

# VICTORY: THE BLOCKS OF WAR

## HOUSE RULES

by scott diberardino v3.0 2003.05.07

The following suggestions were designed to redress flaws in the basic Victory engine that I felt either unbalanced the game or provoked unrealistic (and boring) strategies. Hopefully someone will find these ideas as useful as I have. Foremost in my mind has been the preservation of the simplicity and basic integrity of the Victory rule set. In particular, I have endeavored to not change any units' firepower values.

<p><b>PROBLEM:</b> It is nearly impossible to apply enough force to take a well-defended city, and there is little incentive to do anything but pile infantry into your cities and defend. This has been alleviated somewhat by the new city supply rule, but more can be done.</p>	
<p><b>SOLUTION:</b> Do not check army or navy stacking in a battle hex until the end of the battle. Units in excess of the stacking limit after the battle must retreat. Army stacking limits in cities, towns and deserts are reduced to 2, and in clear terrain to 3.</p>	<p><b>RATIONALE:</b> <i>This allows proper concentration of attacking force, provided you control the surrounding countryside. This also provides incentive for the defender to guard his flanks.</i></p>
<p><b>PROBLEM:</b> The air war dominates the game. With first fire and few natural predators, air units routinely crush army units.</p>	
<p><b>SOLUTION:</b> Only one air unit may base at towns and airfields.</p>	<p><b>RATIONALE:</b> <i>This requires more forethought in assigning air units to bases, coincidentally making the long-range Heavy Bombers more useful.</i></p>
<p><b>SOLUTION:</b> All of one side's Bombers fire at the same time. All air firepower except that of Fighters is classified as Flak. All units in a group targeted by air units may return fire simultaneously (using Flak) for free; only air units that attacked the target group can be hit by Flak. Fighter air firepower is not Flak, but is subject to Flak from defending air units.</p>	<p><b>RATIONALE:</b> <i>Air attrition is more realistic, and ground and naval units less vulnerable.</i></p>
<p><b>PROBLEM:</b> Some units seem much better than others. Compare Armor vs. Infantry or Mechanized, or Submarines and Destroyers vs. other naval units.</p>	
<p><b>SOLUTION:</b> All Air units, Armor, Artillery, Mechanized, Cruisers and Battleships cost 2 PP for one step. All other Naval and Army units cost 1 PP for one step.</p>	<p><b>RATIONALE:</b> <i>After some numerical analysis, taking into account likely targets and first-fire capability, these costs seem to equalize things.</i></p>
<p><b>SOLUTION:</b> Armor gets G3 firepower when attacking or defending in a clear or desert hex that does not contain a city or town. Heavy and Medium Bombers may not air respond. Heavy (Elite) Armor may respond like Mechanized. Jet (Elite) Fighters may air respond 3 hexes. Elite units fire before normal ones.</p>	<p><b>RATIONALE:</b> <i>These bonuses and penalties balance out some units that were on the line between cost breaks. They are fairly intuitive changes.</i></p>

### OTHER OPTIONAL RULES

Allow air response to airdrops.

## UNIT DATA

Unit	Cost	#	Move	A	N	G	Notes
Jet Fighter	3	4	3+3	3	-	1	Elite; no Flak; air response (range 3)
Fighter	2	8	3+3	2	-	1	No Flak; may base on carrier
Dive Bomber	2	4	3+3	1	2	2	May base on carrier
Torpedo Bomber	2	4	3+3	1	3	-	May base on carrier
Medium Bomber	2	4	5+5	1	2	1	No air response
Heavy Bomber	2	4	6+6	1	1	2	No air response
Submarine	1	4	2	-	2	-	
Battleship	2	4	3	1	3	2	
Cruiser	2	4	4	2	2	1	
Destroyers	1	6	4	1	1	-	
Carrier	1	4	3	1	1	-	May base up to 2 air units (> strength)
Artillery	2	4	1	2	2	2	
Heavy Armor	3	4	3	1	-	3	Elite; response (range 1)
Armor	2	4	3	1	-	2	G3 in clear/desert terrain (not city/town)
Mechanized	2	4	3	1	-	2	Response (range 1)
Airborne	1	2	2	-	-	1	Airdrop (range 4)
Mountain	1	2	2	1	-	2	G3 in mountains; do not stop
Marine	1	4	2	-	-	2	Amphibious invasion (range 2)
Infantry	1	12	2	1	-	2	G3 defending cities (not towns)
Engineer	1	2	2	1	-	1	Ignore rivers; function as airbase
Supply	1	4	2	-	-	-	Converts to army steps
Resource	-	6	-	-	-	-	Strategic movement only; converts to PP

## TERRAIN EFFECTS

Terrain Type	Stacking Limit	Hexside Limit	Notes
Clear	3	2	
Forest	3	1	Army units must <b>stop</b> unless moving <i>entirely</i> along a road
City	2	-	Other terrain effects apply; may base 2 air units
Town	2	-	Other terrain effects apply; may base 1 air unit
Desert	2	2	
Marsh	2	1	Army units must <b>stop</b> unless moving <i>entirely</i> along a road; Army units get <b>Double Defense</b>
Mountain	2	1	Army units must <b>stop</b> unless moving <i>entirely</i> along a road; Army units get <b>Double Defense</b>
Alpine	-	-	Impassable
River	-	1	Army units must <b>stop</b> after crossing, except at bridges; Attacking units forfeit their first Combat Turn
Bridge	-	1	
Sea	4	2	Naval units only. Army units at sea are considered Naval.
Coastal	2	1	Naval units only. Army units are considered ashore.
Shoal	-	-	Impassable