

TOPPLING THE REICH - BONUS RULES

BY PAUL ROHRBAUGH

Note Post-publication review of the counters for *Toppling the Reich* revealed some minor errors, and ideas for improving the look and feel of some of them. Amend- ed counters are supplied inside issue #17 of *Against the Odds* magazine. Changes include:

- Four of the 4.4/2.4 Volksturm Corps units should have 2 step indicators (not 4) on the front and 1 (not 3) on the back.
- One 3.4/14 VS division, the 9th, should have a division (and not a corps) flag.
- The LXXVIII and XC Volksturm Corps (two 9.4/7.4) should have step loss indicators of 4 on the front (not 2) and 3 on the back (not 1).
- German leader Black should instead be Balck.
- US leader Simpson should have the Army (not Army Group) rank symbol printed on him.
- German 1st LW HQ should have been the 1st FJ HQ instead. Use the FJ counter whenever LW is called for.
- The OB West HQ should have the command level of Front (not Army Group) printed on it.
- As a bonus, a new "Rommel" counter to be used with the material here, and also a more "Canadian-looking" leader Crerar counter are included as well.

16.0 POST-PUBLICATION IDEAS

The following ideas did not make into the final publication of *Toppling the Reich*, but were too good to just forget. As always, both players must agree beforehand to use these in a game. Enjoy!

16.1 CORP RESERVES

A Corp can be dispatched from any friendly HQ per 3.5.3 and 3.5.4 but costs 1 ASP per Corp to do so. A HQ that dispatches a Corp may not dispatch any other reserve unit for the turn.

Developer's Note *The use of this rule can cause some very violent and bloody battles to occur in the game. The 1 ASP cost should keep this down to truly important events, however, and represents the significant logistical preparations to allow such a deployment to occur. The variant favors the Germans slightly in the early game, neither player during the "mid-game", and the Allied player towards the end. Keep this in mind when deciding whether to use this option in some of the scenarios.*

16.2 FOX AT THE FRONT



This variant assumes Field Marshall Erwin Rommel survived the purges following the bomb-plot assassination attempt against Adolf Hitler. Either Hitler survives (as was the case historically) and some sort of "accommodation" is reached that allows the Desert Fox to continue serving the Third Reich, or Heinrich Himmler takes over as the new Fuhrer and also allows Rommel to live and serve (for the time being). This variant should only be used in the Campaign game, and not at all in any of the scenarios (which may tilt play-balance too much).

16.2.1 Rommel Leader Unit The Field Marshall Rommel leader unit begins play with the OB West unit. The Model

leader unit is set aside. Rommel has some special abilities and requirements while in play.

16.2.2 Rommel's Health Field Marshall Rommel was severely wounded in late June when his staff car was strafed by a British fighter bomber. Even had he survived to September, it is likely his wounds would have impacted his daily routine. Each turn, at the beginning of the Command Segment, the German player rolls two dice modifying the DR as follows (use all that apply):

- +2 for turns in September.
- +1 for turns in October and November.
- +1 if the Allied player has captured a Westwall hex.
- +3 if the Allied player has a unit east of the Rhine.
- 0 No DRM for turns from December onward. Regardless, discontinue rolling for Rommel's health once Operation Herbstnebel is declared (Section 13.4).

If the modified DR is 10 or more the Rommel leader unit is turned upside down (committed side) to indicate Rommel is ill and cannot be used to influence any combats or perform any other function other than movement. If the modified DR is 9 or less the Rommel leader unit can function normally for the turn.

If the modified DR is 13 or more, Field Marshall Rommel has run afoul of the Fuhrer/Himmler (new evidence was found or invented), or succumbed to his wounds, and is eliminated. Remove the Rommel leader unit from the game and replace it with the Model leader unit. The Model leader unit performs as any other German leader in the game (no special abilities) and all rules regarding Rommel are no longer in effect.

The Field Marshall Rommel leader unit may only stack with a SS unit if one or more Wehrmacht/Luftwaffe/Kriegsmarine units with at least as many CF as the SS are also stacked with him.

16.2.3 A Crafty Fox Field Marshall Rommel's persona and aggressiveness are the fodder for many books and tales. When stacked with HQ, even Army Group or the OB West HQ, Rommel can dispatch reserves from that HQ directly to any hex where a combat is taking place that is within the MP allowance of the unit(s) being dispatched. Further, the unit(s) being dispatched have an increased MP of +2. The Rommel leader unit must move with the dispatched reserve(s) and his leadership rating used in the combat.

Note *It is highly recommended to use Section 16.1 above in play with this optional rule.*

16.2.4 A Sly Fox If Field Marshall Rommel is out of supply (cut-off from a German supply source) the German player rolls two dice at the end of the Final Reorganization Phase. The DR is modified as follows (use all that apply):

- +1 if the Allied player controls a Westwall hex
- +3 if the Allied player controls any hex east of the Rhine
- +2 if the Allied player has more VP than the German
- 2 if the German player has more VP than the Allied

If the modified DR is 9 or less nothing happens and the Rommel leader unit remains in play and out of supply. If the modified DR is 10 or more Rommel and all units he is stacked with surrender and removed from play. For each

German non-SS unit within 2 hexes of Rommel when he surrenders the German player rolls a single die. Add 1 to the DR if the unit is stacked with or adjacent to a SS unit. None of the surrendered units can be replaced by the German player. If the modified DR is 3 or less the unit also surrenders and is removed from play. A modified DR of 4 or more means the unit remains "loyal" to the Third Reich and remains in play. SS units never roll for surrender (but any stacked with Rommel when/if he surrenders are automatically eliminated).

If Field Marshall Rommel surrenders the Model leader unit is immediately placed with the OB West HQ if that unit is still in play. If the OB West unit is surrendered/eliminated Model and the OB West HQ are placed in any German city/town/east map edge hex still under German control that is east of the Rhine and not adjacent to an Allied unit. Award the German player a number of replacement points equal to 1/3rd the value of the non-SS units that surrendered with Field Marshall Rommel (any eliminated SS units are gone. If not enough non-surrendered non-SS units are in dead pile to take at this point, too bad. This is war. Deal with it). These replacements must be taken immediately and are placed within 2 hexes of Model, but not adjacent to an Allied unit and in supply. These represent units that would've been deployed to the Eastern Front but now have to go here to respond to the emergency. Model will never surrender (historically, he shot himself after writing a letter to Hitler when the Ruhr Pocket collapsed in April).

Developer's Note *Inspiration for the Rommel leader unit, and the rules that go with it, are in large part inspired by the two alternative history novels Fox at the Front (2003) and Fox On the Rhine (2000), both by Niles Douglas. Enjoy!*

16.3 VARIABLE RAIL REPAIR TABLE

This table is used to determine the number of hexes of rail lines that can be repaired each turn by the Allied player. During the Final Reorganization Phase the Allied player rolls a die and modifies it as follows (use all that apply):

- +1 for each Allied engineer on a railhead marker (no more than 1 Engineer per railhead, +4 maximum). *If this modifier is applied, no one rail line can have more than one rail hex repaired until all rail heads with an Engineer have had one rail hex repaired.*
- +1 if the Allied player expends an ASP for rail repair (+1 maximum).
- +1 if Antwerp is under Allied control (per Scenario 2 special rule).
- 1 if a turn in December, January or February.

The modified DR result is referenced to the table below:

- ≤ 3 = 1 Rail hex repaired
- 4-6 = 2 Rail hexes repaired
- 7-8 = 3 Rail hexes repaired
- 9+ = 4 Rail hexes repaired

Note *The use of the Variable Rail Repair variant is recommended only for the campaign game, not the smaller scenarios.*

COMBAT RESULTS TABLE (7.1)

Die Roll	Attacker / Defender Odds Ratio									
	1 / 4	1 / 3	1 / 2	1 / 1	2 / 1	3 / 1	4 / 1	5 / 1	6 / 1	7 / 1
-1	A3 R3	A3 R2	A3 R1	A2 R2	A2 R1	A1 R1	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1
0	A3 R2	A3 R1	A2 R2	A2 R1	A1 R1	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1
1	A3 R1	A2 R2	A2 R1	A1 R1	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1
2	A2 R2	A2 R1	A1 R1	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2
3	A2 R1	A1 R1	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2	D2 R2
4	A1 R1	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2	D2 R2	D2 R3
5	Ex1	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2	D2 R2	D2 R3	Bkth
6	S (Ex1)	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2	D2 R2	D2 R3	Bkth	Bkth
7	Ex1 DR1	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2	D2 R2	D2 R3	Bkth	Bkth	Bkth
8	Ex1 DR1	Ex2 DR1	D2 R1	D2 R2	D2 R2	D2 R3	Bkth	Bkth	Bkth	Bkth
9	Ex2 DR1	D2 R1	D2 R2	D2 R2	D2 R3	Bkth	Bkth	Bkth	Bkth	Bkth

• Attacks at less than 1 / 4 odds are not allowed. • Attacks at greater than 7 / 1 odds are treated as 7 / 1 attacks. • Use all applicable modifiers.

Results

A#	Attacker steps lost (7.6)
D#	Defender steps lost (7.6)
R#	Number of hexes to retreat (7.8)
Ex#	Exchange (7.6)
S	Stalemate (7.7)
Bkth	Breakthrough (7.10)

Die Roll Modifiers

Floodable River	-1	Hard Winter	-1
Minor River	-1	Village	-1
Bridge	-2	Town	-1
Leader	+/-2	City	-2
Paratroop	+1		

Column Shifts

Oversupplied Attack (3.3.3)	1 Right
Armor superiority (7.4)	1 Right / Left
Close Air Support (11.6)	1 Right / Left
Armor Assets (10.2)	1 Right / Left

ATTRITION COMBAT RESULTS TABLE (7.11)

Die Roll	Attacker's Combat Value In Contact									
	1-40	41-80	81-130	131-180	181-240	241-300	301-370	371-440	441-520	521 +
1						1	1	2	2	3
2					1	1	2	2	3	3
3				1	1	2	2	3	3	4
4			1	1	2	2	3	3	4	4
5		1	1	2	2	3	3	4	4	5
6	1	1	2	2	3	3	4	4	5	5

Number appearing across from DR is the number of Defender's steps that must be eliminated.

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