

Great War in the East

Rules Modifications/Clarifications

FORTS

new/modification: attacker combat results against unoccupied forts are reduced by 1 CRT level (1->0, 2->1)

clarification: defender result on unoccupied fort = number of fort steps eliminated

clarification on occupied fort steps (double value steps); double value of fort steps only applies to calculating/absorbing defender losses, not "affected" units calculation (i.e. attacker losses).

REPLACEMENTS

New/Modification: use the following in place of the existing die roll based replacement rules (Exclusive Rules) to award replacement factors (RF). Distance to enemy and supply conditions remain in effect. RFs are awarded based on the following, at the specified rates. Where RFs are awarded based on losses, players must keep track of step losses and then credit back such losses (based on the rates given, per game turn) when replaced.

The Brusilov Offensive:

AH: turns 3-4, 1RF for every 6 steps lost; turns 5-7, 1 RF/3 steps lost; turns 8+, 1RF/2 steps lost

Rus: turns 3-5, 1RF/2 steps lost; turns 6+, 1RF/3 steps lost

Ger: 1 RF/2 steps lost

optional: Randomize (roll each Reinforcement Phase): turn rate +1 for dr = 1, turn rate -1 for dr=6, e.g standard rate = 1RF/3 steps, "+1" becomes 1 RF/4 steps

Caporetto:

Cen Pwrs: 1 RF/6 step losses

Italy: turns 3-9, 1RF/6 step losses; turns 10-12, 1 RF/3 step losses; turns 13+, 1 RF/2 step losses

optional: Randomize (roll each Reinforcement Phase): turn rate +1 for dr = 1, turn rate -1 for dr=6, e.g standard rate = 1RF/3 steps, "+1" becomes 1 RF/4 steps

Serbia/Galacia:

AH: turns 8, 11, 14: 2RF, turns 9, 10, 12, 13: 3RF

optional: Randomize (roll each Reinforcement Phase): dr=1, -1RF, dr=6, +1RF

von Hindenburg in Poland:

Ger: 1 RF/turn, 2 RF/turn on 3,6,9,12

AH: 3 RF/turn, 2 RF/turn on 3,6,9,12

optional: Randomize (roll each Reinforcement Phase):

AH: dr=1, -1RF; dr=6, +1RF

Ger: dr=1, -1RF; dr=5, +1; dr=6, +2

Tannenberg:

Ger: turn 8 = 1 RF, 9 = 1 RF, turn 10 = 0 RF, turn 11 = 1, turn 12 = 1, turn 13 = 0, turn 14 = 1

optional: Randomize (roll each Reinforcement Phase) dr=1, -1RF; dr=6, +1RF ("1" on 0 RF turns is no affect if no surplus RFs available)

TERRAIN

Clarification - blocked hexsides block everything; movement, attack, retreat, ZOC, supply lines, C&C lines.

Exception: RR lines passing through a blocked hexside permit RR movement only.

COMBAT RESULT TABLE (new)

Results Modification:

Defender retreats - if defender chooses a retreat 2 hexes option for all (surviving) defending units, the attacker losses are reduced by 1 step; i.e result 2(3), or 3(2).

new Combat Results Table: shift columns have been added which come into play when leader attack shifts are used; i.e. the "shift" columns count as column when applying leader shifts.

TCR1		1:4	1:3	1:2	SHIFT	1:1	SHIFT	2:1	SHIFT	3:1	4:1	5:1
TCR2,3		1:3	1:2	1:1		2:1		3:1		4:1	5:1	6:1
TCR4		1:2	1:1	2:1		3:1		4:1		5:1	6:1	7:1
die roll + mods	1	1/2	1/2	1/3	-/3	-/3	-/3	-/3	-/E	-/E	-/E	-/E
	2	1/1	1/2	1/2	1/2	1/3	-/3	-/3	-/3	-/3	-/E	-/E
	3	1/1	1/1	1/2	1/2	1/2	1/2	1/3	1/3	-/3	-/3	-/E
	4	1/-	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/3	-/3	-/3
	5	1/-	1/-	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	-/3
	6	2/-	1/-	1/-	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3
	7	2/-	2/-	1/-	1/-	1/-	1/1	1/1	1/1	1/1	1/2	1/2
	8	2/-	2/-	2/-	1/-	1/-	1/-	1/-	1/1	1/1	1/1	1/2