

# Modifications to BEYOND THE RHINE

Roland suggests the following as provisional/experimental changes to the game. The “A” and “C” items are a product of continuing research; “B” allows the Broadfront Zones to be shifted a bit (which for instance can make the initial dividing line between the southern two zones less awkward).

## A. Changes to the initial setup:

1. 2-4-5 SP Arty Bty (2/218) is moved to C60.18 (from A13.07).
2. 10th SS Pz Div (I-10 Pz Bn) is moved to Dead Pile (from A20.09).
3. 10th SS Pz Div (10 PJ Bn) is moved to 12 Sept reinforcements (from A20.09).
4. 4-4-5 PJ Bn (741) is moved to 22 Sept reinforcements (from A31.19).

## B. Rules modifications:

1. The Allies can shift each printed Broadfront line by up to 3 hexes north or south on the first turn of each month (or scenario). The shifted lines remain straight, and the combined number of shifted hexes cannot exceed 6. (So if one line is shifted six hexes the others cannot be shifted at all.) Give SP and restricted factions (that cannot change zones) one turn to conform to a shifted boundary.
2. Reinforcing units that are transfers (such as “Transfers from south to north”) or entering along a map edge (such as “Map C, west edge”) get free fuel in the Movement Phase.

## C. Optional new counters:

1. There are sixteen new counters that can be found in either TUNISIA II or SMOLENSK. Setup and arrival notes are included in those games
2. Add new (5)-3-3 AT Grps to arrival turns of 1 Can and 2 Can Corps HQs, and to Uk 1st, 8th, 12th, and 30th Corps HQs. For the time being, borrow the AT counters found in TUNISIA II and SICILY II (it may be quite some time before we find a way to include these in an OCS game or issue of *Special Ops*).
3. The 152nd Bde of 52nd AL Div has a new Leg MA counter.