

PGG AH changes to SPI version by Donald Johnson 11/07/2023

These changes were made and approved by Jim Dunnigan, PGG designer.

- 1) The backs of the Soviet tank and mech divisions are the same in AH and show a tank symbol. This matters as the 10 mech divisions have no zeros while the 10 tank divisions have 3, while all that is supposed to be known is that of the 20 "tank type on back" divisions, 3 are zero.
- 2) The Germans have 6 railcut markers in AH, which aids the German defense a little, as it makes it easier to defend against a Soviet rail move into the German rear areas, for example, when a 6 is rolled for the Soviet provisional rifle division reinforcement.

If one wishes to implement these AH changes in an SPI mag or box version, then one way to do that is to use some spare counters from other games and make 6 rail cut makers and 11 Soviet unknown "tank" division counters (as only 11 "tank" divisions are used in the game).

An available rail cut marker may be placed on the map (to an max of 6) when a German unit enters a rail hex and may be removed by a Soviet or German unit entering the hex with a rail cut marker by normal movement. Avaloncon PGG tournament rules allow the German player to remove a rail cut marker at any time.

When an unknown "tank" division is revealed due to overrun or combat, the Soviet player randomly selects an actual tank or mech unit from the cup initially containing 10 tank divisions and 10 mech divisions.