

ABS for all Lionel Colin's scenarios

FT 172 Clearing the LZ

Ge 3 : Ge 2 + add an US half turn

Ge 2 : Exchange the German 9-1 for a 8-0

Ge 1 : add a mmg to the turn 3 reinforcement

US 1 : The US may not be boresight + add a 237 hs

US 2 : US 1 + add a 447 to the German forces

US 3 : US 2 + delete a 747 from the turn 5 US reinforcements

FT 190 The land of fire

Ru 3 : Ru 2 + Russian suffers from Ammo shortage starting with turn 3

Ru 2 : Increase Game length to 7,5 + Ru 1

Ru 1 : Replace on Stug IIIG by a Stug H 42 + add a 347 to the turn 1 group

Ro 1 : Add 6 AP mines and 3 foxholes to the at start Russian forces (setup at > 4 hexes from the south or west edge)

Ro 2 : Ro 1 + Replace the offboard observer (SSR) by a German 8-0 + radio that enter on turn 1

Ro 3 : Ro 2 + the Russian receives air support in the form of a DB42 plane. It is recalled after two turns on the map.

FT 195 Repair shop at Dangeul Castle

US 3 : US 2 + Add a Pz IV J to the at start German OB

US 2 : US 1 + The Germans AFV are considered elite

US 1 : add a 447 to the German OB

Ge 1 : Delete half hexes in the German setup instruction and add a 346 hs to the turn 1 troops

Ge 2 : Ge 1 + replace the 9-2 AL by a 8-1 in the German OB

Ge 3 : Add a sherman to the turn 2 US OB+ Ge 2

FT 175 Dover Bunker

Ge 1 : Add a heros and a DC to the allied OB

Ge 2 : Ge 1 + German ELR is 2

Ge 3 : Ge 2 + Add an allied FB44 with rockets that enters automatically on turn 4

FF 1 : Add a 467 to the German OB

FF 2 : FF1 + add a 237 hs to the german OB + a second fortified location that can be put in any building

FF3 : FF2 + PP18 AA gun and trench may be freely deployed within one hex of OO19

FT 174 Green Berets

Errata : Add a 236 hs and 2 ? to the group A Germans

Ge 1 : German ELR is 1 during turns 1-3

Ge 2 : Ge1 + add a 338 to the at start Allied OB

Ge 3 : Ge2 + Delete a 467 from the German turn 5 reinforcements

FF 1 : Exchange one 436 for one 467 in the at start German OB

FF 2 : FF1 + delete a 338 + DC in the initial on-map British OB

FF3 : FF2 + The German may hip one squad equivalent

FT 176 Inter allied attack

Ge 1 : Replace a 9-1 by a 9-2 in the allied OB

Ge 2 : Ge 1 + add a 338 and a MMG in the allied OB

Ge 3 : Ge 2 + add a Sherman IIIa in the allied OB

FF 1 : Replace two 436 by 447 and add a 236 hs to the German forces

FF 2 : FF1 + remove the heroes +DC from the allied OB

FF3 : FF2 + remove first sentence of SSR6

FT 177 Bloodier than D Day

Ge 1 : Add a 338 to the at start allied ob

Ge 2 : Ge 1 + remove a 436 from the at start German OB

Ge 3 : Ge 2 + add a turn to the game

FF 1 : German ELR is 2

FF 2 : FF1 + add a 447 to the at start German OB

FF3 : FF2 + BH two units of the turn 4 German units

FT 170 The road to Juniville

Ge 2 : Ge 1 + add a 458 + motorcycle to the French Group B

Ge 2 : Ge1 + Add a R35 to the initial allied OB

G3: G2 + Exchange the SPW 251/1 for a motorcycle counter.

F1: Exchange three 4-6-7 squads with 4-6-8 squads in the German OB.

F2: F1 + Delete a R35 from the French OB.

F3 : F2 + Exchange the 8-1 AL for a 10-2 AL in the turn 1 troops