

PBS (Pleva Bidding System)

Round 1			Round 3		
AP93 Best Think Again			AP100 Coal in Their Stockings		
ID	Bid Points	German	ID	Bid Points	German
A	1	Reduce the German ELR to 3	A	1	Delete five German Concealment counters
B	1	Delete one German 2-3-8	B	1	Add a 3-4-7 to the American OB
C	2	Replace two Russian 4-4-7s with 4-5-8s	C	1	Delete one German 2-4-8
D	2	Replace the Russian 9-1 with a 9-2	D	2	Add one M8 AC to the American OB
E	2	Add one Russian 4-4-7	E	2	Replace the American 9-1 with a 10-2
ID	Bid Points	Russian	ID	Bid Points	American
A	1	Add six Concealment counters to the German at-start OB	A	1	Add one DC to the German OB
B	1	Add a DC to the German at-start OB	B	1	Add five Concealment counters to the German OB
C	2	Replace the German 9-1 with a 9-2	C	2	Delete one 6-6-6 from the American OB
D	2	Replace the German MMG with a HMG	D	2	Replace the German 9-1 with a 9-2
E	3	Add one German 5-4-8 to the at-start OB	E	2	Add one 4-6-7 to the German OB
SP238 Inherent Systemic Violence			SP236 Hammer Time		
ID	Bid Points	Russian	ID	Bid Points	Belgian
A	1	Delete one LMG from the Russian at-start OB	A	1	Increase the German SAN to 3
B	1	Replace the German 9-1 AL with a 9-2 AL	B	1	Delete one Belgian DC
C	2	Replace the Russian 10-2 with a 9-1	C	1	Delete four Belgian Concealment counters
D	2	Delete one Russian 4-4-7	D	2	Delete one Belgian 4-5-7
E	3	Delete one Russian BT-7A	E	2	Delete one Belgian H35
ID	Bid Points	German	ID	Bid Points	German
A	1	Replace the 4-2-6 with a 4-4-7 in the Russian at-start OB	A	1	Increase the Belgian SAN to 4
B	1	Delete one German ATR	B	1	Delete the German 9-1 AL
C	2	Replace the Russian MMG with a HMG	C	2	Replace two German 4-6-8s with 4-6-7s
D	2	Replace the German 10-2 with an 8-1	D	2	Replace the Belgian MMG with a HMG
E	2	Delete one German 4-6-8	E	3	Replace the German 9-2 with a 8-0
FrF80 Breaking Bad			FrF77 Ghostbusters		
ID	Bid Points	Japanese	ID	Bid Points	French
A	1	Reduce the Japanese SAN to 3	A	1	Delete the four French Concealment counters
B	1	Delete three Concealment counters from the Japanese OB	B	1	Reduce the French SAN to 2
C	1	Add one LMG to the Dutch OB	C	2	Replace the French 9-1 with an 8-0
D	2	Add one 5-3-7 to the Dutch OB	D	2	Delete one French 4-5-7
E	2	Replace the Dutch 9-1 with a 9-2	E	2	Replace the German 9-1 with a 10-2
ID	Bid Points	Dutch	ID	Bid Points	German
A	1	In the VC change "7" to "8"	A	1	In the VC change "18" to "21"
B	1	Delete the ATR from the Dutch OB	B	1	Increase the French ELR to 3
C	1	Replace the Dutch 8-1 with a 8-0	C	2	Replace the French MMG with a HMG
D	2	Delete one 5-3-7 from the Dutch OB	D	2	Delete a 4-6-8 and Motorcycle from the German OB
E	2	Replace the Japanese 9-0 with a 10-1	E	2	Add a 4-5-7 to the French at-start OB
Round 2			<p>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. 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.</p>		
AP94 Show of Force					
ID	Bid Points	Russian			
A	1	Delete four Russian Concealment counters			
B	1	Replace one Russian 5-2-7 with a 2-2-7			
C	2	Delete one Russian ATR			
D	2	Replace the Russian MMG with a HMG			
E	2	In the VC change "31" to "36"			
ID	Bid Points	German			
A	1	Increase the Russian SAN to 4			
B	1	Delete the German DC			
C	2	Replace the German 9-1 with a 8-0			
D	2	Replace the Russian 9-1 with a 9-2			
E	2	Delete one German 4-6-8			
AP108 Yes Sir!					
ID	Bid Points	German			
A	1	Replace one 5-4-8 with a 4-4-7 in the German OB			
B	1	Delete three Concealment counters from the German OB			
C	1	Delete one German SW (German player's choice)			
D	2	In SSR 2 change "<= 2" to "<= 1"			
E	2	Replace the American 9-1 with a 10-2			
ID	Bid Points	American			
A	1	Increase the German SAN to 5			
B	1	Add one Trench counter to the German OB			
C	1	Add one Wire conter to the German OB			
D	2	Replace the German 9-1 with a 9-2			
E	2	Replace the German MMG with a HMG			
FrF78 No Glory in War					
ID	Bid Points	German			
A	1	Increase the Russian ELR to 2			
B	1	Add an ATR to the Russian Turn 2 reinforcements			
C	2	Replace the Russian 7-0 with an 8-1			
D	2	Delete one German 4-6-7			
E	2	Replace one German Pz 38(t)E with a Pz IIF			
ID	Bid Points	Russian			
A	1	Replace one German 9-1 AL with a 10-2 AL			
B	1	Replace two German 4-6-7s with 4-6-8s			
C	1	Replace two Russian 4-4-7s with 4-2-6s			
D	2	Replace the German 9-1 with a 10-2			
E	2	Replace one German Pz IIF with a Pz 38(t)A			