

Der Leiter's Unit and Rule Revisions (URR 1.7)

The goal is to make every unit a viable option, and fix any units or rules that don't seem quite right.

Der Leiter's Five Golden Rules:

- 1.** Change only what needs to be changed. Thou shalt not go overboard.
- 2.** Identify if the problem; is it the unit itself, an ability of the unit, or the game rules themselves. Also, is this really the problem, or is it just that another unit makes others seem bad.
- 3.** The fewer the number of changes the better, and if you have to make a change always to increasing/reducing the price first as you only have to remember this once during a game.
- 4.** If a re-costing won't work, then make the change as simple as possible. Tweaking special abilities for all units is proffered over adding or changing abilities on a single unit. Removing abilities is easier and better than adding ones. Changing stats is the worst possible solution.
- 5a.** Take a step back and review what you've done. Was the change worthwhile? Does it make the unit balanced with other similar units? Are your changes unnecessarily complex? If so you've done something wrong; go back and fix it.
- 5b.** When making overall changes be very careful to consider all aspects and most especially how someone can abuse the change.

OVERALL CHANGES

Deployment

Vehicles may only be deployed a maximum of 2 hexes away from their starting map edge.

Soldiers may only be deployed a maximum of 4 hexes away from their starting map edge.

Disruption & Movement

Units which can ignore disruption during movement (SS Determination, Veteran Crew, Heroes, etc) are still stopped if they receive a face-up disrupted counter from a defensive-fire attack.

National Command

Units of a nation can only be commanded by units of the same nation.

Commonwealth units (Australia, Canada) consider the UK to be the same nation.

ABILITY CHANGES

Chatting on the Radio

Soldiers with this SA get -1 speed.

Add: "At the beginning of your assault phase you may chose to ignore chatting on the radio. If you do, you do not count as a spotter for the rest of the turn and units cannot benefit from your spotter ability"

Add Vanguard ability (May move 4 hexes after deployment)

Heroes

Heroes are limited to one per 150 points.

Heroes replace the unit they "spawn" from; it counts as eliminated.

Paratrooper

Ignore the normal Paratrooper rules.

Each Paratrooper may choose to deploy using either Vanguard OR Partisan.

Tall Silhouette

Change any unit with Tall Silhouette to Large Silhouette (-1 cover)

Transport - Exposed

Units with the type Tank are considered to be Exposed Transports - If this transport is attacked all transported soldiers immediately dismount and take the same number of hits (if any). Soldiers being transported on this unit may be targeted independently of the transport.

UNIT CHANGES

FRENCH

Lebel 86M93 Grenadier: Reduce cost to 2 points

ITALIAN

L3/35: Reduce cost to 5 points.

Fucile Modello 1891: Reduce cost to 2.5 points*

Stalwart Lieutenant: Reduce cost to 4 points.

GERMAN

Flakpanzer IV Wirebelwind: Reduce cost to 15 points.

Jagdpanther: Reduce cost to 50 points.

Light Mortar: Reduce cost to 3 points.

Luftwaffe Infantrymen: Reduce cost to 2 points, ignore Antiair.

Marder II: Reduce cost to 9 points.

Nashorn: Reduce to 25 points.

Panzerschreck: Reduce cost to 5 points.

Panzer II C: Reduce cost to 6 points.

Panzer II F: Reduce cost to 12 points.

Panzer IV G: Reduce cost to 27 points.

Panzer Grenadier: Reduce cost to 3 points.

Sd Kfz 222: Reduce cost to 6 points.

Sd Kfz 234/2: Reduce cost to 20 points.

Sd Kfz 251: Reduce cost to 9 points.

SS-Panzer Grenadier: Increase cost to 6 points.

SS-Stormtroopers: Reduce cost to 5 points.

Veteran Tiger: Increase cost to 75 points.

JAPANESE

47mm Type 1 ATG: Reduce cost to 6 points.

Mitsubishi A6M Zero: Reduce cost to 9 points.

Type 87 Armoured Car: Reduce cost to 6 points

Type 2 Ka-Mi Amphibious Tank: Reduce cost to 7 points.

Type 89A Chi-Ro: Reduce cost to 6 points.

Type 97 Te-Ke Tankette: Reduce cost to 5 points.

NATIONALIST CHINESE

Kuomintang Officer: Gains the Command Ability Rally – “Any adjacent unit with Lack of Determination may roll a D6 when it would be destroyed because of a face-up disrupted counter. On a roll of 5 or 6 that unit is not destroyed.”

T-26 Series 1933: May be used by Russian player; ignore Unreliable.

ROMANIA

Antitank Grenadier: Reduce cost to 3 points.

Vigilant Lieutenant: Reduce cost to 6 points.

SOVIET UNION

BM-13 Katyusha Rocket Launcher: Gains "Indirect Fire" SA
SV SU-85: Reduce cost to 24 points.

UNITED KINGDOM

40mm Bofors L60: Increase cost to 11 points.
PIAT Gunner: Reduce cost to 4 points.
Royal Engineers: Reduce cost to 6 points.
SMLE No. 4 Rifle: Change availability to 1940

UNITED STATES

3" Gun: Replace model with ZIS-2 57mm
FO Jeep: Reduce cost to 6 points.
M18 Hellcat: Reduce cost to 18 points.
M3 Lee: Reduce cost to 27 points.
M4A1 Sherman: Increase cost to 23 points.
M4A3E8 Easy Eight: Reduce cost to 40 points.
M5 Half-track: Reduce cost to 10 points.
M7105mm Priest: Reduce cost to 23 points.
Rangers: Increase cost to 6 points.
Veteran M4 Sherman "Rhino": Increase cost to 28 points.
OBSTACLES - Units in a Pillbox may ignore covering fire.