

ASL Scenario Balance errata (**highlighted** material is new as of November 2025)

Below are listed all of the balance changes for scenarios that have been updated and re-released, the product they appear in, and (where appropriate) any new scenario numbering. Together with previously published errata, these changes will update the prior scenarios to their new state.

[Scenarios indicated by a bullet (•) also have previous errata incorporated into their updated state. Any updated scenarios with new errata are listed in the Scenario Errata file.]

BEYOND VALOR Scenario Updates

M First Crisis At Army Group North (125): Increase the game length by one turn and add one 4-4-7 and LMG to the Russian OB. In Russian balance replace “8 Turns” with “9 Turns”.

A7 Slamming Of The Door (129): Revise the circled numbers in the Turn Record Chart for the turn of entry of the German reinforcements and their relationship to the VC— circled numbers are now “2” in turn 2, “4” in turn 3, and “6” in turn 4, and the number of CVP the Russians must amass is increased by the circled number of the turn of entry of the reinforcements.

A8 The Agony Of Doom (136): In the VC, change “all multi-hex buildings” to “≥ 4 multi-hex buildings”.

A21 Counterattack On The Vistula (134): In the VC increase the German CVP cap from 19 to 24 and in the German Balance increase the German CVP cap to 29.

A80 Commando Schenke (126): Add one 4-4-7 to the Russian OB and decrease the German SAN to 2.

DOOMED BATTALIONS Scenario Updates

43 Into The Fray: Replace the Cavalry 7-0 with a second 8-1. Delete SSR 3.

44 The Gauntlet: Decrease Exit VP from 18 to 17.

45 Revenge At Kastelli: Delete one Greek 4-3-7 (changes BI to 150). In SSR 3, replace “squads” with “squad-equivalents”.

46 Birds Of Prey: Add one Belgian 8-0.

- **47 Rude Awakening:** Shorten game length by one turn. Change Yugoslavian Cavalry leaders to 9-1 and 8-1.
- **48 Toujours l’Audace:** Add two Belgian 4-5-8s (changes BI to 168). Delete SSR 4.
- **49 Piercing The Peel:** Shorten game length by one turn. Add eight Wire counters. Change Dutch Balance to read “Delete the 8-0 from the German OB.”. Change German Balance to read “Extend game length to 8 game turns.”. In SSR 3, replace last sentence with: “Dutch Fortifications may not set up hidden (contrary to A12.33).”.
- **50 Age-Old Foes:** Kindling is NA. Add one Polish ATR. Wagons are worth 3 VP.
- 83 An Uncommon Occurrence:** Replace one *PzKpfw IIA* with one *PzKpfw IIIF* and add one 9-1 Armor Leader.
- 84 Round One:** Add one Fortified Building Location and one ATR to the Polish OB.
- 85 No Way Out:** Shorten game length by one turn. Delete two 4-5-7s from the Polish OB (changes BI to 128).
- 87 Good Night, Sweet Prince:** Increase game length by ½ turn. Add one dmMMG and one LMG to the German OB. Change German Balance to read “Increase Game Length to 8 ½ turns.”. In SSR 4, replace “Surrender may not be refused...” with “A Good Order unit may not refuse Surrender...”.
- 88 Art Nouveau:** Increase game length by one turn. Replace German 8-0 with German 9-1. Change German Balance to read “Increase Game Length to 9 ½ turns.”.
- **89 Rescue Attempt:** The Belgians win at game end by amassing ≥ 13 VP, which are awarded as follows. At game end Good Order Belgian squads and HS are worth 2 VP and 1 VP respectively. AFV with any functioning MA/MG are worth 2 VP if within 5 hexes of 43O10, or 1 VP otherwise. Beginning on Turn 7, Belgian squads/HS may exit off the west edge on/between 33GG5 and 33GG1 and count for VP.

90 Pride And Joy: Delete the SSR for Ammo Shortage. Delete one 3-4-6 from reinforcements.

A28 The Professionals (144): Kindling is NA. At end of SSR 4 add: “Use either *Cannone da 47/32* (Italian Ordnance Note 5), or the *Bohler M35* (Allied Minor Common Ordnance Note 26) but without a gunshield.”.

A46 Rattle Of Sabres (138):

1. In VC, Prisoners are NA for Exit VP, and required CVP are lowered from 12 to 8.
2. Polish forces are split into 3 groups. Three 4-5-8s & horse counters, 8-1, MMG, & two ATRs set up HIP (if in Concealment Terrain) on/west of hexrow U. Seven 4-5-8s & horse counters & 9-2 enter Mounted on Turn 1 along west edge having expended 6 MF. Four 4-5-8s & horse counters & 8-0 enter on Turn 2 along west edge having expended 6 MF.
3. Add a fourth LMG to German OB.
4. Replace SSR 2 and SSR 3 with the following and add SSR 5:
 2. The Polish player may elect to forego setting up on board any SW and 1 squad (and Horse counter), and instead enter the

SW and 2 squads (and Horse counters) with the Turn 2 reinforcements.

3. German units must enter Mounted. German MMG must enter possessed by a crew, cannot be transferred among Cavalry, and require the possessing unit to spend ALL MF to (dis)mount.

5. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.

5. Replace Balances with:

Polish: Add a 4-5-8 to the Polish on-board force.

German: Extend the game length to 7 ½ turns.

- **A63 Action At Balberkamp (141):** Add the following sentence to SSR 4: “After the first player receives his reinforcements, the opposing player receives (when his reinforcements arrive) an extra reinforcement squad for each subsequent failed Reinforcement DR.”.
- **A72 Italian Brothers (139):** Replace Italian 7-0 with Italian 8-1. Change Nationalist Balance to read “Add a dmMMG to the Nationalist OB.”.

J25 The Weigh In (139): Increase CVP cap to 56.

J26 Round Two (140): Add one 4-5-8 and one ATR to the Polish OB (changes BI to 149).

J42 Grebbe End (143): Add one 4-3-7 to the Dutch OB (changes BI to 80).

DOOMED BATTALIONS, 4th Edition Scenario Updates

- **48 Toujours l’Audace:** Replace the German SS 4-6-8 squads with 4-6-8 squads (only applicable to Doomed Battalions, 3rd Edition). Change the unit name in the German OB to ‘**Elements of Bataillon III, Infanterie-Regiment “Grossdeutschland”**’. Delete SSR 4.
- 138 Rattle Of Sabres:** In the Polish Balance, add “*and* one squad-sized horse counter” between “4-5-8” and “to”.
- G40 Will To Fight...Eradicated (309):** In the VC, change “≥ 29” to “≥ 27”. Change the German Balance to “Add one 2-3-7 HS to the German Turn 2 reinforcements *and* one LMG to their Turn 3 reinforcements.”.
- A30 Defeat In Java (314):** Decrease the game length to 7½ Game Turns. Add one 2-2-8 crew, one MMG, and eight “?” counters to the 230th Infantry Regiment in the Japanese OB. (The Japanese BI BPV number changes from [225] to [235].) Change the Japanese Balance to “Add one 2-2-8 crew *and* one MMG to the 230th Infantry Regiment.”. In SSR 3, delete “, and may not be set up in the same *hex* as any MMC”.
- **A85 Airborne Samurai (313):** Exchange one 4-5-7 squad with a 4-3-7 squad in the Dutch OB. (The Dutch BI BPV number changes from [112] to [110].) Add one dmMMG and one LMG to the Japanese OB. Replace SSR 4 with “ELR Replacement (A19.13; G1.12-.13) is NA for the Japanese.”.
- **J113 Maczek Fire Brigade (307):** In the VC, change “≥ 12” to “≥ 11”. Change the German Balance to “In the Victory Conditions, change “≥ 11” to “≥ 10” *and* add one LMG to the German OB.”.
- OB1 Riding The Coattails (308):** Decrease the game length to 5½ Game Turns.
- BoF2 A Polish Requiem (310):** Add a LMG to the German OB.
- WO9 Sting ‘Em At Zingem (312):** Delete one LMG *and* exchange one 4-5-7 squad with a 4-3-7 squad in the Belgian force that sets up on board 66. (The scenario takes place in Belgium, not Holland.)

FOR KING AND COUNTRY Scenario Updates

- G22 A Day By The Shore (103):** In the VC add “assembled” after “Good Order”. In German Turn 3 reinforcements replace “enter on Turn 3” with “enter on/after Turn 3”. In German balance replace “on Turn 2” with “on/after Turn 2”.
- G43 Kangaroo Hop (106):** Replace British balance with “In German setup, delete “using HIP (regardless of terrain)” and delete SSR 5.”. In SSR 6 replace “150+mm OBA” with “100+mm OBA”.
- A1 Tavronitis Bridge (93):** Add a 4-6-8 and a glider to the German OB.
- A2 Bofors Bashing (94):** Add a 4-6-8 and a glider to the German OB.
- A3 Descent Into Hell (95):** Add a 4-6-8 and a glider to the initial Turn 1 force and also to the Turn 4 reinforcements.
- A15 Stand Fast The Guards (92):** Replace British balance with “SSR 4 and 5 are NA.”. Replace German Balance with “In SSR 3 replace “DR” with “dr”.” In SSR 2 delete “and one AT Gun (and its crew)”. In SSR 3, change “dr” to “DR.”
- A22 The Crux Of Calais (96):** Add a 4-5-7 and a LMG and 6 “?” to the British OB. Replace the British Balance with “Add a 4-5-7 and an ATR to the British OB.”. In German Balance replace “three 4-6-7s” with “two 4-6-7s”.
- **A24 Regalbuto Ridge (100):**
 1. Shorten Game Length to 7 turns.
 2. Replace the Victory Conditions with the following: “The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2. Good Order MMC on Level 3 hexes count double.”
 3. In the British Balance replace “7 Turns” with “6 Turns”.

4. Replace SSR 4 with the following: “One German 8-0 possessing the radio must set up HIP to direct the fire of a single offboard 75* leIG 18 INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted indirect fire (C9.3-.31) apply [EXC: *Gun Malfunction is NA*], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from hex 3A5.”.

A35 Guards Attack (108): Add a 2-4-8 to the German OB

A38 North Bank (110): Add 8 “?” to the British OB. Replace the British Balance with “Add one 3-3-8 to the British OB.”. Replace the German Balance with “Delete the 8 “?” from the British OB.”. Add the following SSR: “**5.** Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and within 16 hexes of an unbroken enemy unit, or is no longer Good Order.”.

A40 Ad Hoc At Beaurains (91): In Victory Conditions replace “35 VP” with “30 VP”.

A43 Probing Layforce (99): In Victory Conditions replace “20 VP” with “17 VP”. Reduce British OB by one 6-4-8. Replace German balance with “Delete a 9-1 from the British OB.”.

A102 On Silent Wings (98): Add a 5-4-8, a LMG, and a glider to the German OB.

RISING SUN Scenario Updates

59 Smertniki: Add an 8-1 leader to the Russian OB. In SSR 3, delete the last sentence.

60 On The Kokoda Trail: Add a 6-4-8 to the at-start Allied OB. Add a 7-0 to the Allied reinforcements. (The Allied BI BPV number changes from [121] to [135].) In SSR 5, add “Field Promotion (A18.) is NA,” after “Captured.”.

62 Bungle In The Jungle: In the VC, change “35 VP” to “30 VP”. In the British Balance, change “35” to “30”, and change “30” to “27”; and add “British OBA has Plentiful Ammunition (C1.211).”.

63 The Eastern Gate: In SSR 3, insert before the last sentence, “Both the onboard Column and the Turn 2 Column have already expended 2 MF.”. In SSR 5, delete the last two sentences and add “(A25.43)” at the end of the first sentence.

64 Hazardous Occupation: In the Muslim OB, add a 3-3-7 and replace the 8-0 with an 8-1. (The Muslim BI BPV number changes from nil to [60].) Change the Muslim Balance to read “Add a 3-3-7 and 2 Panji hexsides.”.

66 The Bushmasters: In the VC, change “40 points” to “35 points”. In the American Balance, change “40” to “35”, and change “35” to “30”.

70 KP 167: Delete the last Japanese Player Turn so that game length becomes 10.5 Game Turns. Add a 4-4-8 to the Japanese OB. (The Japanese BI BPV number changes from [292] to [308].)

73 Hell Or High Water: Delete a 6-6-8 from the American OB. In SSR 3, change “eight pillboxes” to “twelve pillboxes”.

G28 Ramsey’s Charge (148): In the American OB, add a 6-6-7, LMG, and Horse counter to the reinforcements.

A41 OP Hill (157): Add a 4-4-8 to the Japanese OB. In the British OB, delete the 7-0 from the reinforcements. (The Japanese BI BPV number changes from [265] to [281].)

A47 White Tigers (159): Add a 4-4-7, LMG, and DC to the Japanese OB. (The Japanese BI BPV number changes from [326] to [339].) In SSR 4, delete everything after “(A25.43),” and replace the comma with a period.

A58 Munda Mash (152): Increase the game length by 1 Game Turn, to 8.5 Game Turns. In the American OB, add an 8-1.

- **A60 Totsugeki! (153):** Add a 3-3-7 and four “?” to the Chinese OB. (The Chinese BI BPV number changes from [88] to [93].)
- **A82 Orange At Walawbum (154):** Add a 4-4-8 and LMG to the Japanese OB. (The Japanese BI BPV number changes from [262] to [278].)

A83 Last Of Their Strength (158): The Japanese reinforcements enter on Turn 3. Change the American Balance to read “Eliminate a 4-4-7 from the Japanese reinforcements and replace the 10-0 with a 9-0.”.

A101 The Drive for Taierzhuang (146): In the VC, change “50” to “55”. In the Chinese Balance, change “50” to “55” and “58” to “60”.

A110 Shanghai In Flames (145): Add a 4-4-7 and LMG to the Japanese OB. (The Japanese BI BPV number changes from [246] to [259].)

HASL A3 Grabbing Gavutu (149): Add a 2-2-8 and *Type 92 Infantry Gun* to the Japanese OB.

HASL A4 Tanambogo Nightmare (150): In the VC, change “8” to “6”.

HASL A5 Take Two (151): Delete two Game Turns so that the game length becomes 8 Game Turns. In the Japanese Balance, change “9 Turns” to “7 Turns”.

GT CG Sand & Blood: Add a 2-2-8 and *Type 92 Infantry Gun* to the Japanese OB.

J2 Battlin’ Buckeyes (160): Add a 6-6-7 and BAZ 45 to the at-start American OB. (The American BI BPV number changes from [151] to [165].)

AP15 Broken Bamboo (156): Add a 4-4-7 to the Japanese OB.

YANKS Scenario Updates

11 Defiance On Hill 30: Add a 3-3-7 HS and replace the 7-0 with an 8-1 in the American at-start OB. American reinforcements now enter on Turn 4 on a dr of 1-3; otherwise they enter on Turn 5.

12 Confusion Reigns: Replace the 8-0 with a 9-1 in the German OB. Delete two BAZ 44s from the American OB.

13 Le Manior: Decrease the game length to 7 Game Turns. Replace the 7-0 with an 8-1 in the German OB.

14 Silence That Gun: In SSR 1, building 3N1 now has a ground level only. The *7.5cm PaK 97/38* can't be eliminated by a BAZ CH. Delete two 4-3-6 squads from the German OB. (The German BI BPV number changes to [70].) Replace the 7-0 with a 9-2 in the American OB. Change the American Balance to "Delete one 4-3-6 squad from the German OB."

15 Trapped!: German ELR is now 3/2. Change the American Balance to "In SSR 3, change "4-4-7" to "4-3-6".".

16 No Better Spot To Die: In the VC, change "three building hexes" to "≥ 4 building hexes". Add one 8-1, one 7-4-7, one *M2 60mm Mortar*, and one foxhole to the American OB. Change the American Balance to "≥ 5" and change the German Balance to "≥ 3".

17 Lost Opportunities: Decrease the game length to 6 Game Turns. In the VC, change "instantly" to "at game end" and "four buildings" to "≥ 5 buildings". Change the American Balance to "≥ 6" and change the German Balance to "≥ 4".

18 The Roadblock: Decrease the game length to 10½ turns. American reinforcements now enter on a dr that is at least 3 < than the current turn number. The required number of German Exit VP is increased by 2 for each failed reinforcement dr (to a maximum of 4). Change the German Balance to "Increase the game length to 11½ turns."

19 Backs To The Sea: Replace the 9-1 with a 9-2 in the American OB. Delete two 4-4-7s, two MMGs, one LMG, and one *5cm leGrW 36 MTR* from the German OB. (The German BI BPV number changes from [126] to [112].) Change the American Balance to "Delete one 4-4-7 squad from the German OB."

• **20 Taking The Left Tit:** Add a 9-1, two 4-6-7s, and 4 minefield factors to the German OB.

• **21 Among The Ruins:** In the VC, change "ten Good Order squads" to "≥ 9 Good Order squad-equivalents". Change the German Balance to "≥ 11" and change the American Balance to "≥ 7".

22 Kurhaus Clash: Exchange five 6-6-6s for five 6-6-7s in the American OB. (The American BI BPV number changes from [187] to [202].)

23 Under The Noel Trees: Change the German Balance to "Delete the last sentence of SSR 3.". In SSR 3, at the end add "German 6-5-8s/3-4-8s are Elite (A1.25) units with Assault Fire (A7.36) but are not SS (A25.11), their broken morale level is one less than printed, and their Morale Factor is not considered underscored."

24 The Mad Minute:

1. Change VC to "The Germans win at game end by Controlling 22 buildings on board 12, provided they have ≥ 3 Mobile (D.7) fully-tracked AFV still in play."

2. Delete board 17 (Germans now enter from offboard).

3. American *M10 GMC* may set up using HIP, and retain Concealment as Emplaced Guns when firing their MA.

4. In the American OB:

- replace the 7-0 with a 9-2;
- add an 8-1;
- add two 7-4-7s (The American BI BPV number changes from [189] to [217].);
- add one MMG;
- exchange all BAZ 44 for BAZ 45;
- add one Roadblock; and
- add 4 Foxholes

5. In SSR 1, delete everything after the first sentence (buildings are now multi-level). Add "OB-given Foxholes may set up in Paved Road hexes."

6. Delete the first sentence of SSR 2.

• **26 Tanks In The Street:** In the VC, change "seven" to "≥ 8". American SW may set kept offboard and unit possessing them recorded. Change the American Balance to "In SSR 4, replace "three '44 FB" with "four '44 FB".". In the German Balance, change "six" to "≥ 7".

G25 The T-Patchers (180): German reinforcements enter on Turn 3. Change the German Balance to "The Germans receive one *StuG III* on Turn 5 along the north edge."

• **G26 Parker's Crossroads (197):** Increase the game length to 10½ turns. Change the German Balance to "Heavy Mist (E3.51) is in effect and the German radio may enter with any German group."

T3 Ranger Stronghold (179): Replace the 9-2 with a 9-1 in the German OB. Change the American Balance to "Exchange the German 8-1 leader with an 8-0 leader."

- **T9 The Niscemi-Biscari Highway (178):** The Americans may use HIP for $\leq$ one squad-equivalent (and any SMC/SW stacked with it). Change the American Balance to “Each German unit has only half of its MF/MP in the German Turn 1 MPH.”
- T10 Devil’s Hill (189):** Add an MMG to the American OB. Change the American Balance to “Exchange the German 9-1 leader with an 8-0 leader.”
- T12 Hunters From The Sky (201):** Delete one 4-6-7 from the German at-start OB. Change the American Balance to “Delete one 4-6-7 squad from the German at-start OB and add one 4-6-7 squad to the Turn 4 reinforcements.”
- T16 Strayer’s Strays (182):** In the VC, replace “ ≥ 12 ” with “ ≥ 10 ”. Change the American Balance to “Delete one 4-6-7 squad from the German OB.”
- A71 Patton’s Prayers (196):** Replace an 8-0 with a 9-1 in the German OB.
- **A73 Not Out Of The Woods Yet (185):** Add one 2-3-8 HS to the German at-start OB. Exchange one 6-6-6 squad with one 5-4-6 squad and add one BAZ 44 to the American OB. (The American BI BPV number changes from [119] to [115].) Change the American Balance to “Exchange one 7-0 leader with an 8-1 leader *and* exchange three 5-4-6 squads with three 6-6-6 squads in the American OB.”
- A109 Scouts Out (190):** In the VC, change “23” to “28”.
- AP3 A Breezeless Day (198):** Replace the HMG with a MMG in the American OB.
- AP14 Ace In The Hole (199):** Add a BAZ 45 and a Gyrostabilizer (see SSR 3) to the American OB.

ARMIES OF OBLIVION Scenario Updates

- 27 The Liberation Of Tulle:** Decrease the game length to 7 Game Turns. Delete one 3-3-7 squad from the board 22 Partisan force. (The Partisan BI BPV number changes to from [131] to [125].)
- 28 Ambush!:** Decrease the game length to 7 Game Turns. In SSR 2, change “ $\leq$ two squads” to “ $\leq$ three squads”. Grant Fanaticism (A10.8) to Partisans possessing functioning MG.
- 29 The Globus Raid:** Add one 8-1 leader and one 5-2-7 squad to the to the Partisan OB. (The Partisan BI BPV number changes from [70] to [77].) Partisans are considered Elite (A23.2) for purposes of detonating a DC.
- 30 Sylvan Death:** In the VC, prisoners/captured-equipment count immediately but do not count double for either side. Add one 5-2-7 squad and one LMG and replace the 7-0 leader with an 8-1 leader in the Partisan OB. (The Partisan BI BPV number changes to [69].) In SSR 5, change “ $\leq$ half (rather than 10%) of his squads” to “ $\leq$ four squads (in lieu of A2.9)”.
- 31 The Old Town:** Partisans are Fanatic (A10.8). In SSR 2, change “one squad” to “ $\leq$ two squads”. Change the Partisan Balance to “Add one 3-3-7 squad *and* one MMG to the Partisan OB.”
- 32 Subterranean Quarry:** Decrease the game length to 8 Game Turns. Partisans treat subterranean Locations as Rally terrain (A10.61).
- **33 The Cossacks Are Coming:** Decrease the game length to $7\frac{1}{2}$ Game Turns. The AXIS BI BPV number is “217”.
- 34 A New Kind Of Foe:** Decrease the game length to 10 Game Turns. Add 12 “?” counters to the Partisan/Russian OB. Change the Partisan/ Russian Balance to “Add two 3-3-7 squads to the Partisan/Russian OB.”
- 111 Balkan Sideshow:** Add one *38M Toldi I* to the Hungarian 2nd Armored Cavalry Battalion group.
- 112 Out Of Cowardice:** Add one *39M Csaba*, one 3-4-7 squad, and one LMG to the Hungarian OB. (The Hungarian BI BPV number changes from [66] to [72].) In the SSR 5 table, change “9-1” to “8-0” in the “**Leaders**” column in dr “4” row.
- 114 Cautious Crusaders:** Delete two 4-4-7 squads from the Russian Turn 3 reinforcements. Add one *LT vs 38(t)A* to the Slovakian Turn 2 reinforcements.
- 116 The Sixth Blow:** Add one *SU-85* to Russian Group B. Delete one 4- 4-7 squad and one Horse counter from the board 2 Axis force. (The AXIS BI BPV number changes from [98] to [90].)
- 117 With Tigers On Their Tail:** Add one *41M Turan II(r)* and one *StuG IIIG(g)* to the Hungarian Turn 1 reinforcements.
- 119 Ancient Feud:** Replace the 7-0 leader with an 8-1 leader and add one 3-4-7 squad to the Romanian at-start OB. (The Romanian BI BPV number changes from [96] to [102].) Add one *TACAM R-2(r)* to the Romanian Turn 3 reinforcements.
- 120 Return To Sender:** Delete one 5-4-8 squad, one LMG, and one *5cm leGrW 36* MTR from the German OB. (The German BI BPV number changes from [219] to [206].) In SSR 1, replace “Turn 5” with “Turn 8”. In SSR 3, change “German Player Turn 4” to “German Player Turn 7”.
- 121 End Station Budapest:** Add one *Zrinyi II* to the Hungarian Turn 3 reinforcements. Delete two 3-4-7 squads from the Romanian at-start OB. (The Romanian BI BPV number changes from [204] to [198].)
- 122 Extracurricular Activity:** Add two 3-4-7 squads and one LMG to the Hungarian OB. (The Hungarian BI BPV number changes from [84] to [96].)

- **A81 They Fired On Odessa (220):** Add one 4-5-8 squad and one 7-0 leader to the Russian OB. (The Russian BI BPV number changes from [132] to [148].)
- J48 Blood Enemies (219):** Add one 4-5-7 squad, one 4-3-7 squad, and one LMG to the Yugoslavian OB. (The Yugoslavian BI BPV number changes from [80] to [94].)
- J83 Bloody Nose (222):** Add one 5-2-7 squad and two 2-3-7 HS to the Russian OB. (The Russian BI BPV number changes from [143] to [156].)
- J107 Operation Schwarz (226):** Replace the Croatian 8-1 leader with an 8-0 leader and add one 3-4-7 squad, one 6+1 leader, and one LMG to the Croatian OB. (The Croatian BI BPV number changes from [72] to [78].) Change the Croatian Balance to “Exchange the 6+1 leader with an 8-1 leader in the Croatian OB.”.
- J108 Danica Air (227):** Increase the game length to 6½ Game Turns.
- J112 Prelude To Dying (230):** Decrease the game length to 6½ Game Turns. The Partisan BI BPV number is “106”.
- J129 Mountain Hunters (221):** Add one 5-2-7 to the Russian at-start OB. (The Russian BI BPV number changes from [117] to [124].)
- AP45 Reaping Rewards (223):** Add one 4-5-8 squad and one LMG to the Russian force entering along the south edge. (The Russian BI BPV number changes from [195] to [206].)
- AP49 Retrained And Rearmed (229):** Delete two 3-3-7 squads from the Slovakian Turn 1 reinforcements. Add one LMG to the German OB. Add new SSR: “4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.”.

CROIX DE GUERRE Scenario Updates

- 75 Strangers In A Strange Land:** Add one 4-6-8 squad to the German at-start OB.
- 78 Encounter At Cornimont:** Decrease the game length to 9 Game Turns. In the VC, change “≥ 14” to “≥ 16” and “≤ 35” to “≤ 30”. Exchange one *PSW 222* with one *PSW 221* in the German OB.
- 80 Play Ball:** Add one BAZ 43 to the American OB.
- 81 Fratricidal Fighting:** Add one 4-5-7 squad and four “?” counters to the Vichy OB. (The Vichy BI BPV number changes from [140] to [148].)
- G46 Triumph Atop Taraldsvikfjell (241):** Add one French 4-5-8 squad and one Norwegian 4-5-7 squad to the Allied OB.
- **U Chance d’une Affaire (232):** Add one 4-3-7 squad to the French OB. (The French BI BPV number changes from [72] to [78].)
- A64 Chateau de Quesnoy (244):** In the VC, change “< 50” to “< 60”. Add one 4-6-8 squad and two 2-4-7 HS to the German OB. (The German BI BPV number changes from [323] to [344].) In the German Balance, change “< 50” to “< 60” and “< 60” to “< 70”.
- A66 Counterstroke At Stonne (234):** Add one MMG and replace one 8-0 leader with one 8-1 leader in the German OB. Delete one 4-3-7 squad from the French OB. (The French BI BPV number changes from [208] to [202].) In SSR 3, delete “(leadership DRM is NA)”.
- **A96 In Rommel’s Wake (236):** Decrease the game length to 9 Game Turns (move the circled “4” to the number “9” box on the TRC). Delete one 4-6-7 squad, one LMG, and one motorcycle counter from the German OB. Change the French Balance to “Add one LMG and two 1S Foxholes to the French OB.”. Change the German Balance to “Add one dm MMG to the German OB.”.
- A108 Sudden Death (237):** Add one 4-4-7 squad and one 1S Foxhole to the German OB. In SSR 4, after the last sentence, add “Additionally, the DEFENDER may declare H-t-H CC provided all ATTACKER units were Ambushed and/or are Withdrawing/Pinned. Hand-to-Hand CC by/vs pillbox-occupant(s) is NA.”.
- **J35 Siam Sambal (248):** Delete one 4-4-7 squad and one Horse counter from the Siamese reinforcements, and Siamese Air Support arrives on Turn 4.
- J70 Just An Illusion (247):** Add one 4-5-7 squad to the Vichy reinforcements.
- J90 The Time Of Humiliations (245):** Add one 4-4-7 squad and one LMG to the Japanese OB. (The Japanese BI BPV number changes from [201] to [214].)
- U1 The French Decide To Fight (250):** Add one 6-6-6 squad to Group 1, one 6-6-7 squad and one 60mm dmMTR to Group 2, and one 6-6-7 squad to Group 3 in the American OB.
- U20 Fighting At World’s Edge (239):** Add one French LMG to the French OB group. Add one 4-5-7 squad and one Allied Minor LMG to the Norwegian OB group.
- U21 The French Perimeter (243):** Add one *R35* to the French reinforcements and they enter on Turn 4. Delete one 9-1 leader and one LMG from the German OB.
- WO2 Failure To Communicate (233):** German reinforcements enter on Turn 2. Change the German Balance to “German reinforcements enter on Turn 1.”.

HOLLOW LEGIONS Scenario Updates

36 Rachi Ridge: Add one 4-4-7 squad to the British Turn 3 reinforcements.

38 Escape From Derna: In the VC, change “≥ 50” to “≥ 42”. Delete one 2-2-8 crew and one *3.7cm PaK 35/36* AT Gun from the German OB. In the German Balance, change “≥ 50” to “≥ 42” and “≥ 55” to “≥ 47”. In the British Balance, change “≥ 50” to “≥ 42” and “≥ 45” to “≥ 37”.

40 Fort McGregor: Add one 4-5-8 squad, one MMG, and one 1S Foxhole to the British OB. (The British BI BPV number changes from [150] to [163].) Delete two LMG from the German OB.

42 Point Of No Return: British Turn 4 reinforcements enter on Turn 3, and replace its 8-0 leader with an 8-1 leader.

51 The Taking Of Takrouna: Add one 2-4-8 HS to the British OB.

- **52 Too Little, Too Late:** In the VC, change “≥ 7” to “≥ 5”. Change the Italian Balance to “Delete the MMG from the German OB.”. In SSR 1, after the last sentence, add “Bore Sighting (C6.4) is NA.”.

- **53 A High Price To Pay:** Decrease the game length to 7½ Game Turns. Italian Turn 2 reinforcements enter on Turn 1. Change the Italian Balance to “Increase the game length to 8½ turns.”.

- **54 Bridge To Nowhere:** Add one 4-2-6 squad to the Russian “Village Garrison”. (The Russian BI BPV number changes from [64] to [69].)

- **56 Half A Chance:** In the VC, change “≥ 56” to “≥ 50” and “≥ 28” to “≥ 25”. Add one 9-1 armor leader to the British OB.

57 The Battle For Rome: In the VC, change “excluding all prisoners and captured items” to “excluding captured items; prisoners do not count double”.

- **58 Ci Arrendiamo:** Add one 3-4-7 squad and one squad-sized sidecar to the Italian Turn 2 reinforcements.

- **G8 Recon In Force (285):** Change the American Balance to “Add one 6-6-7 squad to the American OB.”.

G20 Camp Nibeiwa (263): In SSR 6, lines 4 and 6, change “west” to “east”.

A39 Showdown At Tug Argan Pass (262): In SSR 3, delete “with Scarce Ammunition”.

A61 Across The Wire (261): Italian Turn 3 reinforcements enter on Turn 4, and Italian Turn 4 reinforcements enter on Turn 5. Change the British Balance to “Add one 9-1 *and* one 8-1 armor leader to the British reinforcements.”.

- **A90 Cutting Out A Strongpoint (267):** Add one 9-1 armor leader to “A Squadron” in the South African OB. Change the South African Balance to “Add one ATR to the South African OB.”.

A112 Gift Of Time (283): Weather is Clear.

J30 Nocturnal Attrition (266): In the VC, line 1, change “≥ 15” to “≥ 11” and captured equipment does not count for CVP purposes. Delete one 4-5-8 squad, one 4-5-7 squad, and one LMG from the New Zealand OB.

- **J34 Men Of The Mountains (265):** Add one MMG to the Italian OB.

J47 “They’re Here! Reverse!” (264): Add one MMG and one *AB 40* and exchange the two *L6/40* with two *M11/39* in the Italian OB. In the British Balance, change “one” to “two”. In the Italian Balance, change “*L5/40s*” to “*M11/39s*”.

J79 Rommel’s Remedy (269): Add one 3-4-7 squad and one 8-0 leader to the Italian OB.

J80 Egypt’s Last Hope (270): Add one 4-6-8 squad and one 8-1 leader and exchange the three 5-4-8 squads with three 4-6-8 squads in the German at-start OB. (The German BI BPV number changes from [0] to [169 or 190 or 198].)

- **J81 Twisted Knickers (271):** Add one 4-5-7 squad and one ATR to the British at-start OB.

AP16 Danger Forward (286): Decrease the game length to 6½ Game Turns. In the VC, at the end, add “on board 46”. Delete two 6-6-6 squads from the American OB. (The American BI BPV number changes from [176] to [154].) Add one 8-0 leader, one MMG, and one LMG to the Italian OB. Add new SSR: “4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.”.

AP17 The Valley Of Death (274): Delete one 50mm MTR and one ATR from the Russian OB. Russian Guns may not use HIP (but may still be Emplaced). Add to the end of SSR 3, “Immediately prior to the Axis Turn 1 MPh, the Russian player makes a dr to determine which SW in his OB starts the game malfunctioned. dr 1: ATR; dr 2: MTR; dr 3-4: easternmost (or northernmost if equally east, or topmost if in same hex) LMG; dr 5-6: other LMG.”.

AP19 Winter Of Their Discontent (276): In SSR 5, after “15 VP”, add “and a maximum of 25 VP”.

AP20 Victory Is Life (277): Add one 4-4-7 squad to the Russian OB. (The Russian BI BPV number changes from [145] to [152].) Delete one 4-4-7 squad and the hero from the Italian at-start OB. (The Italian BI BPV number changes from [152] to [144].) In SSR 3, line 1 after “MMC”, delete “are Fanatic and”.

AP21 Red Don (278): Delete one LMG and one MTR from the Italian OB.

AP22 Ghost Riders (279): Add one 4-4-7 squad to the Italian at-start OB. (The Axis BI BPV number changes from [107] to [115].) Add one LMG and exchange all three AFV for three *StuG IIIG* in the Axis Turn 2 reinforcements.

AP23 Agony At Arnautovo (280): Add one 4-4-7 squad to the Italian at-start OB.

AP24 Tridentina Avanti! (281): Add two LMG and exchange the two *PzKpfw IVH* for two *StuG IIIG* in the Axis OB.

AP25 The Last Day Of The Cuneense (282): Replace the 8-1 leader with a 7-0 leader in the Russian Turn 3 reinforcements. Add one 4-4-7 squad to the Italian OB. (The Italian BI BPV number changes from [112] to [120].)

AP26 Flea Circus (287): Increase the game length to 7 Game Turns. Delete one 4-4-7 squad and one *L6/40* and replace the 9-1 leader with an 8-1 leader in the Italian reinforcements. In the German Balance, change “6½” to “7½”. In SSR 2, change “Turns 3 and 4” to “Turns 3-5”, and “Turns 5 and 6” to “Turns 6 and 7”.

AP27 All Roads Lead To Rome (288): Add two 3-4-6 squads to the Italian at-start OB. (The Italian BI BPV number changes from [71] to [81].)

OB7 Crisis At Kasserine (284): In SSR 4, replace the last sentence with “5-4-6s/2-3-6s that Battle Harden (A15.3) become Fanatic (A10.8).”.

DELUXE ASL Scenario Updates

DASL 1 Guryev’s Headquarters: In SSR 1, after the first sentence add “Building dL1 is Fortified (B23.9) at ground level.”. In SSR 4, at the end of the second sentence add “or the turn’s Reinforcement dr (whichever is less)”. Change the Russian Balance to “Add one 6-2-8 squad to the Russian at-start OB.”. Change the German Balance to “Exchange one German 8-1 leader with a 9-2 leader.”.

DASL 2 Berserk!: Exchange two 4-5-8 squads with two 4-4-7 squads in the Russian OB. (The Russian BI BPV number changes from [185] to [177].) In SSR 4, change “If he rolls a 1” to “On a dr ≤ the current Turn number”. Change the German Balance to “Add one 8-0 leader to 103rd Rifle Regiment.”.

DASL 3 Storming The Factory: Add one MMG and replace the 9-1 leader with a 9-2 leader in the Russian OB. Replace the 9-2 armor leader with a 9-1 armor leader in the German OB. In SSR 2, delete the last sentence.

- **DASL 5 Little Stalingrad:** Decrease the game length to 8½ Game Turns. Add three 6-5-8 squads, one 2-2-8 crew, and one *7.5cm PaK 40* AT Gun to the German OB. (The German BI BPV number changes from [256] to [309].) Change the German Balance to “Add two 6-5-8 squads *and* exchange the German 7-0 leader with a 9-1 leader.”.

DASL 6 Draconian Measures: Add one 8-1 leader, one 4-5-8 squad, and one LMG to the Russian OB. (The Russian BI BPV number changes from [138] to [149].) Add new SSR: “4. The German player may change (or fake a change) of his Victory Condition option at the start of Game Turn 4 *or* upon the arrival of the Russian reinforcements (whichever occurs first).”. Change the German Balance to “8-3-8s/3-3-8s are Assault Engineers (H1.22) *and* add a 9-1 armor leader to the German Turn 2 reinforcements.”.

DASL 7 With Flame And Shell: Decrease the game length to 9 Game Turns. In the VC, after the last sentence, add “Prisoners/captured-equipment do not count for Exit VP and do not count double for CVP purposes.”. Change the Russian Balance to “Delete one 8-0 leader, one MMG, one LMG, *and* one DC from the German OB.”.

DASL 8 The Schoolhouse: Delete six 4-4-7 squads, one LMG, one DC, and two *KV-1S* from the Russian reinforcements. In SSR 5, change “ends five turns” to “ends four Game Turns”. In SSR 6, delete the second sentence. Change the German Balance to “Add one 10-2 armor leader *and* one FT to the German OB.”.

DASL 10 The Final Battle: In the VC, change “ten unbroken *squads (not equivalents)*” to “≥ 8 squad-equivalents”. Delete four 4-3-6 squads and one MMG from the German OB. (The German BI BPV number changes from [261] to [241].) Add one 10-2 leader, four 6-2-8 squads, and one 9-1 armor leader to the Russian OB. (The Russian BI BPV number changes from [240] to [288].)

DASL 11 Ripe Pickings: In the VC, change “≥ 22” to “≥ 20”. Replace the 8-1 armor leader with a 9-2 armor leader in the American OB. In the German Balance, change “≥ 24” to “≥ 22”. Change the American Balance to “Exchange the 7-0 leader with a 9-1 leader.”.

DASL 12 Repulsed: Add one 9-1 leader, three 4-4-7 squads, one MMG, and one LMG to the German OB. (The German BI BPV number changes from [99] to [120].) In SSR 3, change “any one MMC” to “≤ two squad-equivalents”.

DASL 13 Bugged Down: Add two 4-4-7 squads, one 2-2-8 crew, one LMG, and one *2cm FlaK 38* AA Gun to the German OB. (The German BI BPV number changes from [114] to [136].)

DASL 14 Buying The Farm: Add one 9-1 leader and three 4-4-7 squads to the German OB. (The German BI BPV number changes to [87].) In SSR 4, Mistaken Attacks (E7.32) occur on a Final Sighting TC DR ≥ 10. Change the German Balance to “Add 12 A-P mine factors *and* eight “?” counters to the German OB.”.

DASL 16 Clay Pigeons: In SSR 3, replace the last sentence with “The Majority Squad Type for the Germans is Normal and for the Americans is Lax.”. Change the German Balance to “Increase the game length to 8½ turns.”.

- **DASL 17 They’re Coming!:** Add one 8-0 leader, one 4-6-8 squad, one 9-1 armor leader, and one *PzKpfw VG* to the German OB. (The German BI BPV number changes from [268] to [281].)

- **GD-A To The Last Man (DASL 34):** Exchange the two *IS-2m* that enter along the east edge for two *IS-2*. In SSR 4, at the end, add “German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored.”. Replace SSR 7 with: “7. German AFV do not suffer Recall due to MA disablement; treat a Recall due to attack effects (D5.341-.342) as a Stun result only, and are abandoned after a second Stun result.”.

GD-B The Kiwis Attack (DASL 26): Add six “?” counters to the German OB.

GD-C Smoke The Kents! (DASL 20): Add one ATR to the *base* British OB.

DASL A3 Back To School (DASL 24): Increase the game length to 5½ Game Turns. Change the German Balance to “Add one 8-3-8 squad to the German OB.”.

- **DASL A4 The Island (DASL 28):** In the VC, change “by *twice*” to “by 1.5 ×”.

DASL A5 Intimate War (DASL 35): Add one 8-0 leader, one 6-6-7 squad, and one MMG to the American OB. (The American BI BPV number changes from [215] to [229].)

DASL A7 Lehr Sanction (DASL 29): In the VC, change “Control more” to “Control ≥ 2 more”. Add one 4-5-7 squad and one LMG to the British OB. (The British BI BPV number changes from [115] to [125].)

DASL A9 Royal Marines (DASL 27): Add one LMG and one PSK to the German OB.

DASL A10 The Tiger Of Toungoo (DASL 23): Add one 4-4-8 squad and one 3-4-7 squad to the Japanese OB. (The Japanese BI BPV number changes to [304].) In SSR 6, change “three initial” to “four initial”.

DASL A13 The Mailed Fist (DASL 19): Increase the game length to 8 Game Turns. Delete one 4-5-7 squad from the French OB. (The French BI BPV number changes from [119] to [111].) Add one 4-6-7 squad, one LMG, and one ATR to the German OB. (The German BI BPV number changes from [169] to [179].)

- **J6 St. Barthélemy Bash (DASL 31):** Add one 6-6-6 squad, one BAZ 44, and six “?” counters to the American OB. (The American BI BPV number changes from [116] to [127].)

J11 In The Old Tradition (DASL 22): Add one 9-1 leader, one 4-4-7 squad, and one LMG to the British OB. (The British BI BPV number changes from [84] to [91].)

J65 Brave Little Emchas (DASL 37): Add one 6-2-8 squad, one LMG, and one DC to the Russian OB.

J89 Himmler’s House (DASL 38): Add two 4-4-7 squads to the German OB. (The German BI BPV number changes from [268] to [282].)

J124 Cobra Kings (DASL 33): In the VC, change “German MMC” to “German non-crew MMC”. Exchange two 6-6-6 squads with two 6-6-7 squads and add one 8-1 armor leader in the American Turn 1 reinforcements.

OA1 The Road To St Lô (DASL 30): Add two 5-4-8 squads to the German OB. (The German BI BPV number changes from [130] to [156].)

RED FACTORIES Scenario Updates

RB4 To The Rescue: In SSR 6, after “friendly” add “, non-berserk”.

- **RB5 The Last Bid:** Exchange six 8-3-8 squads with four 8-3-8 Assault Engineer squads and two 4-4-7 squads and delete one 8-1 leader and one 8-0 leader in the German at-start OB. (The German BI BPV number changes from [1026] to [1012].) Exchange three 8-3-8 squads with three 8-3-8 Assault Engineer squads in the German reinforcements.

HASL A Ghosts In The Rubble (RB9): In the VC, change “≥ 6” to “≥ 8”. Add one 4-6-8 squad, one 4-4-7 squad, five “?”, and one trench to the German OB. (The German BI BPV number changes to [154].)

- **HASL A1 Fire On The Volga (RB8):** In the VC, change “≥ 20” to “≥ 18”. Add one 4-6-8 squad and two DC to the German OB. (The German BI BPV number changes from [209] to [222].)

HASL A2 The Commissar’s House (RB10): Exchange two 4-4-7 squads with one 6-2-8 squad and one 4-5-8 squad and add two LMG and six “?” in the Russian OB. (The Russian BI BPV number changes from [229] to [238].) Exchange five 8-3-8 squads with four 8-3-8 Assault Engineer squads and one 4-6-7 squad and delete one 8-1 leader and one 8-0 leader in the German OB. (The German BI BPV number changes from [328] to [326].)

J22 Oh Joy! (RB11): In SSR 2, after the first sentence add “Each such unit loses its concealment (if any) *only* if the NMC causes it to lose Good Order status, regardless of enemy LOS.”.

HELL’S CORNER Scenario Updates

HC3 Samurai Sunset: Change the VC to “The Japanese win immediately upon amassing ≥ 14 VP. They earn CVP normally and Exit VP for units exited off the west edge. Prisoners do not count for CVP or Exit VP purposes.”. Delete the 2-3-8 HS from the American reinforcements. Add one LMG to the Japanese OB. Change the American Balance to “Add one 2-3-8 HS to the American reinforcements.”. In the Japanese Balance, delete “one LMG and”.

The following scenarios have been updated and re-leased but the scenario card is missing the “has been updated” text.

89 Rescue Attempt

144 The Professionals

RB4 To The Rescue

RB5 The Last Bid

RB11 Oh Joy!