

Red Steel – Avalanche Press

Additional Optional Rule

This optional rule add-on is intended to make solitaire playing more exciting. If you use optional rule 26.1, roll *1D6* for each side whenever you consult the Combat Options Matrix. With a 50% probability the desired combat option (*Feint, Probe, Standard, Assault* for the attacker, *Retreat Before Combat, Withdraw, Defend, Determined Defense* for the defender) will be executed properly. In all other cases it is assumed that the unit's commanding officers simply regard the actual front situation different than the High Command (= the player) and act independently. The following tables give you the revised Combat Options:

Attacker

Desired Combat Option	Resulting Combat Option after Die Roll (1D6)			
	<i>Feint</i>	<i>Probe</i>	<i>Standard</i>	<i>Assault</i>
<i>Feint</i>	1 – 3	4	5	6
<i>Probe</i>	1	2 – 4	5	6
<i>Standard</i>	1	2	3 – 5	6
<i>Assault</i>	1	2	3	4 – 6

Defender

Desired Combat Option	Resulting Combat Option after Die Roll (1D6)			
	<i>Retreat Before Combat</i>	<i>Withdraw</i>	<i>Defend</i>	<i>Determined Defense</i>
<i>Retreat Before Combat</i>	1 – 3	4	5	6
<i>Withdraw</i>	1	2 – 4	5	6
<i>Defend</i>	1	2	3 – 5	6
<i>Determined Defense</i>	1	2	3	4 – 6

I fully know that this rule add-on isn't too realistic, but it is fun to play and it makes the gameplay much more unpredictable, which is important to me especially for solitaire playing. I experimented a while with the unit's morale factors, but the result was much more unpleasant to play (more die rolling required), so I ended up with this solution.

Enjoy,

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