

# A Victory Lost

## Optional Rules

*After playing A Victory Lost quite a couple of times, I developed a small number of optional rules which may be of some interest for other players as well. These rules work best if they are all used together, but of course only some of them may be used to improve play balance. Have fun!*

### **More flexible Soviet Chit Management**

The Soviet player may use his Command Chits more flexible. He may choose four chits each turn from all available Command Chits.

*Rationale: While it contradicts the original design idea, this optional rule in most replays has much less impact on gameplay than one would expect. It nonetheless enables the Soviet player to take opportunity from a fortunate game situation a bit more flexible. Overall favours the Soviet player.*

### **Changed Victory Points**

Use these changed Victory Points (VPs):

- 5 VP for each Victory City (see original rule 14.0)
- 5 VPs for each German mechanized unit eliminated.
- 3 VPs for each German non-mechanized unit eliminated.
- 2 VPs for each Axis (non-German) mechanized unit eliminated.
- 1 VP for each Axis (non-German) non-mechanized unit eliminated.
- 3 VP for each Soviet mechanized unit eliminated.
- 1 VP for each Soviet non-mechanized unit eliminated.

*Rationale: In most – if not all – of my replays of A Victory Lost the Soviet player never managed to score a victory. Too strong and flexible is the German gameplay. Also, the Axis side receives no penalty for losing so many Axis units. Regardless of their real combat worth, the loss of manpower and material is (and was historically) immense – too much to be ignored in my opinion. Additionally, this tweak makes gameplay much more balanced, as the Axis player must now much more take care of his losses. Overall favours the Soviet player.*

### **Optional Chit Rejection**

Both sides may reject one Command Chit per turn. This is in addition to the possible Axis Manstein chit rejection.

*Rationale: This rule gives both players a bit more flexibility to overcome chit drawing luck. Favours both players.*

### **Reserve Placement**

Soviet reserves may be placed only within Soviet controlled hexes or within Soviet ZOCs. Thus any reserve arrival far behind the German lines is no longer possible.

*Rationale: While being important for play balance, the original rule is quite unrealistic and leaves – together with no other supply importance for railways and roads – a strange feeling.*

*This optional rule should be used together with optional Supply Lines rule below. This optional rule favours the Axis player.*

### **Supply Lines**

Supply to HQs must strictly follow uninterrupted railways or roads, plus a number of friendly hexes equal to the HQ's command rating over the last hexes.

*Rationale: With Soviet reserves no longer arriving anywhere on the map by train, Axis supply lines become vulnerable through this rule. For example Kharkov is the lifeline for all Axis units north of this city, so Soviet units taking this city will place all Axis units north of it out of supply. This rule usually favours the Soviet player.*

### **Isolated Unit Surrender**

Isolated units surrender at the beginning of their third turn being isolated.

*Rationale: While this is rarely the case, an isolated unit in this game (e.g. a cut-off Rumanian unit well behind the Soviet lines) will survive "forever", which is simply unrealistic.*

*Additionally, only eliminated units are worth VPs, so those effectively "dead" units will now vanish this way.*

### **Additional Turns beyond Turn 9**

For the following additional turns movement allowance is restricted as follows:

- Soviet mechanized units: -1 MP (movement point).
- Axis mechanized units: movement allowance halved.
- German non-mechanized units: -1 MP.

Both sides may draw chits as follows:

- Turn 10: Both sides may draw two chits (Stavka and Manstein eligible).
- Turn 11: Both sides may draw one chit (Stavka and Manstein not eligible)
- Turn 12: Both sides may draw one chit (Stavka and Manstein not eligible)

*Rationale: Historically the battle suddenly ended with the arrival of mud. But this sudden end can be quite frustrating in very tense game situations, so players may want to press home for some additional turns.*

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