

**PBS (Pleva Bidding System)**

Round 1 Round 3

O9 Behind in the Count			AP12 Cream of the Crop		
ID	Bid Points	German	ID	Bid Points	Russian
A	1	Delete three German Concealment counters	A	1	Add a LMG to the German OB
B	1	Delete a German LMG	B	1	Add a 2-4-7 to the German OB
C	2	Replace the American 9-1 with a 10-2	C	2	Replace the Russian 8-0 with a 7-0
D	2	Add one 5-4-6 to the American at-start OB	D	2	Replace the German 9-1 with a 9-2
E	3	Replace one American MMG with a .50calHMG	E	3	Replace the German MMG with a HMG
ID	Bid Points	American	ID	Bid Points	German
A	1	Delete the American DC	A	1	All KV-1 M39 Start up DR = 12 become DR = 11
B	1	In SSR 3, change "2-3-6" to "2-2-6"	B	1	Delete one 2-4-7 from the German OB
C	2	Replace the German 8-1 with a 9-2	C	2	Delete two 9-1 AL from the German OB
D	2	Delete one American 5-4-6 from the Turn 3 reinforcements	D	2	Delete SSR 3 (Germans are not Elite)
E	3	Add a German 4-4-7 to the Turn 3 reinforcements	E	3	Add one T60 M40 to the Russian reinforcement group

BOF11 Second Thoughts			J130 The Art of Dying		
ID	Bid Points	American	ID	Bid Points	Russian
A	1	Increase the German SAN to 4	A	1	Delete one Russian LMG
B	1	Replace one 5-4-6 with a 5-3-6 in the at-start American OB	B	1	Increase Italian SAN to 3
C	1	Replace the German 9-2 with a 10-2	C	2	Delete one Russian 4-4-7 from the Turn 2 reinforcements
D	2	Add one PSK to the at-start German OB	D	2	Delete one Russian ATR
E	2	Delete one American 5-4-6 from the Turn 4 reinforcements	E	3	Replace one Italian 8-1 with a 9-2
ID	Bid Points	German	ID	Bid Points	Italian
A	1	Increase the American SAN to 4	A	1	Delete one Italian DC
B	1	Replace one American 5-4-6 with a 6-6-6 in the Turn 4 reinforcements	B	1	Replace one Russian 4-2-6 with a 4-4-7
C	1	Add four Concealment counters to the American at-start OB	C	2	Delete one Italian 3-4-6
D	2	Add one dmMMG to the at-start American OB	D	2	Replace the Russian MMG with a HMG
E	2	Replace the American 8-1 with a 9-2	E	3	Delete one Italian L6/40

SP2 Holding the Hotton Bridge			FRF72 The Mubo Decision		
ID	Bid Points	American	ID	Bid Points	Japanese
A	1	Increase the German SAN to 3	A	1	Increase the Australian SAN to 4
B	1	Replace one American 5-4-6 with a 2-3-6	B	1	Replace the Japanese 8-0 with a 8+1
C	2	Decrease the American ELR to 3	C	2	Delete a 4-4-8 from the Japanese reinforcements
D	2	Replace the German 9-1 with a 9-2	D	2	Add a 4-5-8 to MacAdie's Party
E	2	Replace the German SPW251/2 with a SPW251/9	E	3	Replace the Australian MMG with a HMG
ID	Bid Points	German	ID	Bid Points	Australian
A	1	Increase the American SAN to 4	A	1	Add two Concealment counters to the Japanese at start OB
B	1	Add three Concealment counters to the American at-start OB	B	1	Increase the Japanese SAN to 4
C	1	Delete one German LMG	C	2	Add a 4-4-8 to the Japanese reinforcements
D	2	Replace the American 9-1 with a 9-2	D	2	Delete a 4-5-8 from MacAdie's Party
E	2	Delete one German 4-6-7	E	3	Replace the four at start Japanese 4-4-7s with 4-4-8s

Round 2

FT94 Here Stands the Legion		
ID	Bid Points	French
A	1	Reduce the French SAN to 4
B	1	Delete 1 AT mine factor from the French OB
C	2	Delete one 4-5-7 from the French OB
D	2	Replace the French 9-2 with a 9-1
E	3	Replace the Pz IIA with a Pz IIIF
ID	Bid Points	German
A	1	Add 1 AT mine factors to the French OB
B	1	Add two Concealment counters to the French OB
C	2	Replace the German 9-2 with a 8-1
D	2	Delete one 4-6-7 from the German OB
E	2	Add a MMG to the French OB
FRF28 Luftlandkommando Heddrich		
ID	Bid Points	German
A	1	Delete the German Kfz 13
B	1	Replace two French 4-5-7s with 4-5-8s
C	2	Delete one German 8-1
D	2	Replace the German 9-2 with a 9-1
E	2	Delete one German 4-6-7
ID	Bid Points	French
A	1	Increase the German SAN to 4
B	1	Delete one LMG from the French OB
C	2	In SSR 3 change "3 PP" to "4 PP"
D	2	Delete one 4-5-7 from the French OB
E	3	Delete one H35 from the French OB
BOF3 Abbeville Bridgehead		
ID	Bid Points	German
A	1	Delete one LMG from the German OB
B	1	Delete the two Concealment counters in the German OB
C	2	Delete the German 2-4-7
D	2	Add a 8-0 to the French OB
E	2	Replace the French dmMMG with a dmHMG
ID	Bid Points	French
A	1	Increase the German SAN to 4
B	1	Delete the French 9-1 AL
C	2	Replace the French 9-2 with a 9-1
D	2	Delete one 4-5-7 from the French OB
E	3	Add one 4-6-7 to the German OB

**PBS procedure: \*IMPORTANT\*** The bids represent the number of points worth of balance provisions they are willing to give up to their opponent to play that side. Each provision has a bid point value. If both players bid the same side then the higher bid gets that side. The OPPONENT decides which provisions will apply. For example in Acts of Defiance, if player A bids R6 and player B bids R5, player A is the Russian and player B is the German. Player B then selects up to 6 points of balance provisions (in this case Player B selected B, C and D, but other combinations are possible). Any number of balance provisions can be selected, but each balance provision can only be selected once. If players bid opposite sides both players receive the results of the bid. In this case, both sides simultaneously secretly determine which PBS provisions will apply and then reveal them. If both players make the same bid, a DR is used to randomly decide which player gets which side. Unless both players agree, bidding is done after Rubble generation.