**ASLSK Scenario Errata**

**ASLSK #22 Another Summer’s Day (ASLSK #3)**

**German OB:**

German Group #1 should only have one (1) 50mtr, NOT two (2)

**ASLSK #24 Sherman Marches West (ASLSK #3)**

**Russian OB: (NOTE)**

2 of the 6 Russian Sherman III(a) are equipped with an AAMG, these

Can be used in the scenario.

**ASLSK #27 Stand for New Zealand (ASLSK#3)**

**Victory Conditions:**

Should read “….on Board u *at game end*”

**ASLSK #41 Sink’s Encouragement (Bonus Pack #1)**

**SSR 1 (OBA SSR):**

TEM applies to Artillery Strike attacks (They are FP attacks)

**ASLSK #43 Clearing Carentan (Bonus Pack #1)**

**SSR 2 (OBA SSR):**

TEM applies to Artillery Strike attacks (They are FP attacks)

**ASLSK #51 Enter the Young (Expansion Pack #1)**

**Victory Conditions:**

The American player must occupy either one or both of hexes sH4 or rP5 with a Good Order unit at game end to win the scenario. Any other result and the German player wins the scenario.

**MAP:**

Reverse the north arrow (make sure you don’t rotate the boards, just the north arrow)

**German OB:**

The Germans Set up on board s and r south/west of the sQ10-sQ7-sZ6-sGG6 road.

**DaE #4 Leave or …Elst (Decision at Elst ASLSK HASL)**

**German OB:**

2 x 4-6-7 Squads should be 2x 4-4-7 Non-SS Squads (Revised scenario card available on MMP website)