1 + delete a 237 in the Japanese OB
Jap 3 Jap 2 + exchange three 447 with three 347 Squads in the Japanese OB