

ASO 2026

PBS, SSR AND PBS

FIRST ROUND, EARLY START

SP 287 "THE VIENNA BYPASS"

German bidding points:

- A1 add a LMG to Russian OB
- B1 add a 328 HS to Russian OB
- C2 add a 458 to Russian OB
- D2 delete one German 9-1 AL
- E3 exchange German HMG for an MMG

Russian Bidding Points

- A1 add a 238 to German OB
- B1 add a LMG to German OB
- C2 exchange the Russian 9-2 for a 9-1
- D2 add a PSK to German OB
- E3 add a 548 to German OB

AP 171 "PÖSSL'S POSSÉ"

German bidding points

- A1 add a 248 to Russian initial OB
- B1 add a LMG to Russian initial OB
- C2 exchange one 248 HS for a 628
- D2 add a 8-1 AL to Russian turn 1 reinforcements
- E3 add a 458 to initial Russian OB

Russian bidding points

- A1 add a 247 to German initial OB
- B1 add LMG to Initial OB
- C2 exchange three 467 for three 468
- D2 add a 9-1 AL to German initial OB
- E3 add one 548 to initial German OB

J261 "BEYOND THE PAKFRONT"

German bidding points

A1 add 6 Concealment Counters to Russian OB

B1 add a 248 to Russian initial OB

C2 add a 7-0 and an ATR to Russian turn 3 reinforcements

D2 add a MMG to Russian initial OB

E3 exchange the three T34 m41 for three T34 m43

Russian bidding points

A1 exchange one 447 for a 426

B1 add a 248 and a ½ squad sized motorcycle to German turn 1 reinforcements

C2 delete the Hero from Russian reinforcements

D2 add an 9-1 AL to German Turn 3 reinforcements

E3 the StuG III G entering turn 3 having spent only 2 MP

FIRST ROUND, LATE START

DTF -18 "DEATH AT THE ALBERT CANAL"

German bidding points

A1 add 4 Concealments Counters to British OB

B1 add a 247 HS to British OB

C2 exchange two 457 for two 458

D2 add two SWPP to the British OB

E3 add a PIAT to British OB

British bidding points

A1 add a 238 to German OB

B1 add an 8-1 AL to German OB

C2 add two SWPP to German OB

D2 the British are not Elite for C8.2

E3 add a PSK to German OB

SP 300 "FELLIN FROGGY"

Japanese bidding points

A1 exchange two 457 for two 458
B1 delete one DC from Japanese OB
C2 ANZAC MTR have s9 for its first smoke attempt
D2 exchange one 447 for one 237 HS
E3 exchange the Japanese HMG for a MMG

British bidding points

A1 exchange one 457 for a 247
B1 exchange TWO 457 for TWO 447
C2 exchange one ANZAC 8-1 for an 7-0
D2 delete one MTR from ANZAC
E3 delete one 457 from ANZAC OB

SaP 6 "ROUGH RECESS"

German bidding points

A1 delete 4 Concealment Counters
B1 exchange two 447 for two 458
C2 exchange one 467 for one 247 HS
D2 add an ATR to Russian OB
E3 exchange 10-2 for an 9-2

Russian bidding points

A1 add a 248 to German OB
B1 exchange two 467 for two 468
C2 delete the Russian 8-1 AL
D2 add a 9-1 AL to German turn 2 reinforcements, and the two Marders are Elite for C8.2
E3 delete one 447 and the ATR from Russian OB

SECOND ROUND

SP 299 "RIDE GHURKA RIDE"

ASO SSR; Trenches are considered to "connect" (as per B30.8) to all Adjacent Building Locations.

German bidding points

A1 exchange two 457 to two 458

B1 delete one LMG from German OB
C2 The MTR has s9 for its first smoke attempt
D2 exchange two 548 for two 447
E3 exchange German HMG for a MMG

Ghurka bidding points

A1 exchange two 458 for two 457 in Gurkha onboard setup OB
B1 add a 238 and an ATR to German OB
C2 the two Semovente has H9
D2 two German squads start Fanatic, revealed when unconcealed.
E3 delete one 458 from Gurkha onboard setup OB

J253 "THE MELTING POT"

ASO balance; add a 467 to German OB

German bidding points

A1 exchange TWO 457 for TWO 458
B1 exchange two 467 for two 447
C2 exchange one British LMG for a MMG
D2 add a Hero to British OB
E3 delete one 467 from German OB

British bidding points

A1 exchange two 467 for two 468
B1 add a LMG to German OB
C2 exchange one German 8-0 for a 9-1
D2 add a 9-1 A to German OB
E3 delete one 457 from British OB

DB 159 "AUTUMN APPROACH"

ASO balance; add a 51 MTR to Initial British OB

German bidding points

A1 exchange two 457 for two 458
B1 delete the 238 from German OB
C2 add an 8-1 AL to British turn 1 reinforcements
D2 a 51 MTR has s9 for its first shot
E3 add a 457 to British OB

British bidding points

A1 exchange TWO 457 for TWO 447
B1 add 6 Concealments counters to German OB
C2 add a MMG to German OB
D2 delete one MTR from British OB
E3 add a 548 to German OB

THIRD ROUND

J269 "THINGS ARE HOT"

ASO balance; Exchange one German 9-1 for a 9-2 and delete the 8 American Concealment Counters

German bidding points

A1 exchange two 666 for two 667
B1 exchange the American 6+1 for an 7-0
C2 add a 8-1 AL to American OB
D2 delete one 658
E3 delete one StuG IIIG (L)

American bidding points

A1 exchange two 666 for two 546
B1 delete one 126 and one dm MMG
C2 exchange two 537 for two 658
D2 two Shermans has inexperienced Crews (D3.45)
E3 delete one M4A3 (76)W Sherman from American OB

AP 220 "NO ANSWER"

German bidding points

A1 exchange TWO 666 for TWO 667
B1 add an 8-1 AL to American OB
C2 reduce German minefield factors from 12 to 6
D2 the American MTR has s9 for its first smoke attempt
E3 add one 666 to American OB

American bidding points

A1 exchange TWO 666 for TWO 546

B1 add a 436 to German OB
C2 add an 8-1 AL to German OB
D2 exchange German 8-0 for an 9-1
E3 add a 467 to German OB

HazMo 55 "THE WOUNDED BEAST"

ASO balance; exchange two 666 for two 667 and the 8-0 for an 8-1

German bidding points

A1 add a 347 HS to American at start OB
B1 add a 9-1 AL to American turn 3 reinforcements
C2 add a Hero to American initial OB
D2 delete one DC from German OB
E3 add one 666 to American initial OB

American bidding points

A1 delete 4 Concealments Counters
B1 exchange two 667 for two 666
C2 exchange the American 8-1 for an 8-0
D2 delete one MMG from initial OB
E3 German Elite C8.2 status increases Depletion number by two = HE9

FOURTH ROUND

AP 221 "VIKING SURPRISE"

ASO SSR; No Wind Change DR's in game turn 1 and 2.

German bidding points

A1 exchange two 447 for two 458
B1 add 6 Concealment Counters to initial Russian OB
C2 add an 8-1 AL to Russian turn 4 reinforcements
D2 delete the German DC
E3 add a 458 and a LMG to Russian initial OB

Russian bidding points

A1 delete one ATR from Russian OB
B1 exchange the German 8-0 for an 8-1
C2 delete reduce Russian AT factors from 4 to 2
D2 delete 6 AP mine factors from Russian OB

E3 in VC reduce the needed VP from 12 to 11

WC4 "WITH IRON WILL"

ASO SSR; In SSR 5 replace X11 with X12.

German bidding points

A1 exchange two 447 for two 458

B1 delete 4 Concealment Counters

C2 the Suka arrives on Turn 2

D2 add an 8-1 AL to Russian OB

E3 delete one 447 from German OB

Russian bidding points

A1 exchange two 458 for two 447

B1 exchange two two 436 for two 447

C2 exchange the two 127 Crews for 228 Crews

D2 delete the DC from Russian

E3 add a 447 to German OB

SaP3 "FOR THE FATHERLAND"

German bidding points

A1 exchange two 447 for two 458

B1 add a LMG and a 237 to Russian OB

C2 exchange Russian 8-0 for an 8-1

D2 add a 248 and a DC to Russian OB

E3 exchange Russian MMG for an HMG

Russian bidding points

A1 exchange TWO 467 for TWO 468

B1 exchange two 447 for two 426

C2 delete 6 minefield factors from Russian OB

D2 German FT has X11 for its first shot

E3 add a 548 AE to German OB

FIFTH ROUND

153 "TOTSUGEKI"

Japanese bidding points

A1 exchange Chinese 8-0 for an 8-1

B1 the Chinese may designate 3 Dare-Death squads instead of 2.

C2 three Chinese squads may be designated as Fanatics (marked when unconcealed)

D2 delete one Japanese DC

E3 add a 337 squad to Chinese OB

Chinese bidding points

A1 exchange two 477 for two 448

B1 exchange two 337 for two 336

C2 add a 50* MTR to Japanese OB

D2 exchange Japanese the 10-0 for a 10-1

E3 add a 447 to Japanese OB

HazMo 31 "CLOAK OF DISORDER"

Japanese bidding points

A1 exchange two 337 for two 447

B1 Chinese may designate two 337 squads as Fanatic (marked when unconcealed)

C2 delete one 50* MTR from Japanese OB

D2 add an ATR to Chinese reinforcements

E3 add a 447 to Chinese reinforcements

Chinese bidding points

A1 add a LMG to Japanese OB

B1 delete one 237 from initial Chinese OB

C2 exchange Japanese 9-0 for a 10-1

D2 add a 50* MTR to Japanese OB

E3 add a 448 to Japanese OB

AP 211 "THE DOOMED AND THE DAMNED"

Japanese bidding points

A1 delete one Japanese LMG

B1 add one LMG to Chinese

C2 delete the Japanese Hero

D2 Chinese may designate two squads as Fanatic (marked when unconcealed)

E3 add a 447 to Chinese OB

Chinese bidding points

A1 exchange TWO Japanese 447 for TWO 448

B1 exchange two Chinese 447 for two 337

C2 add a 228 Crew + 20L ATR to Japanese OB

D2 the Japanese 50* MTRs has s9 for its first smoke attempts

E3 add a 447 to Japanese OB