



## 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 a higher priority GHQ, or then other HQ, may chose whether to go first or last. "Priority" includes priority in taking shifts (2.2) and rating (2.5).

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

080214 ■

On a successful DR a Reece unit may reveal one nominated hex contents at N range; 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.

End of file