

## **Perry's Enemy at the Gates**

### **OCS 3.0 Optional Rules**

Recon - no

Proportional Strength – yes – we made a separate chart with strengths rounded to the nearest 10<sup>th</sup>.

Independents - no

Long Range Air - yes

Fighter Rebasing Limits - yes

### **OCS House Rules**

HQ's can be DG'ed for combat strength purposes only.

Hogs must be on top of a stack at all times.

AT units have no ZOC if they are the only unit in the hex. This prevents Pz div AT units from being used as the first ZOC blockers, something they historically did not do. ZOC blockers should be recon or tank units.

Airbases with adjacent enemy attack-capable units can refit 1 air unit per level

Reinforcing air units can't appear in a base with adjacent enemy attack capable units

### **EATG House Rules**

Hex row 62.xx on maps C & D is the right map edge.

Soviet 6th army and all forces NW from them can't cross the Don River on turn 1.

The Soviet army HQ on the east bank of the Volga can be setup in any of the rail hexes. This provides for a detrainable hex that is not adjacent to enemy units and it allows them to build an airbase.

The Soviets also get 2 level 2 airbases adjacent to Kamyshin. These represent some of the airbases off the east map edge. With the change in air refit rules from 2.0 to 3.0, they need more refit capacity on turn 1.

Use the GBII replacement costs except:

Bicycle bns cost 2 pax

We also considered truck MP's for the bicycle boys on their move mode side, but we are not using this yet.

No Axis minor units can be rebuilt, only German units can be rebuilt.

The Axis can't place any of the free S'grad fortress hogs in red or black city hexes. These represent the 6<sup>th</sup> Army refurbishing old Soviet defense lines built during the summer of 42. They were not in the city hexes.

GBII revised air counters for other OCS games:

Po2's are not Ftrs

Me110's are Ftrs

EATG - optional & house rules

Use all other corrected air counters even though this helps the axis more.

In return, the Soviets get the optional Yak 9's for free on the two turns (19 & 23).

For transportation purposes, 1RE = 1SP for all units including the inf units that are cheaper in ocs 3.0. The EATG game & rail cap limits were designed with the 2.0 rules.

Ice flow on the Volga does not prevent units from crossing into empty hexes. This means the Axis have to have a ground unit in the red city hexes. Units still can't attack across ice flow conditions.

Spotters for air barrages must be of the same nationality.

The Soviet 1 Gd Army HQ, 8 SP's, and the level 2 airbase setup in C29.22 so as to be in trace.

The German wagon and Pol unit in C24.01 can stay or move to C23.05 so 1 Rum HQ is in trace.

The 15 German SP's in Gumrak can setup within 3 hexes. The preferred hexes are the red city hexes.

We have always allowed the Soviets to rail to and from the east edge road hex just south of the Volga River. This is similar to the German ability to rail to Elista.

We allow the Soviets to use the western-most rail edge hex on map C like any other map edge rail hexes. This edge rail is new with the revised maps.