

Eastwall Optional Rules

by Dirk Blennemann

Some players feel that the Red Army has little chance to overwhelm the Germans at the Dnepr River line. They should try the following two Optional Rules:

Maximum Effort

In each combat the attacking player has the option of declaring a Maximum Effort Step losses against units of both sides are then

* If the result on the CRT is zero step losses

here is 1). If the result on the CRT is zero step losses for the defender, it remains at zero

* Add in Soviet losses suffered while attacking Fortifications and German loss reductions while defending in a Fortification after doubling.

Examples: Soviet units are attacking Ger-man

the CRT is A1/D1. Because of

Maximum Effort the final result is A3/D1 (A2/D2 after doubling, then the loss/reduction for fortifications are accounted for). - Soviet

the CRT is A1. Because of Maximum Effort the result is A2 (the defender's result isn't increased if his original result is zero). - Soviet

the CRT is D1. Because of Maximum Effort the final result is A1/D2 (0 times 2 is 1 in this game).

Bridgehead Defense

Soviet units defending in a Bridgehead hex receive a column shift of one to the left (1L) on the CRT. In addition, Bridgehead Markers reduce the losses of Soviet units defending in such hexes by one step and increase German losses by one step. However, German Barrage Markers negate all these effects.

Eastwall Optional Rules

by Dave Poplewell

* Soviet Solitaire Airdrop Rule

The Soviet player places the airdrop marker and his airborne units during the airdrop phase. (There is no need to plan one turn ahead, but all other rules remain.) Although this means the paratroopers will never land on a German unit (automatic elimination), in practise you are going to place them adjacent to German units for the Concentric Attack bonus anyway.

If placed adjacent to a German unit, a paratrooper is eliminated on a die roll of 1,2, or 3.

* Victory Points for the positioning of German units on Turn 1 and 2

++ Any German unit north or west of the

Dnepr River at the end of Game Turn 1 awards the Soviet player 5 VPs.

++ Any German unit east of the Dnepr River at the end of Game Turn 2 awards the German player 5 VPs.

* Combat Odds Limitations

Ignore the positive DRM for odds over 5:1 in rule 11.26 „Combat Odds Limitations“. All attacks over 5:1 are made on the 5:1 column with no positive DRMs (e.g. a 7:1 attack no longer receives a +2 DRM).

* Maximum Effort Limitations

Each turn the Soviet player is allowed only up to two Maximum Effort Attacks and the German player one.