



Variant Rules for 1.0

This file lists alternative rules to use with Ambush Blitz 1.0: providing feedback on these rules might influence the future game development.

Current implement tendency: Positive ■; Neutral ■; Negative ■

Variant rule n° 1: HQ shift (modifies 2.2)

071012 ■

The INI die is removed **after** the interrupt:

- S1, call.
- S2, activation: the HQ will issue orders to units, activating one at a time.
- S3, interrupt: remove the INI die.
- S4, HQ move: up to 3 hexes.

Variant rule n° 2: Order rerolls (modifies 2.5)

071012 ■

The HQ may expend any number of re-rolls on a single failed order.

Variant rule n° 3: Triggering a PIN test (modifies 13.1.1)

071111 ■

You force a PIN test on the enemy unit when the total score of all the FP dice is **14** or higher.

Note: the exact face value of each die is ignored for this purpose.

Variant rule n° 4: Camouflage (new 13.13; modifies 3.2)

071201 ■

The LOS cannot be traced into a Wood or Hedgerow hex, as long as all the units inside are in the **ready (r)** or **watch (■)** states, except from an adjacent hex. This does not cancel the unit's ZOC, therefore an assault will still be required to enter a nearby hex.

Variant rule n° 5: Tied INI (adds to 2.2)

071228 ■

When INI results are tied any GHQ and then other HQ, ranked by ratings (2.5) may chose whether to go first or last (2.2). When three or more HQ are tied on both sides INI will be alternately assigned: this will take precedence over other priority rules, except that GHQ will keep priority.

Variant rule n° 6: Reece (adds to 13.4)

080214 ■

On a successful DR a Reece unit may reveal one nominated hex contents within 3 hexes; this is instead of firing.

Variant rule n° 7: MST and LOS (adds to 3.2)

080214 ■

Trench and dug-in MST do not block LOS.

Variant rule n° 8: Green Troops (adds to 13.1)

090927 ■

Green troops that fail a Pin test are removed instead.

Variant rule n° 9: Stacking INF; MTR and MMG units (modifies 1.7)

091123 ■

Separate INF, MTR and H/MMG units may stack together in the same hex, still complying with the limit of two units per hex.

Note: the two units must be clearly set apart as to avoid confusion with attached infantry support weapons.

Variant rule n° 10: Crak Units (new rule)

101101 ■

Crak units are elite and may reroll once per turn each fire dice that is not a hit.

Variant rule n° 11: *Tankoviy desant* infantry (new rule)

101120 ■

Tankoviy desant are special INF units that can be used by Soviet forces exclusively.

These units must be kept stacked with an ARM unit of the same rating (2.9) and if that's not the case the infantry will be removed by T5. They may not use attached infantry weapons (11.9).

Tankoviy desant units always move at the vehicle's rate, count as in the same cover as the ARM unit they are attached to and are always open topped. They can benefit from the BUA's save roll of '6'.